



The B4B Compendium - Read me and Info

Compendium Created by: Spikeyroxas* (*See Credit Page for users who have had input)

Most Recent Update: 03-05-24

The B4B Compendium is a free non funded resource and log of Cards compiled together by myself with the assistance of many users through the B4B Reddit and Discord channel. We do not own the right to or are affiliated with the Game franchise, Warner Bros or Turtle Rock Studios. This Sheet was created during the Closed/Open Beta period and has been updated, upgraded and expanded upon since. Downloaded copies are free to be changed how you wish but please credit the original creator of the sheet if shared and spread afterwards.

This has been a community minded project with the intent to assist and make note of various features (mostly card related) in game for all platforms to use together with ease. This is still an ongoing project and will be updated as the Game continues to update.

Please read the below information for the use and purpose of this sheet.

For full use, I recommend Saving/Downloading a Copy. The Compendium is available online on Google Sheets for the public with some features which are only available in desktop mode (Filter views). However when the sheet has alot of traffic features may become unavailable. The sheet is still being updated so its also recommended to visit back every so often and check the version you have downloaded is the current version (See compendium version note at the top of the B4B Card List - Master Page). Notice any errors or want to contact me for future sheet ideas / ask for help? Send me a message Via Reddit: U/Spikeyroxas. (Alternatively send me an Email at Spikeyroxas@gmail.com). You can also Leave a comment on the sheet and I will review it as soon as I am able to.

Pages available on the Compendium:

B4B Card List - Master - Updated as of Ver 1.000.011

This is the Main Sheet where it all started. This sheet is a compilation of all cards found in the current game from Campaign cards to Corruption cards. Columns and filterable info has been inputted based on in game descriptions. On the online (Desktop) Version Filter views have been set up to find various grouped cards such as cards which deal with Reloading, to card groups detailing which Supply lines are needed to visit to obtain said card. Additional info has been entered such as Copper costs for cards when found mid campaign and notes have also been entered to provide additional info which are not described in the filterable columns (Such as infected modifier descriptions on corruption cards, or character card information). This page will be the most likely to be changed and updated as new information becomes available.

New - Unlockables Compendium - Updated as of Ver 1.000.011

This page displays all banners, emblems, sprays, skins, outfit pieces, cards in the game. They are listed in the order they were added to the game (mostly). Use this sheet to easily find where certain things are located in game so you know where to look. Use CTRL+F to find specific items. If you are on Desktop mode check out the Filter views. I hope people find this sheet useful

Supply Lines Sheet - Updated as of Ver 1.000.011

Back by demand, although edited to only show the base supply lines. This is a quick visual guide to see where unlocks are on the main 3 supply lines. Check the unlockables compendium to find roving merchants, totem tracks and duffel rewards.

Card History - Campaign and Swarm - Updated as of Ver 1.000.011

This sheet provides a full history of cards for both Campaign and Swarm. Want to see what your favourite cards used to do? Check here!

Note: Due to ongoing issues. I have removed Card Images from these pages again.

Trophies / Achievements - Updated as of Ver 1.000.011

This sheet provides information and descriptions for the Trophies / Achievements available in game and where possible some advice for trophy hunters and secret collectors.

Credit and Attribution


Since the Beta Period where this sheet began there has been alot of input and help to get the sheet to the position its in now. Be it extra created pages, or even supplying snippets of information to add to or amend details on the sheet. These users have helped contributed. Thankyou all.


Additional Resources


There are other community made resources out there which deserve more recognition. Below is a few helpful ones


FORTHOPPE - DECKBUILDER	A Community made website for creating and sharing decks with the public and/or your friends.
WEAPON SHEET	Another Google Docs sheet displaying weapon stats for various tiers with extensive testing.
DEVELOPER TASK LIST	Public Trello board detailing the task list split into different categories for things being worked on.
B4B STAT CALCULATOR	A Google Docs sheet displaying Stamina Stats and Health stats.
ZWAT TRACKING	This website tracks your stats, and even can track your Zwat outfit progress (This works on console too)


Note: B4B development has stopped now as of Feb 2023. It's likely there will be no more balance updates, card alterations or cosmetic unlocks. Unfortunately this means there will never be a way to upgrade to the ultimate version. Dan and Tala have very few cosmetics and will never receive a ZWAT Skin :/. Thanks everyone for your support, and I hope/ am glad you have all found this resource useful. :)

		Title: Back 4 Blood Unlockables Compendium		Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			<i>Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings</i> <i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i> <i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas		38000 584 283				
Game Version: 1.000.011 (06/12/22)		Spikexoxas						
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:
1	Card	Evangelo	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
2	Card	Walker	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
3	Card	Holly	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
4	Card	Mom	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
5	Card	Doc	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
6	Card	Hoffman	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
7	Card	Jim	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
8	Card	Karlee	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
9	Emblem	Ultimate	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
10	Banner	Ultimate	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
11	Card	Antibiotic Ointment	Available from start	-	-	-	Available from the start	Beta/Release
12	Card	Battle Lust	Available from start	-	-	-	Available from the start	Beta/Release
13	Card	Combat Knife	Available from start	-	-	-	Available from the start	Beta/Release
14	Card	Copper Scavenger	Available from start	-	-	-	Available from the start	Beta/Release
15	Card	Reload Drills	Available from start	-	-	-	Available from the start	Beta/Release
16	Card	Second Chance	Available from start	-	-	-	Available from the start	Beta/Release
17	Card	Wounded Animal	Available from start	-	-	-	Available from the start	Beta/Release
18	Outfit	Battle Hardened (Evangelo)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
19	Outfit	Battle Hardened (Walker)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
20	Outfit	Battle Hardened (Holly)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
21	Outfit	Battle Hardened (Mom)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
22	Skin	Fort Hope Elite (M4 Carbine)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
23	Skin	Fort Hope Elite (RPK)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
24	Skin	Fort Hope Elite (Uzi)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
25	Skin	Fort Hope Elite (870 Express)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
26	Card	Vitamins	The Strip	5	-	-	Starting Supply Line	Beta/Release
27	Card	Ammo Pouch	The Strip	10	-	-	Starting Supply Line	Beta/Release
28	Card	Heavy Attack	The Strip	100	-	-	Starting Supply Line	Beta/Release
29	Card	Combat Training	Paul's Alley	30	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
30	Card	Ammo Belt	Paul's Alley	45	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
31	Card	Hi Vis Sights	Paul's Alley	30	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
32	Emblem	Radioactive	Paul's Alley	5	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
33	Card	Front Sight Focus	Paul's Alley	30	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
34	Card	Grenade Pouch	Paul's Alley	30	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
35	Card	Ammo For All	Paul's Alley	100	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
36	Banner	Drifters	Paul's Alley	5	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
37	Card	Large Caliber Rounds	The Stilts	45	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
38	Spray	Batter up	The Stilts	5	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
39	Card	Widemouth Magwell	The Stilts	45	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
40	Emblem	Frost	The Stilts	5	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
41	Card	Offensive Scavenger	The Stilts	100	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
42	Spray	Lit	The Stilts	5	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
43	Card	Ammo Mule	The Stilts	70	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
44	Legs Piece	Khaki (Walker)	The Stilts	5	-	-	Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
45	Card	Grenade Training	Fort Hope	30	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
46	Card	Optics Enthusiast	Fort Hope	45	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
47	Card	Soften Up	Fort Hope	30	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
48	Spray	Basic	Fort Hope	5	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
49	Card	Avenge the Fallen	Fort Hope	100	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
50	Banner	Welcoming Committee	Fort Hope	5	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
51	Card	Patient Hunter	Fort Hope	70	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
52	Body Piece	Navy Tartan (Hoffman)	Fort Hope	5	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
53	Card	Double Grenade Pouch	Paul's Alley (2)	45	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
54	Banner	No Surrender	Paul's Alley (2)	5	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
55	Card	Down in Front!	Paul's Alley (2)	100	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
56	Card	Demolitions Expert	Paul's Alley (2)	45	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
57	Card	Mag Coupler	Paul's Alley (2)	70	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
58	Spray	Check	Paul's Alley (2)	5	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
59	Card	Two is One and One is None	Paul's Alley (2)	100	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
60	Skin	Tracksuit Life (AK47)	Paul's Alley (2)	5	-	-	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
61	Card	Spiky Bits	The Stilts (2)	45	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
62	Card	Silver Bullets	The Stilts (2)	70	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
63	Emblem	Masked	The Stilts (2)	5	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
64	Card	Steady Aim	The Stilts (2)	70	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
65	Spray	Warning Signs	The Stilts (2)	5	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
66	Card	Admin Reload	The Stilts (2)	100	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
67	Card	Money Grubbers	The Stilts (2)	70	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
68	Skin	Earthy (M1911)	The Stilts (2)	5	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
69	Card	Surplus Pouches	Fort Hope (2)	70	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
70	Spray	Crybaby	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
71	Emblem	Eagle	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
72	Card	Weapon Scavenger	Fort Hope (2)	70	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
73	Card	Vanguard	Fort Hope (2)	100	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
74	Banner	Wing and a Prayer	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
75	Card	Quick Kill	Fort Hope (2)	70	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
76	Body Piece	Softball Star (Holly)	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
77	Card	Chemical Courage	Paul's Alley (3)	70	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
78	Spray	Block (Green)	Paul's Alley (3)	5	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
79	Card	Power Reload	Paul's Alley (3)	150	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
80	Emblem	Any Edge	Paul's Alley (3)	5	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
81	Card	Hunker Down	Paul's Alley (3)	100	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
82	Card	Glass Cannon	Paul's Alley (3)	150	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
83	Card	Marked for Death	Paul's Alley (3)	150	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
84	Skin	Marine Mag (870 Express)	Paul's Alley (3)	5	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
85	Card	Highwayman	The Stilts (3)	100	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
86	Emblem	Sharp Shooter	The Stilts (3)	5	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
87	Card	Ignore the Pain	The Stilts (3)	100	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
88	Spray	Good to Meet You	The Stilts (3)	5	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
89	Card	Bomb Squad	The Stilts (3)	100	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
90	Card	Face Your Fears	The Stilts (3)	100	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
91	Card	Needs of the Many	The Stilts (3)	100	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
92	Skin	Golden Death (M4 Carbine)	The Stilts (3)	5	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
93	Card	Trigger Control	Fort Hope (3)	100	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
94	Spray	Romero	Fort Hope (3)	5	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
95	Emblem	North Star	Fort Hope (3)	5	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
96	Card	Improvised Explosives	Fort Hope (3)	70	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
97	Legs Piece	Get it Done (Jim)	Fort Hope (3)	5	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
98	Card	Killer's Instinct	Fort Hope (3)	70	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
99	Spray	Not this Time	Fort Hope (3)	5	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release


		Title: Back 4 Blood Unlockables Compendium		Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			<i>Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings</i> <i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i> <i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas		On Desktop? Check out Filter views				
Game Version: 1.000.011 (06/12/22)		Spikeyxoxas		38000	584	283		
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:
100	Skin	Combat Pro (Boretta M9)	Fort Hope (3)	5	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
101	Card	In the Zone	Paul's Alley (4)	100	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
102	Emblem	The Fallen	Paul's Alley (4)	5	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
103	Card	Controlled Movement	Paul's Alley (4)	100	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
104	Card	Scattergun Skills	Paul's Alley (4)	100	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
105	Emblem	Guns Out	Paul's Alley (4)	10	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
106	Skin	Flammo (M1A)	Paul's Alley (4)	5	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
107	Legs Piece	Fresh Scrubs (Doc)	Paul's Alley (4)	5	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
108	Title	Disciplined	Paul's Alley (4)	10	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
109	Spray	Gob Smacked	The Stilts (4)	15	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
110	Card	Share the Wealth	The Stilts (4)	100	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
111	Emblem	Cycloptic	The Stilts (4)	10	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
112	Skin	Stars and Bars (M1911)	The Stilts (4)	30	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
113	Emblem	Tooled Up	The Stilts (4)	10	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
114	Head Piece	Ruby Specs	The Stilts (4)	50	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
115	Skin	Desert Classic (Scar)	The Stilts (4)	30	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
116	Spray	You Don't Say	Fort Hope (4)	15	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
117	Skin	Bloody Mess (M4 Carbine)	Fort Hope (4)	30	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
118	Emblem	Blood Sport	Fort Hope (4)	10	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
119	Banner	Hoffman	Fort Hope (4)	150	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
120	Legs Piece	Earthy	Fort Hope (4)	50	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
121	Spray	Don't Cross	Fort Hope (4)	15	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
122	Emblem	Howl	Fort Hope (4)	10	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
123	Body Piece	Carbonized (Walker)	Fort Hope (4)	50	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
124	Body Piece	Testudines (Hoffman)	Paul's Alley (5)	50	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
125	Banner	Walker	Paul's Alley (5)	150	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
126	Spray	Use your noodle	Paul's Alley (5)	15	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
127	Head Piece	Navy Specs (Hoffman)	Paul's Alley (5)	50	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
128	Spray	Deep thoughts	Paul's Alley (5)	15	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
129	Skin	Smartass (Desert Eagle)	Paul's Alley (5)	30	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
130	Legs Piece	Ripstop (Walker)	Paul's Alley (5)	50	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
131	Banner	Jim	The Stilts (5)	150	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
132	Body Piece	8 Point (Jim)	The Stilts (5)	50	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
133	Spray	Round Here	The Stilts (5)	15	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
134	Skin	Green Envy (M16)	The Stilts (5)	30	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
135	Banner	Nothing But Dust	The Stilts (5)	100	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
136	Legs Piece	Par 4 (Hoffman)	The Stilts (5)	50	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
137	Skin	Laminated (Ranch Rifle)	The Stilts (5)	30	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
138	Head Piece	Black Shades (Hoffman)	Fort Hope (5)	50	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
139	Spray	Fall Fighter	Fort Hope (5)	15	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
140	Skin	Heirloom (Phoenix 350L)	Fort Hope (5)	30	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
141	Body Piece	Ananas Sapient (Hoffman)	Fort Hope (5)	50	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
142	Skin	Cartel King (AK47)	Fort Hope (5)	30	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
143	Body Piece	Hot Pink (Karlee)	Fort Hope (5)	50	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
144	Title	Master of Discipline	Fort Hope (5)	10	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
145	Head Piece	Total Apocalypse (Hoffman)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
146	Head Piece	Total Apocalypse (Doc)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
147	Head Piece	Total Apocalypse (Evangelo)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
148	Head Piece	Total Apocalypse (Jim)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
149	Head Piece	Total Apocalypse (Mom)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
150	Head Piece	Total Apocalypse (Karlee)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
151	Head Piece	Total Apocalypse (Walker)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
152	Head Piece	Total Apocalypse (Holly)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
153	Card	Motorcycle Jacket	The Clinic	30	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
154	Card	Durable	The Clinic	30	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
155	Card	Poultice	The Clinic	70	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
156	Emblem	Scenic	The Clinic	5	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
157	Spray	Boom Stick	The Clinic	5	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
158	Card	EMT Bag	The Clinic	45	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
159	Card	Inspiring Sacrifice	The Clinic	100	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
160	Banner	Corrosion	The Clinic	5	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
161	Card	Padded Suit	The Furnace	45	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
162	Spray	Split	The Furnace	5	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
163	Card	Hydration Pack	The Furnace	45	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
164	Card	Buckshot Bruiser	The Furnace	75	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
165	Card	Support Scavenger	The Furnace	100	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
166	Spray	Detonation	The Furnace	5	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
167	Card	Fanny Pack	The Furnace	30	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
168	Skin	Homeland (Glock)	The Furnace	5	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
169	Card	Sluggo	Grant's Brew House	30	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
170	Card	Smelling Salts	Grant's Brew House	30	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
171	Card	Body Armor	Grant's Brew House	45	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
172	Spray	Revolver	Grant's Brew House	5	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
173	Card	Scar Tissue	Grant's Brew House	100	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
174	Banner	Time's Up	Grant's Brew House	100	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
175	Card	Fresh Bandage	Grant's Brew House	70	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
176	Legs Piece	Acid Washed (Karlee)	Grant's Brew House	5	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
177	Card	Shoulder Bag	The Clinic (2)	45	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
178	Card	Pep Talk	The Clinic (2)	45	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
179	Emblem	I <3 Mom	The Clinic (2)	5	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
180	Spray	Cracked	The Clinic (2)	5	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
181	Card	Well Fed	The Clinic (2)	100	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
182	Banner	Don't Look Back	The Clinic (2)	5	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
183	Card	Charitable Soul	The Clinic (2)	100	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
184	Body Piece	Hot and Cold (Evangelo)	The Clinic (2)	5	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
185	Emblem	Hard As Nails	The Furnace (2)	5	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
186	Card	Amped Up	The Furnace (2)	45	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
187	Card	Motorcycle Helmet	The Furnace (2)	70	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
188	Card	Broadside	The Furnace (2)	100	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
189	Spray	Shake On It	The Furnace (2)	5	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
190	Card	Combat Medic	The Furnace (2)	100	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
191	Head Piece	Traditional Red (Mom)	The Furnace (2)	5	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
192	Skin	Ice Capped (357 Magnum)	The Furnace (2)	5	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
193	Card	Box O' Bags	Grant's Brew House (2)	70	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release
194	Spray	Tallboy	Grant's Brew House (2)	5	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release
195	Emblem	Mechanically Inclined	Grant's Brew House (2)	5	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release
196	Card	Canned Goods	Grant's Brew House (2)	70	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release
197	Banner	Walk Away	Grant's Brew House (2)	5	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release
198	Card	Wooden Armor	Grant's Brew House (2)	70	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release


		Title: Back 4 Blood Unlockables Compendium			Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			<i>Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings</i> <i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i> <i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas			38000 584 283				
Game Version: 1.000.011 (06/12/22)									
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:	
199	Skin	Sand Cannon (Barrett M95)	Grant's Brew House (2)	5	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release	
200	Card	Group Therapy	The Clinic (3)	70	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
201	Spray	Diamond Life	The Clinic (3)	5	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
202	Card	Sunder	The Clinic (3)	150	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
203	Emblem	Groovy	The Clinic (3)	5	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
204	Skin	Reaper (Fire Axe)	The Clinic (3)	5	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
205	Card	Numb	The Clinic (3)	45	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
206	Card	Life Insurance	The Clinic (3)	100	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
207	Body Piece	Pug Pink (Doc)	The Clinic (3)	5	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release	
208	Card	Overwatch	The Furnace (3)	100	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
209	Emblem	Bloom	The Furnace (3)	5	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
210	Card	True Grit	The Furnace (3)	100	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
211	Spray	Mask Up	The Furnace (3)	5	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
212	Card	Pyro	The Furnace (3)	100	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
213	Card	Heavy Hitter	The Furnace (3)	100	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
214	Skin	Plastic (M249)	The Furnace (3)	5	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
215	Body Piece	Lavender (Karlee)	The Furnace (3)	5	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release	
216	Card	Line 'em Up	Grant's Brew House (3)	100	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release	
217	Spray	Bee Bloodthirsty	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release	
218	Emblem	Quack	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release	
219	Legs Piece	Blue Jeans (Mom)	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release	
220	Card	Rousing Speech	Grant's Brew House (3)	70	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release	
221	Spray	No Cure	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release	
222	Skin	Bengal Bling (Desert Eagle)	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release	
223	Card	Medical Expert	The Clinic (4)	100	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
224	Emblem	Last Resort	The Clinic (4)	5	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
225	Card	Experienced EMT	The Clinic (4)	75	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
226	Card	Saferoom Recovery	The Clinic (4)	75	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
227	Card	Medical Professional	The Clinic (4)	100	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
228	Skin	ODG (Tac14)	The Clinic (4)	5	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
229	Card	Miraculous Recovery	The Clinic (4)	150	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
230	Title	Brawny	The Clinic (4)	10	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release	
231	Head Piece	Dark Magenta Specs (Doc)	The Furnace (4)	50	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release	
232	Emblem	Lament	The Furnace (4)	10	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release	
233	Emblem	Illuminate	The Furnace (4)	10	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release	
234	Skin	First Class (Belgian)	The Furnace (4)	30	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release	
235	Body Piece	Gangrene (Mom)	The Furnace (4)	50	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release	
236	Spray	Gun Metal	The Furnace (4)	15	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release	
237	Skin	Hexed (Super 90)	The Furnace (4)	30	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release	
238	Spray	While the City Sleeps	Grant's Brew House (4)	15	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
239	Body Piece	Don't shoot me jag-off (Jim)	Grant's Brew House (4)	50	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
240	Banner	Mom	Grant's Brew House (4)	150	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
241	Skin	Winter Warfare (RPK)	Grant's Brew House (4)	30	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
242	Emblem	Supply Drop	Grant's Brew House (4)	30	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
243	Body Piece	Flower Child (Doc)	Grant's Brew House (4)	150	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
244	Emblem	Accelerant	Grant's Brew House (4)	10	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
245	Head Piece	Hot Headed (Mom)	Grant's Brew House (4)	50	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release	
246	Head Piece	Clay Shades (Doc)	The Clinic (5)	50	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
247	Banner	Doc	The Clinic (5)	150	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
248	Spray	Chipped	The Clinic (5)	15	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
249	Head Piece	Stars and Stripes (Mom)	The Clinic (5)	50	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
250	Emblem	Killshot	The Clinic (5)	10	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
251	Skin	Artisan (357 Magnum)	The Clinic (5)	30	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
252	Legs Piece	Ashen (Doc)	The Clinic (5)	50	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
253	Spray	Calculated	The Clinic (5)	15	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release	
254	Banner	To the last bite	The Furnace (5)	100	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release	
255	Body Piece	American made (Mom)	The Furnace (5)	50	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release	
256	Skin	Pink Sunset (870 Express)	The Furnace (5)	30	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release	
257	Head Piece	Scuffed Specs (Doc)	The Furnace (5)	50	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release	
258	Emblem	Cross Country	The Furnace (5)	10	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release	
259	Skin	Digicam (AA12)	The Furnace (5)	30	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release	
260	Banner	Welcome to the Party!	The Furnace (5)	100	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release	
261	Body Piece	Don't Dye (Doc)	Grant's Brew House (5)	50	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
262	Spray	Calm before the storm	Grant's Brew House (5)	15	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
263	Skin	Zombie Slayer (Tac14)	Grant's Brew House (5)	30	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
264	Legs Piece	Genuine Pleather (Karlee)	Grant's Brew House (5)	50	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
265	Skin	Damascus (Barrett M95)	Grant's Brew House (5)	30	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
266	Body Piece	Bengal Sports (Evangelo)	Grant's Brew House (5)	50	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
267	Spray	You Think?	Grant's Brew House (5)	15	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
268	Title	Master of Brawn	Grant's Brew House (5)	10	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release	
269	Body Piece	Total Apocalypse (Mom)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
270	Body Piece	Total Apocalypse (Karlee)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
271	Body Piece	Total Apocalypse (Walker)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
272	Body Piece	Total Apocalypse (Holly)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
273	Body Piece	Total Apocalypse (Hoffman)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
274	Body Piece	Total Apocalypse (Doc)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
275	Body Piece	Total Apocalypse (Evangelo)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
276	Body Piece	Total Apocalypse (Jim)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release	
277	Card	Cross Trainers	The Crow's Nest	10	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
278	Card	Ridden Slayer	The Crow's Nest	30	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
279	Emblem	Toxic	The Crow's Nest	5	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
280	Card	Shooting Gloves	The Crow's Nest	30	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
281	Spray	Point and Click	The Crow's Nest	5	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
282	Card	Superior Cardio	The Crow's Nest	30	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
283	Card	Defensive Maneuver	The Crow's Nest	70	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
284	Card	Run and Gun	The Crow's Nest	150	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release	
285	Card	Screwdriver	Bridge Town	30	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
286	Spray	Chop-Chop	Bridge Town	5	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
287	Card	Energy Bar	Bridge Town	30	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
288	Emblem	Minds Eye	Bridge Town	5	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
289	Card	Utility Scavenger	Bridge Town	100	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
290	Spray	Feathered	Bridge Town	5	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
291	Card	Dash	Bridge Town	30	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
292	Legs Piece	Overcast (Hoffman)	Bridge Town	5	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release	
293	Card	Rolling Thunder	Knuckle House	100	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release	
294	Card	Reckless Strategy	Knuckle House	45	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release	
295	Card	Breakout	Knuckle House	100	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release	
296	Spray	Extended	Knuckle House	5	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release	
297	Card	Fleet of Foot	Knuckle House	45	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release	

