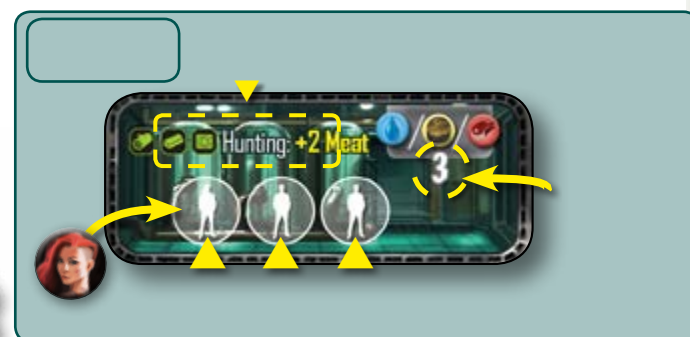
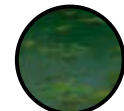
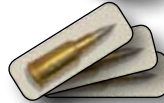
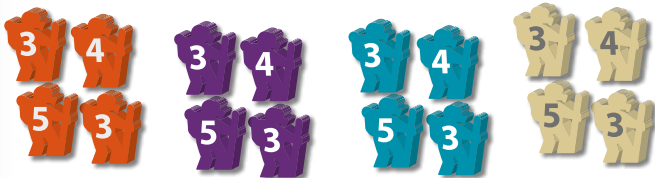
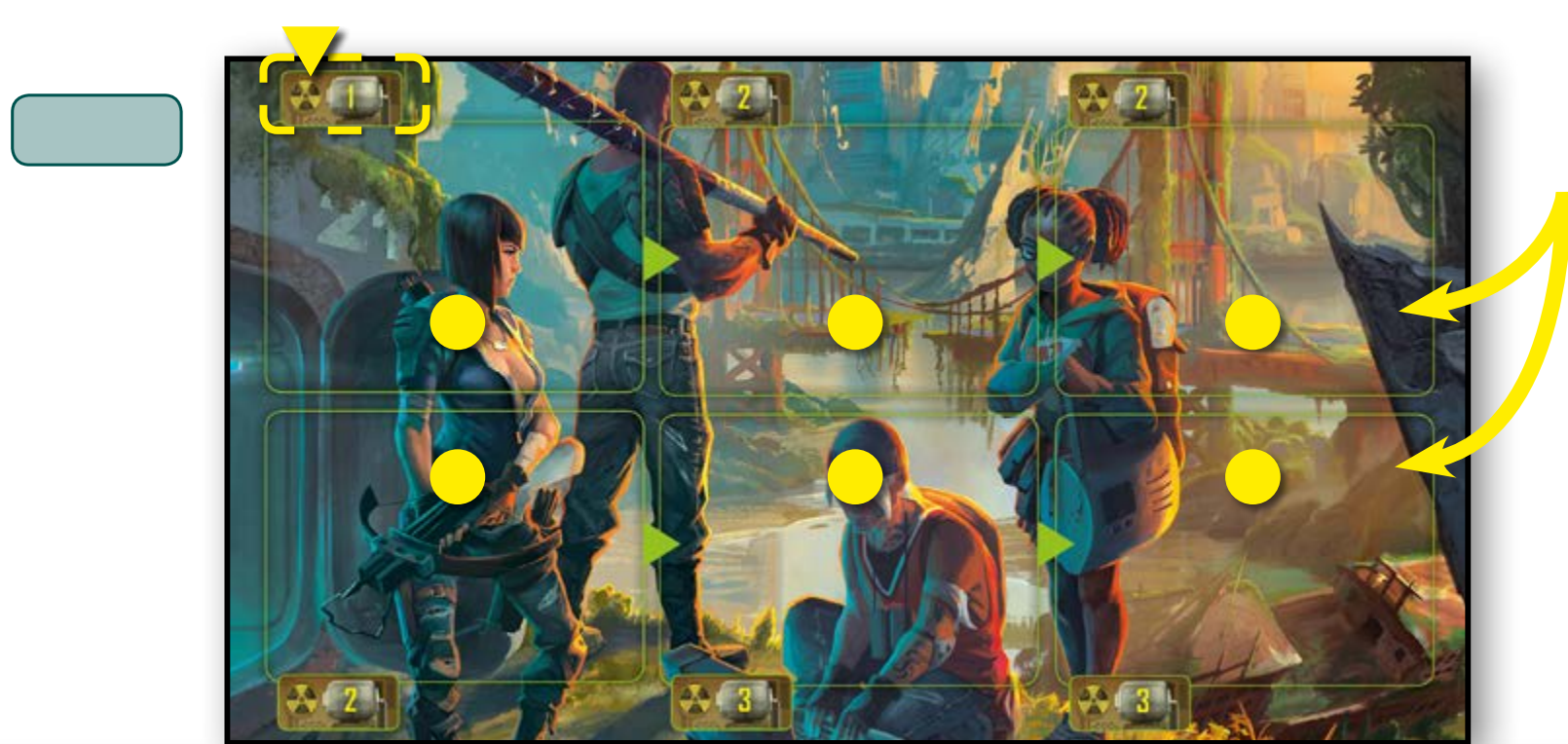
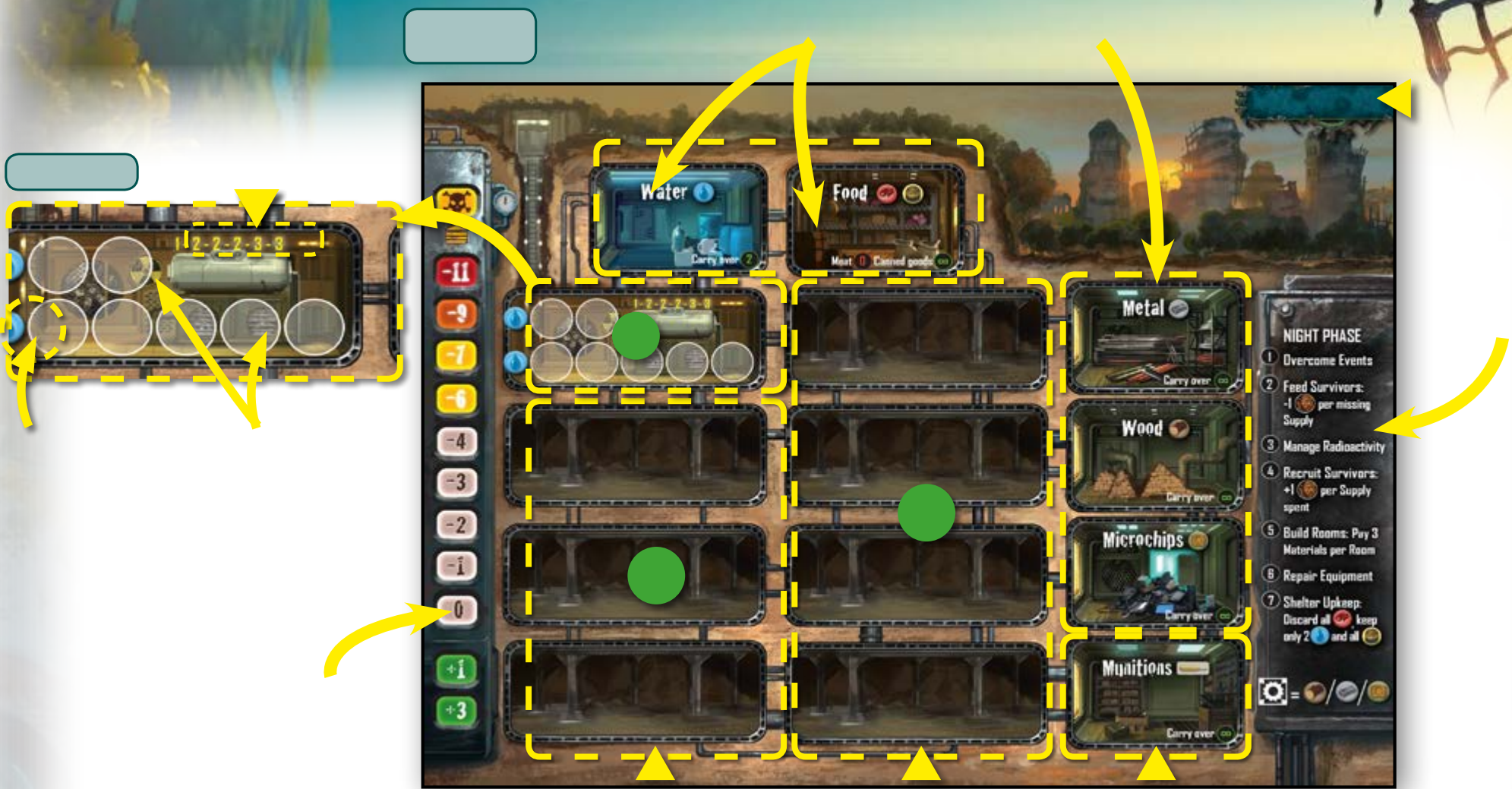










