MODULAR EXOPLATING
ITEM - APPAREL



T

This item cannot be unequipped or discarded.

You may keep two additional cards in your inventory. If you have at least 1 Junk card in your inventory, increase your ⛉ by 1.

You do not suffer ☢.

MISTER HANDY ROBOT
SURVIVOR IDENTITY



Place this card in your play area. It cannot be traded or discarded.

You cannot use ***Drug*** or ***Aid*** items or gain traits other than ***Vilified*** and ***Idolized***.

You may discard a Junk card to recover 5 HP.

ADVANCED POWER ARMOR 6
ITEM - APPAREL



T

When you kill an enemy, gain 1 additional XP.

WASTELAND MAP 4
ITEM - MAP



When placing your figure during setup, flip 2 tiles that are adjacent to the starting tile; choose 1 space on any of those tiles to start in.

You may ignore the ↟ icon on enemies.

You gain 1 additional movement point from move actions.

LADY BUTTERHEART
COMPANION - BRAHMIN



After setup, gain 4 Caps.

When you perform a camp action, you may shop once. Other survivors may give you 1 Cap to shop once when they camp in your space.

TRUSTY SIDEARM 5
ITEM - WEAPON



L

During a fight, if this card is in your inventory, your currently equipped 🔫 weapon gains L.

You cannot purchase, gain, or equip companions while this item is either equipped or in your inventory.

10MM PISTOL 4
ITEM - WEAPON



A

During a fight, if you spend a ✶ result, exhaust this card.

While this card is exhausted, it is treated as having no icons.

.44 PISTOL 9
ITEM - WEAPON



A

You may equip an additional ***Weapon*** item.

During a fight against an enemy that has ↟, this weapon gains an additional A icon.

BEAR TRAP 3
ITEM - TRAP



During your turn, exhaust to place an unused quest marker in your space and on this card.

When an enemy moves into the marked space, kill that enemy, then discard this card.

This card cannot unexhaust.

BEAR TRAP 3
ITEM - TRAP

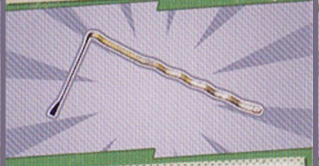


During your turn, exhaust to place an unused quest marker in your space and on this card.

When an enemy moves into the marked space, kill that enemy, then discard this card.

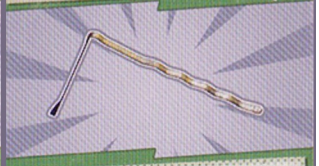
This card cannot unexhaust.

BOBBY PIN 2
ITEM - TOOL



During a test that uses P, you may discard this card to add 1 hit.

BOBBY PIN 2
ITEM - TOOL



During a test that uses P, you may discard this card to add 1 hit.

CRYO GRENADE 4
ITEM - GRENADE



During your turn, you may discard this card. If you do, each enemy in your space and each adjacent space becomes inactive (no effect on ★ and ⛊ enemies).

CRYO GRENADE 4
ITEM - GRENADE



During your turn, you may discard this card. If you do, each enemy in your space and each adjacent space becomes inactive (no effect on ★ and ⛊ enemies).

DETECTIVE'S COAT 6
ITEM - APPAREL



T

During a test that uses P, add 1 hit.

Exhaust at any time to look at the top 2 cards of the 👤 deck. You may put any number of them on the bottom of the deck and the rest on top in any order.

FLAMER 11
ITEM - WEAPON



P

Before a fight, exhaust to lower the enemy's level by 1 (min 1).

This card costs 3 Caps to unexhaust.


NCR RANGER


ENCLAVE
DESERTER


MISTER HANDY


MISTER HANDY






LONE
GUNSLINGER


CARAVAN
MERCHANT

















FLIGHT HELMET 4
ITEM - APPAREL



1

During a fight, if you roll a result, increase your by 1 during that fight.

FRAGMENTATION GRENADE 4
ITEM - GRENADE



During your turn, you may discard this card to kill 1 enemy in a space adjacent to you.

FRAGMENTATION GRENADE 4
ITEM - GRENADE



During your turn, you may discard this card to kill 1 enemy in a space adjacent to you.

FRAGMENTATION GRENADE 4
ITEM - GRENADE



During your turn, you may discard this card to kill 1 enemy in a space adjacent to you.

HAROLD E
COMPANION - WASTELANDER



When you shop, exhaust to gain 2 additional Caps for each item you sell.

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

HARPOON GUN 6
ITEM - WEAPON



P

Ignore the and icons on enemies.

HUNTING RIFLE 6
ITEM - WEAPON



P A

During a fight against an enemy in your space, for each result rolled, inflict 1 hit on the enemy (this is in addition to hits inflicted by spending results).

IAN C
COMPANION - WASTELANDER



Before a fight, exhaust to lower the enemy's level by 1 (min 1).

Then, suffer 2 damage from friendly fire!

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

JOHN CASSIDY
COMPANION - WASTELANDER



Before a fight, exhaust to give your equipped weapon the icon until the end of the fight and generate 1 reroll.

If you do not have any *Drug* items, keep this companion when it unexhausts.

MISSILE LAUNCHER 10
ITEM - WEAPON



E L

After you kill an enemy, exhaust to kill each other enemy of equal or lower level in its space and each adjacent space.

This card costs 5 caps to unexhaust.

ROCKVILLE SLUGGER 6
ITEM - WEAPON



S

Before a fight, roll 1 die. On a result of , home run! Kill the enemy.

AGILITY BOBBLEHEAD
EVENT



Immediately discard this card. Then, gain an A perk.

BOTTLECAP MINE 4
ITEM - TRAP



During your turn, exhaust to place an unused quest marker in your space and on this card.

After enemies activate, if at least 1 enemy moved into the marked space, kill each enemy in that space, then discard this card.

This card cannot unexhaust.

BOTTLECAP MINE 4
ITEM - TRAP



During your turn, exhaust to place an unused quest marker in your space and on this card.

After enemies activate, if at least 1 enemy moved into the marked space, kill each enemy in that space, then discard this card.

This card cannot unexhaust.

CAPS STASH
EVENT



Immediately discard this card. Then, gain 6 Caps.

CHARISMA BOBBLEHEAD
EVENT



Immediately discard this card. Then, gain a C perk.



ENDURANCE BOBBLEHEAD
EVENT



Immediately discard this card. Then, gain an [E] perk.

GORIS
COMPANION - DEATHCLAW



During a fight, exhaust to suffer no damage.

If you have two or fewer S.P.E.C.I.A.L. tokens, keep this companion when it unexhausts.

GRAPE MENTATS 4
ITEM - DRUG



During a test or fight that uses [C], exhaust to add 2 hits.

Then, suffer 2 damage and become ***Addicted.***

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

INTELLIGENCE BOBBLEHEAD
EVENT



Immediately discard this card. Then, gain an [I] perk.

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 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.

LUCK BOBBLEHEAD
EVENT



Immediately discard this card. Then, gain a [L] perk.

MARCUS
COMPANION - SUPER MUTANT



During a test that used [S], [E], or [I], exhaust to add 1 hit.

If you have at least three S.P.E.C.I.A.L. tokens, keep this companion when it unexhausts.

MED-X 4
ITEM - AID



During your turn, you may discard this card to suffer no damage until the end of your turn.

NUKA-COLA 2
ITEM - AID



During your turn, you may discard this card to perform 1 additional action.

Then, gain 1 Cap.

NUKA-COLA 2
ITEM - AID



During your turn, you may discard this card to perform 1 additional action.

Then, gain 1 Cap.

ORANGE MENTATS 4
ITEM - DRUG



During a test or fight that uses [P], exhaust to add 2 hits.

Then, suffer 2 damage and become ***Addicted.***

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

PERCEPTION BOBBLEHEAD
EVENT



Immediately discard this card. Then, gain a [P] perk.

PURIFIED WATER 4
ITEM - AID



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

PURIFIED WATER 4
ITEM - AID



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

RAD-X 4
ITEM - AID



During your turn, you may discard this card to suffer no ☢ until the end of your turn.



STEALTH BOY
ITEM - TECH

6



During a fight, before resolving the enemy's hits, you may discard this card to resolve your hits first.
(If the enemy is killed, do not resolve its hits.)

STRENGTH BOBBLEHEAD
EVENT



Immediately discard this card. Then, gain a S perk.

TYCHO
COMPANION - DESERT RANGER



Exhaust when you explore to gain 2 XP.

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

ULTRA JET
ITEM - DRUG

7



During a test or fight, exhaust to change 2 die results to different faces of your choice.

Then, suffer 3 damage and become ***Addicted.***

If you are ***Addicted***, you cannot discard this card, and it costs 4 Caps to unexhaust.

BERRY MENTATS
ITEM - DRUG

4



During a test or fight that uses I, exhaust to add 2 hits.

Then, suffer 2 damage and become ***Addicted.***

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

MOVING TARGET

Discard to go fast! Gain 6 movement points.



SPECIAL

LADY KILLER/BLACK WIDOW

During a fight, your currently equipped *Weapon* gains 3.

Discard if you are killed.



SPECIAL

CHEM RESISTANT

After you use a *Drug* item, if you would become *Addicted*, you may choose to suffer 3 damage instead.

Discard to lose *Addicted* or if you are killed.



SPECIAL

NERD RAGE!

If an enemy would kill you during a fight, discard to get mad! Suffer no damage or and kill that enemy instead.



SPECIAL

RICOCHET

Discard when you kill an enemy to also kill another enemy within 3 spaces of that enemy.



SPECIAL

CONCENTRATED FIRE

Discard during a fight to choose one die. Change each other die to match that result.



SPECIAL

HEAVY LIFTER

You may keep 2 additional cards in your inventory.

Discard if you are killed.



SPECIAL

BIG FRIGGER
ITEM - WEAPON

8



S S A

During a fight, you may suffer 3 damage to inflict an additional hit on the enemy.

CRYOLATER
ITEM - WEAPON

8



I

After a fight, if the enemy was not killed, you may freeze it! If you do, the enemy becomes inactive (★ and ⛊ enemies cannot become inactive).

GAMMA GUN
ITEM - WEAPON

12



P I A L

After a fight, unequip this weapon.

You cannot generate rerolls during a fight against a enemy.

NUKA-COLA QUANTUM
ITEM - AID

5



During this turn, you may discard this card to perform 3 additional actions.