		Title: Back 4 Blood Unlockables Compendium		Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			<i>Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings</i> <i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i> <i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas		On Desktop? Check out Filter views				
Game Version: 1.000.011 (06/12/22)				38000	584	283		
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:
298	Banner	Camera Shy	Knuckle House	5	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release
299	Card	Pep in your Step	Knuckle House	70	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release
300	Body Piece	Bleached Bones (Mom)	Knuckle House	5	-	-	Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release
301	Card	Guns Out	The Crow's Nest (2)	45	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
302	Banner	High Noon	The Crow's Nest (2)	5	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
303	Card	Tunnel Vision	The Crow's Nest (2)	45	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
304	Card	Energy Drink	The Crow's Nest (2)	45	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
305	Emblem	Bangal	The Crow's Nest (2)	5	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
306	Card	Marathon Runner	The Crow's Nest (2)	100	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
307	Skin	Lightning Strike (Hatchet)	The Crow's Nest (2)	5	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
308	Spray	Lined Up	The Crow's Nest (2)	5	-	-	Complete Supply Line: "Knuckle House" to unlock "The Crow's Nest (2)"	Beta/Release
309	Card	Brazen	Bridge Town (2)	45	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
310	Card	Sadistic	Bridge Town (2)	100	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
311	Emblem	Samurai Spirit	Bridge Town (2)	5	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
312	Card	Olympic Sprinter	Bridge Town (2)	45	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
313	Spray	In Your Footsteps	Bridge Town (2)	5	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
314	Card	Ammo Stash	Bridge Town (2)	100	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
315	Card	Compound Interest	Bridge Town (2)	100	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
316	Skin	Yellow jacket (Bat)	Bridge Town (2)	5	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release
317	Card	Cocky	Knuckle House (2)	70	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
318	Emblem	Thrasher	Knuckle House (2)	5	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
319	Card	Mandatory PT	Knuckle House (2)	100	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
320	Emblem	Four Corners	Knuckle House (2)	5	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
321	Card	Mugger	Knuckle House (2)	100	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
322	Card	Mean Drunk	Knuckle House (2)	70	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
323	Card	Multitool	Knuckle House (2)	45	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
324	Banner	Just the Essentials	Knuckle House (2)	5	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
325	Emblem	Chaos Theory	The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
326	Card	Stimulants	The Crow's Nest (3)	45	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
327	Card	Meth Head	The Crow's Nest (3)	70	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
328	Spray	Arrow	The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
329	Card	Shredder	The Crow's Nest (3)	150	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
330	Banner	Dominion	The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
331	Emblem	Busy Bee	The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
332	Body Piece	Hot Coals (Walker)	The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
333	Card	Reckless	Bridge Town (3)	70	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
334	Card	Run like Hell	Bridge Town (3)	70	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
335	Card	Power Swap	Bridge Town (3)	150	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
336	Card	Rhythmic Breathing	Bridge Town (3)	70	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
337	Card	On your Mark...	Bridge Town (3)	45	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
338	Card	Fire in the Hole!	Bridge Town (3)	100	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
339	Card	Headband Magnifier	Bridge Town (3)	70	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
340	Skin	Killing you softly (Tec 9)	Bridge Town (3)	5	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
341	Spray	Chow Down	Knuckle House (3)	5	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
342	Emblem	Elevation	Knuckle House (3)	5	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
343	Card	Cold Brew Coffee	Knuckle House (3)	45	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
344	Card	Hyper-Focused	Knuckle House (3)	70	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
345	Legs Piece	Canvas Sack (Evangelo)	Knuckle House (3)	5	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
346	Card	Knowledge is Power	Knuckle House (3)	100	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
347	Skin	Porcelain Vengeance (Uzi)	Knuckle House (3)	5	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
348	Card	Bounty Hunter	The Crow's Nest (4)	100	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
349	Emblem	High Point	The Crow's Nest (4)	5	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
350	Card	Speed Demon	The Crow's Nest (4)	100	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
351	Card	Natural Sprinter	The Crow's Nest (4)	70	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
352	Skin	Titanium Heat (Machete)	The Crow's Nest (4)	5	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
353	Spray	Slasher	The Crow's Nest (4)	5	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
354	Title	Reflexive	The Crow's Nest (4)	10	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
355	Legs Piece	Kinda Camo (Holly)	Bridge Town (4)	50	-	-	Complete Supply Line: "The Crow's Nest (4)" to unlock "Bridge Town (4)"	Beta/Release
356	Card	Hellfire	Bridge Town (4)	100	-	-	Complete Supply Line: "The Crow's Nest (4)" to unlock "Bridge Town (4)"	Beta/Release
357	Emblem	Big Meanie	Bridge Town (4)	10	-	-	Complete Supply Line: "The Crow's Nest (4)" to unlock "Bridge Town (4)"	Beta/Release
358	Skin	Chrome (Beretta)	Bridge Town (4)	30	-	-	Complete Supply Line: "The Crow's Nest (4)" to unlock "Bridge Town (4)"	Beta/Release
359	Head Piece	Life's a Bleach (Karlee)	Bridge Town (4)	50	-	-	Complete Supply Line: "The Crow's Nest (4)" to unlock "Bridge Town (4)"	Beta/Release
360	Skin	Copperhead (MP5)	Bridge Town (4)	30	-	-	Complete Supply Line: "The Crow's Nest (4)" to unlock "Bridge Town (4)"	Beta/Release
361	Skin	Circuit Breaker (Vector)	Bridge Town (4)	30	-	-	Complete Supply Line: "The Crow's Nest (4)" to unlock "Bridge Town (4)"	Beta/Release
362	Emblem	Shattered	Knuckle House (4)	10	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
363	Skin	Purple People Eater (MP5)	Knuckle House (4)	30	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
364	Banner	Holly	Knuckle House (4)	150	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
365	Body Piece	Digital Camo (Evangelo)	Knuckle House (4)	50	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
366	Spray	Moon Phase	Knuckle House (4)	15	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
367	Spray	Oh Yeah!	Knuckle House (4)	15	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
368	Body Piece	Death's Head (Holly)	Knuckle House (4)	50	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
369	Banner	Evangelo	The Crow's Nest (5)	150	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
370	Legs Piece	Neon (Holly)	The Crow's Nest (5)	50	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
371	Spray	Hand to Mouth	The Crow's Nest (5)	15	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
372	Card	Mad Dash	The Crow's Nest (5)	75	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
373	Body Piece	Kick Drum (Karlee)	The Crow's Nest (5)	50	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
374	Spray	Control the Movement	The Crow's Nest (5)	15	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
375	Skin	Packin Heat (Glock 23)	The Crow's Nest (5)	30	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
376	Legs Piece	Charcoal (Evangelo)	The Crow's Nest (5)	50	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
377	Banner	Karlee	Bridge Town (5)	150	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
378	Emblem	Bird of Prey	Bridge Town (5)	10	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
379	Body Piece	Tie Die (Holly)	Bridge Town (5)	50	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
380	Card	Hazard Pay	Bridge Town (5)	75	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
381	Skin	Mojave (M249)	Bridge Town (5)	30	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
382	Skin	Lava Lamp (UMP45)	Bridge Town (5)	30	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
383	Head Piece	Feelin Blue (Karlee)	Bridge Town (5)	50	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
384	Banner	Smooth Operator	Bridge Town (5)	100	-	-	Complete Supply Line: "The Crow's Nest (5)" to unlock "Bridge Town (5)"	Beta/Release
385	Legs Piece	Blood Soaked (Evangelo)	Knuckle House (5)	50	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
386	Spray	Night Shadow	Knuckle House (5)	15	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
387	Skin	Wood Classic (M1A)	Knuckle House (5)	30	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
388	Head Piece	Pink Rock (Karlee)	Knuckle House (5)	50	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
389	Skin	Fanciam (Scar)	Knuckle House (5)	30	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
390	Legs Piece	I'll Live (Holly)	Knuckle House (5)	50	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
391	Spray	Out to Bat	Knuckle House (5)	15	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
392	Title	Master of Reflex	Knuckle House (5)	10	-	-	Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
393	Legs Piece	Total Apocalypse (Holly)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release
394	Legs Piece	Total Apocalypse (Walker)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release
395	Legs Piece	Total Apocalypse (Karlee)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release
396	Legs Piece	Total Apocalypse (Mom)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release


		Title: Back 4 Blood Unlockables Compendium			Tips: Use CTRL+F to find specific items			<i>Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas			On Desktop? Check out Filter views			<i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i>	
Game Version: 1.000.011 (06/12/22)					38000	584	283	<i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:	
397	Legs Piece	Total Apocalypse (Jim)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release	
398	Legs Piece	Total Apocalypse (Evangelo)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release	
399	Legs Piece	Total Apocalypse (Doc)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release	
400	Legs Piece	Total Apocalypse (Hoffman)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release	
401	Card	Lucky Pennies	Accomplishment	-	-	-	Defend the Juicebox in Bar Room Blitz without it breaking	Beta/Release	
402	Card	Adrenaline Fueled	Accomplishment	-	-	-	Complete a level while getting at least 50 Kills with melee weapons	Beta/Release	
403	Card	Confident Killer	Accomplishment	-	-	-	Kill at least one of each non-boss Mutation (Excludes Warped & Cultists)	Beta/Release	
404	Title	Worm Food	Accomplishment	-	-	-	Kill 5,000 Ridden	Beta/Release	
405	Title	Ridden Slayer	Accomplishment	-	-	-	Kill 25,000 Ridden	Beta/Release	
406	Title	Exterminator	Accomplishment	-	-	-	Kill 100,000 Ridden	Beta/Release	
407	Title	Wormbane	Accomplishment	-	-	-	Kill 3,000 Mutations	Beta/Release	
408	Title	Titan Killer	Accomplishment	-	-	-	Kill 1,000 Boss Mutations	Beta/Release	
409	Card	Stock Pouch	Accomplishment	-	-	-	Get 500 Total Sniper Rifle Kills	Beta/Release	
410	Title	Marksman	Accomplishment	-	-	-	Get 5,000 Total Sniper Rifle Kills	Beta/Release	
411	Card	Tactical Vest	Accomplishment	-	-	-	Get 500 Total Assault Rifle Kills	Beta/Release	
412	Title	Soldier	Accomplishment	-	-	-	Get 5,000 Total Assault Rifle Kills	Beta/Release	
413	Card	Mag Carrier	Accomplishment	-	-	-	Get 500 Total SMG Kills	Beta/Release	
414	Title	Specialist	Accomplishment	-	-	-	Get 5,000 Total SMG Kills	Beta/Release	
415	Card	Shell Carrier	Accomplishment	-	-	-	Get 500 Total Shotgun Kills	Beta/Release	
416	Title	Shotgunner	Accomplishment	-	-	-	Get 5,000 Total Shotgun Kills	Beta/Release	
417	Card	Ammo Scavenger	Accomplishment	-	-	-	Get 500 Total Pistol Kills	Beta/Release	
418	Title	Huckleberry	Accomplishment	-	-	-	Get 5,000 Total Pistol Kills	Beta/Release	
419	Card	Meatgrinder	Accomplishment	-	-	-	Get 500 Total LMG Kills	Beta/Release	
420	Title	Machine Gunner	Accomplishment	-	-	-	Get 5,000 Total LMG Kills	Beta/Release	
421	Card	Berserker	Accomplishment	-	-	-	Get 500 Total Melee Kills	Beta/Release	
422	Title	Brawler	Accomplishment	-	-	-	Get 5,000 Total Melee Kills	Beta/Release	
423	Card	Field Surgeon	Accomplishment	-	-	-	Heal 5,000 Total Health	Beta/Release	
424	Title	M.D.	Accomplishment	-	-	-	Heal 15,000 Total Health	Beta/Release	
425	Title	EMT	Accomplishment	-	-	-	Revive 500 Cleaners	Beta/Release	
426	Title	Saviour	Accomplishment	-	-	-	Rescue 250 Cleaners	Beta/Release	
427	Title	Philanthropist	Accomplishment	-	-	-	Drop 1,000,000 Ammo	Beta/Release	
428	Title	Locksmith	Accomplishment	-	-	-	Open 100 Treasure Doors	Beta/Release	
429	Title	Gambler	Accomplishment	-	-	-	Play 1,000 Cards	Beta/Release	
430	Title	Maverick	Accomplishment	-	-	-	Play 5,000 Cards	Beta/Release	
431	Title	Card Sharp	Accomplishment	-	-	-	Play 10,000 Cards	Beta/Release	
432	Title	Survivor	Accomplishment	-	-	-	Complete 250 Missions	Beta/Release	
433	Title	Grizzled	Accomplishment	-	-	-	Complete 500 Missions	Beta/Release	
434	Title	Professional Badass	Accomplishment	-	-	-	Complete 1,000 Missions	Beta/Release	
435	Title	Double Agent	Accomplishment	-	-	-	Kill 100 Cleaners in Swarm	Beta/Release	
436	Title	Infiltrator	Accomplishment	-	-	-	Kill 500 Cleaners in Swarm	Beta/Release	
437	Title	Symbiote	Accomplishment	-	-	-	Kill 1,000 Cleaners in Swarm	Beta/Release	
438	Title	Dewormer	Accomplishment	-	-	-	Kill 500 Ridden Players in Swarm	Beta/Release	
439	Title	Pain Bringer	Accomplishment	-	-	-	Kill 1,000 Ridden Players in Swarm	Beta/Release	
440	Title	Death Dealer	Accomplishment	-	-	-	Kill 2,500 Ridden Players in Swarm	Beta/Release	
441	Title	Tenderfoot	Accomplishment	-	-	-	Win 25 matches of Swarm	Beta/Release	
442	Title	Seasoned	Accomplishment	-	-	-	Win 100 matches of Swarm	Beta/Release	
443	Title	Apocalypse Ace	Accomplishment	-	-	-	Win 250 matches of Swarm	Beta/Release	
444	Title	Millionaire	Accomplishment	-	-	-	Deal 1,000,000 Damage	Beta/Release	
445	Title	Silent, But Deadly	Accomplishment	-	-	-	Kill 100 Snitches without them triggering a horde.	Beta/Release	
446	Emblem	Bandit	Accomplishment	-	-	-	Complete 25 Maps with Evangelo	Beta/Release	
447	Emblem	World Cup	Accomplishment	-	-	-	Complete 50 Maps with Evangelo	Beta/Release	
448	Spray	Evangelo	Accomplishment	-	-	-	Complete 100 Maps with Evangelo	Beta/Release	
449	Outfit	Murder in the Dark (Evangelo)	Accomplishment	-	-	-	Complete 250 Maps with Evangelo	Beta/Release	
450	Title	ZWAT Team	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with a Single character	Beta/Release	
451	Outfit	ZWAT (Evangelo)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Evangelo	Beta/Release	
452	Emblem	All Star	Accomplishment	-	-	-	Complete 25 Maps with Walker	Beta/Release	
453	Emblem	Spec Ops	Accomplishment	-	-	-	Complete 50 Maps with Walker	Beta/Release	
454	Spray	Walker	Accomplishment	-	-	-	Complete 100 Maps with Walker	Beta/Release	
455	Outfit	Trail of Blood (Walker)	Accomplishment	-	-	-	Complete 250 Maps with Walker	Beta/Release	
456	Outfit	ZWAT (Walker)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Walker	Beta/Release	
457	Emblem	Little Seeds	Accomplishment	-	-	-	Complete 25 Maps with Holly	Beta/Release	
458	Emblem	Night Owl	Accomplishment	-	-	-	Complete 50 Maps with Holly	Beta/Release	
459	Spray	Holly	Accomplishment	-	-	-	Complete 100 Maps with Holly	Beta/Release	
460	Outfit	Plucky in Pink (Holly)	Accomplishment	-	-	-	Complete 250 Maps with Holly	Beta/Release	
461	Outfit	ZWAT (Holly)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Holly	Beta/Release	
462	Emblem	Bombshell	Accomplishment	-	-	-	Complete 25 Maps with Mom	Beta/Release	
463	Emblem	Fierce	Accomplishment	-	-	-	Complete 50 Maps with Mom	Beta/Release	
464	Spray	Mom	Accomplishment	-	-	-	Complete 100 Maps with Mom	Beta/Release	
465	Outfit	Mother Earth (Mom)	Accomplishment	-	-	-	Complete 250 Maps with Mom	Beta/Release	
466	Outfit	ZWAT (Mom)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Mom	Beta/Release	
467	Emblem	Healer	Accomplishment	-	-	-	Complete 25 Maps with Doc	Beta/Release	
468	Emblem	Scalpels	Accomplishment	-	-	-	Complete 50 Maps with Doc	Beta/Release	
469	Spray	Doc	Accomplishment	-	-	-	Complete 100 Maps with Doc	Beta/Release	
470	Outfit	Clinical Killer (Doc)	Accomplishment	-	-	-	Complete 250 Maps with Doc	Beta/Release	
471	Outfit	ZWAT (Doc)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Doc	Beta/Release	
472	Emblem	Signal Strength	Accomplishment	-	-	-	Complete 25 Maps with Hoffman	Beta/Release	
473	Emblem	Can You Dig It?	Accomplishment	-	-	-	Complete 50 Maps with Hoffman	Beta/Release	
474	Spray	Hoffman	Accomplishment	-	-	-	Complete 100 Maps with Hoffman	Beta/Release	
475	Outfit	Prepper Blues (Hoffman)	Accomplishment	-	-	-	Complete 250 Maps with Hoffman	Beta/Release	
476	Outfit	ZWAT (Hoffman)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Hoffman	Beta/Release	
477	Emblem	Roar	Accomplishment	-	-	-	Complete 25 Maps with Jim	Beta/Release	
478	Emblem	Hunter	Accomplishment	-	-	-	Complete 50 Maps with Jim	Beta/Release	
479	Spray	Jim	Accomplishment	-	-	-	Complete 100 Maps with Jim	Beta/Release	
480	Outfit	Backwoods Blaze (Jim)	Accomplishment	-	-	-	Complete 250 Maps with Jim	Beta/Release	
481	Outfit	ZWAT (Jim)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Jim	Beta/Release	
482	Emblem	Love You	Accomplishment	-	-	-	Complete 25 Maps with Karlee	Beta/Release	
483	Emblem	Princess	Accomplishment	-	-	-	Complete 50 Maps with Karlee	Beta/Release	
484	Spray	Karlee	Accomplishment	-	-	-	Complete 100 Maps with Karlee	Beta/Release	
485	Outfit	Punk's Not Dead (Karlee)	Accomplishment	-	-	-	Complete 250 Maps with Karlee	Beta/Release	
486	Outfit	ZWAT (Karlee)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Karlee	Beta/Release	
487	Card	Belt Clip	Roving Merchants (Randomised)	50	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.004 (16th Dec 2021)	
488	Card	Utility Belt	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.004 (16th Dec 2021)	
489	Card	Tool Belts	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.004 (16th Dec 2021)	
490	Burn Card	Ammo Drop	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec 2021)	
491	Burn Card	Extra Padding	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec 2021)	
492	Burn Card	Hazard Suit	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec 2021)	
493	Burn Card	Hell Can Wait	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec 2021)	
494	Burn Card	Slippery when Wet	Roving Merchants (Randomised)	80	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec 2021)	
495	Burn Card	Urgent Care	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec 2021)	


#	Item	Name	Unlocked from	Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	Limited supply line rewards may be available as duffel bag rewards		
				Compendium Ver: 3-5-24	Created by:	38000			584	283
				Game Version: 1.000.011 (06/12/22)	Spikeyxoxas	Supply Points			Totem Points	Duffel Bags
							Introduced:			
496	Burn Card	Windfall	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators / Limited Ver 1.000.004 (16th Dec 2021)			
497	Burn Card	Dusty's Customs: Handgun	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators / Limited Ver 1.000.004 (16th Dec 2021)			
498	Burn Card	Dusty's Customs: Assault Rifle	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators / Limited Ver 1.000.004 (16th Dec 2021)			
499	Burn Card	Dusty's Customs: LMG	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators / Limited Ver 1.000.004 (16th Dec 2021)			
500	Burn Card	Dusty's Customs: Sniper Rifle	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators / Limited Ver 1.000.004 (16th Dec 2021)			
501	Burn Card	Dusty's Customs: SMG	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators / Limited Ver 1.000.004 (16th Dec 2021)			
502	Burn Card	Dusty's Customs: Shotgun	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators / Limited Ver 1.000.004 (16th Dec 2021)			
503	Burn Card	Hired Gun	The Collectors	-	2	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table Ver 1.000.004 (16th Dec 2021)			
504	Emblem	Stocking Stuffer	34th Street	20	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
505	Emblem	Merry Axemas	34th Street	20	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
506	Emblem	Dead of Winter	34th Street	20	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
507	Emblem	Skullflake	34th Street	20	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
508	Banner	Hell Froze Over	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
509	Banner	Slay Ride	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
510	Title	Decked Out	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
511	Title	Frostbitten	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
512	Title	Candy Killer	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
513	Title	Pine-Scented	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
514	Title	Snow Pain, Snow Gain	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
515	Title	Cookies 'N Scream	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
516	Title	Naughty, not nice	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
517	Title	Minty Fresh	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
518	Spray	Ice 'N Dice	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
519	Spray	Tree Topper	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
520	Spray	Gingerdead	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
521	Spray	Chipper Chopper	34th Street	15	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
522	Head Piece	Holly and the Ivy (Holly)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
523	Head Piece	Hoff Hoff Hoff (Hoffman)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
524	Head Piece	Snowbelle (Doc)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
525	Head Piece	Elfangelo (Evangelo)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
526	Body Piece	Holiday Spirit (Karlee)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
527	Body Piece	Nutcracker (Mom)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
528	Body Piece	Reindeer Game (Jim)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
529	Body Piece	Giftwrapped (Walker)	34th Street	75	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
530	Skin	Festive Wrap (MP5)	34th Street	50	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
531	Skin	Festive Wrap (UMP45)	34th Street	50	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
532	Skin	Festive Wrap (AA12)	34th Street	50	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
533	Skin	Festive Wrap (M249)	34th Street	50	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
534	Skin	Festive Wrap (Super 90)	34th Street	50	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Ver 1.000.004 (16th Dec 2021)			
535	Emblem	Checklist	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
536	Emblem	Wasted	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
537	Emblem	Power Punk	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
538	Emblem	Saved by the Shell	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
539	Emblem	Buzz Kill	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
540	Emblem	Record Beat	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
541	Emblem	Quadruple Threat	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
542	Emblem	ZWAT	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
543	Spray	I C U	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
544	Spray	Team Spirits	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
545	Spray	Oh, Nuts!	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
546	Spray	Kaboom	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
547	Spray	Hack It	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
548	Spray	Festive	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
549	Banner	Bring it on	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
550	Banner	Buck This!	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
551	Banner	Safehouse	Roving Merchants (Randomised)	125	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
552	Banner	Honey Bunny	Roving Merchants (Randomised)	125	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
553	Banner	Snailpipe	Roving Merchants (Randomised)	125	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
554	Banner	Back 4 Blood	Roving Merchants (Randomised)	125	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
555	Skin	Fanciam (SCAR)	Roving Merchants (Randomised)	30	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
556	Skin	Bengal (TEC 9)	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
557	Skin	Bengal (TAC14)	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
558	Skin	Bengal (Glock 23)	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
559	Skin	Bengal (SCAR)	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
560	Skin	Bengal (Vector)	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
561	Head Piece	Eagle Eyes (Walker)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
562	Head Piece	Major League (Walker)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
563	Head Piece	Batter Up (Walker)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
564	Head Piece	Snug as a Pug (Doc)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
565	Head Piece	Foiled Again (Hoffman)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
566	Body Piece	War Turtle (Doc)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoys / Liberators Ver 1.000.006 (08th Feb 2022)			
567	Outfit	Battle Hardened (Doc)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently) Ver 1.000.007 (12th Apr 2022)			
568	Outfit	Battle Hardened (Hoffman)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently) Ver 1.000.007 (12th Apr 2022)			
569	Outfit	Battle Hardened (Jim)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently) Ver 1.000.007 (12th Apr 2022)			
570	Outfit	Battle Hardened (Karlee)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently) Ver 1.000.007 (12th Apr 2022)			
571	Card	Heng	Expansion 1 - Tunnels of Terror	-	-	-	Card tied to Character Selection Ver 1.000.007 (12th Apr 2022)			
572	Card	Sharice	Expansion 1 - Tunnels of Terror	-	-	-	Card tied to Character Selection Ver 1.000.007 (12th Apr 2022)			
573	Outfit	Jouleheaded (Evangelo)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
574	Outfit	Standard Model (Walker)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
575	Outfit	Quark-y (Holly)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
576	Outfit	Radiant (Mom)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
577	Outfit	Biohazard (Doc)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
578	Outfit	Wardrobe Staple (Hoffman)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
579	Outfit	Un-Phased (Jim)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
580	Outfit	Ultraviolet (Karlee)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase Ver 1.000.007 (12th Apr 2022)			
581	Emblem	Resistance	Accomplishment	-	-	-	Complete 25 Maps with Heng Ver 1.000.007 (12th Apr 2022)			
582	Emblem	Hanuman	Accomplishment	-	-	-	Complete 50 Maps with Heng Ver 1.000.007 (12th Apr 2022)			
583	Spray	Explorer	Accomplishment	-	-	-	Complete 100 Maps with Heng Ver 1.000.007 (12th Apr 2022)			
584	Outfit	Casual Friday (Heng)	Accomplishment	-	-	-	Complete 250 Maps with Heng Ver 1.000.007 (12th Apr 2022)			
585	Emblem	Crossed Irons	Accomplishment	-	-	-	Complete 25 Maps with Sharice Ver 1.000.007 (12th Apr 2022)			
586	Emblem	Heroic Heredry	Accomplishment	-	-	-	Complete 50 Maps with Sharice Ver 1.000.007 (12th Apr 2022)			
587	Spray	Flex	Accomplishment	-	-	-	Complete 100 Maps with Sharice Ver 1.000.007 (12th Apr 2022)			
588	Outfit	Playing with Fire	Accomplishment	-	-	-	Complete 250 Maps with Sharice Ver 1.000.007 (12th Apr 2022)			
589	Character	Heng (Swarm)	Accomplishment	-	-	-	Play 5 Swarm Matches Ver 1.000.007 (12th Apr 2022)			
590	Character	Urchin [Ridden Variant] (Swarm)	Accomplishment	-	-	-	Play 10 Swarm Matches Ver 1.000.007 (12th Apr 2022)			
591	Character	Shredder [Ridden Variant] (Swarm)	Accomplishment	-	-	-	Play 15 Swarm Matches Ver 1.000.007 (12th Apr 2022)			
592	Character	Ripper [Ridden Variant] (Swarm)	Accomplishment	-	-	-	Play 20 Swarm Matches Ver 1.000.007 (12th Apr 2022)			
593	Character	Sharice (Swarm)	Accomplishment	-	-	-	Play 25 Swarm Matches Ver 1.000.007 (12th Apr 2022)			
594	Banner	Gristly End	Accomplishment	-	-	-	Complete all maps on No Hope difficulty Ver 1.000.007 (12th Apr 2022)			

