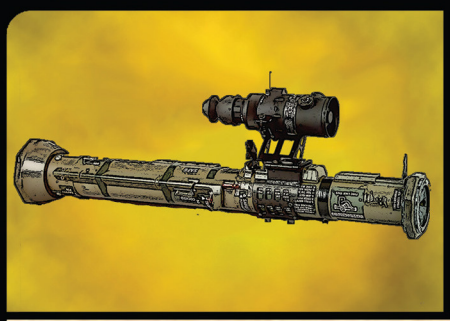
VEHICLE EQUIPMENT

Equip to a Vehicle with 4 or more wheels.

PORTABLE GENERATOR -1 16

2 | 3 | 5 | 0



RANGED WEAPON HEAVY

Once per game, before PVP, destroy your opponent's Vehicle.

HEAVY ROCKET LAUNCHER Relic 21

10 | 8

EQUIPMENT STOWABLE

Ignore Radiation Damage from Radiation hexes.

Before drawing a City/Rad Encounter card, gain 1 additional Spoils or Action card.

GEIGER COUNTER 9

2 | 3

VEHICLE

Roll 1d6 after each Movement. On a "1-2," draw two Encounter cards. Attempt one and discard the other.

May be used in conjunction with another Vehicle(s). All bonuses are cumulative.

GYROCOPTER Relic +1 25

2 | 1 | 4 | 2

EQUIPMENT ARMOR CLOTHING

Equip as the first item. If your Party is within 1 hex of an opponent's town, you may select and steal one of their Town Technologies (TT). Only 1 TT may be possessed while traveling to your town. Upon arrival, equip or upgrade this TT.

FRED RODGERS' SWEATER Relic 16

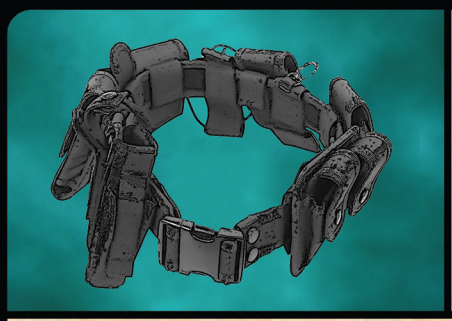
2 | 1 | 1 | 2

RANGED WEAPON HEAVY

Discard to automatically succeed on all Combat Skill Checks listed on an Encounter or Mission card.

GRENADES 16

9 | 7



EQUIPMENT
BACKPACK

HIGH TECH UTILITY BELT 8

1 | 2 | | 2 | 2 | 1 | +2

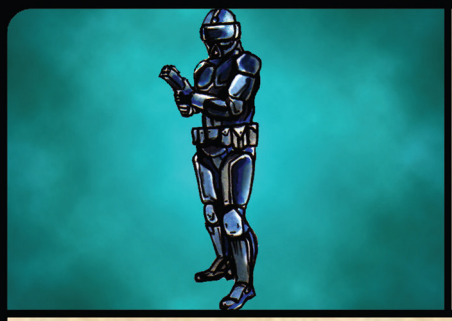
VEHICLE

All hexes cost 1 movement.

ARMORED HUMVEE
WITH .50 CALIBER MG TURRET

+2 | 29

9 | 1 | 2 | 1 | | 2 | 12



EQUIPMENT
ARMOR

Equip as the first item.

May not be used in conjunction with other Armor or Clothing Spoils cards.

HIGH TECH BODY ARMOR x2 | 15

3 | | 2 | | | | 3

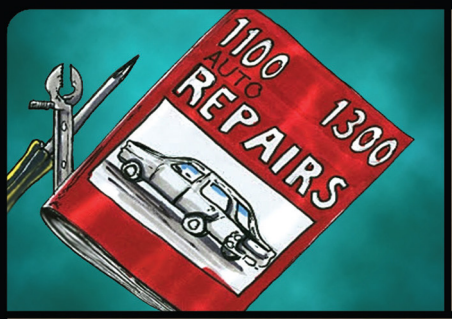
VEHICLE

All hexes cost 1 movement.

6 FAST HORSES

+2 | 8

3 | 3 | 1 | | | 1 | 14



EQUIPMENT
BOOK

Discard after you have failed a Mechanical Skill Check to succeed at it.