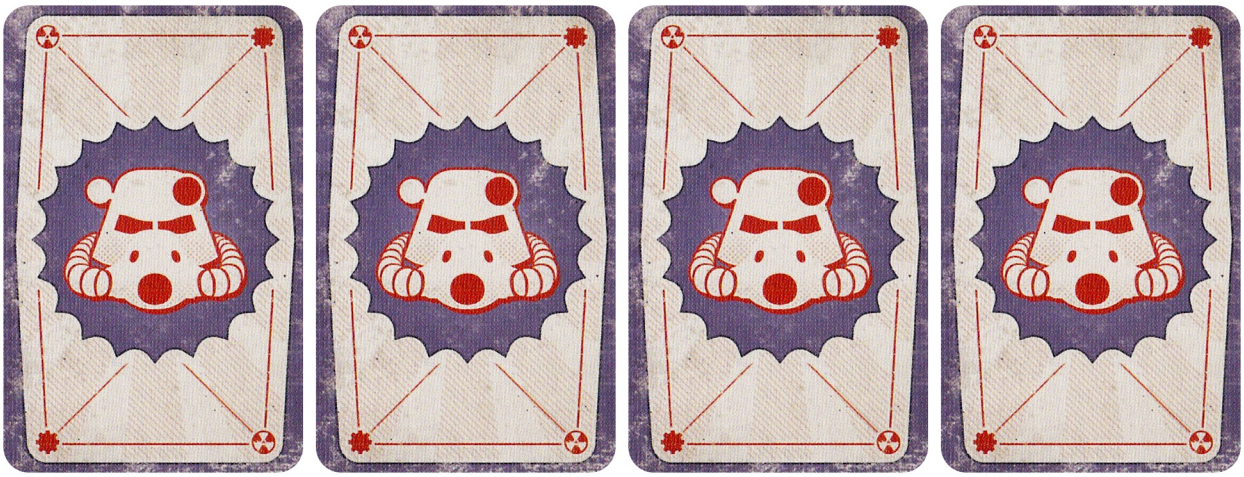
Then, suffer 3 ☢ and gain 1 Cap.




TESLA ARMOR
ITEM - APPAREL
12
2
During a fight, treat each die face that shows 2 ● as showing 1 ● instead.
During a fight, if you suffered damage, inflict an additional hit on the enemy.
TESLA RIFLE
ITEM - WEAPON
12
PIA
During a fight, exhaust to inflict an additional hit on the enemy.
VAULT SECURITY ARMOR
ITEM - APPAREL
8
1
During a fight against a ☠ or ♛ enemy, increase your ⛊ by 1.
YOU'RE SPECIAL
ITEM - BOOK
2
You may discard this card to level up.


NEW CALIFORNIA
Setup: Stage 184. : 240 and 241.
Place a token on Poseidon Oil Rig.
Important: Create the agenda deck using all agenda cards. Do not draw agendas during setup.
ARROYO
CROSSROADS CAMP
POSEIDON OIL RIG
NEW CALIFORNIA REPUBLIC


RISE OF THE MASTER
Setup: Stage 166. : 240 and 241.
Place a ★ token on Lost Hills Bunker and a token on The Cathedral.
LOST HILLS BUNKER
CROSSROADS CAMP
THE HUB
THE CATHEDRAL



RISE OF THE MASTER

★:X=2 ●:Y=1

★:X=2 ●:Y=2

★:X=3 ●:Y=2

THE BROTHERHOOD OF STEEL

A secretive militaristic organization that is known to venerate technology. They are generally distrustful of outsiders and rarely share their knowledge.



THE UNITY

An altruistic religious organization. Something seems to be off about them…

*When Y=2, this enemy also gains ☢.



NEW CALIFORNIA

●:X=2

●:X=3

●:X=4

COOPERATIVE PLAY QUICK REFERENCE

Victory: The ★ faction token reaches the final space of the power track.

Loss: The ● faction token reaches the final space of the power track.

Killed: If killed, advance ● 1 space.

End of the Round: Do not advance ★ when the final agenda card is drawn.

Agendas: When a survivor gains an agenda, they must immediately discard it and resolve an effect based on the card's name:

- **Freedom (★)** : Advance ★ 1 space.
- **Security (●)** : Move ● back 1 space.
- **Other:** Resolve either effect.

THE ENCLAVE

*: After this enemy type activates, advance the ● faction token 1 space. Then, if there are 5 or more ● on the map, advance the ● faction token 1 additional space. Otherwise, place ● on the nearest unexplored tile to Arroyo. If there are no unexplored tiles, place ● on the Poseidon Oil Rig.



THE CAPITAL WASTELAND (EXPANDED)

Setup: Stage 044. : 243 and 244.

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 (EXPANDED)

Setup: Stage 014. : 243 and 244.

Place a ⛊ token on Diamond City.



FAR HARBOR (EXPANDED)

Setup: Stage 029 and 030. : 243 and 244. Then, add 031.

Place a ★ token on Far Harbor and a ⛊ token on The Nucleus and on Acadia.



THE PITT (EXPANDED)

Setup: Stage 056. : 243 and 244.

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 ●

166 WELCOME TO THE WASTELAND

The Brotherhood of Steel paladins own the wasteland here, but a secret power grows in the background, claiming charity and generosity amidst rumors of mutants and experiments gone mad.

1 *Learn about the mysterious Unity.*

Any • 3

+

Place at The Cathedral
1 XP • Stage 167 and 190 • Trash

2 *Find information on the Brotherhood.*

The Hub

+

Place at Lost Hills Bunker
1 XP • Stage 169 and 203 • Add 168 • Trash

167 THINK OF THE CHILDREN

The Unity welcomes all with open arms. Sure, they're a little weird, but they have you recruiting for them in no time. As it turns out, for a hot meal and a few Caps, even the meanest wasteland raider will join up. Still, the rumors of strange experiments persist.

1 *Recruit for the Unity.*

Replace a in your space or an adjacent space with

When a is placed on the map and there are now at least on the map equal to the number of survivors

+

Stage 170 and 226 • Trash

2 *Kill one of the experiments.*

Kill any

+

Stage 172 and 226 • Add 171 • Trash

169 WE HAPPY FEW

You meet a Brotherhood paladin and express some interest in their organization. He scoffs at you. "Sure," he says. "Head out into the wasteland and bring back one of our lost holodisks. Then you can join." He walks away laughing. It is clear that he doesn't think you can do it.

Have encounters to find the Holodisk.

1 *Screw this guy! Down with the Brotherhood!*

Kill any

+

1 XP • Stage 170 and 226 • Trash

2 *Bring back the holodisk.*

Lost Hills Bunker • Holodisk

+

1 XP • Stage 172 and 226
Add 171 • Trash

170 THE WHEEL GOES 'ROUND

The Unity appears to be making a strike against the citizens of the Hub while the Brotherhood is occupied with internal affairs. Those who have refused to join them, it seems, must be purged.

move toward The Hub instead of survivors.

1 *Help coordinate the Unity's movement.*

Replace a in your space or an adjacent space with

Any is at The Hub

+

Stage 176 and 107 • Add 173-175
Trash

2 *Attack the Unity and protect the people.*

Kill the last on the map

+

Stage 180 and 148 • Add 177-179
Trash

172 MARIPOSA MILITARY BASE

Shocked at your display of bravery, the Brotherhood welcome you as one of their own. Recent events have shown that the strange mutants are being created at a nearby base using a virus known as "FEV."

Place a quest marker 3 spaces away from your current space. This is Mariposa Military Base; it counts as a level-3 in addition to other icons in that space.

1 *Prepare the Unity to fight the Brotherhood.*

Any • Place in your space if there isn't already a present

When a is placed on the map and there are on the map equal to or greater than the number of survivors

+ • 1 XP

Stage 176 and 107 • Add 173-175 • Trash

2 *Head to the base and destroy the FEV.*

Have encounters at Mariposa Military Base until you destroy the FEV

+ • 1 XP

Stage 180 and 148 • Add 177-179 • Trash

176 ATTACK ON LOST HILLS

The conflict between the Brotherhood and the Unity is coming to a head. The Children of the Cathedral and the super mutants that form the Unity have joined forces and are moving on the Brotherhood base at Lost hills.

Place 1 in each space of the tile that contains Lost Hills Bunker that does not have a .

1 *Kill the Brotherhood paladins.*

Lost Hills Bunker • No on map

+ • 2 XP

Stage 183 and 220
Trash each card in the deck
Add 181 and 182 • Trash

2 *Defend Lost Hills Bunker.*

Have encounters at Lost Hills Bunker to repel the attack

+

Stage 183 and 234
Add 181 and 182 • Trash

180 ATTACK ON THE CATHEDRAL

The conflict between the Broterhood and the Unity is coming to a head. The Brotherhood of Steel is moving on the Unity, located in the depths of The Cathedral.

Place 1 on each space of the tile that contains The Cathedral that does not have a .

1 *Defend the Cathedral.*

Have encounters at The Cathedral to repel the attack

+

Stage 183 and 220
Add 181 and 182 • Trash

2 *Kill members of the Unity.*

The Cathedral • No on map

+ • 2 XP

Stage 183 and 234
Trash each card in the deck
Add 181 and 182 • Trash

183 RISE OF THE MASTER

The grand finale is at hand, and the master behind the Unity has revealed himself.

1 *Join the Unity. Become one with the Unity.*

The Cathedral • 6; add 1 for each vial of FEV you have

++

Become a *Super Mutant* • 4 XP
Trash each card in the deck • Trash

2 *Destroy the Master, once and for all.*

Either

The Cathedral • Draw and fight ; apply +1 to its level

or

Have encounters at The Cathedral to find another way to defeat the Master

++ • 4 XP

Trash each card in the deck • Trash

184 WELCOME TO NEW CALIFORNIA

Arroyo, a small village in New California, is suffering. Drought has brought the villagers to the edge of desperation, and in their hour of need they have turned to anyone who will listen.

1 *Visit Arroyo and hear them out.*

Arroyo • 3

Stage 185

Draw and resolve 244 • Trash

2 *Explore the Arroyo hunting grounds.*

Arroyo • Draw and fight

2 Caps



185 THE FUTURE OF ALL MANKIND

The village elder of Arroyo is looking to acquire an object known as a G.E.C.K.—a Garden of Eden Creation Kit—in order to combat the drought.

1. *Search for information about the G.E.C.K. in the New California Republic.*

   New California Republic • PC 4

   ★+
   Stage 186, 190, and 203
   1 Group XP • Trash

2. *Buy a round of drinks at the Rawhide Saloon.*

   New California Republic • Spend 3 Caps

   Gain 1 *Companion* from the shop, ignoring its requirement

186 LOCK AND KEY

Rumor has it that most Vault-Tec vaults were outfitted with a G.E.C.K. or two. If you can find a vault, you might be able to procure a G.E.C.K.

1. *Explore the wasteland and find a way to enter a vault and retrieve a G.E.C.K.*

   Do any one of the following:

   1) Complete "The Leviathan"
   2) Complete "The Desert Vault"
   3) Resolve encounter 080 or 081
   4) Resolve any encounter
   5) Discard a "G.E.C.K." item

   ★+
   Place 1 on Arroyo
   Move each to the closest space to Arroyo that has no
   Stage 187 • Draw and resolve 240
   2 Group XP • Trash

2. *Or I could go bet on the mole rat races happening outside of town!*

   Any • Spend 2 Caps • Test L

   Gain 1 Cap for each

187 SCORCHED EARTH

While the search for the G.E.C.K. was in progress, an organization known as the Enclave has taken over Arroyo, intending to use its citizens as test subjects for a biological weapon that would kill any living being with mutated genetics—including humans.

