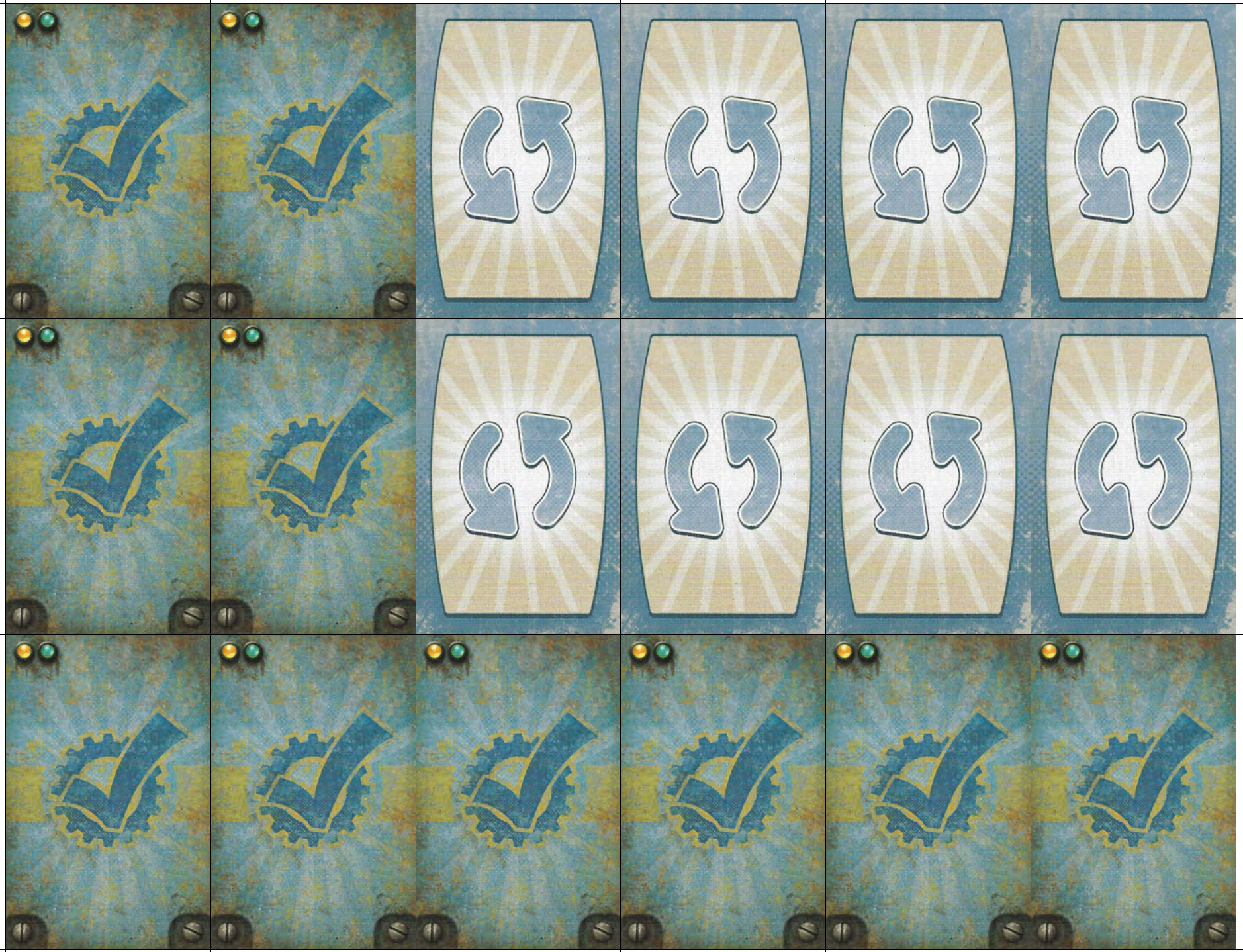
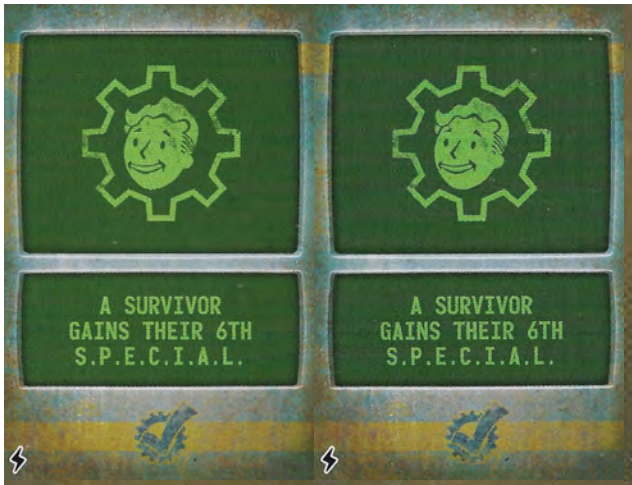
* ANY C.A.M.P. TOKEN: DISCARD 2 NON-STARTING APPAREL
COMPLETE 1 VAULT
(A VAULT IS COMPLETE WHEN ALL THE CARDS IN ITS DECK HAVE BEEN TRASHED)
KILL 3 LEVEL-3 ENEMIES
(PLACE CAPS ON THIS CARD TO KEEP TRACK)
KILL 3 LEVEL-3 ENEMIES
(PLACE CAPS ON THIS CARD TO KEEP TRACK)
HAVE 3 WORKSHOP UPGRADES
HAVE 3 WORKSHOP UPGRADES
HAVE 3 WORKSHOP UPGRADES
* ANY C.A.M.P. TOKEN: DISCARD 2 NON-STARTING WEAPONS
* ANY C.A.M.P. TOKEN: DISCARD 15 CAPS
* ANY C.A.M.P. TOKEN: DISCARD 15 CAPS