		Title: Back 4 Blood Unlockables Compendium		Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			<i>Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings</i> <i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i> <i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas		38000 584 283				
Game Version: 1.000.011 (06/12/22)		Spikyroxas						
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:
595	Emblem	Spiral Shells	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
596	Emblem	Bloody Stop!	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
597	Emblem	Stab 'N Jab	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
598	Emblem	First Responder	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
599	Emblem	Defiant	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
600	Emblem	Hotheaded	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
601	Emblem	Bowled Over	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
602	Spray	Follow-Through	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
603	Spray	Firepower	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
604	Spray	Just Hangin'	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
605	Spray	Calm before the Squeeze	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
606	Spray	Get a Grip	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
607	Spray	Staredown	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
608	Spray	Backhanded	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
609	Banner	From the Ashes	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
610	Banner	Sharice	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
611	Banner	Heng	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
612	Head Piece	Get it Twisted (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
613	Head Piece	Die-Focals (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
614	Head Piece	Buzzed Beauty (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
615	Body Piece	Special Delivery (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
616	Body Piece	Duality (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
617	Body Piece	Pinstripes (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
618	Body Piece	Bengal Belle (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
619	Body Piece	Gym Rat (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
620	Legs Piece	Weatherworn (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
621	Legs Piece	Distressed (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
622	Legs Piece	Daring Denim (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
623	Legs Piece	Smoldering (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
624	Legs Piece	Fired Up (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
625	Skin	Tough Love (AK47)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
626	Skin	Tough Love (Bat)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
627	Skin	Tough Love (Hatchet)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
628	Skin	Tough Love (Machete)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
629	Skin	Tough Love (M249)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
630	Skin	Tough Love (Fire Axe)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
631	Skin	Tough Love (TAC14)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
632	Skin	Tough Love (SCAR)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
633	Skin	Tough Love (JMP45)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
634	Skin	Tough Love (MP5)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
635	Skin	Tough Love (Vector)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
636	Skin	Tough Love (Barrett M95)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
637	Skin	Hot Rod Flames (Machete)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators	Ver 1.000.007 (12th Apr 2022)
638	Skin	Biohazard (Tec9)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
639	Skin	Biohazard (Bat)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
640	Skin	Biohazard (Fire Axe)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
641	Skin	Biohazard (Hatchet)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
642	Skin	Biohazard (Machete)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
643	Skin	Biohazard (M4 Carbine)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
644	Skin	Biohazard (AK47)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
645	Skin	Biohazard (Scar)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
646	Skin	Biohazard (RPK)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
647	Skin	Biohazard (870 Express)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
648	Skin	Biohazard (AA12)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
649	Skin	Biohazard (Super 90)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr 2022)
650	Card	Fit as a Fiddle	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
651	Card	Sadist	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
652	Card	Weaponsmith	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
653	Card	Bravado	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
654	Card	Stealthy Passage	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
655	Card	Power Strike	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
656	Card	Bodyguard	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
657	Card	Well Rested	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
658	Card	Pumped Up	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
659	Card	Pinata	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
660	Card	Over-Protective	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
661	Card	Magician's Apprentice	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr 2022)
662	Burn Card	Group Hug	Roving Merchants (Randomised)	20	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoiy / Liberators / Limited	Ver 1.000.008 (07th Jun 2022)
663	Burn Card	Squad Armor	The Collectors	-	2	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
664	Burn Card	Primary Weapon Upgrade	The Collectors	-	3	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
665	Burn Card	Secondary Weapon Upgrade	The Collectors	-	3	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
666	Burn Card	Legendary Attachment	The Collectors	-	3	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
667	Burn Card	Legendary Weapon	The Collectors	-	3	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
668	Burn Card	Attachment Scavenger	The Collectors	-	2	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
669	Burn Card	Medical Supply Scavenger	The Collectors	-	2	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
670	Burn Card	Offensive Supply Scavenger	The Collectors	-	2	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
671	Burn Card	Defensive Upgrade	The Collectors	-	3	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
672	Burn Card	Offensive Upgrade	The Collectors	-	3	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
673	Burn Card	Quick Item Upgrade	The Collectors	-	3	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun 2022)
674	Spray	Tuckered Out	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
675	Spray	Free Radical	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
676	Spray	Ready to Rock	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
677	Spray	Beeline	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
678	Spray	Power Trip	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
679	Spray	Having a Blast	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
680	Spray	Peace and Love	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
681	Spray	In His Element	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
682	Spray	Nightmare Catcher	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
683	Spray	Chaser Xing	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
684	Spray	Tallboys at Play	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
685	Spray	Beware of Reeker	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
686	Banner	A Positive	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
687	Banner	B Positive	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
688	Banner	O Positive	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
689	Banner	AB Positive	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
690	Banner	Ogre	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
691	Banner	Breaker	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
692	Banner	Reeker	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)
693	Banner	Stinger	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)

		Title: Back 4 Blood Unlockables Compendium			Tips: Use CTRL+F to find specific items			<i>Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyroxas			On Desktop? Check out Filter views			<i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i>	
Game Version: 1.000.011 (06/12/22)					38000 584 283			<i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:	
694	Banner	Tailboy	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
695	Banner	King of the Ridden	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
696	Banner	Acid Watched	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
697	Skin	Psychedelic (Bat)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
698	Skin	Psychedelic (Fire Axe)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
699	Skin	Psychedelic (Hatchet)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
700	Skin	Psychedelic (Machete)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
701	Skin	Psychedelic (AK47)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
702	Skin	Psychedelic (M16)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
703	Skin	Psychedelic (Ranch Rifle)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
704	Skin	Psychedelic (M249)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
705	Skin	Psychedelic (AA12)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
706	Skin	Psychedelic (Super 90)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
707	Skin	Psychedelic (Phoenix 350L)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
708	Skin	Psychedelic (Barrett M95)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
709	Skin	Cupcake Carnage (Bat)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
710	Skin	Cupcake Carnage (Fire Axe)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
711	Skin	Cupcake Carnage (Hatchet)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
712	Skin	Cupcake Carnage (Machete)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
713	Skin	Cupcake Carnage (Scar)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
714	Skin	Cupcake Carnage (M249)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
715	Skin	Cupcake Carnage (RPK)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
716	Skin	Cupcake Carnage (MP5)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
717	Skin	Cupcake Carnage (UMP45)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
718	Skin	Cupcake Carnage (Vector)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
719	Skin	Cupcake Carnage (Tac14)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
720	Skin	Cupcake Carnage (Barrett M95)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
721	Skin	Hot Rod Flames (Bat)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
722	Skin	Hot Rod Flames (Fire Axe)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
723	Skin	Hot Rod Flames (Hatchet)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
724	Skin	Hot Rod Flames (Machete)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
725	Skin	Hot Rod Flames (M16)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
726	Skin	Hot Rod Flames (UZI)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
727	Skin	Hot Rod Flames (Vector)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
728	Skin	Hot Rod Flames (AA12)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
729	Skin	Hot Rod Flames (Super 90)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
730	Skin	Hot Rod Flames (Phoenix 350L)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
731	Skin	Hot Rod Flames (Barrett M95)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
732	Outfit	License to Kill (Evangelo)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
733	Outfit	First Blood (Walker)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
734	Outfit	No Mercy (Holly)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
735	Outfit	Tough as Nails (Mom)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
736	Outfit	Plague Doc (Doc)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
737	Outfit	Accounted 4 Blood (Hoffman)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
738	Outfit	Grizzled Huntsman (Jim)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
739	Outfit	Rockability (Karlee)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
740	Head Piece	Aviator (Holly)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
741	Head Piece	Bandita (Mom)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
742	Head Piece	Sharp Sighted (Doc)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
743	Head Piece	Masked Up (Hoffman)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
744	Head Piece	Outlaw (Jim)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
745	Head Piece	Out on the Brown (Karlee)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
746	Body Piece	QFT (Karlee)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
747	Body Piece	Three Wolf Moon (Hoffman)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
748	Legs Piece	Alive and Kickin' (Evangelo)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun 2022)	
749	Burn Card	Dusty's Customs: Melee Weapon	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.009 (30th Aug 2022)	
750	Outfit	License to Grill (Walker)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.009 (30th Aug 2022)	
751	Outfit	Huckleberry (Jim)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.009 (30th Aug 2022)	
752	Head Piece	Glitz (Sharica)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
753	Head Piece	Hengler (Heng)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
754	Head Piece	Windsor (Karlee)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
755	Head Piece	Buzz Off! (Holly)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
756	Head Piece	River Rat (Jim)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
757	Body Piece	Extra Salty (Karlee)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
758	Body Piece	Out There (Hoffman)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
759	Body Piece	Tropical Breeze (Heng)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
760	Emblem	Dread Pirate	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
761	Emblem	To Shreds	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
762	Emblem	Too Easy	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
763	Emblem	Tune-Up Time	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
764	Emblem	Sick Burn	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
765	Emblem	Hand, A Jar	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
766	Emblem	This is Fine	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Aug 2022)	
767	Card	AI Assistant Module	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
768	Card	Belligerent	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
769	Card	Crippling Frequency	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
770	Card	Expired T5	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
771	Card	Experimental Stimulants	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
772	Card	Experimental Stun gun	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
773	Card	Fill 'em Full of Lead	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
774	Card	Food Scavenger	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
775	Card	Out with a Bang	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
776	Card	Suppressing Fire	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
777	Card	Ultrasonic Wound Therapy	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug 2022)	
778	Card	Dan	Expansion 2 - Children of the Worm	-	-	-	Card tied to Character Selection	Ver 1.000.009 (30th Aug 2022)	
779	Outfit	Pre-Collapse (Evangelo)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
780	Outfit	Pre-Collapse (Walker)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
781	Outfit	Pre-Collapse (Holly)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
782	Outfit	Pre-Collapse (Mom)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
783	Outfit	Pre-Collapse (Doc)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
784	Outfit	Pre-Collapse (Jim)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
785	Outfit	Pre-Collapse (Karlee)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
786	Outfit	Pre-Collapse (Heng)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
787	Character	"Prophet" Dan (Swarm)	Accomplishment	-	-	-	Play 5 Swarm Matches	Ver 1.000.009 (30th Aug 2022)	
788	Outfit	Elementary (Dan)	Accomplishment	-	-	-	Complete 250 Maps with Dan	Ver 1.000.009 (30th Aug 2022)	
789	Skin	8-Bit Blitz (Bat)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
790	Skin	8-Bit Blitz (Fire Axe)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
791	Skin	8-Bit Blitz (Hatchet)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	
792	Skin	8-Bit Blitz (Machete)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug 2022)	

		Title: Back 4 Blood Unlockables Compendium		Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas		38000	584	283		
Game Version: 1.000.011 (06/12/22)		Unlocked from		Supply Points	Totem Points	Duffel Bags	Other Info	
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Introduced:	
793	Skin	8-Bit Blitz (AK47)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
794	Skin	8-Bit Blitz (MP5)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
795	Skin	8-Bit Blitz (UMP45)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
796	Skin	8-Bit Blitz (Vector)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
797	Skin	8-Bit Blitz (AA12)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
798	Skin	8-Bit Blitz (TAC14)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
799	Skin	8-Bit Blitz (Super 90)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
800	Skin	8-Bit Blitz (Phoenix 350L)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Ver 1.000.009 (30th Aug 2022)	
801	Outfit	Jammer (Holly)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
802	Outfit	La Madre (Mom)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
803	Emblem	Nailed It	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
804	Emblem	Screamcatcher	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
805	Emblem	Horrorboros	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
806	Emblem	Fletcher	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
807	Emblem	Vexing	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
808	Emblem	Initiated	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
809	Emblem	Finger Food	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
810	Emblem	Target Practice	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
811	Emblem	Grim Reaper	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
812	Emblem	Cultist Decor	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
813	Banner	Nightmarish Slog	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
814	Banner	Creepy Crawly	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
815	Banner	Mother's Children	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
816	Banner	Omniscient	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
817	Banner	Down in the Dumps	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
818	Banner	Hard Time	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
819	Banner	Onboarding	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
820	Banner	Pet Project	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
821	Banner	Warm Welcome	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
822	Spray	Keeping Ahead	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
823	Spray	Pointed	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
824	Spray	Gas Who?	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
825	Spray	DBC	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
826	Spray	3V4NG3L0	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
827	Spray	H3NG	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
828	Spray	H0FFM4N	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
829	Spray	H0LLY	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
830	Spray	J1M	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
831	Spray	K4RL33	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
832	Spray	M0M	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
833	Spray	SH4R1C3	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
834	Spray	W4LK3R	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
835	Spray	Burlap	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
836	Spray	Throw-Up	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
837	Spray	Zig	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
838	Skin	Do Harm (MP5)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
839	Skin	En Fuego (Beretta M9)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
840	Skin	Pleurotremata (M1911)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
841	Skin	Sentimental (M1911)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
842	Skin	Do Harm (UMP45)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
843	Skin	En Fuego (Glock 23)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
844	Skin	Pleurotremata (357 Magnum)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
845	Skin	Sentimental (357 Magnum)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
846	Skin	Do Harm (Beretta M9)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
847	Skin	En Fuego (Desert Eagle)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
848	Skin	Pleurotremata (Desert Eagle)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
849	Skin	Sentimental (The Belgian)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
850	Skin	Do Harm (Bat)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
851	Skin	En Fuego (Bat)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
852	Skin	Pleurotremata (Bat)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
853	Skin	Sentimental (Bat)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
854	Skin	Do Harm (Fire Axe)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
855	Skin	En Fuego (Fire Axe)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
856	Skin	Pleurotremata (Fire Axe)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
857	Skin	Sentimental (Fire Axe)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
858	Skin	Do Harm (Hatchet)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
859	Skin	En Fuego (Hatchet)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
860	Skin	Pleurotremata (Hatchet)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
861	Skin	Sentimental (Hatchet)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
862	Skin	Do Harm (Machete)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
863	Skin	En Fuego (Machete)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
864	Skin	Pleurotremata (Machete)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
865	Skin	Sentimental (Machete)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
866	Skin	Do Harm (AK47)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
867	Skin	En Fuego (AK47)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
868	Skin	Pleurotremata (Phoenix 350L)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
869	Skin	Sentimental (AK47)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
870	Skin	Do Harm (Vector)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
871	Skin	En Fuego (SCAR)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
872	Skin	Pleurotremata (RPK)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
873	Skin	Sentimental (RPK)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
874	Skin	Do Harm (Ranch Rifle)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
875	Skin	En Fuego (TAC14)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
876	Skin	Pleurotremata (TAC14)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
877	Skin	Sentimental (Ranch Rifle)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
878	Skin	Do Harm (UZI)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
879	Skin	En Fuego (UZI)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
880	Skin	Pleurotremata (AA12)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
881	Skin	Sentimental (AA12)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
882	Skin	Do Harm (M1A)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
883	Skin	En Fuego (Super 90)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
884	Skin	Pleurotremata (Barrett M95)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
885	Skin	Sentimental (Super 90)	Duffel Bag Reward	-	-	1	Ver 1.000.009 (30th Aug 2022)	
886	Outfit	Battle Hardened (Heng)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently) Ver 1.000.009 (30th Aug 2022)	
887	Outfit	Battle Hardened (Sharice)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently) Ver 1.000.009 (30th Aug 2022)	
888	Emblem	Spiked Punch	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Ver 1.000.010 (11th Oct 2022)	
889	Emblem	Inconveivable!	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Ver 1.000.010 (11th Oct 2022)	
890	Emblem	Waning Wax	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Ver 1.000.010 (11th Oct 2022)	
891	Title	Serial Killer	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Ver 1.000.010 (11th Oct 2022)	

		Title: Back 4 Blood Unlockables Compendium		Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			<i>Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings</i> <i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i> <i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas		38000 584 283				
Game Version: 1.000.011 (06/12/22)								
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:
892	Title	Tricked	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
893	Title	Treated	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
894	Title	Back 4 Treats	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
895	Title	2 Spooky 4 Me	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
896	Card	Explosive Boils	Legendary Card Shrine Only	-	-	-	Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 2022)
897	Card	Heads, You Lose	Legendary Card Shrine Only	-	-	-	Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 2022)
898	Card	Smells Like Victory	Legendary Card Shrine Only	-	-	-	Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 2022)
899	Card	Ugly Chackkies	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
900	Card	Unnatural Healing	Legendary Card Shrine Only	-	-	-	Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 2022)
901	Card	Emergency Transfusion	Legendary Card Shrine Only	-	-	-	Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 2022)
902	Title	-O'-Lantern	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
903	Title	Creeper	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
904	Outfit	Karlee Sterlinghands (Karlee)	The Haunt	250	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
905	Outfit	Too Soon (Evangelo)	The Haunt	250	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
906	Spray	Tower of Babble	The Haunt	25	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
907	Spray	Trick and Treat	The Haunt	25	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
908	Spray	BFFs	The Haunt	25	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
909	Spray	Smash-o-Lantern	The Haunt	25	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
910	Skin	Pumpkin Eater (M16)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
911	Skin	Pumpkin Eater (RPK)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
912	Skin	Pumpkin Eater (Super 90)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
913	Skin	Pumpkin Eater (UMP45)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
914	Skin	Pumpkin Eater (AA12)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
915	Skin	Pumpkin Eater (Scar)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
916	Skin	Pumpkin Eater (Phoenix 350L)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
917	Skin	Pumpkin Eater (MP5)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
918	Skin	Pumpkin Eater (Barrett M95)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
919	Skin	Pumpkin Eater (M249)	The Haunt	50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 2022)
920	Body Piece	Crop Doc (Doc)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
921	Body Piece	Red Rum (Dan)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
922	Body Piece	Gutty Boy (Dan)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
923	Legs Piece	Checked-out Past (Dan)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
924	Legs Piece	Gurcake (Dan)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
925	Emblem	Calavera	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
926	Emblem	Attitude is Everything	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
927	Emblem	Viper	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
928	Emblem	Dapper	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
929	Emblem	Charmed	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
930	Emblem	All-Seeing	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
931	Emblem	Goaltender	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
932	Spray	Burnt Toast	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
933	Spray	Ace in the Hole	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
934	Spray	Shamrocked	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
935	Spray	Mustachio	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
936	Spray	It's 3:00 AM Somewhere	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
937	Spray	Ancient Ridden	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
938	Spray	Earworm	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
939	Spray	Three Snitch Moon	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
940	Spray	Comet	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
941	Spray	Bandana	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
942	Skin	Adventure Zone (M1911)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
943	Skin	Winter Soldier (M1911)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
944	Skin	Adventure Zone (Beretta M9)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
945	Skin	Adventure Zone (357 Magnum)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
946	Skin	M81 (357 Magnum)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
947	Skin	Ridden Season (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
948	Skin	Winter Soldier (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
949	Skin	Adventure Zone (Desert Eagle)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
950	Skin	Desert Storm (Desert Eagle)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
951	Skin	Adventure Zone (The Belgian)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
952	Skin	Snakebite (The Belgian)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
953	Skin	M81 (The Belgian)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
954	Skin	Winter Soldier (Tac 9)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
955	Skin	Adventure Zone (Bat)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
956	Skin	Dead of Night (M4 Carbine)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
957	Skin	Winter Soldier (M4 Carbine)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
958	Skin	Snakebite (AK47)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
959	Skin	Ridden Season (AK47)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
960	Skin	Adventure Zone (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
961	Skin	Snakebite (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
962	Skin	Desert Storm (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
963	Skin	M81 (Scar)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
964	Skin	Desert Storm (Ranch Rifle)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
965	Skin	Ridden Season (Ranch Rifle)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
966	Skin	Dead of Night (M249)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
967	Skin	M81 (M249)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
968	Skin	Dead of Night (RPK)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
969	Skin	Desert Storm (RPK)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
970	Skin	Winter Soldier (RPK)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
971	Skin	Dead of Night (MP5)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
972	Skin	M81 (MP5)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
973	Skin	Snakebite (Uzi)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
974	Skin	Desert Storm (Uzi)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
975	Skin	Winter Soldier (UMP45)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
976	Skin	Ridden Season (Vector)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
977	Skin	Snakebite (870 Express)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
978	Skin	Ridden Season (870 Express)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
979	Skin	Dead of Night (AA12)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
980	Skin	Winter Soldier (AA12)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
981	Skin	Desert Storm (TAC14)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
982	Skin	Dead of Night (Super 90)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
983	Skin	M81 (Super 90)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
984	Skin	Ridden Season (Super 90)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
985	Skin	M81 (M1A)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
986	Skin	Snakebite (Phoenix 350L)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
987	Skin	Ridden Season (Phoenix 350L)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
988	Skin	Desert Storm (Barrett M95)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 2022)
989	Card	Tala	Expansion 3 - River of Blood	-	-	-	Card tied to Character Selection	Ver 1.000.011 (6th Dec 2022)
990	Outfit	Steamed Cleaners (Evangelo)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)

		Title: Back 4 Blood Unlockables Compendium		Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			<i>Paul's Alley -> The Slits -> Fort Hope (Recurring) -> Random Rovings</i> <i>The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings</i> <i>The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings</i>	Limited supply line rewards may be available as duffel bag rewards
Compendium Ver: 3-5-24		Created by: Spikeyxoxas		38000 584 283				
Game Version: 1.000.011 (06/12/22)		Spikeyxoxas		Supply Points Totem Points Duffel Bags			Other Info	Introduced:
991	Outfit	Steamed Cleaners (Holly)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
992	Outfit	Steamed Cleaners (Walker)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
993	Outfit	Steamed Cleaners (Mom)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
994	Outfit	Steamed Cleaners (Hoffman)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
995	Outfit	Steamed Cleaners (Karlee)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
996	Outfit	Steamed Cleaners (Sharice)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
997	Outfit	Steamed Cleaners (Dan)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
998	Skin	Who's Next? (Bat)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
999	Skin	Who's Next? (Fire Axe)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1000	Skin	Who's Next? (Hatchet)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1001	Skin	Who's Next? (Machete)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1002	Skin	Who's Next? (M16)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1003	Skin	Who's Next? (Ranch Rifle)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1004	Skin	Who's Next? (M249)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1005	Skin	Who's Next? (MP5)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1006	Skin	Who's Next? (Uzi)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1007	Skin	Who's Next? (870 Express)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1008	Skin	Who's Next? (AA12)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1009	Skin	Who's Next? (Phoenix 350L)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2022)
1010	Outfit	ZWAT (Heng)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Heng	Ver 1.000.011 (6th Dec 2022)
1011	Outfit	ZWAT (Sharice)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Sharice	Ver 1.000.011 (6th Dec 2022)
1012	Title	Pyromaniac	Accomplishment	-	-	-	This is Fine: Set an enemy on fire with the Flamethrower, while also being on fire.	Ver 1.000.011 (6th Dec 2022)
1013	Title	Hero	Accomplishment	-	-	-	The Path To Glory: Complete a map in Trial of the Worm with a total modifier of at least	Ver 1.000.011 (6th Dec 2022)
1014	Title	The Brave	Accomplishment	-	-	-	Hard-Boiled: Defeat the Harbinger without using the LAW.	Ver 1.000.011 (6th Dec 2022)
1015	Body Piece	Kitty Purple (Tala)	Accomplishment	-	-	-	Complete 25 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2022)
1016	Legs Piece	Jaded (Tala)	Accomplishment	-	-	-	Complete 25 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2022)
1017	Body Piece	I <3 Jeff (Tala)	Accomplishment	-	-	-	Complete 50 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2022)
1018	Legs Piece	Plaid the Price (Tala)	Accomplishment	-	-	-	Complete 50 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2022)
1019	Head Piece	Dark Roots (Tala)	Accomplishment	-	-	-	Complete 100 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2022)
1020	Outfit	Wolf Among Sheep (Tala)	Accomplishment	-	-	-	Complete 250 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2022)
1021	Card	Sonic Disruptor	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1022	Card	Hazmat Specialist	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1023	Card	Wasteland Chef	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1024	Card	Phosphorous Tipped	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1025	Card	Drone Spotter	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1026	Card	Ether Bomb	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1027	Card	Empowered Assault	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1028	Card	Cleansing Fire	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1029	Skin	Festive Wrap (Phoenix 350L)	34th Street (2)	50	-	-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2022)
1030	Skin	Festive Wrap (Scar)	34th Street (2)	50	-	-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2022)
1031	Skin	Festive Wrap (M16)	34th Street (2)	50	-	-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2022)
1032	Skin	Festive Wrap (RPK)	34th Street (2)	50	-	-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2022)
1033	Skin	Festive Wrap (Barrett M95)	34th Street (2)	50	-	-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2022)
1034	Outfit	Sir Cultous (Hoffman)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1035	Outfit	Fuel Injected (Doc)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1036	Skin	Cross-Slash (Beretta M9)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1037	Skin	Trophy Maker (357 Magnum)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1038	Skin	Fight of the Bumblebee (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1039	Skin	Natural Leader (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1040	Skin	Flashpoint (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1041	Skin	Fight of the Bumblebee (Desert Eagle)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1042	Skin	Cross-Slash (The Belgian)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1043	Skin	Cyber Polka (Tec 9)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1044	Skin	Cross-Slash (Tec 9)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1045	Skin	Fight of the Bumblebee (Bat)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1046	Skin	Trophy Maker (Bat)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1047	Skin	Cyber Polka (Bat)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1048	Skin	Natural Leader (Bat)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1049	Skin	Fight of the Bumblebee (Fire Axe)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1050	Skin	Trophy Maker (Fire Axe)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1051	Skin	Cyber Polka (Fire Axe)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1052	Skin	Natural Leader (Fire Axe)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1053	Skin	Fight of the Bumblebee (Hatchet)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1054	Skin	Trophy Maker (Hatchet)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1055	Skin	Cyber Polka (Hatchet)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1056	Skin	Natural Leader (Hatchet)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1057	Skin	Fight of the Bumblebee (Machete)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1058	Skin	Trophy Maker (Machete)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1059	Skin	Cyber Polka (Machete)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1060	Skin	Natural Leader (Machete)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1061	Skin	Trophy Maker (M4 Carbine)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1062	Skin	Cyber Polka (M4 Carbine)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1063	Skin	Natural Leader (M4 Carbine)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1064	Skin	Fight of the Bumblebee (AK47)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1065	Skin	Cyber Polka (AK47)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1066	Skin	Trophy Maker (AK47)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1067	Skin	Natural Leader (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1068	Skin	Trophy Maker (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1069	Skin	Flashpoint (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1070	Skin	Natural Leader (Scar)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1071	Skin	Cyber Polka (Scar)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1072	Skin	Trophy Maker (Scar)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1073	Skin	Fight of the Bumblebee (Scar)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1074	Skin	Fight of the Bumblebee (Ranch Rifle)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1075	Skin	Natural Leader (Ranch Rifle)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1076	Skin	Flashpoint (Ranch Rifle)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1077	Skin	Natural Leader (M249)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1078	Skin	Natural Leader (RPK)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1079	Skin	Cyber Polka (MP5)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1080	Skin	Flashpoint (Uzi)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1081	Skin	Fight of the Bumblebee (UMP45)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1082	Skin	Cyber Polka (UMP45)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1083	Skin	Flashpoint (UMP45)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1084	Skin	Cyber Polka (Vector)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1085	Skin	Fight of the Bumblebee (Vector)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1086	Skin	Cross-Slash (Vector)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1087	Skin	Fight of the Bumblebee (870 Express)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1088	Skin	Cross-Slash (870 Express)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1089	Skin	Cyber Polka (Tac14)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)