1. *Wipe the Enclave out of Arroyo.*

   When there are no within 3 tiles of Arroyo

   ★+
   Place 3 on Poseidon Oil Rig
   Stage 188 and 148
   1 Group XP • Trash

2. *With all the commotion drawing watchful eyes elsewhere, you think robbing the local cemeteries could be a profitable venture.*

   Any • Spend 1 additional action
   Test S P 4

   Reveal five cards, choose 1 and discard the rest • Become *Vilified*

188 THE POSEIDON OIL RIG

Though the Enclave have been routed from Arroyo, many of Arroyo's residents were kidnapped and taken to the Enclave's headquarters, located on the Poseidon Oil Rig. What's worse, they've got a guy guarding them who would give the strongest Super Mutant a run for its money.

1. *Board the Oil Rig and take out the man guarding the prisoners.*

   Poseidon Oil Rig• Draw and fight ; apply +2 to its level

   ★++
   2 Group XP • Trash

2. *Some people representing an establishment called the Chop Shop are looking for car parts from the wasteland.*

   Any • Discard 1 "Junk" item

   7 Caps

190 THE VAULT OF THE FUTURE

Whispers of a still-sealed vault hidden beneath the surface of a lake reach your ears. Most of the known vaults have either been looted or transformed into thriving settlements, so you jump at the chance to learn more about it.

1. *Sweet talk those in the know for info.*

   Any • Test C • Spend 5 Caps; spend 1 fewer Cap for each

   2 XP • Add 191 • Stage 192 • Trash

2. *Wait near Vault 7 for someone who looks like they know what they are doing.*

   Vault 7 • L 4

   2 XP • Add 191 • Stage 192 • Trash

192 DEEP BREATHS

You learn that in order to get into Vault 7, you'll either need to build some sort of breathing apparatus or be able to hold your breath underwater. Additionally, you are warned that for whatever reason, none who have set out to explore the vault have returned to tell of it.

Encounter any until you find the parts you need to build a Rebreather

1. *Build a rebreather.*

   Vault 7 • Rebreather

   2 XP • Stage 193 • Trash

2. *Who needs a rebreather? Hold your breath and make the dive.*

   Vault 7 • Have E

   2 XP • Stage 193 • Trash

193 THE LEVIATHAN

The vault doors slide open as you approach. Uh oh. With a loud rumble, the lake water goes rushing into the vault, taking you with it. You fight against the current, but are unable to resist. As you are sucked through the massive steel door, it slides shut again, and you find that you are trapped in pitch black darkness, underwater.

Add 194-199

While this quest is staged, survivors on the Vault 7 space cannot perform the move action and must perform the encounter action on each of their turns, if able. Additionally, while this quest is staged, enemies ignore survivors on the Vault 7 space.

1. *You gotta get out of here.*

   Encounter until you find a way to escape

   Trash this card and each card in the deck

203 THE DESERT VAULT

A vault has been discovered in a barren area of the wasteland. Preliminary investigations have yielded no information as to whether or not there are any survivors. You are able to learn the location of the vault with relative ease.

Effects will instruct you to place cards into the play area. encounter cards adjacent to each other are considered to be connected spaces, and survivors can move between them. Resolve a Vault 44 encounter that is in play by performing a action while on that card.

1. *Enter the desert vault.*

   Vault 44

   Resolve encounter 204

2. *Discover what happened to the vault's inhabitants.*

   Encounter until you learn the secrets of the desert vault

   • Trash all encounters in play and in the deck

214 WACKY WASTELAND

After the day's events, you are, quite frankly, a little confused. The wasteland is a place of adventure, danger, and, apparently, absurdity.

1. *Go this-a-way.*

   Any

   1 XP • Stage 101 • Trash

2. *Go that-a-way.*

   Any

   1 XP • Add 215 • Trash

3. *It's more about the journey than the destination. Head in a random direction.*

   Any • Have L

   2 XP • Stage 101 • Add 215 and 216 • Trash



217 THE GUARDIAN OF FOREVER

A group has made itself known in the wasteland, claiming to have just come from one of the Vault-Tec vaults. They say that several months prior, someone broke into their vault and ruined their water filtration system. They had no choice but to evacuate when water ran out.

1 *Help the vault survivors find a new home.*

Deadend Crossing

Stage 218 • Trash

2 *Help the vault survivors find a new home.*

Endsmeet

Stage 219 • Trash

3 *Give the survivors a G.E.C.K. to fix their vault's water filtration.*

Any • Discard a "G.E.C.K." asset.

The grateful vault dwellers hail you as a hero.

2 • 7 XP • Become *Idolized*

Trash

218 IT'S EVEN IN THE NAME

The water at Deadend Crossing has proven to be contaminated, and many of the vault survivors have fallen ill.

1 *Bring the survivors medicine.*

Deadend Crossing • Discard an *Aid* item

Trash

2 *This is becoming more trouble than it's worth. Best to just take what they have and move on rather carry this burden.*

Deadend Crossing

Draw and fight • Become *Vilified*

5 Caps • Trash

219 PARADE IN YOUR HONOR

The vault survivors at Endsmeet are getting along exceptionally well. You could probably get a pretty good deal on their wares.

1 *See what they have to offer.*

Endsmeet

Shop once; buy items for 2 less

2 *With the settlement thriving, salvage is coming in from all over the wasteland. A few extra Caps might get you first pick from the lot of it.*

Endsmeet • Spend 5 Caps

Choose 1 item from the discard pile • Trash

220 ALL THAT IS GOLD

A young man by the name of Gil has had nothing but bad luck since he found a "lucky" bottlecap. He has tried to destroy it, but claims that the Cap is damn near indestructible.

1 *Give Gil directions to a suitable place to dispose of the lucky bottlecap.*

Explore the tile that contains The Hole

or

The Hole

Stage 221 • Trash

2 *Convince Gil to meet you in the wastes and try to destroy the lucky bottlecap. It's just a bottlecap, after all; it can't possibly be indestructible.*

Boxcar • C 3

Add 222 • Trash

221 THOSE WHO WANDER

Gil, a young man on a journey to destroy a "lucky" bottlecap that has brought ruin to his life, is lost.

1 *Tail Gil and keep him from getting killed.*

The Palisades • A 3

Draw and fight

Stage 225 • Trash

2 *Confront Gil, take the bottlecap from him however you can, and send him home.*

Any • CA 5

Gil looks relieved as you take the bottlecap. "You're right. I can't blame all my problems on bad luck."

3 XP • Keep this card; it is the lucky bottlecap

Add 224

223 BLADE THAT WAS BROKEN

Gil means to destroy his lucky bottlecap. You'll need a weapon powerful enough to turn it to dust.

1 *A massive Super Mutant hammer might do it.*

Kill any

The Super Sledge pulverizes the Cap into a million tiny pieces.

4 XP • Gain the "Super Sledge" unique asset

Trash

2 *Maybe it can be destroyed with fire. You know just the weapon for the trick.*

Any • Discard 1 "Junk" item

The Cap bursts into flame, pierced by the fires of your "sword."

4 XP • Gain the "Shishkebab" unique asset

Trash

225 FROM THE SHADOWS SHALL SPRING

Gil, a man with a plan, has arrived at his destination. Getting him through the treacherous terrain of the Hole, though, is going to be tough.

1 *Time to see this to the end. It will take every ounce of your ability to get you and Gil to the mouth of the crevice safely.*

The Hole • SPECIAL 6

Gil prepares to sling the Cap into the hole. As he does, a feral ghoul comes charging out of the darkness, tackling Gil, and they both fall silently into the crevice. Huh. The lucky Cap, however, is sitting on the edge of the cliff.

2 • 6 XP • 1 Cap • Trash

2 *Steal the lucky bottlecap from Gil.*

The Hole • PA 4

You decide that you should be the one to have the bottlecap. All this fuss over a silly Cap. It's the principle of the matter. You pick Gil's pocket and slink off into the night, leaving him to live or die by his own actions.

Keep this card; it is the lucky bottlecap

Add 224

226 THE BOXCAR CHILDREN

A group of orphans is in need of charity.

Stage 230

Each objective may be completed only once. Place a quest marker on each objective that has been completed. When all objectives have been completed, trash this card.

1 *Give them weapons. They need to learn to defend themselves if they are going to survive.*

Boxcar • Discard 1 *Weapon* item

Add 227

2 *Give them Caps. They'll need 'em.*

Boxcar • Spend 5 Caps

Add 228

3 *Give them chems. You don't have a good reason for this, you just want to see what will happen.*

Boxcar • Discard 1 *Drug* item

Add 229

230 TABULA RASA

Bereft of moral guidance, the orphans from Boxcar are learning about the complexities that come with living life as a citizen of the wasteland. Young and impressionable, it is up to the wasteland's inhabitants to raise them properly.

1 *You happen to know just the person best qualified to shape these malleable minds: you!*

Encounter and after completing objectives on "The Boxcar Children" until you have educated the orphans

If there are more than on this quest when it is completed:

Each survivor gains for each time they helped mold the orphans

Stage 232 • Add 231 • Trash

If there are more than on this quest when it is completed:

Each survivor gains for each time they helped mold the orphans

Stage 233 • Trash



232 SCHOOL'S OUT FOR GOOD

A group of orphans has formed a gang and is terrorizing the settlement of Boxcar with their raucous behavior and blatant disregard for the law. The Boxcar elders have asked for help in dealing with the situation.

1. *Speak with the orphans.*
   Encounter until you have dealt with the orphan gang
   Trash
2. *Pay the gang a hefty sum to leave the settlement in peace.*
   Boxcar • Spend 10 Caps
   Trash
3. *Join with the gang and raid Boxcar.*
   Boxcar • SC 5
   • ×3 • 5 Caps • Become *Vilified*
   Trash

233 MODEL CITIZENS

A group of orphans from Boxcar has formed a gang and is aggressively bringing justice to the wasteland. While not an immediate threat, the elders of the settlement have become increasingly concerned with the number of raider heads mounted on pikes that have been planted in the soil outside of town.

1. *Convince the gang to break up. It's okay for kids to be kids, and they have done enough as is.*
   Boxcar • C 6 (C 4 if you are *Idolized*)
   Trash
2. *Bring back proof that there are bigger fish to fry than raiders.*
   Kill any or
   Trash

234 YOUR PATRIOTIC DUTY

The Brotherhood of Steel is moving something across the wasteland. Something big. Rumors are that it has come from the Citadel in the Capitol wasteland. Whatever it is, they've deemed it valuable enough to have decoy caravans.