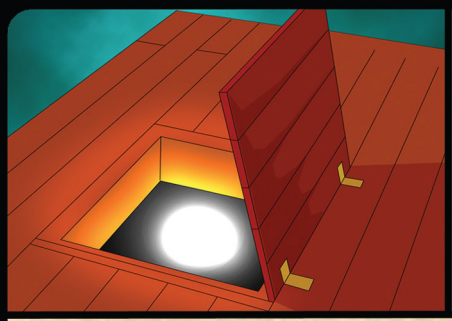
HENRY'S GUIDE TO REPAIRS 10

| | | | 3 | 2 | | 0

RANGED WEAPON
BOW

HIGH TECH CROSSBOW 7

3 | 2 | | | | | 4



EVENT

You have stumbled upon a concealed compartment!

During game setup, reshuffle Jackpot and draw a new Spoils card.

Immediately draw 4 Spoils cards. Then discard this card.

JACKPOT — NA

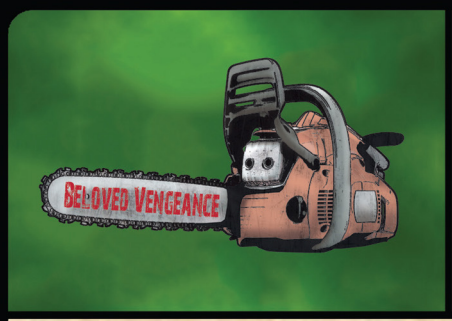
						NA

MELEE WEAPON
FIST

On *Gladiatorial Event* Encounter cards, this Character gains 1 additional Combat success.

LEAD FILLED KEMPO GLOVES — 4

1						0



MELEE WEAPON

On *Rad Zombies* Encounter cards, this Character gains 1 additional Combat success.

INDUSTRIAL CHAINSAW — 11

4	2		1			5

EQUIPMENT
BOOK

Discard after you have failed a Medical Skill Check to succeed at it. This excludes the Healing Deed.

LARRY S GUIDE TO CIVIL WAR SURGERY — 7

					3	0

MELEE WEAPON
SPORTING GOODS

During PVP, if an opposing Character is equipped with the Grenades, you gain 2 Combat successes each Round.

INDESTRUCTIBLE TENNIS RACQUET — 1

1		1				1

EQUIPMENT
TECHNICAL

ULTIMATE LAPTOP — +1 — 18

1	1	1	3	5	3	3

EQUIPMENT
MECHANICAL

DEAR OLD MA'S REPAIR KIT 8

1 | 2 | 2 | 1 | 2

RANGED WEAPON
ASSAULT RIFLE

MILITIA RIFLE 12

7 | 5

MELEE WEAPON
AXE

LUMBERJACK AXE 7

4 | 2 | 4

EQUIPMENT
ARMOR

Equip as the first item.

May not be used in conjunction with other Armor or Clothing Spoils cards.

MERCENARY ARMOR 14

1 | 1 | 1 | 3

EQUIPMENT
BOOK

While equipped, gain 2 Salvage Coins each End Turn Phase.

Successfully complete all *Lock Picking* Encounter cards.

LOCK PICK GUIDE AND TOOLS 8

2 | 2 | 0

MELEE WEAPON
SWORD

A 14th century masterpiece created by Japan's greatest sword maker.

MASAMUNE CRAFTED KATANA Relic 16

5 | 2 | 1 | 2

VEHICLE

Each time a Character card(s) is received as a reward, receive an additional Character.

CLASSIC ALL AMERICAN
PERFORMANCE MUSCLE CAR

+4 | 19

3 | 3 | 2 | 1 | 10

EQUIPMENT MEDICAL

Discard to instantly Heal 5 Physical Damage to each of your Party Characters.

PARAMEDIC MEDICAL KIT

10

2 | 5 | 1

EQUIPMENT ALCOHOL STOWABLE

Discard after you have failed a Diplomacy Skill Check to succeed at it.

JUGS O'MOONSHINE

6

1 | 1 | 2 | 3

VEHICLE

Kurtis Wyatt enters play with Ol' Rusty. It may be equipped in conjunction with another Vehicle(s), by equipping it to that Vehicle. All bonuses are cumulative.

If your Vehicle is destroyed, you choose which to discard.

OL'RUSTY

+1 | NA

2 | 2 | 1 | 2 | 1 | 1 | 5

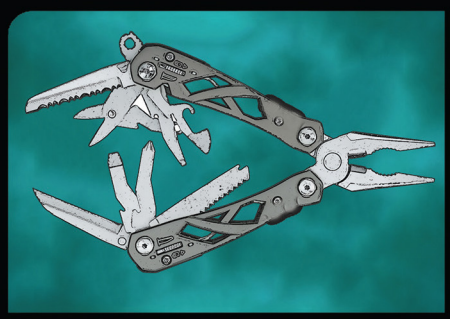
VEHICLE EQUIPMENT

Equip to any Vehicle with 4 or more wheels.