Title: Back 4 Blood Unlockables Compendium			Tips: Use CTRL+F to find specific items On Desktop? Check out Filter views			Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings	Limited supply line rewards may be available as duffel bag rewards	
Compendium Ver: 3-5-24		Created by:	On Desktop? Check out Filter views			The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings		
Game Version: 1.000.011 (06/12/22)		Spikeoxas	38000	584	283	The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings		
#	Item	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced:
1090	Skin	Flashpoint (Super 90)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1091	Skin	Trophy Maker (M1A)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1092	Skin	Trophy Maker (Phoenix 350L)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1093	Skin	Natural Leader (Barrett M95)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1094	Skin	Trophy Maker (Barrett M95)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1095	Skin	Cross-Slash (Barrett M95)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1096	Banner	Inncer Sanctum	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1097	Banner	Mother of Worms	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1098	Banner	Evolved	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1099	Banner	Skull Crusher	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1100	Banner	Tala and Jeff	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1101	Banner	Gristy Totem	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1102	Title	Armed and Dangerous	Accomplishment	-	-	1	Kill 10 Ridden with Bob's Arm.	Ver 1.000.011 (6th Dec 2022)
1103	Title	Battle-Hardened	Accomplishment	-	-	1	Ultimate Edition owners only (No way to upgrade currently)	Ver 1.000.011 (6th Dec 2022)
1104	Title	Cleaner	Accomplishment	-	-	1	Complete a mission without any players being incapacitated or killed.	Ver 1.000.011 (6th Dec 2022)
1105	Title	Disc Jockey	Accomplishment	-	-	1	Defend the jukebox in Bar Room Blitz without it breaking.	Ver 1.000.011 (6th Dec 2022)
1106	Title	Pacifist	Accomplishment	-	-	1	Complete a map without any players on the team killing a single Ridden.	Ver 1.000.011 (6th Dec 2022)
1107	Emblem	Moto	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1108	Emblem	Cut Above	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1109	Emblem	Foam Gnome	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1110	Emblem	Coulda been an email	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1111	Emblem	Silent Killer	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1112	Emblem	Skatez	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1113	Emblem	The Marshall	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1114	Emblem	Cherry Pits	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1115	Emblem	Hello Karlee	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1116	Emblem	Belt it Out	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1117	Emblem	Heart of a Warrior	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1118	Emblem	Grill 'em All	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1119	Emblem	Ridden Roulette	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1120	Emblem	Knuckle Buster	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1121	Emblem	Good Prospects	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1122	Emblem	Good Riddens	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1123	Spray	Murder	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1124	Spray	Nevermore!	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1125	Spray	Snafu	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1126	Spray	Head in the Clouds	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1127	Spray	Tagged (Yellow)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1128	Spray	Let me in!	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1129	Spray	Mom's Way	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1130	Spray	One Punch One Kill	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1131	Spray	Just Shoot Me	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1132	Spray	Get it Through Your Head	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1133	Spray	Wanted: Mostly Dead	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1134	Spray	Hold the Ice	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1135	Spray	Ridden Dinner	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1136	Spray	Wild West	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1137	Spray	Fragmentation Vibes	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1138	Spray	Protect and Serve... For Dinner	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1139	Spray	Bricked	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1140	Spray	Hexed	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1141	Spray	Buzzsaw	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1142	Spray	Cavalier	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)

Title: Back 4 Blood Card Compendium & Codex				On Desktop? Check out Filter Views	Note: Versus and Campaign Cards to be separately listed even if they have the same effects	
Compendium Ver: 3-7-23		Created by: Spikyroxas	Controls: PC/PS/XB	Use CTRL+F to search cards	Notice any mistakes or have info to possibly add? Leave a comment.	
Game Version: 1.000.011 (06/12/22)						
Deck Category	Type	Card Affinity	Team Effect	Name (Original Name/Other Info)	Effect Description (Other Info)	Obtained from:
Campaign	Offense	Fortune	No	Admin Reload (Gunlinger)	When you slow your weapon, it reloads.	Supply Line The Sitts (2)
Swarm	Offense	Fortune	No	Admin Reload (Gunlinger)	When you slow your weapon, it reloads.	Available from start
Campaign	Offense	Reflex	No	Adrenaline Fueled	When you kill an enemy, gain 5 Stamina instantly and an additional 7 Stamina over 7 seconds, stacking up to 5 times.	Accomplishment [1]
Swarm	Offense	Reflex	No	Adrenaline Fueled	When you kill an enemy, gain 5 Stamina instantly and an additional 7 Stamina over 7 seconds, stacking up to 5 times.	Available from start
Campaign	Ability	Fortune	No	AI Assistant Module	5% Item Reuse Chance that increases by 10% after every item used. Resets on Reuse. Gadget Cost: 20 Sniper Rifle Ammo. REPLACES: Quick Slot, FRAGILE (Effects removed after reloading damage)	Duffie Bag Reward / Children of the Worm Expansion
Campaign	Offense	Discipline	No	Ammo	+5% Ammo Capacity, +1% Damage	Available when decks empty / Free Card Shrine
Swarm	Offense	Discipline	No	Ammo	+5% Ammo Capacity, +1% Damage	Available when decks empty / Free Card Shrine
Campaign	Offense	Discipline	No	Ammo Belt	+50% Ammo Capacity, +15% Reload Speed	Paul's Alley
Burn	Offense	Burn	Yes	Ammo Drop	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.	Roving Merchants
Campaign	Offense	Discipline	Yes	Ammo For All (Team Ammo)	Team Effects: +10% Team Ammo Capacity, +3.5% Team Damage	Paul's Alley / Bot Deck
Swarm	Offense	Discipline	Yes	Ammo For All (Team Ammo)	Team Effects: +10% Team Ammo Capacity, +3.5% Team Damage	Available from start
Campaign	Offense	Discipline	No	Ammo Mule	+75% Ammo Capacity, -5% Move Speed	The Sitts
Swarm	Offense	Discipline	No	Ammo Mule	+75% Ammo Capacity, -5% Move Speed	Available from start
Campaign	Offense	Discipline	No	Ammo Pouch	+25% Ammo Capacity, +2.5% Bullet Damage	The Strip
Swarm	Offense	Discipline	No	Ammo Pouch	+25% Ammo Capacity, +2.5% Bullet Damage	Available from start
Campaign	Utility	Discipline	No	Ammo Scavenger	You can sense Nearby Ammo, 1 additional Ammo crate spawn.	Accomplishment [2]
Campaign	Offense	Fortune	No	Ammo Stash (Resourceful)	Your secondary weapons have Unlimited Ammo. Your secondary weapons reload 20% Slower	Bridge Town (2)
Swarm	Offense	Fortune	No	Ammo Stash (Resourceful)	Your secondary weapons have Unlimited Ammo. Your secondary weapons reload 20% Slower	Available from start
Campaign	Defense	Discipline	Yes	Amped Up	Team Effects: When a horde is triggered, your team recovers 20 Health.	The Furnace (2) / Bot Deck
Campaign	Defense	Discipline	No	Antibiotic Ointment	+25% Healing Efficiency. When you use a medical Accessory, the target heals 20 Temporary Health.	Starter Deck
Swarm	Defense	Discipline	No	Antibiotic Ointment	+25% Healing Efficiency. When you use a medical Accessory, the target heals 20 Temporary Health.	Available from start
Corruption	Ridden	Mutation	-	Armored Bruiers [3]	Bruiers can take a lot of punishment. Keep moving and don't let them get close. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Armored Crushers [4]	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Armored Exploders [5]	Stay away from these two-legged death bombs. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Armored Ferocious Rippers [8]	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weaponspots are covered by durable Armor) Ferocious (+25% Health, +50% Damage).	N/A
Corruption	Ridden	Mutation	-	Armored Ferocious Shredders [7]	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weaponspots are covered by durable Armor) Ferocious (+25% Health, +50% Damage). Vicious (Cleaners hit by Shredder Implosions are slower by 30%)	N/A
Corruption	Ridden	Mutation	-	Armored Ferocious Urchins [8]	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weaponspots are covered by durable Armor) Ferocious (+25% Health, +50% Damage). Paralytic (Cleaners hit by the Urchin Mine are slowed even further.)	N/A
Corruption	Ridden	Mutation	-	Armored Hackers [9]	Melee teammates to free them from Hacker pins. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Ridden	-	Armored Joggers [10]	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A
Corruption	Ridden	Mutation	-	Armored Lobbers	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth! Armored (Weaponspots are covered by durable Armor) Bear (Ammo on Cleaners caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total ammo.)	N/A
Corruption	Ridden	Mutation	-	Armored Retches [11]	Acidic spew leaves dangerous bile pools. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Ridden	-	Armored Riders [12]	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A
Corruption	Ridden	Mutation	-	Armored Rippers [13]	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Ridden	-	Armored Runners [14]	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A
Corruption	Ridden	Mutation	-	Armored Shredders [15]	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Ridden	-	Armored Sprinters [16]	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A
Corruption	Ridden	Mutation	-	Armored Stalkers [17]	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Armored Stingers [18]	Stringer spit toxic spittle from long distance or high vantage points. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Armored Swimmers	Lurking Swimmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swimmer before you're consumed. Armored (Weaponspots are covered by durable Armor) Peaky (The Swimm Cloud applies a stacking 10% Use Speed Debuff) Cutting (Swimm Clouds seek out Cleaners with the lowest amount of Health)	N/A
Corruption	Ridden	Mutation	-	Armored Tailboys [19]	These towering mutations can take a lot of punishment and surge into powerful slam attacks. Aim for the weakspot or use fire to take them out quickly. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Armored Urchins [20]	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Armored Walkers	This misleveled briths Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Armored (Weaponspots are covered by durable Armor)	N/A
Corruption	Ridden	Ridden	-	Armored Walkers [21]	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A
Burn	Loot	Burn	Yes	Attachment Scavenger	Team Effects: Increase Attachments spawn this level.	The Collectors (V.1.000.008)
Campaign	Offense	Discipline	Yes	Avenge the Fallen (Martyr)	Team Effects: When you or a teammate becomes incapacitated, all teammates gain 30% Damage, 20% Reload Speed, and Unlimited Ammo for 10 seconds.	Fort Hope
Campaign	Finale	Finale	-	Awaiting Our Justice	Locate the Truck and escape through the mines. Act 5 Finale	N/A
Campaign	Defense	Brawn	No	Battle Lust (Triumph)	Melee Kills heal 1 health and 0.125 Trauma.	Available from start
Swarm	Defense	Brawn	No	Battle Lust (Triumph)	Melee Kills heal 1 health and 0.125 Trauma.	Available from start
Campaign	Talent	Fortune	No	Belligerent	Gain a stacking 4% increase to Damage each time a horde is called up to 6 stacks (30 second cooldown between Hordes). Stacks are incapped or killed.	Duffie Bag Reward / Children of the Worm Expansion
Campaign	Utility	Fortune	No	Belt Clip	+1 Quick Item Inventory, +10% Use Speed	Roving Merchants: Librators
Swarm	Utility	Fortune	No	Belt Clip	+1 Quick Item Inventory, +10% Use Speed	Available from start
Campaign	Offense	Brawn	No	Berserker	Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4 seconds.	Accomplishment [22]
Swarm	Offense	Brawn	No	Berserker	Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4 seconds.	Available from start
Corruption	Event	Character	-	Biohazard [23]	Ridden deal 25% extra damage. 3 Temporary Health granted by kills. 100% Team Bolstered Health. Temporary Health decay rate increased by 200%. Fog and Kills restore some Temporary Health	N/A
Corruption	Ridden	Ridden	-	Blighted Ridden	A Mutation has turned the Ridden blood into acid, they leave behind pools of caustic acid on death. (Pool Duration: 6 Seconds)	N/A
Corruption	Ridden	Ridden	-	Blitzing	This is what remains of the living. Aim for the head to put them down quickly.	N/A
Corruption	Collect	Challenge	-	Blood Samples	Find and bring the Specimen Container to the end of the level to earn +500 Copper	N/A
Corruption	Survive	Challenge	-	Blood Samples - Elite	Find and bring the Specimen Container to the end of the level without any Cleaners being incapacitated to earn +500 Copper	N/A
Corruption	Survive	Challenge	-	Blood Samples - Elite (+)	Find and bring the Specimen Container to the end of the level without any Cleaners being incapacitated to earn +500 Copper, +10 Bonus Supply Points	N/A
Corruption	Survive	Challenge	-	Blood Samples - Survival	Find and bring the Specimen Container to the end of the level with all 4 Cleaners alive to earn +500 Copper	N/A
Corruption	Survive	Challenge	-	Blood Samples - Survival (+)	Find and bring the Specimen Container to the end of the level with all 4 Cleaners alive to earn +500 Copper, +10 Bonus Supply Points	N/A
Corruption	Collect	Challenge	-	Blood Samples (+)	Find and bring the Specimen Container to the end of the level to earn +500 Copper, +Bonus Supply Points	N/A
Corruption	Finale	Finale	-	Blue Dog Hollow	Collapse the mine to cut off the source of the Ridden. Act 1 Finale	N/A
Campaign	Defense	Brawn	No	Body Armor	+20% Trauma Resistance	Grant's Brew House
Swarm	Defense	Brawn	No	Body Armor	+20% Trauma Resistance	Available from start
Campaign	Talent	Brawn	No	Bodyguard	When a teammate within 5 meters is attacked, you instead receive 75% of that damage. Can trigger once every 5 seconds.	The Collectors (Totem Track)
Campaign	Offense	Brawn	Yes	Bomb Squad (Sapper)	1 Additional Frag Grenade spawns in each map. Team Effects: +25% Explosive Damage, +20% Explosive Resistance	The Sitts (3)
Corruption	Boon	Trial of the Worm	-	Bonus Agility	Swap Speed, ADS Speed, and Reload Speed are increased by 25%	N/A
Corruption	Boon	Trial of the Worm	-	Bonus Currency	Additional Copper spawns in the environment	N/A
Corruption	Boon	Trial of the Worm	-	Bonus Damage	Damage dealt to Ridden is increased by 25%	N/A
Corruption	Boon	Trial of the Worm	-	Bonus Intel	More Intel spawns in the environment.	N/A
Corruption	Boon	Trial of the Worm	-	Bonus Life and Revive Speed	All Cleaners receive 1 Extra Life and have 100% faster Revive Speed	N/A
Corruption	Boon	Trial of the Worm	-	Bonus Max Ammo	Max Ammo is increased by 25%	N/A
Corruption	Boon	Trial of the Worm	-	Bonus Trauma Resistance	Trauma Resistance is increased by 25%	N/A
Corruption	Kill	Boss	-	Boss Mutation [24]	Defeat the Boss and complete the level to earn +500 Copper.	N/A
Corruption	Kill	Boss	-	Boss Mutation (+) [25]	Defeat the Boss and complete the level to earn +500 Copper, +Bonus Supply Points.	N/A
Corruption	Survive	Boss	-	Boss Mutation (Elite) [26]	Defeat the Boss and complete the level without any Cleaners being incapacitated to earn +500 Copper.	N/A
Corruption	Survive	Boss	-	Boss Mutation (Elite+) [27]	Defeat the Boss and complete the level without any Cleaners being incapacitated to earn +500 Copper, +Bonus Supply Points.	N/A
Corruption	Event	Boss	-	Boss Mutation (No Hope) [28]	Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.	N/A
Corruption	Survive	Boss	-	Boss Mutation (Survival) [29]	Defeat the Boss and complete the level with all Cleaners alive to earn +500 Copper.	N/A
Corruption	Survive	Boss	-	Boss Mutation (Survival+) [30]	Defeat the Boss and complete the level with all Cleaners alive to earn +500 Copper, +Bonus Supply Points.	N/A
Campaign	Talent	No (Yes) [31]	-	Box O' Bags	When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level).	The Crow's Nest (4) / Bot Deck
Campaign	Defense	Fortune	Yes	Box O' Bags	-10% Health. Team Effects: +1 Team Support Inventory	Grant's Brew House (2)
Campaign	Talent	Brawn	No	Bravado	When a teammate within 15 meters receives trauma damage, gain 15% of that amount as Trauma Health.	The Collectors (Tunnels of Terror)
Campaign	Offense	Reflex	No	Brazen	+15% Melee Stamina Efficiency, +20% Melee Attack speed, +15% Bow Stamina Efficiency, +20% Bow Attack Speed	Bridge Town (2)
Swarm	Offense	Reflex	No	Brazen	+15% Melee Stamina Efficiency, +20% Melee Attack speed, +15% Bow Stamina Efficiency, +20% Bow Attack Speed	Available from start
Corruption	Event	Character	-	Break Time	Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage	N/A
Corruption	Ridden	Boss Infected	-	Breaker	Rumor is, some Cleaners beat up a Breaker, but didn't finish it.	N/A
Campaign	Mobility	Reflex	No	Breakout	Breakout: Hold [E/SQUARE]X] to free yourself from Grabs. +50% Breakout Cooldown Reduction (Base 60 seconds). 1 Second to release	Knuckle House
Swarm	Utility	Reflex	No	Breakout	Breakout: Hold [E/SQUARE]X] to free yourself from Grabs. +50% Breakout Cooldown Reduction (Base 60 seconds). 1 Second to release	Available from start
Campaign	Offense	Brawn	No	Broadside	Precision Kills have a 20% chance to cause Ridden to explode, dealing 15 damage to other Ridden with 4 meters.	The Furnace (2)
Corruption	Ridden	Mutation	-	Bruiers	Bruiers can take a lot of punishment. Keep moving and don't let them get close.	N/A
Campaign	Defense	Brawn	No	Buckshot Bruiser	When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.	The Furnace
Swarm	Defense	Brawn	No	Buckshot Bruiser	When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.	Available from Start
Campaign	Defense	Brawn	No	Canned Goods	+45 Health, -25% Stamina	Grant's Brew House (2)
Cleaner Skill	All	Ability	No	CARNAGE!	Several live Frag Grenades appear.	"Phoght" Dan Ability
Corruption	Event	Environment	-	Carve In	Roams the ceiling. Watch out when the ground starts shaking!	N/A
Food	Stat	Reflex	Yes	Cereal	Gain 5% increased Reload, Melee, and Swap Speed until the end of the map.	Find in Game
Campaign	Defense	Discipline	No	Charitable Soul (Caretake)	Healing a teammate also applies 50% of the effect to you.	The Clinic (2)
Swarm	Defense	Discipline	No	Charitable Soul (Caretake)	Healing a teammate also applies 50% of the effect to you.	Available from start
Corruption	Ridden	Ridden	-	Charred Ridden [32]	These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)	N/A
Campaign	Offense	Brawn	No	Chemical Coverage	Pain meds you apply also grant +25% Damage for 60 Seconds.	Paul's Alley (3)
Swarm	Offense	Brawn	No	Chemical Coverage	Pain meds you apply also grant +25% Damage for 60 Seconds.	Available from start
Corruption	Event	Trap	-	Chronic Injuries	Trauma Resistance is reduced by 20%. Damage Resistance is reduced by 5%. Warped Chest Team Debuff	N/A
Campaign	Mobility	Reflex	No	Cleaning Fire	Gain a stacking +5% Damage Resistance every second you're on fire, for a maximum 5 stacks lasting for 15 seconds. Fire removes most negative status effects. +40% Fire Resistance	Duffie Bag Reward / River of Blood
Campaign	Utility	Reflex	No	Coldy	+75% Weapon Swap Speed. When you take Damage your Accuracy is reduced for 3 Seconds.	Knuckle House (2)
Campaign	Mobility	Discipline	No	Cold Brew Coffee	+15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed	Knuckle House (3)
Swarm	Mobility	Discipline	No	Cold Brew Coffee	+15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed	Available from start
Campaign	Defense	Discipline	No	Combat Knife	Turns your Bash into a Knife that counts as a Melee weapon.	Starter Deck
Swarm	Defense	Discipline	No	Combat Knife	Turns your Bash into a Knife that counts as a Melee weapon.	Available from Start
Campaign	Defense	Reflex	No	Combat Medic	+50% Use Speed. Teammates recover an additional 20 Health when you revive them.	The Furnace (2)
Swarm	Defense	Reflex	No	Combat Medic	+50% Use Speed. Teammates recover an additional 20 Health when you revive them.	Available from start
Campaign	Utility	Fortune	No	Combat Training	+5% Bullet Damage, +1.5 Bullet Stamina Damage, +1.5 Melee Stamina Damage	Paul's Alley
Campaign	Utility	Yes	No	Compound Interest	Team Effects: Each Cleaner gains 5% of their total Copper in each Saferoom.	Bridge Town (2)
Campaign	Offense	Brawn	No (Yes) [33]	Confident Killer	When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level. Only Card holder obtains damage increase	Accomplishment [34]
Swarm	Offense	Brawn	No (Yes) [33]	Confident Killer	When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level. Only Card holder obtains damage increase	Available from start
Campaign	Mobility	Discipline	No	Controlled Movement	+40% Movement Speed while aiming down sights with Sniper Rifles.	Paul's Alley (4)
Swarm	Mobility	Discipline	No	Controlled Movement	+40% Movement Speed while aiming down sights with Sniper Rifles.	Available from start
Campaign	Utility	Fortune	No	Copper Scavenger	You can sense Nearby Copper. More copper piles spawn	Available from start