1. *Help the Brotherhood escort the precious cargo.*
   Any level-4 or • Draw and fight , then ; kill both to succeed
   • Add 235 • Stage 236 • Trash
2. *You're sure that Brotherhood technology will sell well to the right buyer. You think that an ambush is in order.*
   Any level-4 or
   Spend 1 additional action • SPAL 5
   • Stage 237 • Trash

236 THE IRON GIANT

The trucks transporting the Brotherhood's weapon have made it safely to their destination. All that remains now is to power up the weapon.

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

1. *Help the Brotherhood acquire several missing parts and assemble Liberty Prime.*
   The Hideout • PCIL 6; you may spend up to 2 Caps before rolling to gain 1 per Cap
   +
   • Draw and keep encounter 238 • Trash
2. *The Brotherhood shouldn't be allowed to harness this much power. You had better sabotage it before it gets out of hand.*
   Encounter The Hideout until you've destroyed Liberty Prime
   +
   • Trash

237 DARK DEEDS

With the Brotherhood escorts downed, their precious cargo is free for the picking.

1. *Search for the Brotherhood soldiers that are hiding out in the wasteland after the attack and return the technology to them.*
   Any level-3 or level-4
   Be loyal to • A 4
   +
   • Become *Idolized* • Trash
2. *Offer to sell the technology to the Enclave.*
   Any level-3 or level-4
   Be loyal to • C 4
   +
   • 5 Caps • Trash

A carnival has come to the settlement, and people have gathered around to witness the spectacle.

1. **Join up and make some Caps**
   Test SPECIAL
   You put on a decent show and make some Caps. Good job, you're pretty weird.
   Gain 1 Cap, plus 1 Cap for each
2. **There is a big crowd with pockets waiting to be picked • Test P**
   You make easy work of the distracted citizens.
   Gain 2 Caps for each
3. **Not interested; go shopping**
   The carnival isn't your thing. You have better things to spend your time doing.
   Shop

A drunken man begins to rifle through your things as you look on in confusion. You watch for a moment before you stop him. "I'll take it all!" he says, and begins to count out Caps from his pockets.

1. **Walk away**
   You give the man a quizzical look and go about your business.
   Shop
2. **Sell your belongings**
   You take advantage of the man's drunken state and sell some stuff you were going to get rid of anyway.
   Sell any number of your item cards; for each item, gain Caps equal to its value increased by 1 instead

You find yourself sorely lacking funds, and you look around for any available work.

1. **Perform hard labor • Test SEAL**
   You find some work helping the local militia move crates from their warehouse.
   Gain 1 Cap for each • –1 XP
2. **Find a job with some finesse • Test PCIL**
   You work an iguana bits stand while the proprietor takes a break.
   Gain 1 Cap for each • –1 XP
3. **Go shopping**
   Work is for people who don't have any Caps to spend!
   Shop

You find yourself sorely lacking funds, and you look around for any available work.

1. **Perform hard labor • Test SEAL**
   You find some work collecting debt around the settlement.
   Gain 1 XP for each • –1 Caps
2. **Find a job with some finesse • Test PCIL**
   You help the settlement's elder take inventory of their supplies.
   Gain 1 XP for each • –1 Caps
3. **Go shopping**
   You consider for a moment putting some hard work in. But work is hard, so you don't.
   Shop



A handsome young man winks at you. "What do you say? Want to sample some of the wares?" He extends his hand, and in his palm is a syringe.

1 Try the chems • E 4

Succeed: *Free samples! You're as giddy as a gecko in a gas station.*
2 XP
Take each *Drug* in the shop

Fail: *He grins. "Once a customer, always a customer."*
Become *Addicted*
Take each *Drug* in the shop

2 Turn him down

He shrugs and goes looking for his next potential customer.
Shop

Two friends are arguing about how to develop their business. The man wishes to make and sell armor and apparel, while the woman wishes to provide the settlement with weapons.

1 Support the man

Seeing that you, a potential customer, are interested in buying armor and clothing, the woman acquiesces.
Shop • Add 164 • Trash

2 Support the woman

Seeing that you, a potential customer, are interested in buying weapons, the man acquiesces.
Shop • Add 165 • Trash

As you browse the market, a boisterous man in bright clothing approaches you, gesticulating dramatically. He tells you of your imminent fame and fortune—you need only purchase from him the deed for a local gold mine. Absolutely safe, he claims, and ripe for profit. A mere one thousand Caps and you'll be rich!

1 That's not going to happen

Incredulous, you go about your business. At least the bizarre occurrence seems to have drummed up activity in the marketplace.
Shop +1

2 Buy the deed • Spend 1000 Caps

Wow! A gold mine!
Keep this card; it is a gold mine

With a spring in your step, you enter the marketplace, ready to find the best deals that this rundown heap of metal and filth has to offer.

1 Browse what is available

You're a master of money, and the myriad minions of merchantry melt at your might.
Shop +1

2 None of this is any good; go elsewhere

You move on to greener pastures.
Discard each card from the shop and draw replacements, then shop once

160

You tail a group of raiders as they approach a settlement, and you suspect that they don't mean to go shopping.

1 Attack their leader

You ambush the raider leader.
Draw and fight ; if you defeat it, gain the "Big Frigger" unique asset • Trash

2 A little opportunistic thieving never hurt anyone . . . much

As the raiders begin their attack on the town you slip into the marketplace and help yourself to the goods. You notice a sad pair of eyes watching you from a nearby doorway and feel a pang of guilt. You monster.
Become *Vilified*
Choose 1 item from the shop • Trash

161

News of a heroic battle has spread to nearby settlements. The eager wastelanders want nothing more than to hear tales of battle from the mouth of a hero.

1 FORCED if you are *Idolized* • C 4

Succeed: *You tell your story, embellishing in all the right places. The crowd is enamored, showering you with gifts.*
× • **2 XP • Trash**

Fail: *You can feel your audience's attention waning, so you end the tale and go on with your day.*
2 XP • Trash

2 Go about your business

The settlement is alive with the bustle of daily life.
Shop • Add this card

163

A man wrapped in bandages is arguing with a doctor about the cost of his treatment.

1 FORCED if you are *Idolized*.

The man smiles warmly at you as you approach. "Greetings, friend! I've seen better days, to be sure, but today, I'm glad to be alive. Here, have a drink with me."
Gain the "Nuka-Cola Quantum" unique asset
Trash

2 Offer to pay the fee • Spend 5 Caps

"I can't possibly thank you enough," the man says. "Take this. It's a rare, pre-war formula. I think you'll like it."
Gain the "Nuka-Cola Quantum" unique asset
Trash

3 Ignore them and go shopping

Shop • Add this card

164

A neon sign that says "Grand Opening" hangs above an apparel shop in the marketplace.

1 See what they have for sale

The proprietors greet you warmly.
Reveal items from the asset deck until you reveal an *Apparel* asset, add it to the shop, and discard the rest; then shop once

2 Steal from their stuff when they aren't looking • P A 4

Succeed: *You handily steal something from a pile labeled "To be repaired."*
Choose 1 *Apparel* item from the discard pile • 2 XP

Fail: *The owners catch your brazen attempt to steal from them and ban you from their shop.*
Trash

165

A neon sign that says "Grand Opening" hangs above a weapon shop in the marketplace.

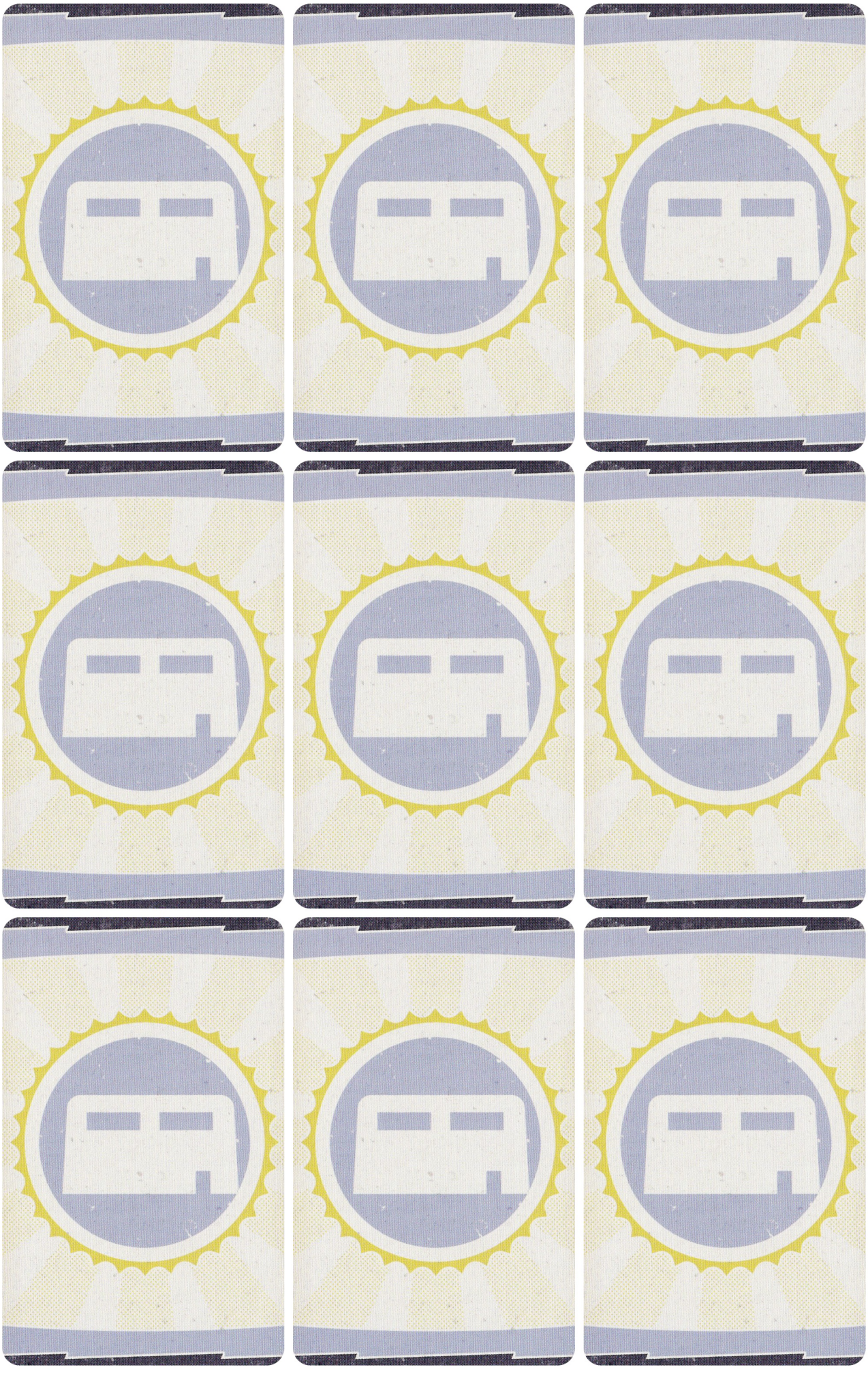
1 See what they have for sale

The proprietors greet you warmly.
Reveal items from the asset deck until you reveal a *Weapon* asset, add it to the shop, and discard the rest; then shop once

2 Steal from their stuff when they aren't looking • P A 4

Succeed: *You handily steal something from a pile labeled "To be repaired."*
Choose 1 *Weapon* item from the discard pile • 2 XP

Fail: *The owners catch your brazen attempt to steal from them and ban you from their shop.*
Trash



228

The orphans are in awe of the marketplace. It is clear they have never had this many Caps to spend.