Draw 1 Equipment tile.
Repair Equipment: -1 Material

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

Room construction: -2 Materials

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

Overcome Event: -2 Materials, -2 Munitions, or -1 Supply

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]

Airlock: Absorb +1 Radiation point

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

Empty Garbage: +1 Wood and +1 Metal (once per city)

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

Radioactivity gauge: -1 level

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

Draw 2 Equipment tiles

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

Add 1 Survivor to this room (max 6)

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

Hunting: +2 Meat

3 [Gear Icon] [Person Icon] [Person Icon] [Person Icon]

SOLEN LIVRICH
PROWLER - 32 YEARS OLD

[Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]

JACOB ROWLEY
PROWLER - 35 YEARS OLD

[Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]

SOLEN LIVRICH
PROWLER - 32 YEARS OLD

[Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]



Water [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]

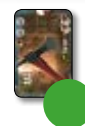
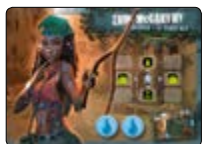
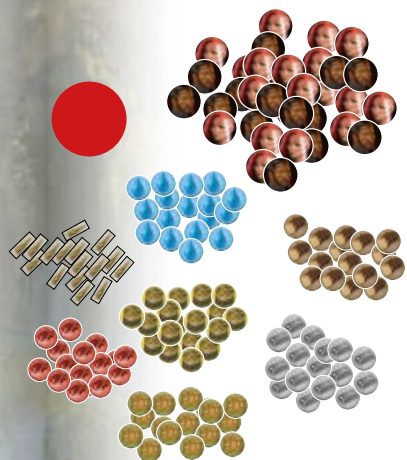
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Metal [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]

Workshops [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]

Munitions [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon] [Person Icon]