Title: Back 4 Blood Card Compendium & Codex				On Desktop? Check out Filter Views	Note: Versus and Campaign Cards to be separately listed even if they have the same effects	
Compendium Ver: 3-7-23		Created by: Spikexyros	Controls: PC/PS/XB	Use CTRL+F to search cards	Notice any mistakes or have info to possibly add? Leave a comment.	
Game Version: 1.000.011 (06/12/22)						
Deck Category	Type	Card Ability	Team Effect	Name (Original Name/Other Info)	Effect Description (Other Info)	Obtained from:
Corruption	Event	Environment	-	Cost of Avarice	Copper Piles are replaced by Wargent Copper. For each pile picked up, that player's Damage Resistance is reduced by 5%. For every 100 Copper carried by any player. Move Speed, Sprint Speed, and Sprint Efficiency are reduced by 2%.	Supply Life N/A
Campaign	Ability	Discipline	No (Yes) [36]	Crippling Frequency	Reduce incoming Damage by 1 for nearby teammates for 7 seconds. Gadget Cost: 30 SMG/Pistol Ammo. REPLACES: Offensive Slot	Duffel Bag Reward / Children of the Worm Expansion Failed attempt with a Cursed Key
Corruption	Stat	Discipline	No	Critical Fall	Better luck next time. (Result of a Cursed Key Death)	N/A
Corruption	Ridden	Cultist	-	Crone	Fires superheated arrows that can cause the target to start burning. Smoldering (Will light a target on fire after several hits. Burning targets take damage over time but can extinguish the flames to reduce severity)	N/A
Campaign	Mobility	Reflex	No	Cross Trainers	+20% Stamina. +20% Stamina Regen. +3% Move Speed. +5 Health	The Crow's Nest
Swarm	Mobility	Reflex	No	Cross Trainers	+20% Stamina. +20% Stamina Regen. +3% Move Speed. +5 Health	Available from Start
Corruption	Ridden	Mutation	-	Crushers	Getting crushed is the worst way to die. Attack the Crusher to free your teammates.	N/A
Corruption	Event	Cultist	-	Cultist Hordes [37]	Waves of Cultists attack on a timer and additional Bear Traps are spawned.	N/A
Cleaner	Character	Cleaner	Yes	Dan	"Prophet" Dan is enhanced for a short duration after Cleaners are incapacitated. Strange things happen after reviving Cleaners. Team Effects: +3 Team Damage Resistance and Knockback immunity while reviving Cleaners. Starts with a SCAR, Desert Eagle, and a Smoke Grenade.	Expansion 2 - Children of the Worm
Campaign	Mobility	Reflex	No	Dash	+5% Move Speed. +5% Sprint Speed	Bridge Town
Swarm	Mobility	Reflex	No	Dash	+5% Move Speed. +5% Sprint Speed	Available from Start
Corruption	Event	Trap	-	Deep Wounds	Team Effects: Instantly receive 20 Trauma Damage. Warped Chest Team Debuff	N/A
Campaign	Mobility	Brawn	No	Defensive Maneuver (Evasive Action)	When you take a hit for 15 or more damage. Gain 25% Damage Resistance for 3 seconds.	The Crow's Nest
Swarm	Mobility	Brawn	No	Defensive Maneuver (Evasive Action)	When you take a hit for 15 or more damage. Gain 25% Damage Resistance for 3 seconds.	Available from Start
Burn	Defense	Burn	Yes	Defensive Upgrade	Team Effects: Improve the quality of all Bandage, First Aid and Painkiller Accessories.	The Collectors (V.1,000,008)
Campaign	Offense	Brawn	No	Demolitions Expert	+50% Accessory Damage. -15% Ammo Capacity	Paul's Alley (2)
Cleaner	Character	Cleaner	Yes	Doc	Doc can heal each teammate for 25 Health once per level. +15% Healing Efficiency. Team Effects: +20% Team Trauma Resistance. Starts with an MP5, Beretta M9, and a Bandage.	Available from Start [38]
Campaign	Offense	No	Double Grenade Pouch	+2 Explosive Inventory	Paul's Alley (2)	
Swarm	Offense	No	Double Grenade Pouch	+2 Explosive Inventory	Available from Start	
Campaign	Defense	Discipline	No	Down In Front	While Crouching you neither take nor deal Friendly Fire damage. +10 Health	Paul's Alley (2)
Corruption	Final	Final	-	Dr. Rogers' Neighborhood	Hold back the horde to buy time to secure Rogers' Research. Act 3 Finale	N/A
Campaign	Utility	Brawn	No	Drone Spotter	Begin marking nearby Mutations every 7 seconds. Gain 20% chance to negate damage while active. Gadget Cost: 20 Sniper Rifle Ammo. REPLACES: Quick Slot, FRAGILE	Duffel Bag Reward / River of Blood
Campaign	Defense	Brawn	No	Durable	+15% Trauma Resistance. +10 Health, +20% Fire Resistance	The Clinic
Swarm	Defense	Brawn	No	Durable	+50% Trauma Resistance. +5 Health	Available from Start
Burn	Offense	Burn	No	Dusty's Customs: Assault Rifle	Grant yourself a higher quality Assault Rifle with random attachments.	Roving Merchants
Burn	Offense	Burn	No	Dusty's Customs: Handgun	Grant yourself a higher quality Handgun with random attachments.	Roving Merchants
Burn	Offense	Burn	No	Dusty's Customs: LMG	Grant yourself a higher quality LMG with random attachments.	Roving Merchants
Burn	Offense	Burn	No	Dusty's Customs: Melee Weapon	Grant yourself a higher quality Melee Weapon with random attachments.	Roving Merchants
Burn	Offense	Burn	No	Dusty's Customs: Shotgun	Grant yourself a higher quality Shotgun with random attachments.	Roving Merchants
Burn	Offense	Burn	No	Dusty's Customs: SMG	Grant yourself a higher quality SMG with random attachments.	Roving Merchants
Burn	Offense	Burn	No	Dusty's Customs: Sniper Rifle	Grant yourself a higher quality Sniper Rifle with random attachments.	Roving Merchants
Campaign	Talent	Discipline	Yes	Emergency Transfusion	Team Effects: +1 Extra Life. Receive the ability to revive a dead teammate by consuming one of your lives. If you do not have any lives available, give your life for theirs.	Legendary Card Shrine
Campaign	Offense	Brawn	Yes	Empowered Assault	After you kill a Mutation, the next time you damage a Mutation guaranteed to cause them to Stumble. Team Effects: +5% Team Stumble Damage.	Duffel Bag Reward / River of Blood
Campaign	Defense	No	EMT Bag	+50% Healing Efficiency	The Clinic	
Campaign	Mobility	Discipline	No	Energy Bar	+30% Stamina Regeneration. +5 Health	Bridge Town
Swarm	Defense	Discipline	No	Energy Bar	+60% Stamina Regeneration. +5 Health	Available from Start
Campaign	Mobility	Reflex	No	Energy Drink	+15% Stamina. +25% Weapon Swap Speed. +15% Move Speed while firing. +10% Slow Resistance	The Crow's Nest (2)
Swarm	Mobility	Reflex	No	Energy Drink	+15% Stamina. +25% Weapon Swap Speed. +15% Move Speed while firing. +10% Slow Resistance	Available from Start
Campaign	Offense	Brawn	No	Ether Bomb	Emits a gas that attracts Ridden to you for 7 seconds, but also slow your movement speed by 50%. Gadget Cost: 40 Rifle Ammo. REPLACES: Support Slot	Duffel Bag Reward / River of Blood
Cleaner	Character	Cleaner	Yes	Evangelo	Evangelo can quickly break out of grabs once every 60 seconds (+75% Breakout Speed). +25% Stamina Regen. Team Effects: +5% Team Movement Speed. Starts with an Uz, M4, and a Molotov.	Available from Start
Campaign	Defense	Discipline	No	Experienced EMT	When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina, and Stamina Regen until the end of the level.	The Clinic (4)
Swarm	Defense	Discipline	No	Experienced EMT	When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina, and Stamina Regen until the end of the level.	Available from Start
Campaign	Talent	Reflex	No (Yes) [39]	Experimental Stimulants	Create a cloud that grants 20% Damage and 30% Reload Speed. Gadget Cost: 40 Rifle Ammo. REPLACES: Support Slot	Duffel Bag Reward / Children of the Worm Expansion
Campaign	Utility	Discipline	No	Experimental Stun gun	Enhances Bash to stun nearby enemies. Refreshes after 10 seconds. Gadget Cost: 30 Sniper Rifle Ammo. REPLACES: Quick Slot, FRAGILE (Effects removed after receiving damage)	Duffel Bag Reward / Children of the Worm Expansion
Campaign	Ability	Discipline	No	Expired TS	Create a powerful blast that deals 20 Fire Damage to Weepsots. After the initial blast, continue to deal 1 damage per second for 7 seconds. Gadget Cost: 75 Rifle Ammo. REPLACES: Support Slot	Duffel Bag Reward / Children of the Worm Expansion
Corruption	Ridden	Mutation	-	Exploders	Stay away from these two-legged death bombs.	N/A
Campaign	Talent	Brawn	Yes	Explosive Boils	Team Effects: When your team gets a Precision Kill against a Mutation, a powerful explosion is created that damages nearby Ridden.	Legendary Card Shrine
Corruption	Curse	Trial of the Worm	-	Extra Lives Reduced	Cleaners permanently lose an Extra Life	N/A
Burn	Defense	Burn	Yes	Extra Padding	Team Effects: Each Cleaner gains +20% Trauma Resistance.	Roving Merchants
Campaign	Defense	Brawn	No	Face Your Fears	Heal 1 Temporary Health whenever you kill a Ridden within 2.5 meters.	The Sitts (3)
Swarm	Defense	Brawn	No	Face Your Fears	Heal 1 Temporary Health whenever you kill a Ridden within 2.5 meters.	Available from Start
Campaign	Offense	No	Fanny Pack	+1 Support Inventory. +15% Trauma Resistance	The Furnace	
Swarm	Defense	Fortune	No	Fanny Pack	+1 Support Inventory. +15% Trauma Resistance	Available from Start
Corruption	Curse	Trial of the Worm	-	Fast Speed Out	Iron Blast out Speed is increased by (25%, 50%, 100%)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Bruisers [40]	Bruiser's can take a lot of punishment. Keep moving and don't let them get close. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Tenacious (Bruiser's regenerate while in a Frenzy)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Bruisers [41]	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Tenacious (Bruiser's regenerate while in a Frenzy)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Exploders [42]	Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Shockwave (Explosion knockback increased by 100%)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Hockers [43]	Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Heartpiercer (Hocker Pin deals an additional 10 damage on impact)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Lobbers	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth! Armored (Weepsots are covered by durable Armor), Ferocious (+25% Health, +50% Damage), Sear (Armo on Cleaners caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total ammo), Bombardment (Burning Ammo Piles dropped by Cleaners explode after a delay)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Retches [44]	Acid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use speed by 35%)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Stalkers [45]	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Bloodrinker (Stalkers heal whenever they deal damage)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Stingers [46]	Stinger spit toxic spittle from long distances or high vantage points. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Congel (Slinger Spitte blinds and has an increased slowing effect)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Swimmers	Lurking Swimmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swimmer before you're consumed. Armored (Weepsots are covered by durable Armor), Ferocious (+25% Health, +50% Damage), Peaky (The Swarm Cloud applies a stacking 10% Use Speed Debuff) Culling (Swarm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An additional Swarm Cloud spawns)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Tailboys [47]	These lowering mutations can surge into powerful slam attacks. Aim for the weepsot or use fire to take them out. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Hardened (Tailboys take 75% reduced damage from Explosions)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Wallers	This minelayer brigs Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Armored (Weepsots are covered by durable Armor), Ferocious (+25% Health, +50% Damage), Profligate (Waste generates 3 Sacs at a time)	N/A
Corruption	Ridden	Ridden	-	Ferocious Blitzing	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	N/A
Corruption	Kill	Boss	-	Ferocious Boss [+1] [48]	Defeat the Boss and complete the level to earn +500 Copper, +Bonus Supply Points. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor)	N/A
Corruption	Survive	Boss	-	Ferocious Boss (Elite+) [49]	Defeat the Boss and complete the level without any Cleaners being incapacitated to earn +500 Copper, +Bonus Supply Points. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor)	N/A
Corruption	Event	Boss	-	Ferocious Boss (No Hope) [50]	Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.	N/A
Corruption	Survive	Boss	-	Ferocious Boss (Survival+) [51]	Defeat the Boss and complete the level with all Cleaners alive to earn +500 Copper, +Bonus Supply Points. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor)	N/A
Corruption	Ridden	Mutation	-	Ferocious Bruisers [52]	Bruiser's can take a lot of punishment. Keep moving and don't let them get close. Ferocious (+25% Health, +50% Damage), Tenacious (Bruiser's regenerate while in a Frenzy)	N/A
Corruption	Ridden	Cultist	-	Ferocious Crone	Use a target on your back! Sidestep these crones' flaming arrows lest you get reduced to cinders. Ferocious (+25% Health, +50% Damage), Smoldering (Will light a target on fire after several hits. Burning targets take damage over time but can extinguish the flames to reduce severity)	N/A
Corruption	Ridden	Mutation	-	Ferocious Crushers [53]	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Ferocious (+25% Health, +50% Damage), Traumatic (Crushers deal 100% Trauma damage)	N/A
Corruption	Ridden	Mutation	-	Ferocious Exploders [54]	Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Shockwave (Explosion knockback increased by 100%)	N/A
Corruption	Ridden	Mutation	-	Ferocious Hockers [55]	Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Heartpiercer (Hocker Pin deals an additional 10 damage on impact)	N/A
Corruption	Ridden	Ridden	-	Ferocious Jogging Ridden [56]	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	N/A
Corruption	Ridden	Mutation	-	Ferocious Lobbers	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth! Sear (Armo on Cleaners caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total ammo)	N/A
Corruption	Kill	Boss	-	Ferocious Ogre [57]	You've drawn the attention of the Ogre. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor)	N/A
Corruption	Ridden	Cultist	-	Ferocious Pusflinger	Lobs jars of a Cultist Concoction that attract Ridden to the target at a greater distance and drain a Cleaner's Stamina. Ferocious (+25% Health, +50% Damage)	N/A
Corruption	Ridden	Mutation	-	Ferocious Reekers [58]	Reeker gits can call the horde if they explode on you. Ferocious (+25% Health, +50% Damage), Viscous (Cleaners hit by Reeker explosions are slower by an additional 30%)	N/A
Corruption	Ridden	Mutation	-	Ferocious Retches [59]	Acid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use speed by 35%)	N/A
Corruption	Ridden	Mutation	-	Ferocious Rippers [60]	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Ferocious (+25% Health, +50% Damage), Destruction (Hurts spiked balls in 3 wide lines. Find the gap between lines)	N/A
Corruption	Ridden	Ridden	-	Ferocious Running Ridden [61]	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	N/A
Corruption	Ridden	Ridden	-	Ferocious Shredding Ridden [62]	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	N/A
Corruption	Ridden	Mutation	-	Ferocious Shambles [63]	This subterranean Warped Ridden launches explosive tenders that pull Cleaners toward it, applying the Pus Covered status. Ferocious (+25% Health, +50% Damage), Viscous (Cleaners hit by Shredder Imps are slower by 30%)	N/A
Corruption	Ridden	Cultist	-	Ferocious Slasher	Fast moving and heavily armored. These Slashers Leap at their targets and attack with claws that cause extra stacks of Bleed to its victims. Ferocious (+25% Health, +50% Damage), Armored (Weepsots are covered by durable Armor), Leap (Slashers can perform a leaping slash attack, crossing a long distance very quickly), Bleed (Bleed causes damage over time that increases in severity with each additional attack)	N/A
Corruption	Ridden	Cultist	-	Ferocious Sniper	Uses a heavily modified Hunting Rifle with a high Visibility Laser for quick acquisition and elimination. Ferocious (+25% Health, +50% Damage)	N/A
Corruption	Ridden	Ridden	-	Ferocious Sprinting Ridden [64]	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	N/A
Corruption	Ridden	Mutation	-	Ferocious Stalkers [65]	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Ferocious (+25% Health, +50% Damage), Bloodrinker (Stalkers heal whenever they deal damage)	N/A
Corruption	Ridden	Mutation	-	Ferocious Stingers [66]	Stinger spit toxic spittle from long distances or high vantage points. Ferocious (+25% Health, +50% Damage), Congel (Slinger Spitte blinds and has an increased slowing effect)	N/A
Corruption	Ridden	Mutation	-	Ferocious Swimmers	Lurking Swimmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swimmer before you're consumed. Ferocious (+25% Health, +50% Damage), Peaky (The Swarm Cloud applies a stacking 10% Use Speed Debuff) Culling (Swarm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An additional Swarm Cloud spawns)	N/A
Corruption	Ridden	Mutation	-	Ferocious Tailboys [67]	These lowering mutations can surge into powerful slam attacks. Aim for the weepsot or use fire to take them out. Ferocious (+25% Health, +50% Damage), Hardened (Tailboys take 75% reduced damage from Explosions)	N/A
Corruption	Ridden	Mutation	-	Ferocious Urchin [68]	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Ferocious (+25% Health, +50% Damage), Paralytic (Cleaners hit by the Urchin Mine are slowed even further)	N/A
Corruption	Ridden	Mutation	-	Ferocious Wallers	This minelayer brigs Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Ferocious (+25% Health, +50% Damage), Profligate (Waste generates 3 Sacs at a time)	N/A
Corruption	Ridden	Ridden	-	Festering Ridden	Festering Common attacks cause a stacking loss of Stamina and Healing Efficiency. Medkits, First Aid Cabinets, and Doc's healing ability can remove the effects.	N/A
Campaign	Defense	Discipline	No	Field Surgeon	When you use a Medical Accessory, it also heals 3 Trauma to the target.	Accomplishment [69]
Campaign	Talent	Reflex	No	Fill 'em Full of Lead	While shooting, gain 1% Damage, 1% Fire Rate, and 5% swap speed every 0.25 seconds. Max count of buffs is 20.	Duffel Bag Reward / Children of the Worm Expansion
Campaign	Mobility	Reflex	No	Fire in the Hole!	When you throw an Offensive Accessory, Gain 20 Temporary Health and 25% Sprint speed for 5 seconds.	Bridge Town (3)
Swarm	Mobility	Reflex	No	Fire in the Hole!	When you throw an Offensive Accessory, Gain 20 Temporary Health and 25% Sprint speed for 5 seconds.	Available from Start
Campaign	Stat	Brawn	Yes	Fit as a Fiddle	Team Effects: +20% Team Bolstered Health. +5 Team Health	The Collectors (Tunnels of Terror)
Corruption	Boon	Trial of the Worm	-	Flamethrower	A Flamethrower spawns in the Safe Room and additional Gas Cans are added to the environment	N/A
Campaign	Mobility	Reflex	No	Fleet of Foot	+8% Move Speed	Knuckle House
Swarm	Mobility	Reflex	No	Fleet of Foot	+8% Move Speed	Available from Start

Title: Back 4 Blood Card Compendium & Codex				On Desktop? Check out Filter Views		Note: Versus and Campaign Cards to be separately listed even if they have the same effects			
Compendium Ver: 3-7-23		Created by: Spikexrocks		Controls: PC/PS/XB		Use CTRL+F to search cards		Notice any mistakes or have info to possibly add? Leave a comment.	
Game Version: 1.000.011 (06/12/22)									
Deck Category	Type	Card Affinity	Team Effect	Name (Original Name/Other Info)	Card Info (Other Info)	Effect Description (Other Info)	Obtained from:		
Food	Talent	Brawn	No	Food Scavenger	Effect Description (Other Info)	You can sense nearby Food Items. Adds a moderate amount of Food Items to the world. Food Items restore an additional 3 Health. (+7 Food Items)	Supply Line Duffel Bag Reward / Children of the Worm Expansion		
Swarm	Talent	Fortune	No	Food Scavenger	Effect Description (Other Info)	You can sense nearby Food Items. Adds a moderate amount of Food Items to the world. Food Items restore an additional 3 Health. (+7 Food Items)	Available from Start		
Campaign	Utility	Fortune	No	Fortune	Effect Description (Other Info)	Gain 50 Copper at the start of each level.	Available when decks empty / Free Card Shrine		
Campaign	Defense	Brawn	No	Fresh Bandage	Effect Description (Other Info)	At the start of each level, recover 15 Trauma Damage, then restore any missing Health.	Grant's Brew House		
Campaign	Offense	Discipline	No	Front Sight Focus	Effect Description (Other Info)	+20% Accuracy, +10% Weakspot Damage, +15% Aim Speed, +15% Recoil Control	Paul's Alley		
Swarm	Offense	Discipline	No	Front Sight Focus	Effect Description (Other Info)	+20% Accuracy, +10% Weakspot Damage, +15% Aim Speed, +15% Recoil Control	Available from Start		
Campaign	Offense	Reflex	No	Glass Cannon	Effect Description (Other Info)	+25% Damage, -30% Health	Paul's Alley (3)		
Corruption	Event	Environment	-	Gloom	Effect Description (Other Info)	Power is out in most of the area. Only emergency door alarms remain active. Dark Level and more alarmed doors	N/A		
Food	Stat	Brawn	No	Gourmet Dinner	Effect Description (Other Info)	Heal 8 Health and Trauma. Also gain 3 Max Health until the end of the level. (See "Wasteland Chef Card")	Obtained via "Wasteland Chef" in game		
Food	Stat	Brawn	Yes	Green Beans	Effect Description (Other Info)	Restore 0.1 Health and 0.5 Stamina every second until the end of the map.	Find in Game		
Campaign	Offense	Fortune	No	Grenade Pouch	Effect Description (Other Info)	+1 Offensive Inventory, +25% Swap Speed, -5% Offensive Accessory Cost	Paul's Alley		
Swarm	Offense	Fortune	No	Grenade Pouch	Effect Description (Other Info)	+1 Offensive Inventory, +25% Swap Speed, -5% Offensive Accessory Cost	Available from Start		
Campaign	Offense	Brawn	No	Grenade Training	Effect Description (Other Info)	+25% Accessory Damage	Fort Hope		
Burn	Defense	Burn	Yes	Group Hug	Effect Description (Other Info)	Team Effects: +1 Team Extra Life.	Roving Merchants (V.1.000.008)		
Campaign	Defense	Discipline	No	Group Therapy	Effect Description (Other Info)	When you use a Medical Accessory, all teammates heal for 8 Health.	The Clinic (3)		
Swarm	Defense	Discipline	No	Group Therapy	Effect Description (Other Info)	When you use a Medical Accessory, all teammates heal for 8 Health.	The Furnace (3)		
Campaign	Utility	Reflex	No	Guns Out	Effect Description (Other Info)	+50% Weapon Swap Speed, -5% Damage Resistance	The Crow's Nest (2)		
Swarm	Utility	Reflex	No	Guns Out	Effect Description (Other Info)	+50% Weapon Swap Speed, -5% Damage Resistance	Available from Start		
Corruption	Ridden	Boss	-	Hag	Effect Description (Other Info)	A Hag is stalking you.	N/A		
Campaign	Utility	Fortune	No	Hazard Pay	Effect Description (Other Info)	Gain 250 Bonus Copper at the start of Each level.	Bridge Town (5)		
Burn	Defense	Burn	Yes	Hazard Suit	Effect Description (Other Info)	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance	Roving Merchants		
Campaign	Utility	Discipline	Yes	Hazmat Specialist	Effect Description (Other Info)	+35% Acid Resistance. Your Bar Jars do direct damage to targets and can hit Weakspots. Team Effects: Killing Mutations that are covered with Bar has a 75% chance to create another Bar Jar.	Duffel Bag Reward / River of Blood		
Campaign	Utility	Reflex	No	Headband Magnifier	Effect Description (Other Info)	+125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Second.	Bridge Town (3)		
Swarm	Utility	Reflex	No	Headband Magnifier	Effect Description (Other Info)	+125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Second.	Available from Start		
Campaign	Talent	Brawn	Yes	Heads, You Lose	Effect Description (Other Info)	Each time you pick up copper, a coin flips. If you win, gain a stack of 5% extra damage. If you lose, all stacks are reset.	Legendary Card Shrine		
Corruption	Curse	Trial of the Worm	-	Healing Reduced	Effect Description (Other Info)	Healing Efficiency is reduced by (12.5%) (25%) (50%)	N/A		
Campaign	Defense	Brawn	No	Health	Effect Description (Other Info)	+5 Health	Available when decks empty / Free Card Shrine		
Swarm	Defense	Brawn	No	Health	Effect Description (Other Info)	+5 Health	Available when decks empty / Free Card Shrine		
Campaign	Offense	Brawn	No	Heavy Attack	Effect Description (Other Info)	Press [RIGHTCLICKL2LT] with Melee weapons to perform a Heavy Attack. Heavy Attacks deal 100% increased damage and expend 50% more Stamina.	The Strip		
Campaign	Offense	Brawn	No	Heavy Hitter	Effect Description (Other Info)	Melee hits always Stumble Ridden the first time they are hit. This effect can only occur once per target.	The Furnace (3)		
Burn	Utility	Yes	-	Hel Cam Heat	Effect Description (Other Info)	Team Effects: Gain 1 additional Continue	Roving Merchants		
Campaign	Mobility	Reflex	No	Helfire	Effect Description (Other Info)	+45% Movement Speed while firing, +3% Move Speed while not firing	Bridge Town (4)		
Swarm	Mobility	Reflex	No	Helfire	Effect Description (Other Info)	+45% Movement Speed while firing, +3% Move Speed while not firing	Available from Start		
Cleaner	Character	Cleaner	Yes	Heng	Effect Description (Other Info)	Heng restores an additional 1 Trauma when consuming Food and gains the effects of food consumed by other Cleaners. +Food Spawns (10 Food Items), Team Effects: +1 Health and Stamina for each Food consumed. Starts with an RPK, Hatchet, and a Pipebomb.	Expansion 1 - Tunnels of Terror		
Campaign	Offense	Reflex	No	Hi Vi Sights	Effect Description (Other Info)	+30% Aim Speed, +15% Move Speed while ADS, +15% Move Speed while firing	Paul's Alley		
Swarm	Offense	Reflex	No	Hi Vi Sights	Effect Description (Other Info)	+30% Aim Speed, +15% Move Speed while ADS, +15% Move Speed while firing	Available from Start		
Campaign	Utility	Fortune	No	Highwayman (Finders Keepers)	Effect Description (Other Info)	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.	The Sitts (3)		
Swarm	Utility	Fortune	No	Highwayman (Finders Keepers)	Effect Description (Other Info)	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.	Available from Start		
Burn	Utility	Burn	No	Hired Gun	Effect Description (Other Info)	Each kills grants 5 Copper, up to 1,000.	The Collectors (V.1.000.008)		
Corruption	Ridden	Mutation	-	Hockers	Effect Description (Other Info)	Melee teammates to free them from Hocker Pins.	N/A		
Cleaner	Character	Cleaner	Yes	Hoffman	Effect Description (Other Info)	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden, +1 Offensive Inventory. Team Effects: +15% Max Team Ammo Capacity. Starts with a TAC14, M1911, and an Ammo Pouch	Available from Start		
Cleaner	Character	Cleaner	Yes	Holly	Effect Description (Other Info)	Holly heals 1 Health when she kills a Ridden, +25 Stamina. Team Effects: +5% Team Damage Resistance. Starts with an 870 Express, Bat, and a Stun gun	Available from Start		
Campaign	Defense	Discipline	No	Hunker Down	Effect Description (Other Info)	While Crouching, gain 10% Damage Resistance and 40% Accuracy	Paul's Alley (3)		
Swarm	Defense	Discipline	No	Hunker Down	Effect Description (Other Info)	While Crouching, gain 10% Damage Resistance and 40% Accuracy	Available from Start		
Corruption	Event	Ridden	-	Hunted [7]	Effect Description (Other Info)	There are rampaging hordes in this area. It's only a matter of time before they find us.	N/A		
Campaign	Defense	Brawn	No	Hydration Pack	Effect Description (Other Info)	+35 Health, -15% Ammo Capacity	The Furnace / Bot Deck		
Campaign	Defense	Reflex	No	Hyper-Focused	Effect Description (Other Info)	+50% Weakspot Damage, +40% Move Speed while shooting or melee attacking	Knuckle House (3)		
Campaign	Defense	Reflex	No	Ignore the Pain	Effect Description (Other Info)	+20% Melee Damage against Mutations. When you deal Melee damage to a Mutation heal 2 Health and recover 3 Stamina	The Sitts (3)		
Swarm	Defense	Brawn	No	Ignore the Pain	Effect Description (Other Info)	+20% Melee Damage against Mutations. When you deal Melee damage to a Mutation heal 2 Health and recover 3 Stamina.	Available from Start		
Campaign	Offense	Brawn	No	Improvised Explosives	Effect Description (Other Info)	+75% Accessory Damage, -25% Swap Speed	Fort Hope (3)		
Campaign	Offense	Discipline	No	In the Zone	Effect Description (Other Info)	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	Paul's Alley (4)		
Swarm	Offense	Discipline	No	In the Zone	Effect Description (Other Info)	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	Available from Start		
Corruption	Curse	Trial of the Worm	-	Increased Incoming Damage	Effect Description (Other Info)	Incoming Damage is increased by (12.5%) (25%) (50%)	N/A		
Corruption	Ridden	Ridden	-	Infected Troops	Effect Description (Other Info)	Military Ridden are heavily fortified from head to toe. Resistant to Razor Wire and sporting heavy duty helmets, be sure to focus them before they get too close.	N/A		
Campaign	Defense	Discipline	Yes	Inspiring Sacrifice (Blood Donor)	Effect Description (Other Info)	Team Effects: When you or a teammate becomes incapacitated, All teammates recover 20 Health over 10 seconds.	The Clinic / Bot Deck		
Swarm	Defense	Discipline	Yes	Inspiring Sacrifice (Blood Donor)	Effect Description (Other Info)	Team Effects: When you or a teammate becomes incapacitated, All teammates recover 20 Health over 15 seconds.	Available from Start		
Corruption	Curse	Trial of the Worm	-	Instant Trauma	Effect Description (Other Info)	Cleaners receive Trauma Damage upon opening the SafeRoom Door	N/A		
Cleaner	Character	Cleaner	Yes	Jim	Effect Description (Other Info)	Precision kills grant Jim 2.5% stacking damage until he takes damage (Max 10 Stacks), +25% Reload speed. Team Effects: +10% Team weakspot damage. Starts with a Phoenix 350L, 357 Magnum, and a Razor wire.	Available from Start (71)		
Corruption	Final	Ridden	-	Job 10:22	Effect Description (Other Info)	Meet with Phillips' operative at the Church. Stay alert, there's a new Strich mutation in the area that will always call the horde when alerted or killed. Act 2 Finale	N/A		
Corruption	Final	Ridden	-	Jagger Swarm	Effect Description (Other Info)	Wind remains off of the Living, aim for the head to put them down quickly.	N/A		
Cleaner	Character	Cleaner	Yes	Karlee	Effect Description (Other Info)	Karlee can sense nearby hazards and Mutations, +1 Quick Inventory. Team Effects: +50% Team Use Speed. Starts with an AK47, TEC 9, and a Toolkit	Available from Start (72)		
Campaign	Offense	Reflex	No	Killer's Instinct	Effect Description (Other Info)	+30% Weakspot Damage, DISABLES: Aim Down Sights	Fort Hope (3)		
Campaign	Utility	Discipline	No	Knowledge is Power	Effect Description (Other Info)	+10% Weakspot Damage, Allows Player to see values for damage they deal and enemy health bars.	Knuckle House (3)		
Campaign	Offense	Discipline	No	Large Caliber Rounds	Effect Description (Other Info)	+7.5 Bullet Damage, +200% Bullet Penetration	The Sitts / Bot Deck		
Swarm	Offense	Discipline	No	Large Caliber Rounds	Effect Description (Other Info)	+7.5 Bullet Damage, +200% Bullet Penetration	Available from Start		
Burn	Offense	Burn	No	Legendary Attachments	Effect Description (Other Info)	Grants a random Legendary attachment bolted to your primary weapon.	The Collectors (V.1.000.008)		
Corruption	Boon	Trial of the Worm	-	Legendary Attachments	Effect Description (Other Info)	Legendary Attachments can be found in a Prepper Stash	N/A		
Burn	Offense	Burn	No	Legendary Weapon	Effect Description (Other Info)	Grants a random Legendary weapon.	The Collectors (V.1.000.008)		
Corruption	Boon	Trial of the Worm	-	Legendary Weapon	Effect Description (Other Info)	A Legendary Weapon can be found in a Prepper Stash	N/A		
Campaign	Defense	Fortune	Yes	Life Insurance (Insurance Policy)	Effect Description (Other Info)	+2 Extra Life. Team Effects: +10% Reduced Incap Trauma	The Clinic (3)		
Swarm	Defense	Fortune	Yes	Life Insurance (Insurance Policy)	Effect Description (Other Info)	+2 Extra Life. Team Effects: +10% Reduced Incap Trauma	Available from Start		
Campaign	Offense	Brawn	No	Line 'em Up	Effect Description (Other Info)	+10% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% Aim Speed	Grant's Brew House (3)		
Swarm	Offense	Brawn	No	Line 'em Up	Effect Description (Other Info)	+10% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% Aim Speed	Available from Start		
Corruption	Ridden	Mutation	-	Lobber	Effect Description (Other Info)	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth! Bear (Ammo on Cleaners caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total ammo.)	N/A		
Corruption	Curse	Trial of the Worm	-	Loss of Offensive Slot	Effect Description (Other Info)	Offensive Slots are reduced by 1.	N/A		
Corruption	Curse	Trial of the Worm	-	Loss of Offensive Slots	Effect Description (Other Info)	Offensive Slots are reduced by 2.	N/A		
Corruption	Curse	Trial of the Worm	-	Loss of Quick Slot	Effect Description (Other Info)	Quick Slots are reduced by 1.	N/A		
Corruption	Curse	Trial of the Worm	-	Loss of Quick Slots	Effect Description (Other Info)	Quick Slots are reduced by 2.	N/A		
Corruption	Curse	Trial of the Worm	-	Loss of Support Slot	Effect Description (Other Info)	Support Slots are reduced by 1.	N/A		
Corruption	Curse	Trial of the Worm	-	Loss of Support Slots	Effect Description (Other Info)	Support Slots are reduced by 2.	N/A		
Campaign	Utility	Fortune	No	Lucky Pennies (Lucky Duck)	Effect Description (Other Info)	Whenever your team loots Copper, you have a 35% chance to find 100% additional Copper	Accomplishment (73)		
Campaign	Mobility	Reflex	No	Mad Dash	Effect Description (Other Info)	+20% Sprint Speed, -40% Sprint Stamina Efficiency	The Crow's Nest (5)		
Swarm	Mobility	Reflex	No	Mad Dash	Effect Description (Other Info)	+20% Sprint Speed, -40% Sprint Stamina Efficiency	Available from Start		
Campaign	Offense	Reflex	No	Mag Carrier	Effect Description (Other Info)	+30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs	Accomplishment (74)		
Swarm	Offense	Reflex	No	Mag Carrier	Effect Description (Other Info)	+30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs	Available from Start		
Campaign	Offense	Reflex	No	Mag Coupler	Effect Description (Other Info)	+50% Reload Speed, DISABLES: Aim Down Sights	Paul's Alley (2)		
Campaign	Talent	Fortune	No	Magician's Apprentice	Effect Description (Other Info)	You have an additional 10% chance to not consume Accessories when used.	The Collectors (Tunnels of Terror)		
Campaign	Mobility	Reflex	Yes	Mandatory PT	Effect Description (Other Info)	Team Effects: +10% Team Stamina, +10% Team Stamina Regen	Knuckle House (2)		
Campaign	Mobility	Reflex	No	Marathon Runner	Effect Description (Other Info)	No Movement Penalty for Strafe or Backpedal	The Crow's Nest (2)		
Swarm	Mobility	Reflex	No	Marathon Runner	Effect Description (Other Info)	+5% Move Speed, No Movement Penalty for Strafe or Backpedal	Available from Start		
Campaign	Utility	Discipline	No	Marked for Death	Effect Description (Other Info)	Mutations you Ping are highlighted and your team deals 10% increased damage to highlighted enemies.	Paul's Alley (3) / Bot Deck		
Swarm	Utility	Discipline	No	Marked for Death	Effect Description (Other Info)	Mutations you Ping are highlighted and your team deals 10% increased damage to highlighted enemies.	Available from Start		
Corruption	Curse	Trial of the Worm	-	Max Ammo Reduced	Effect Description (Other Info)	Max Ammo is reduced by (12.5%)	N/A		
Corruption	Curse	Trial of the Worm	-	Max Health Reduced	Effect Description (Other Info)	Max Health is reduced by (12.5%)	N/A		
Campaign	Offense	Brawn	No	Mean Drunk	Effect Description (Other Info)	+40% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damage in a large area.	Knuckle House (2)		
Swarm	Offense	Discipline	No	Meatgrinder	Effect Description (Other Info)	Gain 30% Move Speed and Accuracy while crouched and using an LMG.	Accomplishment (75)		
Campaign	Defense	Reflex	Yes	Medical Expert	Effect Description (Other Info)	+50% Revive Speed. When you use a Medical Accessory, it also heals 1 Trauma to the target. Team Effects: +15% Healing Efficiency.	The Clinic (4) / Bot Deck		
Campaign	Defense	Discipline	No	Medical Professional	Effect Description (Other Info)	Defibrillators and First Aid heal 10 additional Trauma Damage and 1 Extra Life, if able.	The Clinic (4)		
Burn	Loot	Burn	Yes	Medical Supply Scavenger	Effect Description (Other Info)	Team Effects: Increased Medical Items spawn this level.	The Collectors (V.1.000.008)		
Food	Stat	Brawn	No	Mediocre Meal	Effect Description (Other Info)	Recover 5 Health (See "Wasteland Chef Card")	Obtained via "Wasteland Chef" in game		
Campaign	Offense	Reflex	No	Meth Head	Effect Description (Other Info)	Each Melee swing grants 5% Melee Speed and 5% Melee Stamina Efficiency for 6 Seconds. Stacking up to 10 times. Your Melee Attacks no longer stick in tough enemies. DISABLES: Aim Down Sights	The Crow's Nest (3)		
Swarm	Offense	Reflex	No	Meth Head	Effect Description (Other Info)	Each Melee swing grants 5% Melee Speed and 5% Melee Stamina Efficiency for 6 Seconds. Stacking up to 10 times. Your Melee Attacks no longer stick in tough enemies. DISABLES: Aim Down Sights	Available from Start		
Campaign	Defense	Reflex	No	Miraculous Recovery	Effect Description (Other Info)	When you use a Medical Accessory, it has a 25% chance to have 100% increased effect.	The Clinic (4)		
Corruption	Event	Environment	-	Mix [7]	Effect Description (Other Info)	An Unstoppable fog has settled on the area. Darker Fog and more Sleazy Spawns	N/A		
Cleaner	Character	Cleaner	Yes	Mom	Effect Description (Other Info)	Mom grants her team 25 Temporary Health when a teammate is incapacitated, +1 Support Inventory. Team Effects: +100% Team Revive Speed, 20% Slower Team Temp Health Decay. Starts with Ranch Rifle, Belgian, & Pain Meds.	Available from Start		
Campaign	Utility	Fortune	No	Money Grubbers	Effect Description (Other Info)	Each time your team loots Copper, you gain 3 additional Copper, up to 25 times.	The Sitts (2)		
Corruption	Ridden	Mutation	-	Monstrous Armored Bruisers [77]	Effect Description (Other Info)	Bruiser's are highly resistant to fire and become immune to fire damage. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor)	N/A		
Corruption	Ridden	Mutation	-	Monstrous Armored Bruisers [78]	Effect Description (Other Info)	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor), Traumatic (Crushers deal 100% Trauma damage), Stubborn (Crushers no longer release a grabbed Cleaner from bullet stumblings)	N/A		
Corruption	Ridden	Mutation	-	Monstrous Armored Exploders [79]	Effect Description (Other Info)	Stay away from these two-legged death bots. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor), Shockwave (Explosion knockback increased by 100%), Concussive (Cleaners hit by explosion are briefly blinded.)	N/A		
Corruption	Ridden	Mutation	-	Monstrous Armored Hockers [80]	Effect Description (Other Info)	Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor), Hockerpiercer (Hocker Pin deals an additional 10 damage on impact), Toxic (Hocker Pin leaves a toxin that reduces healing received by 50% for 30 seconds.)	N/A		
Corruption	Ridden	Mutation	-	Monstrous Armored Lobbers	Effect Description (Other Info)	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth! Armored (Weakspots are covered by durable Armor), Monstrous (+50% Health, +100% Damage), Bear (Ammo on Cleaners caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total ammo.), Bombardment (Burning Ammo Piles dropped by Cleaners explode after a delay.), Firestorm (Cleaners drop an additional set of Burning Ammo with a shorter fuse that explodes more quickly)	N/A		