If this encounter places a third token on "Tabula Rasa," the orphans are educated; complete "Tabula Rasa."

1 Show the orphans how to shop around for good deals • PI 4

Succeed: *You shop around for sales.*
Keep this card; you helped mold the orphans
Shop once
Place 1 ⛊ on "Tabula Rasa"

Fail: *The merchants at the market talk circles around you. You're still trying to figure out what happened.*
Lose all your Caps • 👤 • Add this card

2 Show the orphans how to have a good time • Spend 2 Caps

You wake up the next morning with a headache, surrounded by empty bottles.
Keep this card; you helped mold the orphans
4 XP • Place 1 ★ on "Tabula Rasa"

229

The orphans are fiddling with a dose of Jet. It is clear they don't really understand what it is for.

If this encounter places a third token on "Tabula Rasa," the orphans are educated; complete "Tabula Rasa."

1 Teach the orphans to use chems sparingly • EGL 4

Succeed: *The orphans learn to use chems in moderation to supplement their weaknesses.*
Keep this card; you helped mold the orphans
Place 1 ⛊ on "Tabula Rasa"

Fail: *Your hands begin to shake and you stutter and sweat while lecturing the orphans on the dangers of addiction, drawing more than one raised eyebrow.*
Become *Addicted* • Add this card

2 Buy them more chems • Spend 3 Caps

If they get addicted now, you'll be able to sell to them when they're older. The perfect investment.
Keep this card; you helped mold the orphans
Become *Vilified*
Place 1 ★ on "Tabula Rasa" • Trash

241

A woman claiming to have come from an underground pre-war vault is asking for handouts around town.

1 Ask about the location of the vault • C 4

Succeed: *She tells you of her previous home—Vault 84—and how she was exiled from it.*
2 XP • Stage 69 • Trash

Fail: *She refuses your request and heads into the wasteland in search of food.*
Add 242 • Trash

2 Give her money for food • Spend 3 Caps

She takes the money and buys some food from a nearby vendor, ravenously devouring it as if she hasn't eaten in days. While she eats, you ask her about the vault she came from.
2 XP • Stage 69 • Trash

241

You find a briefcase filled with documents about a pre-war vault. Clearly someone has left it here by mistake.

1 Look through the papers

You learn the location of one of the hidden vaults.
Shuffle cards 086-093 and randomly add a number of them equal to survivors, and then trash the rest • Trash

2 Search for the briefcase's owner

The flighty owner giggles when they see you approaching with the case. "Silly me, I must have left that case three different places just today! It's a wonder I haven't lost it." They hand you a reward and go about their way.
1 Cap • Add this card

243

You find a briefcase filled with documents about a prewar vault. Clearly someone has left it here by mistake.

1 Look through the papers

You learn the location of one of the hidden vaults.
Stage 203 • Trash

2 Search for the briefcase's owner

The flighty owner giggles when they see you approaching with the case. "Silly me, I must have left that case three different places just today! It's a wonder I haven't lost it." They hand you a reward and go about their way.
1 Cap • Add this card

243

You find a briefcase filled with documents about a prewar vault. Clearly someone has left it here by mistake.

1 Look through the papers

You learn the location of one of the hidden vaults.
Stage 190 • Trash

2 Search for the briefcase's owner

The flighty owner giggles when they see you approaching with the case. "Silly me, I must have left that case three different places just today! It's a wonder I haven't lost it." They hand you a reward and go about their way.
1 Cap • Add this card

244

You feel as though you need a new perspective on life and look to the people of the wasteland to provide it for you. Perhaps by involving yourself in their problems, yours will feel less insurmountable.

1 Work for others to better yourself

You prepare yourself for the challenges that have risen before you.
1 XP • Stage 226 • Trash

2 Offer your services to those who can pay

A few Caps come your way just for hearing out a potential client.
1 Cap • Stage 220 • Trash

244

You feel as though you need a new perspective on life and look to the people of the wasteland to provide it for you. Perhaps by involving yourself in their problems, yours will feel less insurmountable.

1 Work for others to better yourself

You prepare yourself for the challenges that have risen before you.
1 XP • Stage 220 • Trash

2 Offer your services to those who can pay

A few Caps come your way just for hearing out a potential client.
1 Cap • Stage 234 • Trash

244

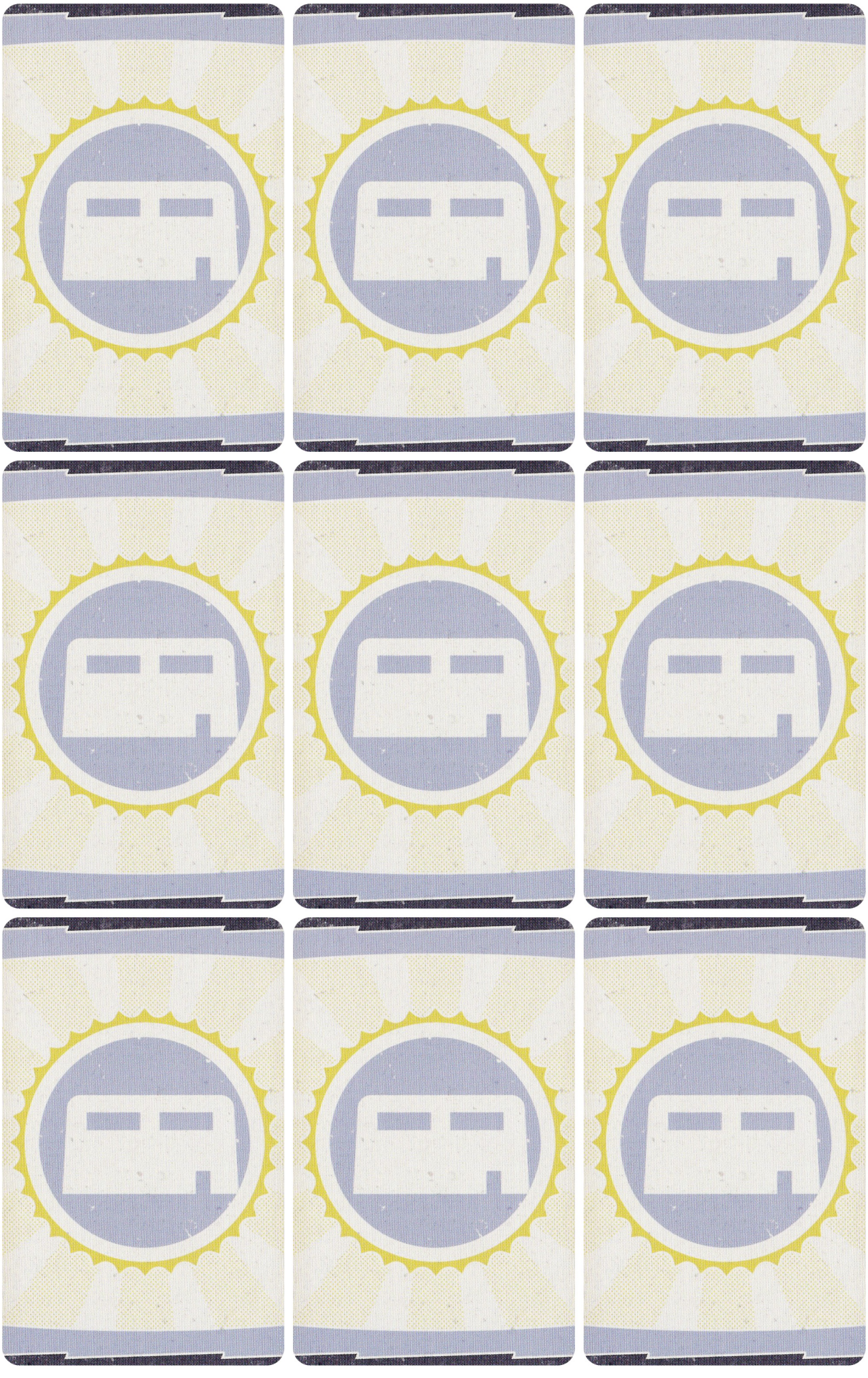
You feel as though you need a new perspective on life and look to the people of the wasteland to provide it for you. Perhaps by involving yourself in their problems, yours will feel less insurmountable.

1 Work for others to better yourself

You prepare yourself for the challenges that have risen before you.
1 XP • Stage 234 • Trash

2 Offer your services to those who can pay

A few Caps come your way just for hearing out a potential client.
1 Cap • Stage 226 • Trash



177

The uncompromising Brotherhood of Steel has brought its might to bear against the Unity. They have several men stationed in front of the Cathedral.

If, after resolving this encounter, survivors have enacted 3 successful defenses, complete the "Attack on the Cathedral" quest, and each survivor with 1 or more successful defenses may discard them to gain 2 XP per card.

1 Wipe them out • Draw and fight ☠; it gains the ⛊ icon

Succeed: *You eliminate the Brotherhood guards.*
Keep this card; it is a successful defense

Fail: *You fail to pierce the paladins' power armor.*
Add this card

2 Toss grenades • Discard a *Grenade* item

You make quick work of the Brotherhood paladins as they reel from the explosive blasts.
Keep this card; it is a successful defense

178

The brotherhood has established a forward outpost near The Cathedral.

If, after resolving this encounter, survivors have enacted 3 successful defenses, complete the "Attack on the Cathedral" quest, and each survivor with 1 or more successful defenses may discard them to gain 2 XP per card.

1 Pose as a member of the Brotherhood and infiltrate their ranks • CL 4

Succeed: *You learn of their movements, and pass the information along to the Unity.*
Keep this card; it is a successful defense

Fail: *You stand out like a sore thumb, and the Brotherhood attacks you.*
Suffer 3 damage • Add this card

2 Fund the Unity • Spend 8 Caps

The now well-equipped Unity moves on the forward outpost.
Keep this card; it is a successful defense

179

Brotherhood of Steel paladins are about to overrun the lower levels of the Cathedral.

If, after resolving this encounter, survivors have enacted 3 successful defenses, complete the "Attack on the Cathedral" quest, and each survivor with 1 or more successful defenses may discard them to gain 2 XP per card.