ANTI-ARMOR
MODIFICATION - WEAPON

During a fight against an enemy that has ⛊, generate 1 reroll.

BERSERKER'S
MODIFICATION - WEAPON

During a fight, generate 1 reroll if you have no ⛊.

EXPLOSIVE
MODIFICATION - WEAPON

During a fight, if it is not your turn, generate 2 rerolls.

FURIOUS
MODIFICATION - WEAPON

During a fight, if it is the second fight action you performed this turn, generate 2 rerolls.

JUNKIE'S
MODIFICATION - WEAPON

During a fight, if you are ***Addicted***, generate 2 rerolls.

MUTANT'S
MODIFICATION - WEAPON

During a fight, generate 1 reroll if your mutation is activated.

TWO-SHOT
MODIFICATION - WEAPON

After you perform a fight action, you may perform a second fight action for free.

ASSASSIN'S
MODIFICATION - APPAREL

When you suffer damage during a fight against a 💀 enemy, suffer 1 less damage.

CHAMELEON'S
MODIFICATION - APPAREL

When enemies activate, you may exhaust this card. If you do, enemies ignore you until the end of this round.

DUELIST'S
MODIFICATION - APPAREL

During a fight, if any die results match the filled-in space on an enemy, reduce the enemy's number of hits by 1.

EXTERMINATOR'S
MODIFICATION - APPAREL

When you suffer damage during a fight against a 🦟 enemy, suffer 1 less damage.

MUTANT SLAYER'S
MODIFICATION - APPAREL

When you suffer damage during a fight against a ☣ enemy, suffer 1 less damage.

SPRINTER'S
MODIFICATION - APPAREL

When you perform a move action, gain 1 additional movement point.

TROUBLESHOOTER'S
MODIFICATION - APPAREL

When you suffer damage during a fight against a 🦇 enemy, suffer 1 less damage.

ADRENAL REACTION

POSITIVE
When you perform a fight action, inflict 1 additional hit.

NEGATIVE
Your HP maximum is reduced by 4.

CHAMELEON

POSITIVE
Enemies ignore you when they move.

NEGATIVE
If you performed a move action this round, ignore the positive effect of this mutation, and enemies that move toward you move one additional space.