Title: Back 4 Blood Card Compendium & Codex				On Desktop? Check out Filter Views	Note: Versus and Campaign Cards to be separately listed even if they have the same effects	Obtained from:
Compendium Ver: 3-7-23		Created by: Spikyroxas	Controls: PC/PS/XB	Use CTRL+F to search cards	Notice any mistakes or have info to possibly add? Leave a comment.	
Game Version: 1.000.011 (06/12/22)						
Deck Category	Type	Card Ability	Team Effect	Name (Original Name/Other Info)	Effect Description (Other Info)	
Corruption	Ridden	Mutation	-	Monstrous Armored Rippers [82]	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weaponspots are covered by durable Armor). Monstrous (+50% Health, +100% Damage). Annihilation (Spiked Balls are flung in a solid arc in front of the Ripper.)	Supplies Life
Corruption	Ridden	Mutation	-	Monstrous Armored Shredders [83]	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weaponspots are covered by durable Armor). Monstrous (+50% Health, +100% Damage). Viscous (Weaponspots are covered by Viscous Implosions that are slower by 30%). Impact (Cleaners hit by Shredder Implosions will take damage.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Stalkers [84]	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Monstrous (+50% Health, +100% Damage). Armored (Weaponspots are covered by durable Armor). Blooddrinker (Stalkers heal whenever they deal damage.). Meat Shield (Stalkers take less damage while grabbing a Cleaner.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Stingers [85]	Stinger spit toxic spittle from long distances or high vantage points. Monstrous (+50% Health, +100% Damage). Armored (Weaponspots are covered by durable Armor). Congelate (Stinger Spittle blinds and has an increased slowing effect.). Predator (Stingers attack 50% faster.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Swimmers	Lurking Swimmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swammer before you're consumed. Armored (Weaponspots are covered by durable Armor). Monstrous (+50% Health, +100% Damage). Peaky (The Swarm Cloud applies a stacking 10% Use Speed Debuff). Culling (Swarm Clouds seek out Cleaners with the lowest amount of Health). Persistence (An additional Swarm Cloud spawns). Voracious (Swarm Clouds move faster. Peaky lasts until the end of the map or until a Bandage, First Aid, or First Aid Cabinet is used.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Tailboys [86]	These towering mutations can surge into powerful slam attacks. Aim for the weaponpost or use fire to take them out. Monstrous (+50% Health, +100% Damage). Armored (Weaponspots are covered by durable Armor). Hardened (Tailboys take 75% reduced damage from Explosions). Quick (Tailboys attack 50% faster.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Urchins [87]	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weaponspots are covered by durable Armor). Monstrous (+50% Health, +100% Damage). Paralytic (Cleaners hit by the Urchin Mine are slowed even further.) Secretion (The Urchin Mine's acidic goo radius is increased.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Wallers	This minelayer brigs Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Armored (Weaponspots are covered by durable Armor). Monstrous (+50% Health, +100% Damage). Prolific (Waller generates 3 Sacs at a time.) Scorch (Gas Sacs set players on fire). Burning (Instantly lights a damaged target on fire. Burning targets take damage over time but can extinguish the flames to reduce severity.)	N/A
Corruption	Ridden	Ridden	-	Monstrous Blitzing	This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	N/A
Corruption	Ridden	Boss	-	Monstrous Boss (+) [88]	Defeat the Boss and complete the level to earn +500 Copper. +Bonus Supply Points. Monstrous (+50% Health, +100% Damage)	N/A
Corruption	Event	Boss	-	Monstrous Boss (No Hope) [89]	Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.	N/A
Corruption	Ridden	Mutation	-	Monstrous Bruisers [90]	Bruiser can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage). Tenacious (Bruiser's regenerate while in a Frenzy.). Fearsome (Bruisers reduce the damage of nearby Cleaners.)	N/A
Corruption	Ridden	Cultist	-	Monstrous Crane	These vicious cranes shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans -- and team -- go up in flames. Monstrous (+50% Health, +100% Damage). Burning (Instantly lights a damage target on fire. Burning targets take damage over time but can extinguish the flames to reduce severity.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Crushers [91]	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage). Traumatic (Crushers deal 100% Trauma damage). Stubborn (Crushers no longer release a grabbed Cleaner from bullet stumple.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Exploders [92]	Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage). Showkwave (Explosion knockback increased by 100%). Concussive (Cleaners hit by explosion are briefly blinded.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Hockers [93]	Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage). Heartpiercer (Hocker Pin deals an additional 10 damage on impact.). Toxin (Hocker Pin leaves a toxin that reduces healing received by 50% for 30 seconds.)	N/A
Corruption	Ridden	Ridden	-	Monstrous Logging Ridden [94]	This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	N/A
Corruption	Ridden	Mutation	-	Monstrous Lobbers	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth! Monstrous (+50% Health, +100% Damage). Bear (Arms on Cleaners caught in the blast radius catch fire and becomes useless. Cleaners lose 10% of their total ammo.). Bombardment (Burning Ammo Piles dropped by Cleaners explode after a delay.). Firestorm (Cleaners drop an additional set of Burning Ammo with a shorter fuse that explodes more quickly.)	N/A
Corruption	Kill	Boss	-	Monstrous Ogre [95]	You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage)	N/A
Corruption	Ridden	Cultist	-	Monstrous Pufflinger	Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage)	N/A
Corruption	Ridden	Mutation	-	Monstrous Reekers [96]	Reeker puts out a horde of Reekers to explode on you. Monstrous (+50% Health, +100% Damage). Viscous (Cleaners hit by Reeker explosions are slower by an additional 30%). Irritant (Cleaners hit by Reeker explosions also take 25% increased damage for 1 minute.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Retches [97]	Acid spew leaves Dangerous Bleed Pools. Monstrous (+50% Health, +100% Damage). Gunk (Direct hits with vomit also reduce Reload, Swap, and Use Speed by 35%). Adhesive (Acid pools also reduce move speed by 75%)	N/A
Corruption	Ridden	Mutation	-	Monstrous Rippers [98]	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Monstrous (+50% Health, +100% Damage). Annihilation (Spiked Balls are flung in a solid arc in front of the Ripper.)	N/A
Corruption	Ridden	Ridden	-	Monstrous Running Ridden [99]	This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	N/A
Corruption	Ridden	Ridden	-	Monstrous Shambling Ridden [100]	This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	N/A
Corruption	Ridden	Mutation	-	Monstrous Shredders [101]	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (+50% Health, +100% Damage). Viscous (Cleaners hit by Shredder Implosions are slower by 30%). Impact (Cleaners hit by Shredder Implosions will take damage.)	N/A
Corruption	Ridden	Cultist	-	Monstrous Slasher	Fast moving and heavily armored. These Slashers Leap at their targets and attack with claws that cause extra stacks of Bleed to its victims. Monstrous (+50% Health, +100% Damage). Armored (Weaponspots are covered by durable Armor). Leap (Slashers can perform a leaping slash attack, crossing a long distance very quickly.). Bleed (Bleed causes damage over time that increases in severity with each additional attack.)	N/A
Corruption	Ridden	Cultist	-	Monstrous Sniper	Uses a heavily modified Hunting Rifle with a High Viability Laser for quick acquisition and elimination. Monstrous (+50% Health, +100% Damage)	N/A
Corruption	Ridden	Ridden	-	Monstrous Sprinting Ridden [102]	This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	N/A
Corruption	Ridden	Mutation	-	Monstrous Stalkers [103]	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Monstrous (+50% Health, +100% Damage). Blooddrinker (Stalkers heal whenever they deal damage.). Meat Shield (Stalkers take less damage while grabbing a Cleaner.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Stingers [104]	Stinger spit toxic spittle from long distances or high vantage points. Monstrous (+50% Health, +100% Damage). Congelate (Stinger Spittle blinds and has an increased slowing effect.). Predator (Stingers attack 50% faster.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Swimmers	Lurking Swimmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swammer before you're consumed. Monstrous (+50% Health, +100% Damage). Peaky (The Swarm Cloud applies a stacking 10% Use Speed Debuff). Culling (Swarm Clouds seek out Cleaners with the lowest amount of Health). Persistence (An additional Swarm Cloud spawns). Voracious (Swarm Clouds move faster. Peaky lasts until the end of the map or until a Bandage, First Aid, or First Aid Cabinet is used.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Tailboys [105]	These towering mutations can surge into powerful slam attacks. Aim for the weaponpost or use fire to take them out. Monstrous (+50% Health, +100% Damage). Armored (Weaponspots are covered by durable Armor). Hardened (Tailboys take 75% reduced damage from Explosions). Quick (Tailboys attack 50% faster.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Urchin [106]	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Monstrous (+50% Health, +100% Damage). Paralytic (Cleaners hit by the Urchin Mine are slowed even further.) Secretion (The Urchin Mine's acidic goo radius is increased.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Wallers	This minelayer brigs Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Monstrous (+50% Health, +100% Damage). Prolific (Waller generates 3 Sacs at a time.) Scorch (Gas Sacs set players on fire). Burning (Instantly lights a damaged target on fire. Burning targets take damage over time but can extinguish the flames to reduce severity.)	N/A
Campaign	Defense	Discipline	No	Motorcycle Helmet	+15% Damage Resistance, +10 Health. DISABLES: Aim Down Sights	The Furnace (2)
Campaign	Defense	Discipline	No	Motorcycle Jacket	+5% Damage Resistance, +5 Health	The Clinic
Campaign	Utility	Fortune	No	Mugger	Kills with Melee weapons have a 5% chance to spawn ammo. Razor Wire or a Bear Trap.	Knuckle House (2)
Swarm	Utility	Reflex	No	Multiple	Kills with Melee weapons have a 5% chance to spawn ammo. Razor Wire or a Bear Trap.	Available from Start
Campaign	Utility	Reflex	No	Multitool	+75% Use Speed, -5% Damage Resistance	Knuckle House (2)
Campaign	Mobility	Discipline	No	Natural Sprinter	+100% Stamina Regeneration, -50% Maximum Stamina	The Crow's Nest (4)
Swarm	Mobility	Discipline	No	Natural Sprinter	+100% Stamina Regeneration, -50% Maximum Stamina	Available from Start
Campaign	Defense	Discipline	Yes	Needs of the Many	-10% Health. Team Effects: +1 Team Extra Life	The Stitts (3) / Bot Deck
Corruption	Curse	Trial of the Worm	-	No Copper	No Copper spawns in this Chapter.	N/A
Corruption	Curse	Trial of the Worm	-	No Extra Lives	Enemies start with No Extra Lives.	N/A
Corruption	Survive	Challenge	-	No One Left Behind	Complete the level with all four Cleaners alive to earn 500 Copper.	N/A
Corruption	Survive	Challenge	-	No One Left Behind (+)	Complete the level with all four Cleaners alive to earn 500 Copper. +Bonus Supply Points	N/A
Corruption	Event	Environment	-	Noxious Fumes	Noxious gas fills the air. Fill up on oxygen at generators found throughout the map before moving forward. Breathing the fumes without oxygen will have increasingly negative effects.	N/A
Campaign	Defense	Brawn	No	Numb	Gain +10% Damage Resistance while you have Temporary Health	The Clinic (3)
Swarm	Defense	Brawn	No	Numb	Gain +10% Damage Resistance while you have Temporary Health	Available from Start
Campaign	Utility	Brawn	No	Offensive Scavenger	You can sense nearby Offensive Accessories. More Offensive Accessories spawn. (+5)	The Stitts
Burn	Loot	Burn	Yes	Offensive Supply Scavenger	Team Effects: Increased Offensive items spawn this level.	The Collectors (V.1.000.008)
Burn	Offense	Burn	Yes	Offensive Upgrade	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, Flashbang, Bat Jar, and Smoke Grenade accessories.	The Collectors (V.1.000.008)
Corruption	Offense	Burn	Reflected	Opp	You've got the attention of the Opp.	N/A
Campaign	Mobility	Reflex	No	Olympic Sprinter	+30% Sprint Efficiency, -7% Damage Resistance	Bridge Town (2)
Swarm	Mobility	Reflex	No	Olympic Sprinter	+30% Sprint Efficiency, -7% Damage Resistance	Available from Start
Campaign	Mobility	Reflex	Yes	On your Mark...	Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains 10% Move Speed while firing, 15% Reload Speed, and 25% Swap Speed for 30 seconds.	Bridge Town (3) / Bot Deck
Swarm	Mobility	Reflex	Yes	On your Mark...	Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains 10% Move Speed while firing, 15% Reload Speed, and 25% Swap Speed for 30 seconds.	Available from Start
Corruption	Event	Ridden	-	Onslaught	The horde is right on our heels, move fast or be overrun.	N/A
Campaign	Offense	Discipline	No	Optics Enthusiast	+30% Accuracy	Fort Hope / Bot Deck
Swarm	Offense	Discipline	No	Optics Enthusiast	+30% Accuracy	Available from Start
Campaign	Talent	Brawn	Yes	Out with a Bang	Team Effects: when a teammate is incapacitated or dies, they drop an active Pipe Bomb.	Duffel Bag Reward / Children of the Worm Expansion
Campaign	Talent	Discipline	No	Over-Protective	When a teammate within 15 meters receives 5 or more damage, gain 20% increased damage for 5 seconds.	The Collectors (Tunnels of Terror)
Defense	Brawn	No	Overwatch	Kills from greater than 15 meters grant 5 Temporary Health to teammates within 15 meters of the target.	The Furnace (3)	
Swarm	Defense	Brawn	No	Overwatch	Kills from greater than 15 meters grant 5 Temporary Health to teammates within 15 meters of the target.	Available from Start
Campaign	Defense	Discipline	No	Padded Suit	+10% Damage Resistance, +5 Health, -20% Stamina Efficiency	The Furnace / Bot Deck
Swarm	Defense	Discipline	No	Padded Suit	+10% Damage Resistance, +5 Health, -20% Stamina Efficiency	Available from Start
Campaign	Offense	Discipline	No	Patient Hunter	Every 0.75 seconds you Aim Down Sights increases your Bullet Damage by 10% (up to 3 stacks).	Fort Hope
Swarm	Offense	Discipline	No	Patient Hunter	Every 0.75 seconds you Aim Down Sights increases your Bullet Damage by 10% (up to 3 stacks).	Available from Start
Food	Stat	Brawn	No	Peaches	Restores 5 Health and 5 Trauma.	Find in Game
Food	Stat	Discipline	No	Peanut Butter	Gain 5% increased Accuracy and Melee Stamina Efficiency until the end of the map.	Find in Game
Campaign	Mobility	Reflex	No	Pep in your Step	Precision Kills grant you 8% Move Speed for 5 Seconds.	Knuckle House
Swarm	Utility	Reflex	No	Pep in your Step	Precision Kills grant you 8% Move Speed for 5 Seconds.	Available from Start
Campaign	Utility	Reflex	No	Pep Talk	While reviving teammates, take 3 less damage from all Ridden. Teammates recover an additional 10 Health when you revive them.	The Clinic (2)
Swarm	Utility	Reflex	No	Pep Talk	While reviving teammates, take 3 less damage from all Ridden. Teammates recover an additional 10 Health when you revive them.	Available from Start
Campaign	Offense	Discipline	No	Phosphorous Tipped	Continuous gunfire gives an escalating chance to set targets on fire.	Duffel Bag Reward / River of Blood
Campaign	Talent	Fortune	No	Pinata	Killing Ridden with an Accessory has 10% chance to drop an Accessory.	The Collectors (Tunnels of Terror)
Corruption	Finale	Finale	-	Plan B	Secure the weapons cache and send it back to Fort Hope. Act 2 Finale	N/A
Campaign	Defense	Discipline	No	Poultice	When you use a medical accessory, the target recovers an additional 20 Health over 30 Seconds.	The Clinic
Swarm	Defense	Discipline	No	Poultice	When you use a medical accessory, the target recovers an additional 20 Health and 20 Trauma over 30 Seconds.	Available from Start
Food	Stat	Discipline	No	Power Bars	Gain 1% increased Damage until the end of the map.	Find in Game
Campaign	Defense	Discipline	No	Power Reload	Reloading a gun within 1 Second of reaching low ammo will increase its magazine size by 30% until the next reload.	Available from Start
Swarm	Defense	Discipline	No	Power Reload	Reloading a gun within 1 Second of reaching low ammo will increase its magazine size by 30% until the next reload.	Available from Start
Campaign	Talent	Brawn	No	Power Strike	Every 3 Seconds, gain +10 Bash Damage. Stacking up to 10 times. All charges are consumed on use.	The Collectors (Tunnels of Terror)
Campaign	Offense	Reflex	No	Power Swap	Changing Weapons within 1 Second of reaching low ammo grants +20% Bullet and Melee Damage for 5 Seconds.	Bridge Town (3)
Swarm	Offense	Reflex	No	Power Swap	Changing Weapons within 1 Second of reaching low ammo grants +20% Bullet and Melee Damage for 5 Seconds.	Available from Start
Burn	Loot	Burn	No	Primary Weapon Upgrade	Upgrades the quality of your currently equipped primary weapons by one rarity, up to Epic.	The Collectors (V.1.000.008)
Campaign	Event	Reflex	No	Pumped Up	Your Temporary Health decays 20% slower. 1 Additional Pain Meds spawns in each map. +5% Health	The Collectors (Tunnels of Terror)
Corruption	Event	Environment	-	Pure Chaos	Timed Hordes. Healing efficiency reduced by 50%. Large Quantities of Spawns and Molotovs appear in the map.	N/A
Corruption	Offense	Brawn	No	Pufflinger	Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina.	N/A
Campaign	Offense	Brawn	No	Pyro	+100% Fire Damage. Gain 3 Temporary Health for each kill with fire. You can sense flammable objects nearby.	The Furnace (3)
Swarm	Offense	Brawn	No	Pyro	+100% Fire Damage. Gain 3 Temporary Health for each kill with fire. You can sense flammable objects nearby.	Available from Start
Burn	Utility	Burn	Yes	Quick Item Upgrade	Team Effects: Improves the quality of all Tool Kit, Stun Gun, Defibrillator, Razorwire, Ammo Pouch, and Bear Trap Accessories.	The Collectors (V.1.000.008)
Campaign	Offense	Discipline	No	Quick Kill	+50% Accuracy. DISABLES: Aim Down Sights	Fort Hope (2)
Cleaner Skill	All	Ability	No	RADIANCE!	Several live Flash Grenades appear.	"Prophet" Dan Ability
Campaign	Event	Character	-	Ravenous	Every 30 seconds you become more hungry, eating food reverses this. You take 3 Damage and 1 2S Trauma Damage every 15 seconds for each stack of Hunger, but recover 1 Trauma Damage for each stack of Full. More Food Spawns	N/A
Corruption	Challenge	Environmental	-	Razor Worms	Clusters of Razor Worms grow and spread throughout the area. Crouch through them to avoid their effects.	N/A
Campaign	Mobility	Reflex	No	Reckless	+40% Sprint Efficiency. When you take Damage while Sprinting you lose all Stamina.	Bridge Town (3)
Campaign	Offense	Reflex	No	Reckless Strategy	+30% Weaponpost Damage, -5% Damage Resistance	Knuckle House
Corruption	Curse	Trial of the Worm	-	Reduced Agility	Weapon Swap Speed, ADS Speed, and Reload Speed are reduced by (12.5%) (25%) (40%)	N/A
Corruption	Event	Mutation	-	Reeker Hordes [107]	Huge hordes of Reekers, Retches, and Exploders will attack on a timer.	N/A
Corruption	Ridden	Mutation	-	Reekers	Reeker gubs can call the horde if they explode on you.	N/A
Campaign	Offense	Reflex	No	Reload Drills	+20% Reload Speed, +25% Weapon Swap Speed	Starter Deck / Bot Deck