6 8 10

7 9 11

6 8 10

EQUIPMENT

BLACKWOOD

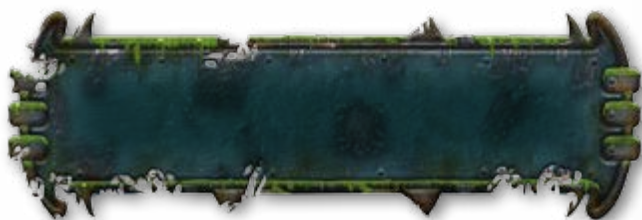
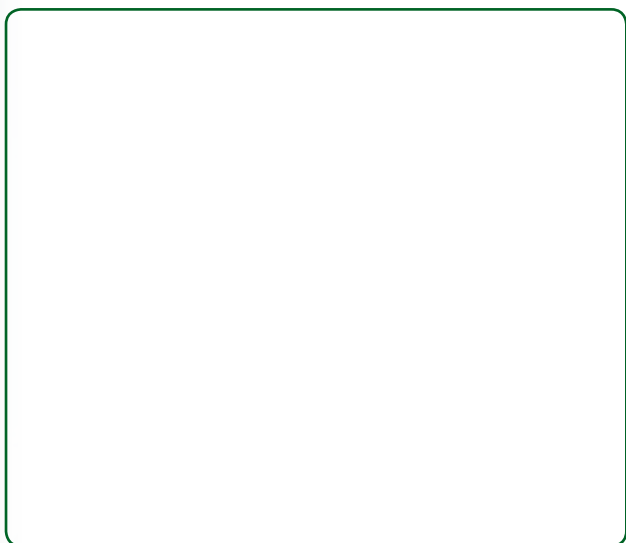
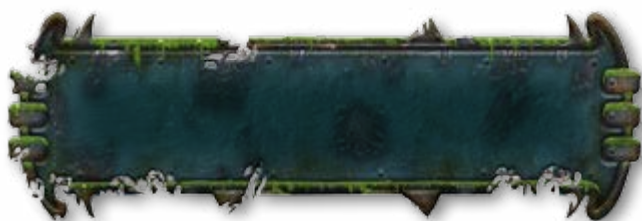
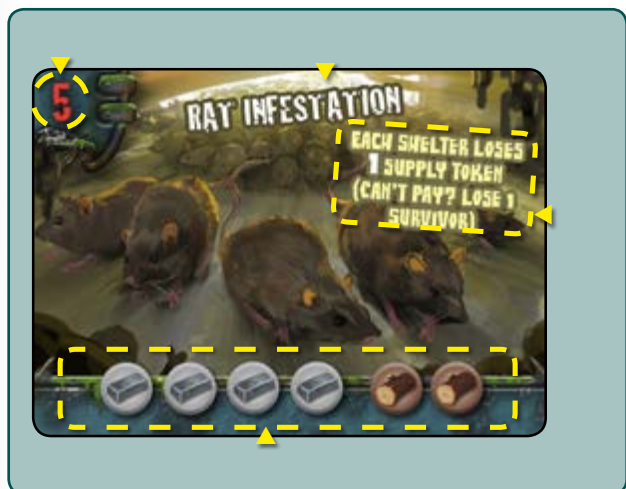
EQUIPMENT