HERD MENTALITY

POSITIVE
During a test or fight, exhaust a companion or be in the same space as another survivor to generate 2 rerolls.

NEGATIVE
You cannot generate rerolls unless you are in the same space as another survivor or have a companion.

HEALING FACTOR

POSITIVE
Each time you perform an action, recover 1 HP.

NEGATIVE
You cannot use *AID* items.

EMPATH

POSITIVE
Each time another survivor within 3 spaces of you suffers damage, they suffer 1 less damage.

NEGATIVE
Each time you suffer damage, suffer 1 additional damage.

ELECTRICALLY CHARGED

POSITIVE
During a fight, if an enemy damages you, you inflict 1 additional hit.

NEGATIVE
During a fight, when resolving enemy hits, you suffer 1 additional damage.

EGG HEAD

POSITIVE
You are treated as having [I] during tests. If you already have [I], generate 1 reroll.

NEGATIVE
You are treated as not having [I] during tests.

EAGLE EYES

POSITIVE
You are treated as having [P] during tests. If you already have [P], generate 1 reroll during tests.

NEGATIVE
You are treated as not having [S] during tests.

UNSTOPPABLE ISOTOPE

POSITIVE
During a fight, if an enemy damages you, you inflict 1 additional hit.

NEGATIVE
During a fight, if an enemy damages you, suffer 1 [radiation].

TWISTED MUSCLES

POSITIVE
When you perform a fight action with a weapon that does not have [melee], inflict 1 additional hit.

NEGATIVE
When you perform a fight action with a weapon that has [melee], reduce the total number of hits you inflict by 1.

TALONS

POSITIVE
You are treated as having [S] during tests. If you already have [S], generate 1 reroll.

NEGATIVE
You are treated as not having [A] during tests.

SPEED DEMON

POSITIVE
When you perform a move action, you gain 1 additional movement point.

NEGATIVE
When you perform a move action, you lose 1 HP.

SCALY SKIN

POSITIVE
Your [shield] is increased by 1 (max 3).

NEGATIVE
When you perform a move action, you gain 1 fewer movement point.

MARSUPIAL

POSITIVE
You can have 2 additional cards in your inventory.

NEGATIVE
You are treated as not having [I] during tests.

GENERATOR

VAULT-TEC REACTOR
Each survivor gains 2 XP for each *Generator* upgrade in play (including this one).

GENERATOR

POWER GENERATOR
Each survivor gains 2 XP for each *Generator* upgrade in play (including this one).

GENERATOR

FUSION GENERATOR
Each survivor gains 2 XP for each *Generator* upgrade in play (including this one).