Title: Back 4 Blood Card Compendium & Codex			On Desktop? Check out Filter Views		Note: Versus and Campaign Cards to be separately listed even if they have the same effects		
Compendium Ver: 3-7-23		Created by: Spikyroxas	Controls: PC/PS/XB	Use CTRL+F to search cards		Notice any mistakes or have info to possibly add? Leave a comment.	
Game Version: 1.000.011 (06/12/22)							Obtained from:
Deck Category	Type	Card Affinity	Team Effect	Name (Original Name/Other Info)	Effect Description (Other Info)		Supply Line
Swarm	Reflex	No	-	Reload Drills	+30% Reload Speed		Available from Start
Corruption	Final	Final	-	Remnants	Take the weapon to the heart of the Ridden Infestation. Act 3 Finale		N/A
Corruption	Ridden	Mutation	-	Retches	Acid spew leaves Dangerous Ble Pools.		N/A
Campaign	Mobility	Reflex	No	Rhythmic Breathing	+40% Stamina		Bridge Town (3)
Swarm	Mobility	Reflex	No	Rhythmic Breathing	+40% Stamina		Available from Start
Cleaner Skill	All	Ability	No	RICHES!	Several Copper pickups Appear.		"Prophet" Dan Ability
Corruption	Ridden	Ridden	-	Ridden	What remains of the Living, aim for the head to put them down quickly.		N/A
Campaign	Offense	Reflex	No	Ridden Slayer	+20% Weapout Damage		The Crow's Nest
Swarm	Offense	Reflex	No	Ridden Slayer	+35% Weapout Damage		Available from Start
Corruption	Curse	Trial of the Worm	-	Ridden Stumble Resistance	Ridden Stumble Resistance is increased by (12.5%) (25%)		N/A
Corruption	Ridden	Mutation	-	Ripper	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar.		N/A
Campaign	Mobility	Reflex	No	Rolling Thunder	+35% Move Speed while firing with Shotguns, +10% Damage with shotguns.		Knuckle House
Utility	Reflex	Yes	-	Rousing Speech	Team Effects: Teammates recover an additional 10 Health when revived. +50% Team Revive Speed, +10% Team Reduced Incap Trauma.		Grant's Brew House (3)
Campaign	Mobility	Fortune	No	Run and Gun (Wake of Death)	You can sprint while shooting		The Crow's Nest
Campaign	Mobility	Reflex	No	Run like Hell	+12% Move Speed, +15% Sprint Speed. When you take Damage, you lose the benefits of Run like Hell for 3 Seconds.		Bridge Town (3)
Swarm	Mobility	Reflex	No	Run like Hell	+12% Move Speed, +15% Sprint Speed. When you take Damage, you lose the benefits of Run like Hell for 3 Seconds.		Available from Start
Corruption	Ridden	Ridden	-	Runners	What remains of the Living, aim for the head to put them down quickly.		N/A
Campaign	Talent	Brawn	No	Sadist	When a teammate within 15 meters receives 5 or more damage, gain 20% of the damage as Temporary Health. Can only trigger once per second.		The Collectors (Tunnels of Terror)
Campaign	Offense	Reflex	No	Sadistic	Each Precision Kill gives 5% increased Weapout Damage for 10 Seconds.		Bridge Town (2)
Swarm	Offense	Reflex	No	Sadistic	Each Precision Kill gives 5% increased Weapout Damage for 10 Seconds.		Available from Start
Campaign	Defense	Fortune	No (Yes) [108]	Saferoom Recovery	Your team heals 15 Health, 7 Trauma Damage and refills 10% Ammo at the start of each level.		The Clinic (4)
Corruption	Survive	Challenge	-	Safety First	Complete the level without the cleaners being incapacitated more than 4 times to earn 500 Copper.		N/A
Corruption	Survive	Challenge	-	Safety First - Elite	Complete the level without the cleaners being incapacitated 2 times to earn 500 Copper.		N/A
Corruption	Survive	Challenge	-	Safety First - Elite (+)	Complete the level without the cleaners being incapacitated 3 times to earn 500 Copper. +Bonus Supply Points		N/A
Corruption	Survive	Challenge	-	Safety First - Flawless	Complete the level without the cleaners being incapacitated to earn 500 Copper. +Bonus Supply Points		N/A
Corruption	Survive	Challenge	-	Safety First - Veteran	Complete the level without the cleaners being incapacitated more than once to earn 500 Copper. +Bonus Supply Points		N/A
Corruption	Survive	Challenge	-	Safety First (+)	Complete the level without the cleaners being incapacitated more than 4 times to earn 500 Copper. +Bonus Supply Points.		N/A
Corruption	Survive	Challenge	-	Safety First (Expert)	Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper.		N/A
Corruption	Survive	Challenge	-	Safety First (Expert+)	Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper. +Bonus Supply Points.		N/A
Campaign	Defense	Brawn	No	Scar Tissue	Take 1 less damage from all Ridden. +50% Aid Resistance.		Grant's Brew House
Swarm	Defense	Reflex	No	Scar Tissue	Take 1 less damage from all Ridden. +50% Aid Resistance.		Grant's Brew House
Campaign	Offense	Discipline	No	Scattergun Skills	+40% Reload Speed with Shotguns.		Paul's Alley (4)
Campaign	Utility	Reflex	No	Screwdriver	+50% Use Speed, +10% Stamina		Bridge Town
Swarm	Utility	Reflex	No	Screwdriver	+100% Use Speed		Available from Start
Corruption	Final	Final	-	Search and Rescue	Create a distraction in the Bar so the survivors can escape to Fort Hope. Act 1 Finale		N/A
Campaign	Defense	Brawn	No	Second Chance	+1 Extra Life, +15 Health, +25% Bleed out Resistance		Starter Deck
Swarm	Defense	Brawn	No	Second Chance	+1 Extra Life, +10 Health		Available from Start
Burn	Loot	Burn	No	Secondary Weapon Upgrade	Upgrades the quality of your currently equipped sidearm and melee weapons by one rarity, up to Epic.		The Collectors (V.1.000.008)
Corruption	Ridden	Ridden	-	Shambaling Ridden Swarm	What remains of the Living, aim for the head to put them down quickly.		N/A
Campaign	Utility	Fortune	Yes	Share the Wealth	Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.		The Stits (4)
Cleaner	Character	Cleaner	Yes	Sharie	Armor pieces shot off Ridden have a chance to become Makeshift Armor. +25% Trauma Resistance. Team Effects: +25% Team Bolstered Health. Starts with an UMP45, Fire Axe, and a Flashbang.		Expansion 1 - Tunnels of Terror
Campaign	Offense	Fortune	No	Shell Carrier	+30% Shotgun Ammo Capacity, +10% Damage with Shotguns.		Accomplishment [109]
Swarm	Offense	Fortune	No	Shell Carrier	+30% Shotgun Ammo Capacity, +10% Damage with Shotguns.		Available from Start
Campaign	Utility	Reflex	No	Shooting Gloves	+25% Weapon Swap Speed, +15% Recoil Control, +15% Accuracy		The Crow's Nest
Swarm	Utility	Reflex	No	Shooting Gloves	+25% Weapon Swap Speed, +15% Recoil Control, +15% Accuracy		Available from Start
Campaign	Defense	Fortune	No	Shoulder Bag	+2 Support Inventory		The Clinic (2)
Swarm	Defense	Fortune	No	Shoulder Bag	+2 Support Inventory		Available from Start
Campaign	Offense	Reflex	No	Shredder	Each bullet hit causes the target to take 1% increased damage for 3 Seconds (Stacks up to 15%).		The Crow's Nest (3)
Swarm	Offense	Reflex	No	Shredder	Each bullet hit causes the target to take 1% increased damage for 3 Seconds (Stacks up to 15%).		Available from Start
Corruption	Ridden	Mutation	-	Shredders	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status.		N/A
Corruption	No Alarms	Challenge	-	Silence is Golden	Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper.		N/A
Corruption	No Alarms	Challenge	-	Silence is Golden - Survival	Complete the level with all cleaners alive and without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper.		N/A
Corruption	No Alarms	Challenge	-	Silence is Golden - Survival (+)	Complete the level with all cleaners alive and without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. +Bonus Supply Points		N/A
Corruption	No Alarms	Challenge	-	Silence is Golden (+)	Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. +Bonus Supply Points		N/A
Campaign	Offense	Discipline	No	Silver Bullets	+10% Bullet Damage, +15% Effective Range		The Stits (2) / Bot Deck
Swarm	Offense	Discipline	No	Silver Bullets	+10% Bullet Damage, +15% Effective Range		Available from Start
Corruption	Collect	Challenge	-	Skull Totems	Find Skull Totems and cash them in at any exit.		N/A
Corruption	Ridden	Cultist	-	Slasher	Fast moving and armored. Slashers claws will apply a stacking Bleed effect to its victims. Bleed (Bleed causes damage over time that increases in severity with each additional attack.)		N/A
Burn	Defense	Burn	Yes	Sluggery when Wet	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 50%.		Howling Merchants
Swarm	Defense	Reflex	No	Sluggery when Wet	+5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed, +10% Bow Stamina Efficiency, +20% Bow Attack Speed		Grant's Brew House
Swarm	Offense	Reflex	No	Sluggish	+5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed, +10% Bow Stamina Efficiency, +20% Bow Attack Speed		Available from Start
Corruption	Event	Trap	-	Sluggish	Max Stamina is reduced by 20%, Stamina Regeneration is reduced by 20%, Move Speed is reduced by 5%. Warped Chest Team Debuff		N/A
Corruption	Event	Mutation	-	Slumber Party	The area is infested with Sleepers, stay together and keep your eyes open. More Sleepers Spawn		N/A
Campaign	Utility	Reflex	No	Smelling Salts	+200% Revive Speed		Grant's Brew House
Swarm	Utility	Reflex	No	Smelling Salts	+200% Revive Speed		Available from Start
Campaign	Talent	Discipline	Yes	Smells Like Victory	Team Effects: Mutations that you kill have a 50% chance to spawn a healing cloud for the team that lasts for 10 seconds.		Legendary Card Shrine
Corruption	Offense	Cultist	-	Soften Up (Better Up)	Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.		N/A
Campaign	Offense	Brawn	No	Soften Up (Better Up)	Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.		Fort Hope
Swarm	Offense	Brawn	No	Soften Up (Better Up)	Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.		Available from Start
Campaign	Defense	Discipline	No	Sonic Disruptor	Emmit a Pulse that deals heavy Stumble damage to nearby enemies and has a chance to knock off armor. Gadget Cost: 75 SMG/Pistol Ammo. REPLACES: Offensive Slot		Duffel Bag Reward / River of Blood
Campaign	Mobility	Reflex	No	Speed Demon	+4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG.		The Crow's Nest (4)
Swarm	Mobility	Reflex	No	Speed Demon	+4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG.		Available from Start
Campaign	Offense	Brawn	No	Spiky Bits	+15 Melee Damage, +20% Damage Resistance while using a Melee weapon, +15% Ammo Capacity		The Stits (2)
Corruption	Ridden	Ridden	-	Sprinting Ridden	What remains of the Living, aim for the head to put them down quickly.		N/A
Burn	Defense	Burn	Yes	Spiked Armor	Team Effects: Grants the team Full Armor Plates		The Collectors (V.1.000.008)
Corruption	Ridden	Mutation	-	Stalkers	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates.		N/A
Campaign	Mobility	Reflex	No	Stamina	+10 Stamina, +2.5% Stamina Regen		Available when decks empty / Free Card Shrine
Swarm	Mobility	Reflex	No	Stamina	+10 Stamina, +2.5% Stamina Regen		Available when decks empty / Free Card Shrine
Corruption	Curse	Trial of the Worm	-	Stamina Reduced	Max Stamina and Stamina Regen are reduced by (12.5%) (50%)		N/A
Campaign	Offense	Reflex	No	Steady Aim	Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks) +80% Aim Speed, -50% ADS Move Speed		The Stits (2)
Swarm	Offense	Reflex	No	Steady Aim	Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks) +80% Aim Speed, -50% ADS Move Speed		Available from Start
Campaign	Talent	Reflex	Yes	Stealthy Passage	Allows disarming of door alarms, car alarms, and birds. The target will trigger if you are interrupted. DISABLES: Quick Slot. Team Effects: Gain 25 Copper per Success		The Collectors (Tunnels of Terror)
Corruption	Event	Trap	-	Sticky	Reload speed is reduced by 20%, Weapon swap speed is reduced by 20%. Warped Chest Team Debuff		N/A
Campaign	Mobility	Reflex	No	Stimulants	Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% Weapon Swap Speed for 60 Seconds.		The Crow's Nest (3)
Swarm	Mobility	Reflex	No	Stimulants	Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% Weapon Swap Speed for 60 Seconds.		Available from Start
Corruption	Event	Mutation	-	Stinger Hordes [110]	Huge hordes of Stingers, Stalkers, and Hookers will attack on a timer.		N/A
Corruption	Ridden	Mutation	-	Stingers	Stinger spit toxic spittle from long distances or high vantage points.		N/A
Campaign	Offense	Reflex	No	Stock Pouch	+30% Sniper Ammo Capacity, +10% Damage with Sniper Rifles.		Accomplishment [111]
Swarm	Offense	Reflex	No	Stock Pouch	+30% Sniper Ammo Capacity, +10% Damage with Sniper Rifles.		Available from Start
Corruption	Curse	Trial of the Worm	-	Strong Locked Doors	Locked Doors are much harder to destroy		N/A
Campaign	Offense	Brawn	No	Sunder	Melee hits cause the target to take 3% increased damage, up to a maximum of 15% increased damage. Melee hits that destroy Armor have a chance to create usable Makeshift Armor.		The Clinic (3)
Swarm	Offense	Brawn	No	Sunder	Melee hits cause the target to take 3% increased damage, up to a maximum of 15% increased damage. Melee hits that destroy Armor have a chance to create usable Makeshift Armor.		Available from Start
Campaign	Mobility	Reflex	No	Superior Cardio	+20% Stamina, +20% Sprint Efficiency +5 Health		The Crow's Nest
Swarm	Mobility	Reflex	No	Superior Cardio	+20% Stamina, +20% Sprint Efficiency +5 Health		Available from Start
Campaign	Utility	Discipline	No	Support Scavenger	You can sense nearby Support Accessories. More Support Accessories Spawn		The Furnace
Campaign	Talent	Reflex	No	Suppressing Fire	Damaging Ridden with LMG's or Snipers has a 40% chance to slow Ridden near the target by 50% for 5 seconds.		Duffel Bag Reward / Children of the Worm Expansion
Campaign	Offense	Fortune	Yes	Surplus Pouches	+5 Health. Team Effects: +1 Team Offensive Accessory		Fort Hope (2)
Corruption	Ridden	Mutation	-	Swarmer	Lurking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're consumed. Peaky (The Swarm Cloud applies a stacking 10% Use Speed Debuff). Gulling (Swarm Clouds seek out Cleaners with the lowest amount of Health)		N/A
Campaign	Offense	Discipline	No	Tactical Vest	+30% Rifle Ammo Capacity, +10% Damage with Assault Rifles, and LMGs.		Accomplishment [112]
Swarm	Offense	Discipline	No	Tactical Vest	+30% Rifle Ammo Capacity, +10% Damage with Assault Rifles, and LMGs.		Available from Start
Cleaner	Character	Cleaner	Yes	Tala	Tala's attacks cause targets to bleed. Jeff the 'Friendly' Talbot can be called by anyone with his Whistle. Team Effects: +1 Warped Chest and Whistle spawn in each map. Starts with a Vector, Box, and a Ball Jar		Expansion 3 - Children of the Worm
Corruption	Event	Mutation	-	Talbot Hordes [113]	Huge hordes of Talbots, Crushers, and Bruisers will attack on a timer.		N/A
Corruption	Ridden	Mutation	-	Talboys	These towering mutations can surge into powerful slam attacks. Aim for the weapout or use fire to take them out.		N/A
Corruption	Event	Mutation	-	Tattlers	The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitches Spawn		N/A
Campaign	Offense	Upgrade	Yes	Team Ammo	Team Effects: +10% Team Ammo, +1% Damage		Shop
Campaign	Defense	Upgrade	Yes	Team Health	Team Effects: +7 Team Health		Shop
Campaign	Loot	Upgrade	Yes	Team Offensive Item Upgrade	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, Ball Jar, Smoke Grenade and Flashbang accessories.		Shop
Campaign	Loot	Upgrade	Yes	Team Offensive Slot	Team Effects: +1 Team Offensive Inventory		Shop
Campaign	Loot	Upgrade	Yes	Team Quick Item Upgrade	Team Effects: Improves the quality of all Defibrillators, Stim Guns, Razorwire, Bear Traps and Ammo Pouches.		Shop
Campaign	Utility	Upgrade	Yes	Team Quick Slot	Team Effects: +1 Team Quick Slot Inventory		Shop
Campaign	Mobility	Upgrade	Yes	Team Stamina	Team Effects: +10% Team Stamina, +5% Team Stamina Regen		Shop
Campaign	Loot	Upgrade	Yes	Team Support Item Upgrade	Team Effects: Improves the quality of all Bandage, First Aid and Painkiller accessories.		Shop
Campaign	Loot	Upgrade	Yes	Team Support Slot	Team Effects: +1 Team Support Inventory		Shop
Corruption	Event	Ridden	-	Terrifying Hordes	Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effects. However, Cleaners receive powerful buffs by staying close to each other.		N/A
Corruption	Final	Final	-	The Abomination	Defeat the Ridden Abomination to save Fort Hope. Act 4 Finale		N/A
Corruption	Final	Final	-	The Armory	Gain access to the armory in the Police Station. The hordes are increasingly aggressive here. Act 2 Finale		N/A
Corruption	Event	Environment	-	The Birds	Large flocks of crows have gathered in this area to feast on the dead. Starting them could call the hordes down on you. More Birds Spawn		N/A
Corruption	Final	Environment	-	The Dark	The Power is out and a new Snitch mutation has emerged that will instantly call a horde when alerted. Stay quiet and you may make it through. Mutated Snitches		N/A
Corruption	Final	Final	-	The Dark Before The Dawn	Restorable supply lines to the Diner. Act 1 Finale		N/A
Corruption	Final	Final	-	The Devil's Return	Escape across the Eversharing Bridge toward Finleyville with a horde on your heels. Act 1 Finale		N/A
Corruption	Event	Environment	-	The Fog	Beware of what awaits you in The Fog. Dense Fog		N/A

Title: Back 4 Blood Card Compendium & Codes				On Desktop? Check out Filter Views		Note: Versus and Campaign Cards to be separately listed even if they have the same effects		
Compendium Ver: 3-7-23		Created by: Spikeroxas		Controls: PC/PS/XB		Use CTRL+F to search cards		Note any mistakes or have info to possibly add? Leave a comment.
Deck Category	Type	Card Affinity	Team Effect	Name (Original Name/Other Info)	Effect Description (Other Info)		Obtained from:	
Cleaner Skill	All	Ability	Yes	THE LIGHT1 (1)	+5% Damage		Supply Line	
Cleaner Skill	All	Ability	Yes	THE LIGHT1 (2)	+5% Damage Resistance		"Prophet" Dan Ability	
Corruption	Event	Environment	-	The Lockdown	Entering a High Security Area. Many of the Alarmed doors are still intact. Proceed with Caution. More Alarmed Doors		N/A	
Corruption	Event	Mutation	-	Timed Reeker Horde [114]	Reekers horde this area. Act 3, Chapter 3 Event - Constant waves of Reeker Family Spawns		N/A	
Campaign	Utility	Fortune	Yes	Tool Belts	-10% Health . Team Effects: +1 Team Quick Item Inventory		Roving Merchants: KSC Convoys	
Corruption	Event	Character	-	Toxic Spill [116]	Your health slowly rots away, but kills grant a small reprieve. Fog and Kills restore some Health and Temporary Health.		N/A	
Corruption	Event	Trial of the Worm	-	Trauma Recovery	Instantly recover 25 Trauma		N/A	
Campaign	Offense	Discipline	No	Trigger Control	Precision Kills with guns grant +0.5% Accuracy until the end of the level.		Fort Hope (3)	
Campaign	Defense	Brawn	No	True Grit	When you take a single hit for 15 or more damage, recover 10 Health over 5 Seconds.		The Furnace (3)	
Swarm	Defense	Brawn	No	True Grit	When you take a single hit for 15 or more damage, recover 10 Health over 5 Seconds.		Available from Start	
Campaign	Offense	Reflex	No	Tunnel Vision	Every 0.75 seconds you Aim Down Sights gives 5% Weakspot Damage (up to 3 stacks) +50% Aim Speed, -5% Damage Resistance		The Crow's Nest (2)	
Swarm	Offense	Reflex	No	Tunnel Vision	Every 0.75 seconds you Aim Down Sights gives 5% Weakspot Damage (up to 3 stacks) +50% Aim Speed, -5% Damage Resistance		Available from Start	
Campaign	Offense	Brawn	No	Two is One and One is None	You can equip a Primary weapon in your Secondary slot. -25% Swap speed		Paul's Alley (2)	
Swarm	Offense	Brawn	No	Two is One and One is None	You can equip a Primary weapon in your Secondary slot. -25% Swap speed		Available from Start	
Campaign	Scavenger	Fortune	Yes	Ugly Chachkies	Team Effects: Increases the number of Mementos in the world that can be collected for extra Supply Points. This Card does not spawn any Mementos in Trial of the Worm		Duffel Bag Reward / October Update 2022	
Campaign	Ability	Brawn	No (Yes) [116]	Ultrasonic Wound Therapy	Heal 6 Health over 7 seconds to nearby teammates. Gadget Cost: 40 SMG/Pistol Ammo. REPLACES: Offensive Slot		Duffel Bag Reward / Children of the Worm Expansion	
Campaign	Ability	Brawn	Yes	Unnatural Healing	Team Effects: After not being damaged for 4.5 seconds, Regenerate 1 Health per second.		Legendary Card Shrine	
Corruption	Ridden	Mutation	-	Urchin	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them!		N/A	
Burn	Offense	Burn	Yes	Urgent Care	Team Effects: Each Cleaner restores 15 Health and Trauma.		Roving Merchants	
Campaign	Utility	Fortune	No	Utility Belt	+2 Quick slot Inventory		Roving Merchants: Liberators	
Swarm	Utility	Fortune	No	Utility Belt	+2 Quick slot Inventory		Available from Start	
Campaign	Utility	Reflex	No	Utility Scavenger	You can sense nearby Quick Accessories. More Quick Accessories spawn.		Bridge Town	
Campaign	Defense	Discipline	No (Yes) [117]	Vanguard	Melee kills heal 1 Health to yourself, and teammates within 10 meters.		Fort Hope (2)	
Swarm	Defense	Discipline	No (Yes) [116]	Vanguard	Melee kills heal 1 Health to yourself, and teammates within 10 meters.		Available from Start	
Cleaner Skill	All	Ability	No	VANISH!	Several Smoke Grenades Appear.		"Prophet" Dan Ability	
Corruption	Curse	Trial of the Worm	-	Vendor Disabled	The Vendor is disabled.		N/A	
Cleaner Skill	All	Ability	Yes	VIGOR!	Full Health Restored.		"Prophet" Dan Ability	
Cleaner Skill	All	Ability	Yes	VITALITY!	+1 Extra Life		"Prophet" Dan Ability	
Campaign	Defense	Brawn	No	Vitamins	+25 Health		The Strip	
Swarm	Defense	Brawn	No	Vitamins	+25 Health		Available from Start	
Corruption	Ridden	Ridden	-	Volatile Ridden [119]	These Ridden have developed an Unstable Cyst on their Skull Cavity. Head Trauma will cause them to Explode Violently.		N/A	
Corruption	Ridden	Mutation	-	Walker	This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed.		N/A	
Cleaner	Character	Cleaner	Yes	Walker	Mutations that Walker pings are highlighted and deal 10% reduced damage. +10% Damage. Team Effects: +10 Team Health. Starts with an M4 Carbine, Glock 23, and a Frag Grenade		Available from Start	
Campaign	Utility	Discipline	No	Wasteland Chef	Gain the ability to melee food items to create a Gourmet Dinner or a Medecore Meal. Using the Combat Knife increases your odds of a Gourmet Dinner.		Duffel Bag Reward / River of Blood I	
Campaign	Utility	Discipline	No	Weapon Scavenger	You can sense nearby Weapons. More weapons spawn		Fort Hope (2)	
Campaign	Ability	Discipline	Yes	Weaponsmith	Allows the ability to unbolt attachments from weapons outside of Saferooms. Unbolting attachments costs 400 Copper. Team Effects: Additional copies of Weaponsmith played reduce its cost by 100 Copper.		The Collectors (Tunnels of Terror)	
Campaign	Defense	Brawn	Yes	Well Fed	Team Effects: +10 Team Health		The Clinic (2) / Bot Deck	
Swarm	Defense	Brawn	Yes	Well Fed	Team Effects: +10 Team Health		Available from Start	
Campaign	Talent	Brawn	Yes	Well Rested	Team Effects: +20% Team Overheat, +5% Team Healing Efficiency		The Collectors (Tunnels of Terror)	
Campaign	Offense	Reflex	No	Widemouth Magwell	+30% Reload Speed, -5% Damage Resistance		The Stits	
Burn	Utility	Burn	Yes	Windfall	Team Effects: Each Cleaner gains 150 Copper.		Roving Merchants	
Campaign	Defense	Brawn	No	Wooden Armor	+30% Trauma Resistance, -100% Fire Resistance		Grant's Brew House (2)	
Campaign	Defense	Fortune	No	Wounded Animal	Kills while at Critical Health recover 1 Health		Starter Deck	
Swarm	Defense	Fortune	No	Wounded Animal	Kills while at Critical Health recover 1 Health		Available from Start	