1 Make a stand • Draw and fight ☠

Succeed: *You cut one paladin down, but another takes his place.*
Draw and fight ☠ • Keep this card; it is a successful defense

Fail: *You are forced to withdraw from the battle.*
Add this card

2 Sacrifice yourself for the Unity

You detonate an explosion that fills the halls with fire.
You are killed • Keep this card; it is a successful defense

181

The grotesque form of the Master looms before you. "Become one with the Unity or die!"

1 Accept the Master's gift

Keep this card; it is the FEV

2 Reject the gift

Draw and fight ☣ • Add this card

3 Convince the Master to disband the Unity PC 6; add 1 ● if you have the Holodisk

You convince the Master that what he has done will do nothing to preserve civilization. Shockingly, he seems to hear you, and he urges you to leave him to die alone.
Complete "Rise of the Master" • Trash

Fail: *The Master orders his minions to attack.*
Draw and fight ☣ • Add this card

182

You find a nuke in the lower levels of the Cathedral.

1 Set off the nuke • PI 5

Succeed: *In the moments before the bomb detonates, you feel at peace. Then, nothing.*
Complete "Rise of the Master"
Each survivor and enemy within 3 spaces is killed • Trash

Fail: *You fiddle with the bomb to no effect.*
Add this card

2 Dismantle the nuke • PI 5

Succeed: *This bomb poses a monumental threat to the Unity, and you dismantle it quickly, potentially saving the entire cause.*
3 XP • Trash

Fail: *You fiddle with the bomb to no effect.*
Add this card

173

A group of Children of the Cathedral have breached the upper level of Lost Hills and are making their way into the lower levels.

If, after resolving this encounter, survivors have enacted 3 successful defenses, complete the "Attack on Lost Hills" quest, and each survivor with 1 or more successful defenses may discard them to gain 2 XP per card.

1 Intercept them • Draw and fight ☠

Succeed: *You repel the Children's attack.*
Keep this card; it is a successful defense

Fail: *You skirmish with the enemy to no avail.*
Add this card

2 Reprogram a nearby cleaning bot to do the dirty work for you • 4

Succeed: *You reprogram the cleaning bot to view the invaders as literal dirt.*
Keep this card; it is a successful defense

Fail: *The bot catches fire, seriously burning you.*
Suffer 1 damage • Add this card

174

Super mutants are attacking Lost Hills Bunker. You come across a group of Brotherhood paladins engaged with the brutish creatures.

If, after resolving this encounter, survivors have enacted 3 successful defenses, complete the "Attack on Lost Hills" quest, and each survivor with 1 or more successful defenses may discard them to gain 2 XP per card.

1 Assist the paladins • Draw and fight ☣

Succeed: *You help defend the paladins.*
Keep this card; it is a successful defense

Fail: *A super mutant bats a paladin aside like a ragdoll, killing him instantly.*
Add this card

2 Provide the paladins with medical supplies • Discard 1 *Aid* item

The paladins are grateful for what you have brought for them, and they distribute the supplies to their most wounded soldiers.
Keep this card; it is a successful defense

175

You pick out a man in a deep purple robe who looks to be coordinating the attacks on Lost Hills.

If, after resolving this encounter, survivors have enacted 3 successful defenses, complete the "Attack on Lost Hills" quest, and each survivor with 1 or more successful defenses may discard them to gain 2 XP per card.

1 Engage him head-on • Draw and fight ☠; apply +1 to its level

Succeed: *You eliminate the attack's leader.*
Keep this card; it is a successful defense

Fail: *You are forced to retreat.*
Add this card

2 Sneak around behind him and take him by surprise • A 4

Succeed: *You take care of the problem quickly and quietly. The attacking force is in disarray.*
Keep this card; it is a successful defense

Fail: *Your loud fumbling gives you away, and he sends his minions after you.*
Draw and fight ☠ • Add this card

238 LIBERTY PRIME

COMPANION - ROBOT



During a fight, exhaust to kill the enemy. Ignore 👤 and ⚙ icons and gain no XP.

Then, if you are not loyal to ★, you are immediately killed.

If you are loyal to ★, keep this companion when it unexhausts.



204

You drop down into the vault, your heavy footsteps echoing along the metal catwalks. You hear skittering in the darkness, but see nothing.

Add 205-209.

Place this card faceup near the game board and place your figure on it. This card is a space that is adjacent to the Vault 44 space.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Explore the eastern corridor <right>**

A creature emerges from the shadows.
Draw and fight • Place 1 encounter facedown to the right of this card

2 **Explore the western corridor <left>**

Some toxic substance coats the corridor heading west.
Suffer 2 • Place 1 encounter facedown to the left of this card

205

It is clear as you walk the halls of Vault 44 that there are no living residents. Water in the vault appears to have been non-functional for some time. A door with a blinking light blocks the exit, though you do notice an air duct that you think you could squeeze into.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Hack the door • 4 <right>**

You manage to lift the lockdown protocol on the door blocking the eastern exit.
Place 1 encounter facedown to the right of this card

2 **Crawl through the ceiling vent <up>**

As you lift yourself into the vent, you disturb the nest of a disgusting creature and it attacks you in defense.
Draw and fight • Place 1 encounter facedown above this card

206

You emerge into what is left of a food storage closet. The room is covered in a sheen of sticky fluids, and you can hear the clicking and crawling of creatures in the walls. You can't help but wonder if this infestation is part of what led to the vault's downfall. Several access hallways lead away from the room.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Pick the door to your left <left>**

As you leave, you stumble over something that must have belonged to one of the vault dwellers.
Draw 1 • Place 1 encounter facedown to the left of this card

2 **Check out the door behind you <down>**

You manage to lift the lockdown protocol on the door blocking the exit.
× 4 • Place 1 encounter facedown below this card

207

As you begin walking through what were once the living quarters of the vault, your suspicions are confirmed. Those who dwelt here are dead. Malnourished bodies, long deteriorated, lay curled on beds and sprawled against walls in the hallway.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Pass through the kitchen <left>**

The kitchen is utterly empty, the shelves picked completely clean. If you weren't sure before, you are now; the vault ran out of food.
2 XP • Place 1 encounter facedown to the left of this card

2 **Go through the residential wing <up>**

You find the body of a wastelander here as well, much more recently deceased. He must have become trapped here within the last few months.
5 Caps • Place 1 encounter facedown above this card

208

You find supplies that once would have belonged to the vault's security team, though they are mostly unusable. Several records indicate that vault security was practically nonexistent in Vault 44. All around the room, the klacking of tiny legs and wings can be heard echoing from within the walls.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Head north <right>**

As you leave, a wall panel bursts open, and one of the creatures attacks you.
Draw and fight • Place 1 encounter facedown to the right of this card

2 **Head south <down>**

You feel a heavy thump on your head as something falls from the ceiling, tangling itself in your clothes and hair as it struggles to get free.
Draw and fight • Place 1 encounter facedown below this card

209

The hallways open to a much larger room. The Vault Overseer's room. A metal hatch prevents further access to the lower levels.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Explore to the north <up>**

You keep moving, noting the room for later.
1 XP • Place 1 encounter facedown above this card

2 **Unlock the lower levels**

After some fiddling with the Overseer's console, you manage to open the hatch.
Add 210-213

3 **Explore to the south <down>**

You keep moving, noting the room for later.
1 XP • Place 1 encounter facedown below this card

210

Beneath the upper levels, the vault is something entirely different. Blue electric currents run up and down circuits as long as hallways. Horrible creatures are chained to the floor and walls by tethers of electricity, howling as you pass. A machine is automating a feeding process, shoving food into the creatures' pens.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Follow the stairs deeper <right>**

Your steps short-circuit the tethers in one of the pens and the creature leaps toward you.
Draw and fight • Place 1 encounter facedown to the right of this card

2 **See how far the hallways go <left>**

A sentry bot rounds the corner and mistakes you for an escaped creature. Great.
Draw and fight • Place 1 encounter facedown to the left of this card

211

This room is filled with conveyor belts. A robot here is systematically unloading a box of food and placing it along one of the belts. Several other robots have fallen into disrepair nearby and are unmoving. One even appears to have been riddled with bullets.

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1 **Follow the conveyor belts <right>**

You wonder why, with so much food available, the vault dwellers appear to have starved to death. You opt to follow the conveyor belts.
3 XP • Place 1 encounter facedown to the right of this card

2 **Explore deeper into the vault <left>**

The mystery of the vault deepens. You head further into the tunnels, hoping for some indication as to what happened here.
3 XP • Place 1 encounter facedown to the left of this card

212

A huge computer occupies most of the room, and it appears to be operational. Several screens indicate that this room was used to monitor the vault, but you get the feeling that the residents themselves were unaware. The electrical currents all converge here and appear to be powering—or powered by—some sort of experimental suit of armor.

1 **Rest a moment**

You rest, not ready to learn the vault's secrets.
Recover 2 HP

2 **Access the vault's logs**

You access copies of the Vault Overseer's logs from this terminal: "Something is drawing too much power. The refrigeration unit is failing. At this rate, we will starve by the end of the year. I have tried to open the vault door to no avail. Additionally, I keep hearing strange noises from the hatch beneath my office, but I can't open it."
Gain the "Tesla Armor" unique asset
Place each survivor on a card in a space adjacent to Vault 44
Complete "The Desert Vault"


044
044
044
044
044
044
044
044
044

213

In this room, the desiccated corpse of a scientist lies hunched beside a glowing computer monitor. Left on the screen is the scientist's final report. "No uncontaminated food left, we locked up the infected in the lower levels and are waiting for a response from Vault-Tec. Whatever the result may be, I shall carry to my grave the consciousness that at least we meant well."

Options with an <indicated> direction cannot be selected if there is already a card in the <indicated> direction or if no cards remain in the deck.

1. **Take the east exit <right>**

Well, that's depressing.
3 XP • Place 1 encounter facedown to the right of this card

2. **Take the west exit <left>**

You take your leave and attempt to put the fate of these men and women out of your mind.
3 XP • Place 1 encounter facedown to the left of this card

194

You feel a frigid current tugging at you as you swim into the lightless depths. Could it be a way out? Or is it just pulling you deeper into the Vault?

If you are not Mister Handy and do not have a Rebreather, suffer 2 damage.

1. **Go with the flow • AL 4**

Succeed: *The current picks up and you are sucked suddenly through a vent into a room that is somehow not filled with water. Atop a pedestal in the center of the room is a strange device, the likes of which you have never seen.*
Gain the "Cryolater" unique asset • Trash

Fail: *You are deposited into a room with some kind of horrible creature. Oh well, everyone has to die sometime.*
Draw and fight • ×2

2. **Swim against the current**

As you swim through the tunnels, scavenging for anything that might help you escape, the water turns hazy and you begin to feel ill.
Suffer 1 •

195

You feel a frigid current tugging at you as you swim into the lightless depths. Could it be a way out? Or is it just pulling you deeper into the vault?