RETRO MINI CAMPER

-1 | 12

3 | 3 | 3 | 3 | 3 | +8



EQUIPMENT MECHANICAL MELEE WEAPON

NIFTY MULTI-TOOL

6

1 | 2 | 1 | 1 | 1

VEHICLE

Once per Turn, if within 1 hex of an opponent's town, you may select a Character from their Town Roster and place it into yours.

POLICE INTERCEPTOR
WITH HYPNOTIC LIGHTS

+3 | 19

4 | | 4 | | | 3 | 10

PARTY EQUIPMENT

Equip to all Characters or none.

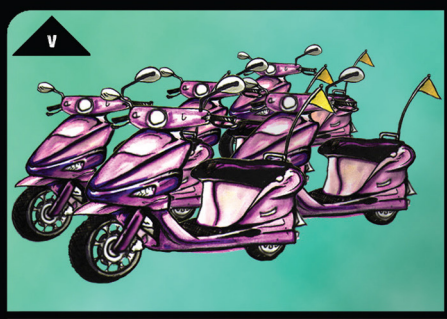
Ignore Radiation Damage.

Infected Wounds are assigned as Physical Damage.

RADIATION AND BIOHAZARD SUITS

-1 | 8

-1 | 1 | | | | | 3 EA



VEHICLE

JINXED

When this card is drawn, immediately discard your current Vehicle with its Stowable equipment.

At least the thieves had a sense of humor...

5 MATCHING PINK MOPEDS

+1 | NA

1 | 1 | 1 | 1 | 1 | 1 | 10

EQUIPMENT
MECHANICAL

CORDLESS POWER DRILL

8

| | | | 4 | 1 | | 2

ALLY

While equipped, Patton prevents all theft from your Party.

Discard Patton to save one of your Party Characters from death. That Character has 1 Health remaining.

PATTON

NA

3 | 1 | | | | | +2

EQUIPMENT
TECHNICAL

+1 Prestige.

While equipped, you automatically succeed on all *Sigma Bunker* Mission cards.

THE PRESIDENT'S FOOTBALL

Relic | 20

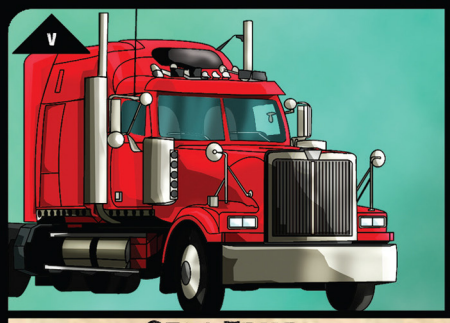
| 1 | 3 | 2 | 4 | 1 | 4

RANGED WEAPON
HEAVY

Once per game, before PVP, destroy your opponent's Vehicle.

ROCKET LAUNCHER Relic 18

9 | 7

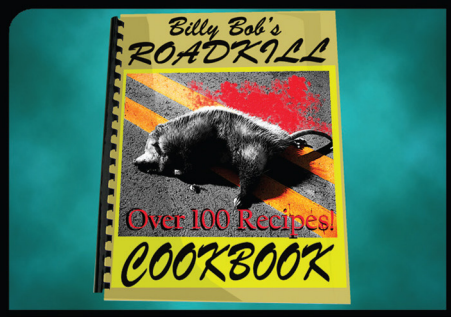


VEHICLE

You may equip a 2nd Vehicle face down under this card. If the Semi Truck is destroyed, immediately equip the 2nd Vehicle to your Party.

SEMI TRUCK
WITH TRAILER +1 26

6 | 2 | 2 | 1 | 3 | 20



EQUIPMENT
BOOK

Discard after you have failed a Survival Skill Check to succeed at it.

ROADKILL COOKBOOK 4

3 | 1 | 0

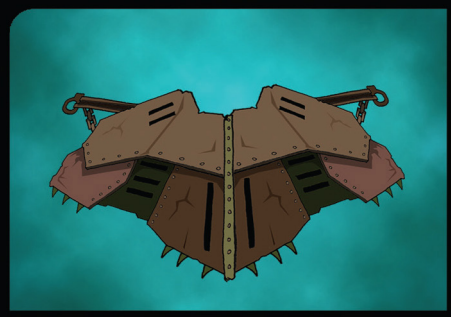
EQUIPMENT

Gain +1 to your Health Stat.