FAST TRAVEL

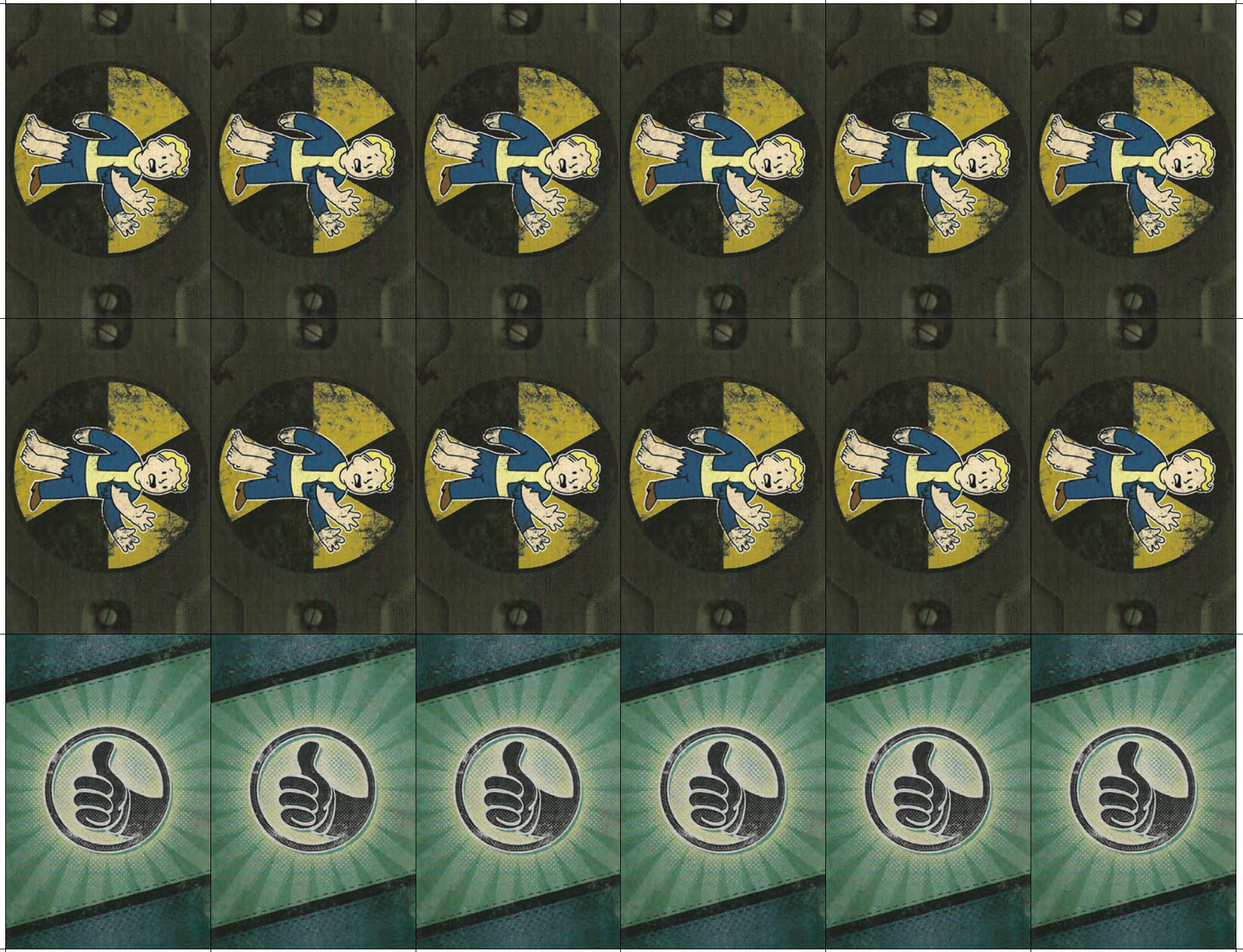
RADIO BEACON
Gain 1 C.A.M.P. token for each *Fast Travel* upgrade in play (including this one).

FAST TRAVEL

RADIO BEACON
Gain 1 C.A.M.P. token for each *Fast Travel* upgrade in play (including this one).

FAST TRAVEL

RADIO BEACON
Gain 1 C.A.M.P. token for each *Fast Travel* upgrade in play (including this one).



LAB

CHEM LAB

✸ Any C.A.M.P. token: Spend 3 Caps to lose ***Addicted***.

Then, resolve the ✸ effect of another ***Lab*** upgrade that you have not used this turn without spending Caps.

LAB

MED LAB

✸ Any C.A.M.P. token: Spend 3 Caps to recover 8 HP.

Then, resolve the ✸ effect of another ***Lab*** upgrade that you have not used this turn without spending Caps.

LAB

RAD LAB

✸ Any C.A.M.P. token: Spend 3 Caps to recover 3 ☢.

Then, resolve the ✸ effect of another ***Lab*** upgrade that you have not used this turn without spending Caps.

WORKBENCH

ARMOR WORKBENCH

Reveal cards from the asset deck until a number of ***Apparel*** items equal to the number of ***Workbench*** upgrades in play (including this one) are found. For each of those ***Apparel*** items, choose a survivor to gain that item.