If you are not Mister Handy and do not have a Rebreather, suffer 2 damage.

1. **Go with the flow • AL 4**

Succeed: *You emerge in the lakebed outside the vault. You're glad to be alive, but you wonder what secrets are yet to be uncovered.*
Place your character in a space adjacent to Vault 7 • Trash

Fail: *You are deposited into a room with some kind of skittering creature. What is this place, some kind of menagerie?*
Draw and fight • ×2

2. **Swim against the current**

You find the skeleton of a long-dead explorer—complete with breathing apparatus—near the vault door. He must have been looking for a way out.
Keep this card; it is a Rebreather

196

You feel a frigid current tugging at you as you swim into the lightless depths. Could it be a way out? Or is it just pulling you deeper into the Vault?

If you are not Mister Handy and do not have a Rebreather, suffer 2 damage.

1. **Go with the flow • AL 4**

Succeed: *You close your eyes and drift with the current, letting it draw you through the dark tunnels of the vault. When you open your eyes, you are in a well-lit chamber, surrounded by bottles of Nuka-Cola, Caps intact. Neat!*
10 Caps • Trash

Fail: *You are deposited into a room with some kind of mutated creature. What is this place, some kind of menagerie?*
Draw and fight • ×2

2. **Swim against the current**

As you flounder in the water, you see movement. Looks like someone else got sucked in by the vault.
Draw and fight

197

You find a working computer encapsulated in a bubble of air. You are able to interface with it by putting your arms through two long tubes. Spotlights illuminate the console, as if beckoning to you.

If you are not Mister Handy and do not have a Rebreather, suffer 2 damage.

1. **Search for information about the vault's residents**

The computer reports that the vault has no living residents—nor has it ever been assigned any. The vault appears to be recording information on those who find their way inside. You find an entry for yourself, even.
1 XP

2. **Search for a map of the vault • PI 4**

Succeed: *"ACCESS DENIED: Maps violate Leviathan Protocol. Releasing Guardian."*
Add 200 • Trash

Fail: *The computer issues a drawn-out, ear-shattering beep, then discharges an electric charge into the water.*
Suffer 1 damage

198

You find a working computer encapsulated in a bubble of air. You are able to interface with it by putting your arms through two long tubes. Spotlights illuminate the console, as if beckoning to you.

If you are not Mister Handy and do not have a Rebreather, suffer 2 damage.

1. **Search for information about the vault's residents**

You learn that the vault has no overseer and is instead run by an entity known as the "Guardian," whatever that means.
1 XP

2. **Search for a map of the vault • PI 4**

Succeed: *"ACCESS DENIED: Maps violate Leviathan Protocol. Difficulty increased. Lower levels unlocked."*
Add 201 and 202 • Trash

Fail: *The computer issues a drawn-out, ear-shattering beep, then discharges a burst of sound that shatters all nearby glass.*
If you have a Rebreather, discard it

199

You find a working computer encapsulated in a bubble of air. You are able to interface with it by putting your arms through two long tubes. Spotlights illuminate the console, as if beckoning to you.

If you are not Mister Handy and do not have a Rebreather, suffer 2 damage.

1. **Search for information about the Vault's residents**

Records indicate that the vault has 154,440 different configurations and that the High Score is currently 42. You wonder what it means…
1 XP

2. **Search for a map of the vault • PI 4**

Succeed: *"ACCESS DENIED: Insufficient data. Damaged sectors detected. Four. Four four. Fourfourfourfour." A nearby locker clicks open, and the computer explodes.*
Keep this card; it is a Rebreather

Fail: *You feel a sudden sting on your hand. You've been injected with something, and you start to feel…different.*
Become a *Super Mutant*

200

The Guardian has you in its sights, a blinking red searchlight illuminating you in the dark water. "ALERT, ALERT: CONTRABAND DETECTED."

If you are not Mister Handy and do not have a Rebreather, suffer 2 damage.

Draw and fight ; this is the Guardian

1. **FORCED If you killed the Guardian**

The Guardian buzzes and explodes, sending red-hot shards of its plating sizzling through the water. Amidst the wreckage you find a plethora of confiscated "contraband."
Gain the "You're SPECIAL" unique asset • 4 Caps Trash

2. **FORCED If you did not kill the Guardian**

You swim away as fast as you can, the Guardian following close behind you."ERROR: Please return to the staging area to be sorted."
Add this card

201

As you descend deeper into the vault, you emerge suddenly into a room with breathable air. Before you, a swirling vortex of water leads back into the main tunnels. Beyond the vortex, just out of reach is a pedestal, illuminated by a spotlight, some sort of device shining from atop it.

1. **Freeze the water • Either have the "Cryolator" or discard a "Cryo Grenade"**

The vortex freezes just long enough for you to run across. You grab the device from atop the pedestal. Hope it's water resistant!
Gain the "Tesla Rifle" unique asset

2. **Dive back in; you can't reach it from here**

Shrugging, you leap into the vortex. The other side is just too far to jump to, and you certainly won't be able to swim to it.
Add this card


007


007


044


007


007


007


007


007


007

202

As you swim into the chamber, it drains of water. A recorded voice comes over a loudspeaker and music begins to play. "Congratulations, vault dweller! You have completed the Leviathan!" A nearby chute attempts to blast confetti into the air, but it falls to the floor in a single, soggy clump. Searchlights illuminate a lever in the center of the room.

1 **Pull the lever**

Blaring sirens echo throughout the vault and spinning red lights illuminate what was once black. The floor rumbles as water begins to drain from the vault. A small metal locker pops up from the floor, containing your prize. Hooray?
• Gain the "Vault Security Armor" unique asset
Complete "The Leviathan" • Trash

2 **Turn around; you're not ready to leave yet**

The music stops as you turn around and dive back into the water.
Add this card

You come across a den that belongs to one of the wasteland's skittering inhabitants. It probably has got some good loot inside.

1 **Raid the den**

You enter the den, weapons at the ready.
**Draw and fight • Suffer 1 • × **

2 **Sneak inside • A 3**

Succeed: *You are in and out of the den in a flash, and the creatures within are none the wiser.*
× • XP

Fail: *Your footsteps fall heavy, drawing the attention of the den's inhabitants, who proceed to chase you from their home.*
Draw and fight • Suffer 3

3 **Toss a grenade • Discard a *Grenade* item**

The explosion rocks the earth, sending a geyser of dirt and stone into the air. Easy pickings. A few moments later, a tremor shakes the earth a second time. Probably nothing.
× • 2 XP • Add 162 • Trash

You come across a herd of wild Brahmin. You feel there is something wrong. A voice drifts toward you from the herd's direction. "Moo." You pause. It comes again. "Moo, I say!"

1 **Walk away quickly**

Brahmin don't speak. You pick up and leave with what is left of your sanity.
1 XP

2 **Investigate the Brahmin • P L 4**

Succeed: *As you approach the herd, you question the events in your life that led to this moment, and decide to leave them alone.*
2 XP• Stage 214 • Trash

Fail: *The Brahmin move toward you with increasing speed. After the first Brahmin explodes, you realize that you have erred. One by one, the Brahmin detonate, leaving craters in the dirt.*
Suffer 3 damage • Stage 214 • Trash

A caravan of traders is being attacked by a horrific mutated creature!

1 **Provide covering fire**
***Weapon* with • P 4**

Succeed: *The grateful traders escape their fate and reward you in Caps.*
Caps • 2 XP

Fail: *The creature kills the traders and chases you across the wastes.*
Suffer 1 damage • Move 1 space

2 **Wait for it to finish them off**

Within a few minutes, all of the traders are dead.
• 2 Caps

3 **Fight the beast yourself**

Heroically, you stand alone against the monster, and all who witness your battle are in awe.
Draw and fight • Become *Idolized*
Add 161 • Trash

Radiation permeates the wasteland here. Raiders seem to stay away from it, and you drool at the thought of the unspoiled riches it might hold. The deeper you go, however, the more dangerous it will be.

1 **Play it safe on the outskirts**

Oh boy, a single Cap. Truly this is the greatest of days.
Suffer 1 • 1 Cap

2 **Explore some of the moderately irradiated areas**

You find a trove of objects hidden by someone who "expired" shortly thereafter and whose body is lying several feet away.
**Suffer 2 • × **

3 **Head to where the radiation is the most deadly. The best stuff will be there.**

Naturally, you find only a malfunctioning robot that immediately attempts to kill you.
**Suffer 3 • Draw and fight **

You hear the cries of someone in extreme agony and discover a man bleeding out at the foot of a dead tree.

1 **Relieve him of his possessions**

You help yourself to the man's things. It's not like he'll be needing them.
• 6 Caps• Become *Vilified* • Trash

2 **Try to stop the bleeding • P I L 4**

Succeed: *You manage to save his life. You help him to his feet, and he hobbles back toward town.*
2 XP • Become *Idolized* •Add 163 • Trash

Fail: *Unfortunately, you are too late. The man breathes his final breath and dies.*
Trash

3 **Stabilize him with chems • Discard an *Aid* or *Drug* item**

You manage to keep him conscious with the help of some stims. You help him to his feet, and he hobbles back toward town.
2 XP • Become *Idolized* • Add 163 • Trash

Radiation permeates the wasteland here. Raiders seem to stay away from it, and you drool at the thought of the unspoiled riches it might hold. The deeper you go, however, the more dangerous it will be.

1 **Play it safe on the outskirts**

Ooh! Caps! You find a stash of Caps before even setting foot near the irradiated area and call it a day.
Caps

2 **Explore some of the moderately irradiated areas**

You find some stuff, but nothing worth the trouble. And you're beginning to feel a little bit ill . . .
**Suffer 2 • **

3 **Head to where the radiation is the most deadly. The best stuff will be there.**

Jackpot! You find something amazing. Hopefully you won't grow any extra toes or anything.
Suffer 3 • Choose 1 item from the shop
×2 • 3 Caps

A dilapidated Nuka-Cola truck lies on its side here, spilling its contents out onto the dirt.

1 **Search for Caps • L 5**

Succeed: *You find a crate filled to the brim with Caps! Today is your lucky day.*
×5 Caps • Trash

Fail: *Your clumsy bumbling attracts the attention of nearby looters.*
Draw and fight • Trash

2 **Hang back, something isn't right**

Sure enough, after a few minutes of watching the truck, a group of raiders reveals itself from the surrounding foliage, gives the truck a quick once-over, and heads off into the wasteland.
1 XP • Add 160 • Trash

You come across a herd of wild Brahmin. You feel there is something wrong. A voice drifts toward you from the herd's direction. "Moo." You pause. It comes again. "Moo, I say!"