If equipped in conjunction with an axe, the Industrial Chainsaw or the Rusty Cleaver, gain 1 additional Combat Success.

SCARY HOCKEY MASK Relic 4

2 | 0



VEHICLE EQUIPMENT
PERMANENT

Equip to any Vehicle with 4 or more wheels.

Your Party succeeds on all *Ambush* Encounter cards.

RAM PLATE -1 5

3 | 2

RANGED
MELEE WEAPON
SHOTGUN

This item cannot be stolen.

If Party death occurs, this item is placed into your Auction House.

SAWED OFF DOUBLE BARRELED
12 GAUGE BREECH LOADING SHOTGUN 8

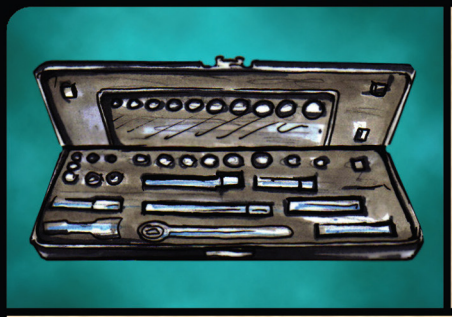
5 | 3

EQUIPMENT
PERMANENT

Must be equipped to an Assault Rifle or Rifle.

SNIPER SCOPE KIT 10

2 | 2 | | | | | 0



EQUIPMENT
MECHANICAL
STOWABLE

After you successfully complete an Encounter or Mission card, gain 1 Salvage Coin.

BADASS SOCKET SET 6

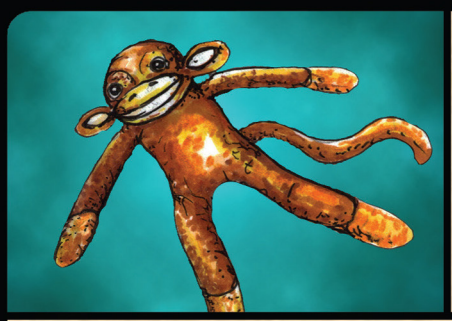
| | | | 3 | 2 | | 2

MELEE WEAPON
BLUNT

On *Lock Picking* Encounter cards, you automatically succeed on the Mechanical Skill Check.

SLEDGE HAMMER 6

3 | | | 2 | | | 4



EQUIPMENT

While equipped, if your Party is the target of theft, you may instead give the perpetrator this card.

GENUINE SOCK MONKEY PUPPET 3

| | | 1 | | | 1 | 0

RANGED WEAPON
SUBMACHINE GUN

SILENCED 9MM SUBMACHINE GUN 14

5 | | | | | | 4

RANGED WEAPON
HANDGUN

SNUB NOSE .357 REVOLVER 7

3 | | | | | | 2

MELEE WEAPON
KNIFE

SURVIVAL KNIFE 3

2 | 2 | | | | 1 | 1

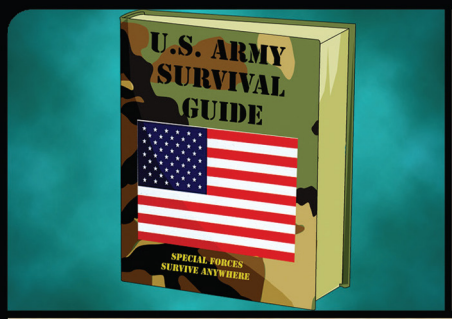
EQUIPMENT
ARMOR
CLOTHING

Equip as the first item.

May not be used in conjunction with other Armor or Clothing Spoils cards.

SWAT BODY ARMOR 14

1 | | 1 | | | | 2



EQUIPMENT
BOOK

Discard after you have failed a Combat Skill Check to succeed at it. This excludes PVP.

SPECIAL FORCES MANUAL 6

1 | 3 | | | | 1 | 0

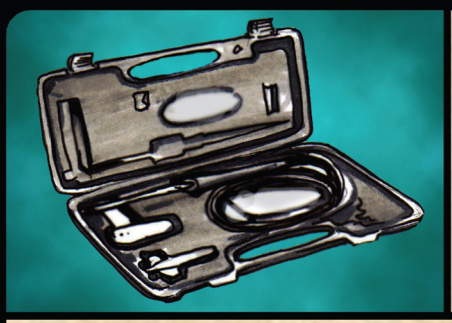
EQUIPMENT
ARMOR
CLOTHING

Equip as the first item.