WORKBENCH

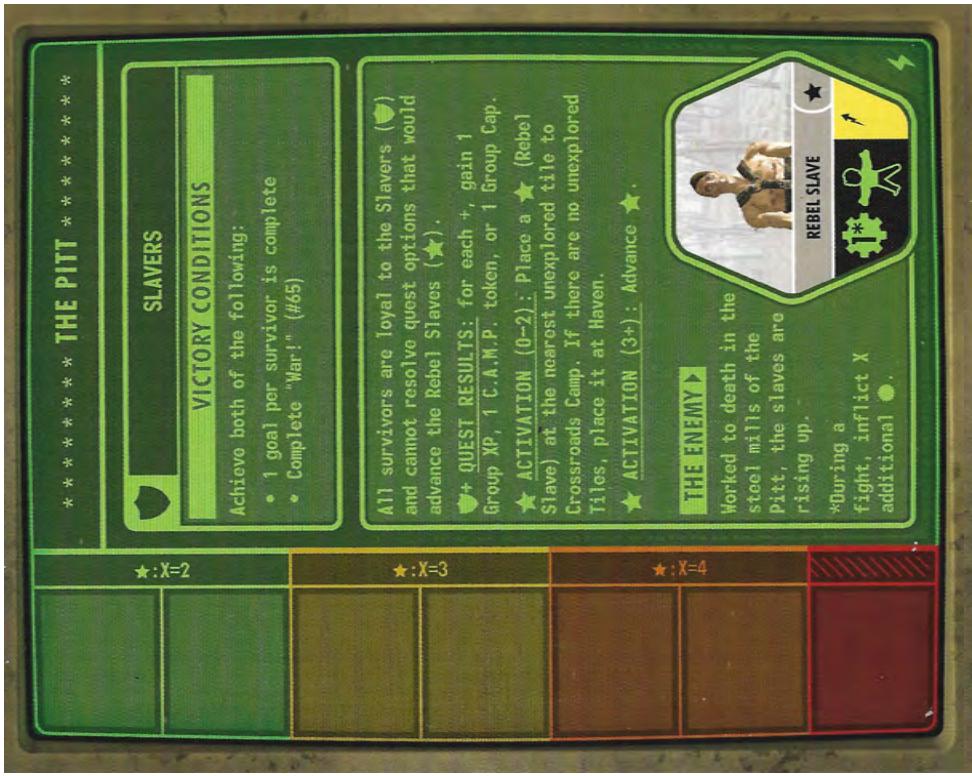
TINKER'S WORKBENCH

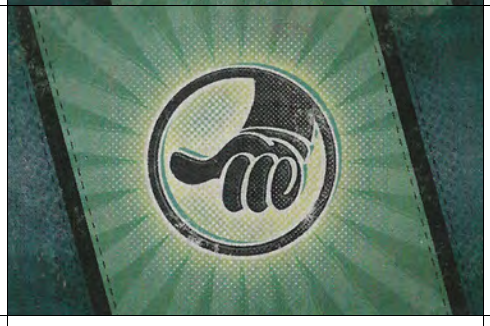
Gain 1 "Junk" card from the loot deck or discard pile for each ***Workbench*** upgrade in play (including this one). Then, shuffle the discard pile into the loot deck.