1 **Walk away quickly.**

Brahmin don't speak. You pick up and leave with what is left of your sanity.
1 XP

2 **Investigate the Brahmin • P I L 4**

Succeed: *You study each of the Brahmin with an accusatory glare. Eventually, you settle on the culprit, jabbing it triumphantly in the forehead with your pointer finger. Ha! It stares at you blankly.*
+1 XP • Trash

Fail: *The Brahmin regard you with a look that can only be described as bloodlust…or just regular lust. Either way, time to go.*
Move 1 space


007

162

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

Another tremor shakes the earth. This time, it is accompanied by a twisted limb bursting up from beneath the soil. It must have come from an underground tunnel, whatever it is.

1 Stand fast • Draw and fight

Succeed: *The beast falls, and you slump to your knees, relieved.*
• • **Trash**

Fail: *Sensing the beast has the upper hand, you run for your life.*
Move 1 space • Add this card

2 Flee!

You head toward safety as quickly as you can.
Add this card

168

Radiation is overwhelming here. No wonder the Brotherhood hasn't come to reclaim their lost records. Still, you have a job to do, and you intend to see it through.

1 Risk the radiation • P E A 4

Succeed: *You find the safest path you can through the radiation and grab the holodisk.*
Suffer 1 ☢ • Keep this card; it is the Holodisk

Fail: *The radiation sickens you, causing you to vomit, but you emerge with the holodisk, alive.*
Suffer 4 ☢ • Keep this card; it is the Holodisk

2 Leave. It is too dangerous.

There is too much radiation here. You'll come back later.
Add this card

171

If "Mariposa Military Base" is no longer staged, trash this card and encounter the next card.

If not at Mariposa Military Compound, encounter the next card. Then, add this card.

You descend into the ruins of Mariposa Military Base, finding vats of a roiling green liquid deep within. There is no doubt in your mind that this is the FEV.

1 Destroy the vats of FEV • S I 4

Succeed: *You destroy the noxious vats. The Brotherhood will be pleased.*
Suffer 1 ☢
Complete "Mariposa Military Base" • Trash

Fail: *You fail to find a good way to dispose of it.*
Suffer 2 ☢ • Add this card

2 Collect some of the FEV
Have loyalty with

You take several samples of the virus. Whatever happens to the vats, you take solace in knowing that your samples will be safe.
Keep this card; it is the FEV.

191

You find a heap of metal and glass scrap. You think you could use it to fashion a number of devices.

1 Build a Rebreather • I 3

Succeed: *You manage to cobble together a device that will allow you to breathe underwater.*
Keep this card; it is a Rebreather

Fail: *You have absolutely no idea what you are doing, and you cut yourself on some sharp glass. Ouch!*
Suffer 1 damage • Add this card

2 Build something useful...or explosive!

You assemble something from the scraps of metal and glass. It is not what you set out to build, but you think it may be useful nonetheless.
Choose 1 *Tool*, *Trap*, or *Grenade* item from the shop or the discard pile
Add this card

215

A group of men in power armor are gathered around one another in a heated discussion. They introduce themselves as King Arthur and his knights, and they claim to be searching for the Holy Hand Grenade. Clearly, these men are mad.

1 Point them to the desert. Better they die in the wastes and trouble you no longer • C 4

Succeed: *The knights thank you for your help and give you a handsome reward.*
6 Caps • Trash

Fail: *Indignant, the knights return to their discussion.*
Add this card

2 Gently suggest that they seek further information from an inn or a bar in town, and secretly vow to stay far, far away • I 4

Acquiescing to your undeniable logic, they set off toward the nearest settlement. You hope that someone there will be able to help them.
3 XP • Trash

Fail: *Indignant, the knights turn away.*
Add this card

216

You approach a strange stone arch in the desert. You don't know what it is, but you feel a heavy weight pulling down on you as you approach.

1 Step through the arch

You find yourself transported to a dark room surrounded by computers, the stone arch still providing an exit behind you. A majestic blaster rifle sits in a nearby case, glowing slightly. You take it, but in doing so you accidentally short some of the computers. A warning pops up on one of the screens. "100 days left of water." The date on the log reads a few months prior. You see nothing else around you and step back through the stone arch.
Gain the "Gamma Gun" unique asset
Stage 233 • Trash

2 Destroy it, whatever it is

You tip the stone onto its side and the unnatural heaviness in the area dissipates. You can't help but feel like you've done something good.
3 XP • Trash

222

You encounter Gil in the wasteland. He has brought a hammer with him, which he then hands to you. "I tried this once already. Fair warning; it didn't work." He sets his lucky bottlecap on the hood of a nearby car and retreats to a safe distance, motioning for you to smash the Cap.

1 Smash the Cap with the hammer • S 6

Succeed: *Much to Gil's surprise, the Cap explodes in a shower of sparks, smashed to dust by your incredible strength. He is in awe.*
• **2 XP • Trash**

Fail: *You bring the hammer down on the Cap with a crack. The force of the resulting explosion sends you flying into a pile of rubble. You're going to need a bigger hammer.*
Suffer 3 damage • Stage 223 • Trash

2 Take the lucky bottlecap and leave

To Gil's shock, you pick up the Cap and leave. He does not try to stop you.
Keep this card; it is the lucky bottlecap
Add 224

224

A ghoul, frothing at the mouth, comes bounding past you on all fours, sniffing wildly, screaming about his precious bottlecap.

1 FORCED if you have the lucky bottlecap
Draw and fight ☠; apply +1 to its level

Succeed: *The ghoul wails as it draws its final breath, reaching out with his hands, clawing the air in front of him.*
• **2 XP • 1 Cap**
Discard the lucky bottlecap • Trash

Fail: *The ghoul scampers off into the wastes, muttering unintelligibly.*
Add this card

2 Keep walking

The ghoul seems uninterested in you.
Encounter the next card, then add this card

227

The orphans are having a blast with their newfound weapons, and you begin to think that things might be getting out of hand.

If this encounter places a third token on "Tabula Rasa," the orphans are educated; complete "Tabula Rasa."

1 Teach the orphans to use their weapons responsibly • S A 4

Succeed: *The orphans learn to hunt and to defend themselves from hostile wildlife.*
Keep this card; you helped mold the orphans
Place 1 on "Tabula Rasa"

Fail: *You shoot yourself in the foot while attempting to teach the orphans, negating the effect of your gun safety lesson.*
Suffer 3 damage • Add this card

2 Teach the orphans to rob people

In this world, it's everyone for themselves. Better to help these kids get the upper hand early.
Keep this card; you helped mold the orphans
3 Caps • Become *Vilified*
Place 1 ★ on "Tabula Rasa"



231

The orphans spit at you as you approach, guns at the ready. You hardly recognize them as the children who once played around Boxcar.

1 Talk them out of this path • CL 5

Succeed: *The orphans eventually relent. As it turns out, even they were unhappy with their newfound habits.*
Complete "School's Out for Good" • Trash

Fail: *The orphans laugh at you and shoot at your feet, forcing you to make a hasty retreat.*
Suffer 1 damage • Add this card

2 Scare them • *Weapon* with • PC

Succeed: *You fire a barrage at the gang, narrowly missing them. Startled, they drop their weapons and cower. "We'll behave, I promise!" they tell you.*
Complete "School's Out for Good" • Trash

Fail: *The orphans laugh at you and shoot at your feet, forcing you to make a hasty retreat.*
Suffer 1 damage • Add this card

235

If not at the Hideout, encounter the next card. Then, if "The Iron Giant" is no longer staged, discard this card. Otherwise, add this card.

Security in the Brotherhood encampment is surprisingly lax, and you make your way inside.

1 Rig the depot to self destruct • I 4

Succeed: *You slink away from the depot before the whole thing erupts in a pillar of fire.*
Complete "The Iron Giant" • Trash

Fail: *Alarm bells sound. Not good!*
Draw and fight • Add this card

2 Discard a *Grenade* item

A crate of ammo ignites, and fire begins to spread throughout the depot.
Complete "The Iron Giant" • Trash

3 Help the Brotherhood out with security • Test SE

You stand guard at the depot entrance.
1 Cap for each • Add this card

239

*Some sort of green liquid oozes from the . . . oh come on, you again? Are you really spoiling the expansion cards too? What is even the point? *sigh**

1 I'm going to keep doing this, so let's at least have some fun with it

Fine. I've hidden a message across the game's cards. Want to find it? Follow my instructions carefully:
1) Place card 189 in front of you.
2) There is no card 189.
3) Search the unique asset deck for the "Dogmeat" unique asset and place it sideways along the black border at the top of any quest card.
3) From the next visible line, count eleven words in.
?) Add up the numerical values of each letter in that word ('A' is 1, 'B' is 2, etc).
6) Count the quest cards that begin with "Red" and divide the number from step 4 by that number.
7) I hope you wasted a decent amount of time doing this. What a rube.
Continue reading spoilers

2 Stop reading the card library

I knew you weren't completely daft.
Put down the card library

240

You hear a familiar sound that you can't quite place, and a familiar feeling calls to you. Wanderlust kicks in, and your journey takes a fresh turn.

1 Start heading toward town

Rumors lead you to someone seeking your help.
Place your figure in any space
Stage 112 • Trash

2 Seek answers in the wasteland

The caravan merchants tell you of work that can be found in the wasteland, and you set off to earn some pay.
Place your figure in any space
Stage 112 • Trash

240

You hear a familiar sound that you can't quite place, and a familiar feeling calls to you. Wanderlust kicks in, and your journey takes a fresh turn.

1 Start heading toward town

Rumors lead you to someone seeking your help.
Place your figure in any space
Stage 150 • Trash

2 Seek answers in the wasteland

The caravan merchants tell you of work that can be found in the wasteland, and you set off to earn some pay.
Place your figure in any space
Stage 150 • Trash

240

You hear a familiar sound that you can't quite place, and a familiar feeling calls to you. Wanderlust kicks in, and your journey takes a fresh turn.

1 Start heading toward town

Rumors lead you to someone seeking your help.
Place your figure in any space
Stage 130 • Trash

2 Seek answers in the wasteland

The caravan merchants tell you of work that can be found in the wasteland, and you set off to earn some pay.
Place your figure in any space
Stage 130 • Trash

240

You hear a familiar sound that you can't quite place, and a familiar feeling calls to you. Wanderlust kicks in, and your journey takes a fresh turn.

1 Start heading toward town

Rumors lead you to someone seeking your help.
Place your figure in any space
Stage 125 • Trash

2 Seek answers in the wasteland

The caravan merchants tell you of work that can be found in the wasteland, and you set off to earn some pay.
Place your figure in any space
Stage 125 • Trash

242

A group of raiders is standing over the body of a dead vault dweller. They sneer at you. "What're you lookin' at? You wanna be next?"

1 Fight them • Draw and fight

Succeed: *You handily dispatch the raiders.*
Stage 68 • Trash

Fail: *The raiders laugh as you flee, tail between your legs.*
Move 1 space • Add this card

2 Offer to buy the vault dweller's possessions off of the raiders • Spend 3 Caps

The raiders sell you what they found.
• **Stage 68 • Trash**