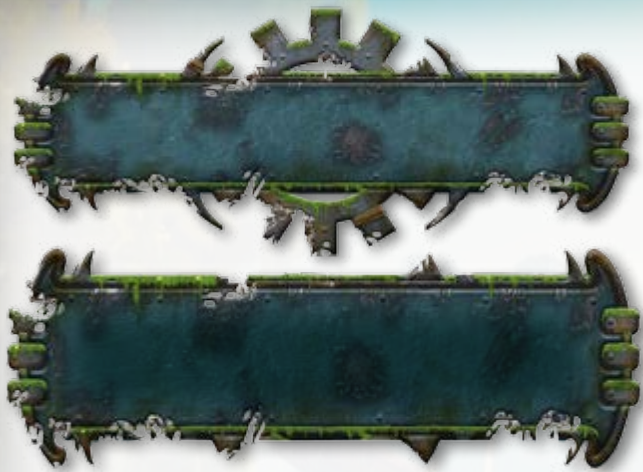
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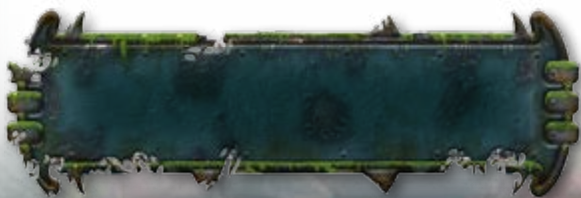
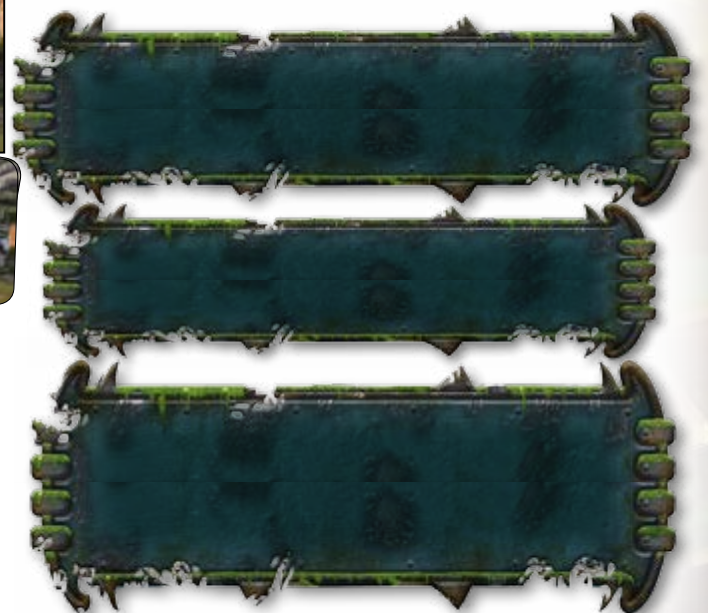
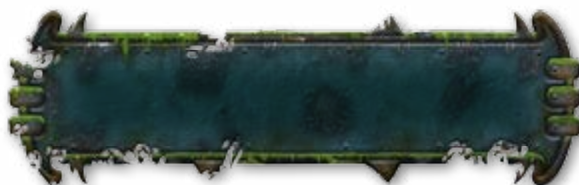
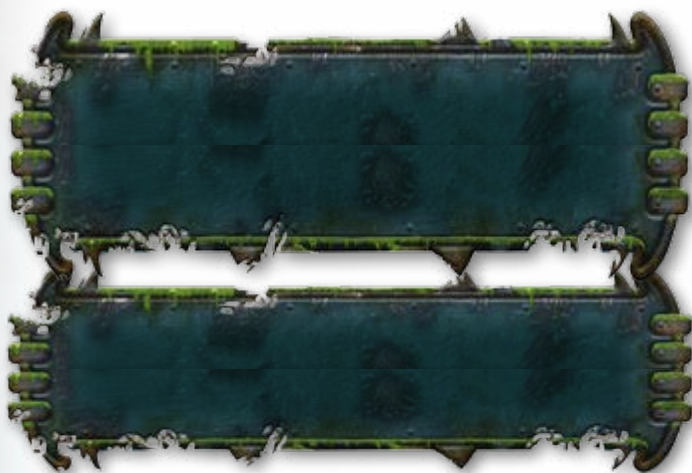


6 8 10

6 8 10









3

WILDFIRE

DECREASE THE FOREST'S WOOD RESERVE

2P: -2

3P: -3

4P: -4

3



3

3

11

9

7

6

5

4

3

2

1

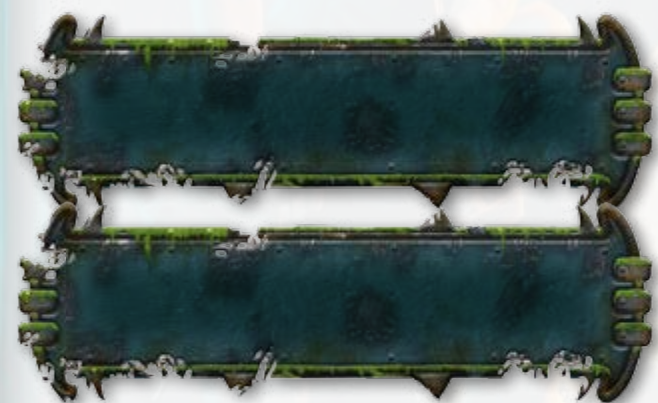
0

-1

-3

Hunting: +2 Meat

3



1-2-2-2-3-3

3