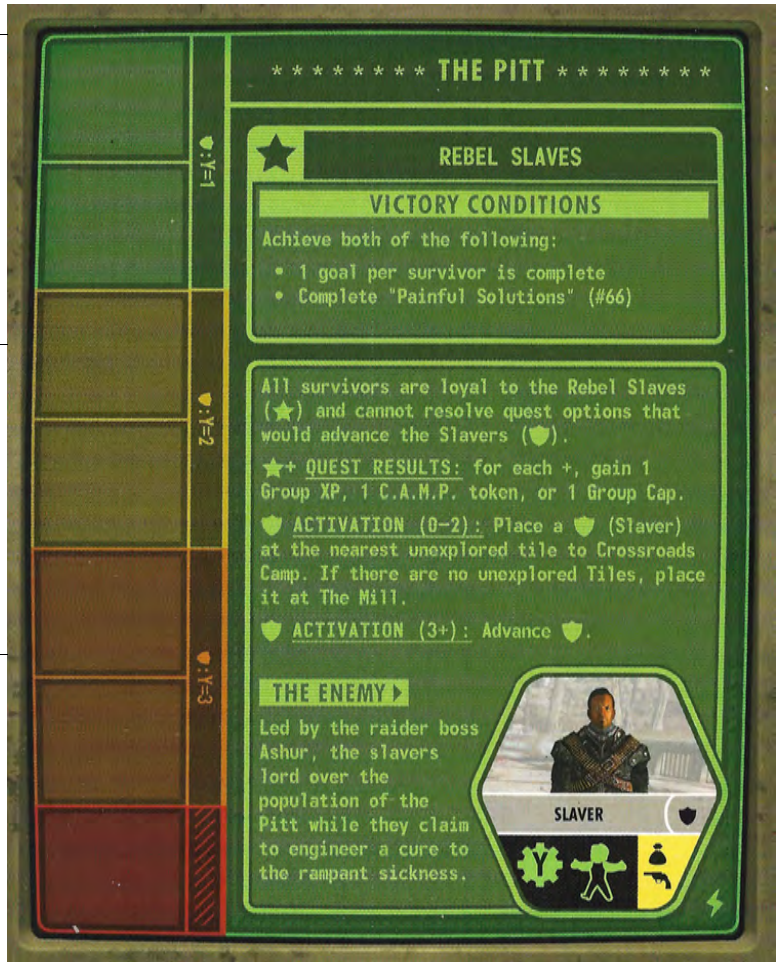
WORKBENCH

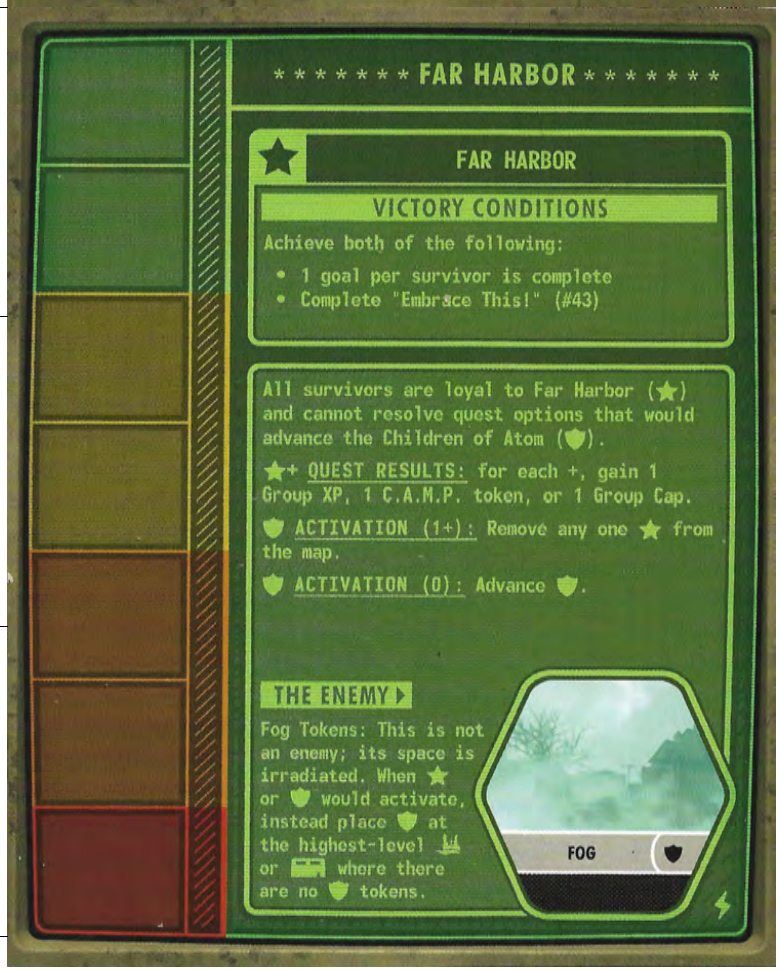
WEAPON WORKBENCH

Reveal cards from the asset deck until a number of ***Weapon*** items equal to the number of ***Workbench*** upgrades in play (including this one) are found. For each of those ***Weapon*** items, choose a survivor to gain that item.