May not be used in conjunction with other Armor or Clothing Spoils cards.

SWAT BODY ARMOR 14

1 | | 1 | | | | 2



EQUIPMENT
TECHNICAL
STOWABLE

SOLDERING KIT 5

| | | | 2 | 3 | | 2

VEHICLE

Once per Turn, if within 1 hex of an opponent's town, you may steal up to 1d10 Salvage Coins.

LUXURY SUV
WITH SPINNER RIMS AND HYDRAULICS

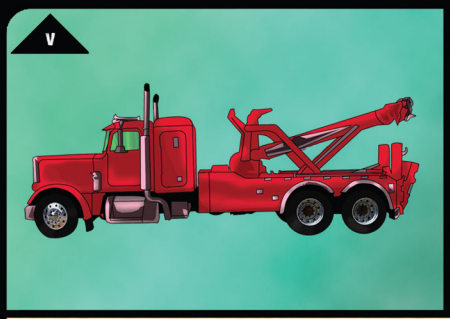
+2 | 19

4 | 2 | 1 | 1 | | 3 | 12

MELEE WEAPON
BLUNT
SPORTING GOODS

TITANIUM SOFTBALL BAT 3

2 | | | | | | 2



V

VEHICLE

Once per Turn, during the End Turn Phase, roll 1d10. On a "1-3," retrieve a Vehicle from the Spoils discard pile. It is placed into your Auction House.

MACHO TOW TRUCK +2 19

5 | | 2 | 5 | 3 | | 13

EVENT

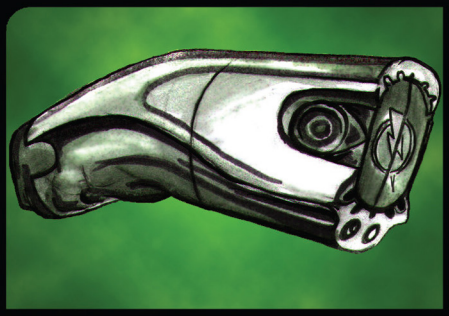
You have discovered a secret room!

During game setup, reshuffle The Motherload and draw a new Spoils card.

Immediately draw 5 Spoils cards. Then discard this card.

THE MOTHERLOAD NA

| | | | | | | NA



MELEE WEAPON

After you successfully complete an Encounter or Mission card, roll 1D6. On a "1," draw a Spoils card.

TOP O 'THE LINE STUN GUN 6

1 | | | | 1 | 1 | 1

EQUIPMENT
CLOTHING

Equip as the first item.

May not be used in conjunction with other Armor or Clothing Spoils cards.

THE DUKE'S COWBOY OUTFIT Relic +1 14

2 | 4 | 1 | | | | 0

EQUIPMENT
MECHANICAL
STOWABLE

Once per game, retrieve any card from the Spoils discard pile.

ULTIMATE SET OF TOOLS 14

| | | | 5 | 3 | | 8

RANGED WEAPON
SUBMACHINE GUN

VINTAGE .45 SUBMACHINE GUN 13

5 | | | | | | 5

RANGED WEAPON
HANDGUN

WILLIAM H BONNIE'S
MATCHING .45 REVOLVERS
Relic 20

7 | 3 | 2 | | | | 4

MELEE WEAPON
KNIFE

VENDETTA DAGGERS Relic 13

4 | 4 | | | | | 2

EQUIPMENT
MECHANICAL

After you successfully complete a combat, roll 1d6. On a "1-2," draw a Spoils card.

COMPACT WELDING & CUTTING TORCH 12

1 | | | 2 | 1 | | 4

EQUIPMENT
STOWABLE

Once per Turn, if within 1 hex, you may:

~Steal 1 Spoils card from a Party, excluding Vehicles.

~Steal 1 Spoils card from a town's Auction House.

TRUNK OF UNLIMITED DISGUISES 7

| | | 1 | | | | 4

VEHICLE

+2 Prestige.

When drawn, gain 2 Character cards.

When this Vehicle is destroyed, roll 1d6. On a "1-3," it avoids destruction.

THE WAR WAGON Relic +2 40

10 | 3 | 4 | 3 | 2 | 4 | 16

RANGED WEAPON

WRIST ROCKER SLINGSHOT 2

1 | 1

EQUIPMENT
BOOK

Discard after you have failed a Diplomacy Skill Check to succeed at it.

A HISTORY OF WORLD DIPLOMACY 8

4 | 1