



BACKPACK





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2

FLAME ARROWS

3

MIDRANGE

Action: Deal 3 damage to all monsters in range. Can only be reloaded by spending a fuel.



2

FLAME ARROWS

3

MIDRANGE

Action: Deal 3 damage to all monsters in range. Can only be reloaded by spending a fuel.



BOW



MIDRANGE

Action: Deal 2 damage to a target.



BOW



MIDRANGE

Action: Deal 2 damage to a target.



BOW



MIDRANGE

Action: Deal 2 damage to a target.



2

CROSSBOW

MIDRANGE

Action: Deal 3 damage to two different targets.



2

CROSSBOW

MIDRANGE

Action: Deal 3 damage to two different targets.



MACHETE



SHORT RANGE

Action: Deal 3 damage to a target.



MACHETE



SHORT RANGE

Action: Deal 3 damage to a target.



BEAR TRAP



SHORT RANGE

Discard: Deal 5 damage to a target.



BEAR TRAP



SHORT RANGE

Discard: Deal 5 damage to a target.



CAMOFLAGE



Passive: Increase stealth by 2.



CAMOFLAGE



Passive: Increase stealth by 2.



SNARE



MIDRANGE

Deal **2 damage** to a target and stun that target until the start of your next turn.



SNARE



MIDRANGE

Deal **2 damage** to a target and stun that target until the start of your next turn.



RESOURCEFUL



Select any gear from a discard pile and put it directly into play.



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Select any gear from a discard pile and put it directly into play.



HEADSHOT



LONG-RANGE

Deal **6 damage** to a target if you have the bow or crossbow equipped.



HEADSHOT



LONG-RANGE

Deal **6 damage** to a target if you have the bow or crossbow equipped.



COVER OF NIGHT



Draw 3 cards from any scavenge deck and
discard 1 of them.



COVER OF NIGHT



Draw 3 cards from any scavenge deck and
discard 1 of them.



SURVIVAL INSTINCTS



Reduce all players' hunger by 1.



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SURVIVAL INSTINCTS



Reduce all players' hunger by 1.

2

MOTORCYCLE

2

Action: Move 3 spaces. Can only be reloaded by spending a fuel.

2

MOTORCYCLE

2

Action: Move 3 spaces. Can only be reloaded by spending a fuel.



RESOURCEFUL



Select any gear from a discard pile and put it directly into play.