THE PITT
REBEL SLAVES
VICTORY CONDITIONS
Achieve both of the following:
• 1 goal per survivor is complete
• Complete "Painful Solutions" (#66)
All survivors are loyal to the Rebel Slaves (★) and cannot resolve quest options that would advance the Slavers ( ).
★+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.
ACTIVATION (0-2): Place a (Slaver) at the nearest unexplored tile to Crossroads Camp. If there are no unexplored Tiles, place it at The Mill.
ACTIVATION (3+): Advance .
THE ENEMY
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=1
Y=2
Y=3


FAR HARBOR
FAR HARBOR
VICTORY CONDITIONS
Achieve both of the following:
• 1 goal per survivor is complete
• Complete "Embrace This!" (#43)
All survivors are loyal to Far Harbor (★) and cannot resolve quest options that would advance the Children of Atom ( ).
★+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.
ACTIVATION (1+): Remove any one ★ from the map.
ACTIVATION (0): Advance .
THE ENEMY
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

**** THE COMMONWEALTH ****

★:X=1

★:X=2

★:X=3

THE INSTITUTE

VICTORY CONDITIONS

Achieve both of the following:

- 1 goal per survivor is complete
- Complete "Derailed" (#24)

All survivors are loyal to The Institute (🛡) and cannot resolve quest options that would advance The Railroad (★).

🛡+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.

★ ACTIVATION (0-2): Place a ★ (Railroad Member) at the nearest unexplored tile to Crossroads Camp. If there are no unexplored Tiles, place it at The Railroad.

★ ACTIVATION (3+): Advance ★.

THE ENEMY

An underground group that believes the Institute's synths are fully sapient beings. They are fighting to free the synths from Institute control.

***** RISE OF THE MASTER *****

★:X=1

★:X=2

★:X=3

THE UNITY

VICTORY CONDITIONS

Achieve both of the following:

- 1 goal per survivor is complete
- Complete "Rise of the Master" (#183)

All survivors are loyal to The Unity (🛡) and cannot resolve quest options that would advance The Brotherhood of Steel (★).

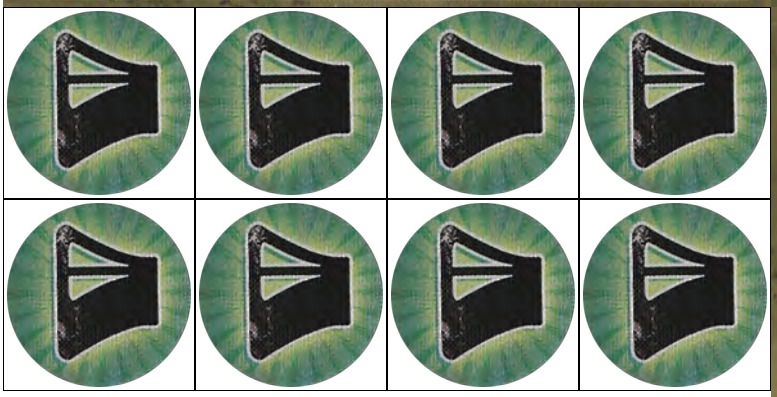
🛡+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.

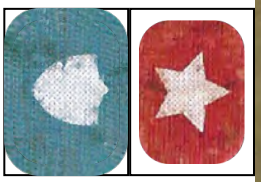
🛡 ACTIVATION (0-2): Place a ★ (Brotherhood Paladin) at the nearest unexplored tile to Crossroads Camp. If there are no unexplored Tiles, place it at Lost Hills Bunker.

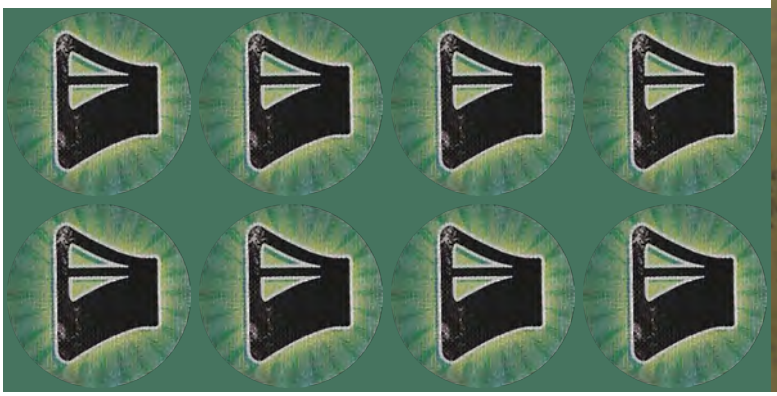
🛡 ACTIVATION (3+): Advance ★.

THE ENEMY

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







*** THE CAPITAL WASTELAND ***

★:X=1

★:X=2

★:X=3

THE ENCLAVE

VICTORY CONDITIONS

Achieve both of the following:

- 1 goal per survivor is complete
- There are 3 🛡 on Project Purity

All survivors are loyal to The Enclave (🛡) and cannot resolve quest options that would advance The Brotherhood of Steel (★).

🛡+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.

★ ACTIVATION (0-2): Place a ★ (Brotherhood Paladin) at the nearest unexplored tile to Crossroads Camp. If there are no unexplored Tiles, place it at The Tower.

★ ACTIVATION (3+): Advance ★.

THE ENEMY

The Brotherhood of Steel, led by Elder Lyons, fights to protect the people of the wasteland from super mutants and other threats.

★★★★★ RISE OF THE MASTER ★★★★★

THE BROTHERHOOD OF STEEL

VICTORY CONDITIONS

Achieve both of the following:

- 1 goal per survivor is complete
- Complete "Rise of the Master" (#183)

All survivors are loyal to The Brotherhood of Steel (★) and cannot resolve quest options that would advance The Unity (🛡).

★+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.

🛡 ACTIVATION (0-2): Place a 🛡 (Unity Acolyte) at the nearest unexplored tile to Crossroads Camp. If there are no unexplored Tiles, place it at The Cathedral.

🛡 ACTIVATION (3+): Advance 🛡.

THE ENEMY

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

*When Y=2, this enemy also gains ☢.

★★★★ THE COMMONWEALTH ★★★★

THE RAILROAD

VICTORY CONDITIONS

Achieve both of the following:

- 1 goal per survivor is complete
- Complete "The Nuclear Option" (#28)

All survivors are loyal to The Railroad (★) and cannot resolve quest options that would advance The Institute (🛡).

★+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.

🛡 ACTIVATION (0-2): Place a 🛡 (Synth) at the nearest unexplored tile to Crossroads Camp. If there are no unexplored Tiles, place it at CIT Ruins.

🛡 ACTIVATION (3+): Advance 🛡.

THE ENEMY

A mysterious scientific organization that has created robots known as synths that can be nearly indistinguishable from humans.

★★★ THE CAPITAL WASTELAND ★★★

THE BROTHERHOOD OF STEEL

VICTORY CONDITIONS

Achieve both of the following:

- 1 goal per survivor is complete
- Complete "...and Justice for all" (#55)

All survivors are loyal to The Brotherhood of Steel (★) and cannot resolve quest options that would advance The Enclave (🛡).

★+ QUEST RESULTS: for each +, gain 1 Group XP, 1 C.A.M.P. token, or 1 Group Cap.

🛡 ACTIVATION (0-2): Place an 🛡 (Enclave Soldier) at the nearest unexplored tile to Crossroads Camp. If there are no unexplored Tiles, place it at Project Purity.

🛡 ACTIVATION (3+): Advance 🛡.

THE ENEMY

Commanded by the mysterious President Eden, the Enclave blasts propaganda promising a return to the glorious days of pre-war America.