Compendium Ver:	Card History	Green Cells: Card changed in update, Yellow Cells: Misc Changes (See cell note) Black Cells: Card does not exist in this Version																
7-12-22	Corruption, Boon & Curse Cards	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only																
Name	Type	Al	Be	Re	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	
Armored Bruisers	Corruption	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Bruisers can take a lot of punishment. Keep moving and don't let them get close. Armored (Weakspots are covered by durable Armor.)
Armored Crushers	Corruption	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weakspots are covered by durable Armor.)
Armored Exploders	Corruption	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	Stay away from these two-legged death bombs. Armored (Weakspots are covered by durable Armor.)
Armored Ferocious Rippers	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weakspots are covered by durable Armor.) Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Armored Ferocious Shredders	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are covered by durable Armor.)
Armored Ferocious Urchins	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weakspots are covered by durable Armor.)
Armored Hockers	Corruption	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Melee teammates to free them from Hocker pins. Armored (Weakspots are covered by durable Armor.) [145]
Armored Joggers	Corruption	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Armored Lobbers	Corruption																	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth.
Armored Retches	Corruption	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Acidic spew leaves dangerous bile pools. Armored (Weakspots are covered by durable Armor.) [148]
Armored Ridden	Corruption	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Armored Rippers	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weakspots are covered by durable Armor.)
Armored Runners	Corruption	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Armored Shredders	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are covered by durable Armor.)
Armored Sprinters	Corruption	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Armored Stalkers	Corruption	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Armored (Weakspots are covered by durable Armor.)
Armored Stingers	Corruption	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Stinger spit toxic spittle from long distances or high vantage points. Armored (Weakspots are covered by durable Armor.)
Armored Swarmer	Corruption																	Lurking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're consumed.
Armored Tallboys	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These towering mutations can take a lot of punishment and surge into powerful slam attacks. Aim for the weakspot or use fire to take them out quickly. Armored (Weakspots are covered by durable Armor.)
Armored Urchins	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weakspots are covered by durable Armor.)
Armored Wailer	Corruption																	This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Armored (Weakspots are covered by durable Armor.)
Armored Walkers	Corruption	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SW	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Awaiting Our Justice	Corruption									Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Locate the Truck and escape through the mines. Act 5 Finale
Biohazard	Corruption	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Ri	Ri	Ri	Ri	Ri	Ri	Ri	Ri	Ridden deal 25% extra damage. 3 Temporary Health granted by kills. 100% Team Bolstered Health. Temporary Health decay rate increased by 200%. Fog of War.
Blighted Ridden	Corruption	A	N	A	N	A	N	A	N	A	N	A	N	A	N	A	N	A Mutation has turned the Ridden blood into acid, they leave behind pools of caustic acid on death. (Pool Duration: 6 Seconds)
Blitzing	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This is what remains of the living. Aim for the head to put them down quickly.
Blood Samples	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Find and bring the Specimen Container to the end of the level to earn +500 Copper
Blood Samples - Elite	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Find and bring the Specimen Container to the end of the level without any Cleaners being incapacitated to earn: +500 Copper
Blood Samples - Elite (+)	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Find and bring the Specimen Container to the end of the level without any Cleaners being incapacitated to earn: +500 Copper, +Bonus Supply Points
Blood Samples - Survival	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Find and bring the Specimen Container to the end of the level with all 4 Cleaners alive to earn: +500 Copper
Blood Samples - Survival (+)	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Find and bring the Specimen Container to the end of the level with all 4 Cleaners alive to earn: +500 Copper, +Bonus Supply Points
Blood Samples - Timed	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Ca	Ca	Ca	Ca	Ca	Ca	Ca	Ca	
Blood Samples - Timed (+)	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Ca	Ca	Ca	Ca	Ca	Ca	Ca	Ca	
Blood Samples (+)	Corruption	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Find and bring the Specimen Container to the end of the level to earn +500 Copper, +Bonus Supply Points
Blue Dog Hollow	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Collapse the mine to cutoff the source of the Ridden. Act 1 Finale
Bonus Agility	Boon																	Swap Speed, ADS Speed, and Reload Speed are increased by (25%)
Bonus Currency	Boon																	Additional Copper spawns in the environment
Bonus Damage	Boon																	Damage dealt to Ridden is increased by 25%
Bonus Intel	Boon																	More Intel spawns in the environment.
Bonus Life and Revive Speed	Boon																	All Cleaners receive 1 Extra Life and have 100% faster Revive Speed
Bonus Max Ammo	Boon																	Max Ammo is increased by (25%)
Bonus Trauma Resistance	Boon																	Trauma Resistance is increased by (25%)
Boss Mutation	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level to earn +500 Copper.
Boss Mutation (+)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level to earn +500 Copper. +Bonus Supply Points.
Boss Mutation (Elite)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper.
Boss Mutation (Elite+)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper. +Bonus Supply Points.
Boss Mutation (No Hope)	Corruption									Be	Be	Be	Be	Be	Be	Be	Be	Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.
Boss Mutation (Survival)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper.
Boss Mutation (Survival+)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper. +Bonus Supply Points.
Boss Mutation (Timed)	Corruption	De	De	De	De	De	De	De	De	Ca	Ca	Ca	Ca	Ca	Ca	Ca	Ca	
Boss Mutation (Timed+)	Corruption	De	De	De	De	De	De	De	De	Ca	Ca	Ca	Ca	Ca	Ca	Ca	Ca	
Break Time	Corruption									He	He	He	He	He	He	He	He	Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage
Breaker	Corruption									Ru	Ru	Ru	Ru	Ru	Ru	Ru	Ru	Rumor is, some Cleaners beat up a Breaker, but didn't finish it.
Bruisers	Corruption	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Bruiser's can take a lot of punishment. Keep moving and don't let them get close.
Cave In	Corruption									Ro	Ro	Ro	Ro	Ro	Ro	Ro	Ro	Rocks line the ceiling. Watch out when the ground starts shaking!
Charred Ridden	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)
Chronic Injuries	Corruption									Tr	Tr	Tr	Tr	Tr	Tr	Tr	Tr	Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff
Cost of Avarice	Corruption									Co	Co	Co	Co	Co	Co	Co	Co	Copper Piles are replaced by Warped Copper. For each pile picked up, that player's Damage Resistance is reduced by 5%. For every 100 Copper carried to the end of the level, your Damage Resistance is reduced by 5%.
Crone	Corruption									Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fi	Fires superheated arrows that can cause the target to start burning. Smoldering (Will light a target on fire after several hits. Burning targets take damage over time.)
Crushers	Corruption	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Getting crushed is the worst way to die. Attack the Crusher to free your teammates.
Culist Hordes	Corruption									Wa	Wa	Wa	Wa	Wa	Wa	Wa	Wa	Waves of Cultists attack on a timer and additional Bear Traps are spawned.
Cut the Red Wire	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Ca	Ca	Ca	Ca	Ca	Ca	Ca	Ca	
Cut the Red Wire (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Ca	Ca	Ca	Ca	Ca	Ca	Ca	Ca	
Deep Wounds	Corruption									Te	Te	Te	Te	Te	Te	Te	Te	Team Effects: Instantly relieve 20 Trauma Damage. Warped Chest Team Debuff
Dr. Rogers' Neighborhood	Corruption	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Ho	Hold back the horde to buy time to secure Roger's Research. Act 3 Finale
Exploders	Corruption	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	Stay away from these two-legged death bombs.
Extra Lives Reduced	Curse																	Cleaners permanently lose an Extra Life
Fast Bleed Out	Curse																	Incap Bleed out Speed is increased by (25%) (50%) (100%)
Ferocious Armored Bruisers	Corruption	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Bruiser's can take a lot of punishment. Keep moving and don't let them get close. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Armored Crushers	Corruption	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Armored Exploders	Corruption	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Armored Hockers	Corruption	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Armored Lobbers	Corruption																	The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide berth.
Ferocious Armored Retches	Corruption	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Acid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Armored Stalkers	Corruption	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Armored Stingers	Corruption	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Stinger spit toxic spittle from long distances or high vantage points. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Armored Swarmers	Corruption																	Lurking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're consumed.
Ferocious Armored Tallboys	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Ferocious (+25% Health, +50% Damage)
Ferocious Armored Wallers	Corruption																	This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Armored (Weakspots are covered by durable Armor.)
Ferocious Blitzing	Corruption									Th	Th	Th	Th	Th	Th	Th	Th	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)
Ferocious Boss (+)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level to earn +500 Copper. +Bonus Supply Points Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)
Ferocious Boss (Elite+)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper. +Bonus Supply Points. Ferocious (+25% Health, +50% Damage)
Ferocious Boss (No Hope)	Corruption									Be	Be	Be	Be	Be	Be	Be	Be	Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.
Ferocious Boss (Survival+)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper. +Bonus Supply Points. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)

Compendium Ver:		Card History										Green Cells: Card changed in update, Yellow Cells: Misc Changes (See cell note) Black Cells: Card does not exist in this Version											
7-12-22		Corruption, Boon & Curse Cards										Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only											
Name	Type	Al	Be	Re	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ver	Ver	Ver	Ver	Ver	Ver	Ver	Ver	Ver	Ver		
Ferocious Crone	Corruption	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	You've drawn the attention of your back! Sidestep these crones' flaming arrows lest you get reduced to cinders. Ferocious (+25% Health, +50% Damage), Smolder	
Ferocious Crushers	Corruption	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Ferocious (+25% Health, +50% Damage), Traumatic (Crushers deal 10	
Ferocious Exploders	Corruption	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Shockwave (Explosion knockback increased by 100%)	
Ferocious Hockers	Corruption	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Heartpiercer (Hocker Pin deals an additional 10 damage on in	
Ferocious Jogging Ridden	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	
Ferocious Lobbers	Corruption																					The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide bert	
Ferocious Ogre	Corruption	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	You've drawn the attention of the Ogre. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.) [188]	
Ferocious Pusflinger	Corruption										Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lobs jars full of a Cultist Concoction that attract Ridden to the target at a greater distance and drain a Cleaner's Stamina. Ferocious (+25% Health, +50% D	
Ferocious Reekers	Corruption	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Reeker guts can call the horde if they explode on you. Ferocious (+25% Health, +50% Damage), Viscous (Cleaners hit by Reeker explosions are slower by	
Ferocious Retches	Corruption	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Acid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use speed	
Ferocious Rippers	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Ferocious (+25% Health, +50% Damage), Destruction (Hurts spit	
Ferocious Running Ridden	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	
Ferocious Shambling Ridden	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	
Ferocious Shredders	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Ferocious (+25% Health, +50	
Ferocious Slasher	Corruption										Fa	Fa	Fa	Fa	Fa	Fa	Fa	Fa	Fa	Fa	Fa	Fast moving and heavily armored. These Slashers Leap at their targets and attack with claws that cause extra stacks of Bleed to its victims. Ferocious (+25	
Ferocious Sniper	Corruption										Us	Us	Us	Us	Us	Us	Us	Us	Us	Us	Us	Uses a heavily modified Hunting Rifle with a High Visibility Laser for quick acquisition and elimination. Ferocious (+25% Health, +50% Damage) [200]	
Ferocious Sprinting Ridden	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	
Ferocious Stalkers	Corruption	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Ferocious (+25% Health, +50% Damage), Bloodrinker (Stalkers heal
Ferocious Stingers	Corruption	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Stinger spit toxic spittle from long distances or high vantage points. Ferocious (+25% Health, +50% Damage), Congeal (Stinger Spittle blinds and has an inc
Ferocious Swarmers	Corruption																						Lurking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're consi
Ferocious Tallboys	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Ferocious (+25% Health, +50% Damage)	
Ferocious Urchin	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Ferocious (+25% Health, +50% D	
Ferocious Wailers	Corruption																						This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Ferocious (+25% H
Festering Ridden	Corruption										Fe	Fe	Fe	Fe	Fe	Fe	Fe	Fe	Fe	Fe	Fe	Fe	Festering Common attacks cause a stacking loss of Stamina and Healing Efficiency. Medkits, First Aid Cabinets, and Doc's healing ability can remove the e
Flamethrower	Boon																						A Flamethrower spawns in the Safe Room and additional Gas Cans are added to the environment
Gloom	Corruption	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Po	Power is out in most of the area. Only emergency door alarms remain active. Dark Level and more alarmed doors
Hag	Corruption	A	H	A	H	A	H	A	H	A	H	A	H	A	H	A	H	A	H	A	H	A	Hag is stalking you.
Hasty Exit	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	
Hasty Exit (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	
Healing Reduced	Curse																						Healing Efficiency is reduced by (12.5%) (25%) (50%)
Hockers	Corruption	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Melee teammates to free them from Hocker Pins. [206]
Hunted	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	There are rampaging hordes in this area. It's only a matter of time before they find us.
Increased Incoming Damage	Curse																						Incoming Damage is increased by (12.5%) (25%) (50%)
Infected Troops	Corruption																						Military Ridden are Heavily fortified from head to toe. Resistant to Razor Wire and sporting heavy duty helmets, be sure to focus them down before they ge
Instant Trauma	Curse																						Cleaners receive Trauma Damage upon opening the Saferoom Door
Job 10:22	Corruption	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Meet with Phillips' operative at the Church. Stay alert, there's a new Snitch mutation in the area that will always call the horde when alerted or killed. Act 2 F
Jogger Swarm	Corruption	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	What remains of the Living, aim for the head to put them down quickly.
Legendary Attachments	Boon																						Legendary Attachments can be found in a Prepper Stash
Legendary Weapon	Boon																						A Legendary Weapon can be found in a Prepper Stash
Lobbers	Corruption																						The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide bert
Loss of Offensive Slot	Curse																						Offensive Slots are reduced by 1.
Loss of Offensive Slots	Curse																						Offensive Slots are reduced by 2.
Loss of Quick Slot	Curse																						Quick Slots are reduced by 1.
Loss of Quick Slots	Curse																						Quick Slots are reduced by 2.
Loss of Support Slot	Curse																						Support Slots are reduced by 1.
Loss of Support Slots	Curse																						Support Slots are reduced by 2.
Max Ammo Reduced	Curse																						Max Ammo is reduced by 12.5%
Max Health Reduced	Curse																						Max Health is reduced by (12.5%)
Mist	Corruption	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An	An Unnatural fog has settled on this area. Dense Fog and More Sleeper Spawns
Monstrous Armored Bruisers	Corruption	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Bruiser's can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are co
Monstrous Armored Crushers	Corruption	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are c
Monstrous Armored Exploders	Corruption	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor.) Shockwa
Monstrous Armored Hockers	Corruption	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor.) Heartp
Monstrous Armored Lobbers	Corruption																						The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide bert
Monstrous Armored Retches	Corruption	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Acid spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor.) Gunk (Direct hit
Monstrous Armored Rippers	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weakspots are covered by durable Armor.) Monstrous
Monstrous Armored Shredders	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are cove
Monstrous Armored Stalkers	Corruption	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	G	A	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are cove
Monstrous Armored Stingers	Corruption	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Stinger spit toxic spittle from long distances or high vantage points. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durabl
Monstrous Armored Swarmers	Corruption																						Lurking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're consi
Monstrous Armored Tallboys	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Monstrous (+50% Health, +100% Dama
Monstrous Armored Urchins	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weakspots are covered
Monstrous Armored Wailers	Corruption																						This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Armored (Weakspots are cove
Monstrous Blitzing	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)
Monstrous Boss (+)	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Boss and complete the level to earn +500 Copper. +Bonus Supply Points Monstrous (+50% Health, +100% Damage)
Monstrous Boss (No Hope)	Corruption	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.
Monstrous Bruisers	Corruption	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Br	Bruiser's can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Tenacious (Bruiser's regener
Monstrous Crone	Corruption										Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	The vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans -- and team -- go up in flames
Monstrous Crushers	Corruption	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Ge	Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crushers deal
Monstrous Exploders	Corruption	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	St	Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Conc
Monstrous Hockers	Corruption	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Me	Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100%

Compendium Ver:	Card History	Green Cells: Card changed in update, Yellow Cells: Misc Changes (See cell note) Black Cells: Card does not exist in this Version															
7-12-22	Corruption, Boon & Curse Cards	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only															
Name	Type	Al	Be	Re	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ve	Ver 1.000.011 (06th Dec 2022)
Monstrous Stingers	Corruption	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Stinger spit toxic spittle from long distances or high vantage points. Monstrous (+50% Health, +100% Damage), Congeal (Stinger Spittle blinds and has an i
Monstrous Swarms	Corruption																Lurking Swarms send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're cons
Monstrous Tallboys	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Monstrous (+50% Health, +100% Dama
Monstrous Urchin	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	This subterranean Warped Ridden hurts Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Monstrous (+50% Health, +100%
Monstrous Wallers	Corruption																This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed. Monstrous (+50% H
No Copper	Curse																No Copper spawns in this Chapter.
No Extra Lives	Curse																Cleaners start with No Extra Lives
No One Left Behind	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level with all four Cleaners alive to earn 500 Copper.
No One Left Behind (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level with all four Cleaners alive to earn 500 Copper. +Bonus Supply Points
Noxious Fumes	Corruption																Noxious gas fills the air. Fill up on oxygen at generators found throughout the map before moving forward. Breathing the fumes without oxygen will have in
Ogre	Corruption	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	You've drawn the attention of the Ogre. [243]
Onslaught	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	The horde is right on our heels, move fast or be overrun.
Plan B	Corruption	Se	Se	Se	Se	Se	Se	Se	Se	Se	Se	Se	Se	Se	Se	Se	Secure the weapons cache and send it back to Fort Hope. Act 2 Finale
Pure Chaos	Corruption																Timed Hordes. Healing efficiency reduced by 50%. Large Quantities of Frags and Molotovs appear in the map.
Pusflinger	Corruption	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo	Lo Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. [247]
Ravenous	Corruption																Ev Every 30 seconds you become more hungry, eating food reverses this. You take 3 Damage and 1.25 Trauma Damage every 15 seconds for each stack of
Razor Worms	Corruption																Clusters of Razor Worms grow and spread throughout the area. Crouch through them to avoid their effects.
Reduced Agility	Curse																Weapon Swap Speed, ADS Speed, and Reload Speed are reduced by (12.5%) (25%) (40%)
Reeker Hordes	Corruption	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Huge hordes of Reekers, Retches, and Exploders will attack on a timer.
Reekers	Corruption	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Reeker guts can call the horde if they explode on you.
Remnants	Corruption	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Ta	Take the weapon to the heart of the Ridden Infestation. Act 3 Finale
Retches	Corruption	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Ac	Acid spew leaves Dangerous Bile Pools. [256]
Ridden	Corruption	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	What remains of the Living, aim for the head to put them down quickly.
Ridden Stumble Resistance	Curse																Ridden Stumble Resistance is increased by (12.5%) (25%)
Rippers	Corruption																This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar.
Runners	Corruption	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	What remains of the Living, aim for the head to put them down quickly.
Safety First	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated more than 4 times to earn 500 Copper.
Safety First - Elite	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated 2 times to earn: +500 Copper.
Safety First - Elite (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated 2 times to earn: +500 Copper. +Bonus Supply Points
Safety First - Flawless	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated to earn: +500 Copper. +Bonus Supply Points
Safety First - Veteran	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated more than once to earn 500 Copper. +Bonus Supply Points
Safety First (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated more than 4 times to earn 500 Copper. +Bonus Supply Points.
Safety First (Expert)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper.
Safety First (Expert+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper. +Bonus Supply Points.
Search and Rescue	Corruption	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Cr	Create a distraction in the Bar so the survivors can escape to Fort Hope. Act 1 Finale
Shambling Ridden Swarm	Corruption	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	What remains of the Living, aim for the head to put them down quickly.
Shredders	Corruption																Th This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. [257]
Silence is Golden	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. [259]
Silence is Golden - Survival	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level with all cleaners alive and without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. [261]
Silence is Golden - Survival (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level with all cleaners alive and without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. +Bonus Supply Poi
Silence is Golden (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. +Bonus Supply Points [265]
Skull Totems	Corruption																Fi Find Skull Totems and cash them in at any exit.
Slashers	Corruption																Fa Fast moving and armored. Slashers claws will apply a stacking Bleed effect to its victims. Bleed (Bleed causes damage over time that increases in severity
Sluggish	Corruption																Ma Max Stamina is reduced by 20%, Stamina Regeneration is reduced by 20%, Move Speed is reduced by 5%. Warped Chest Team Debuff
Slumber Party	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	The area is infested with Sleepers, stay together and keep your eyes open. More Sleepers Spawn
Snipers	Corruption																El Eliminates targets using a Hunting Rifle with a Laser pointer from the relative safety of their hunting blinds. [269]
Speed run	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	
Speed run (+)	Corruption	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	Co	
Sprinting Ridden	Corruption	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	Wh	What remains of the Living, aim for the head to put them down quickly.
Stalkers	Corruption	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates.
Stamina Reduced	Curse																Max Stamina and Stamina Regen are reduced by (12.5%) (50%)
Sticky	Corruption																Re Reload speed is reduced by 20%. Weapon swap speed is reduced by 20%. Warped Chest Team Debuff
Stinger Hordes	Corruption	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Huge hordes of Stingers, Stalkers, and Hockers will attack on a timer.
Stingers	Corruption	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Sti	Stinger spit toxic spittle from long distances or high vantage points.
Strong Locked Doors	Curse																Locked Doors are much harder to destroy
Swarms	Corruption																Lurking Swarms send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're cons
Tallboy Hordes	Corruption	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Hu	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.
Tallboys	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.
Tattlers	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn
Terrifying Hordes	Corruption																Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effects. Ho
The Abomination	Corruption	De	De	De	De	De	De	De	De	De	De	De	De	De	De	De	Defeat the Ridden Abomination to save Fort Hope. Act 4 Finale
The Armory	Corruption	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Ga	Gain access to the armory in the Police Station. The hordes are increasingly aggressive here. Act 2 Finale
The Birds	Corruption	La	La	La	La	La	La	La	La	La	La	La	La	La	La	La	Large flocks of crows have gathered in this area to feast on the dead. Startling them could call the horde down on you. More Birds Spawn
The Dark	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	The Power is out and a new Snitch mutation has emerged that will instantly call a horde when alerted. Stay quiet and you may make it through. Mutated Sr
The Dark Before The Dawn	Corruption	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Reestablish supply lines to the Diner. Act 1 Finale
The Devil's Return	Corruption	Es	Es	Es	Es	Es	Es	Es	Es	Es	Es	Es	Es	Es	Es	Es	Escape across the Evansburgh Bridge toward Finleyville with a horde on your heels. Act 1 Finale
The Fog	Corruption	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Be	Beware of what awaits you in The Fog. Dense Fog
The Lockdown	Corruption	En	En	En	En	En	En	En	En	En	En	En	En	En	En	En	Entering a High Security Area. Many of the Alarmed doors are still intact. Proceed with Caution. More Alarmed Doors
Timed Reeker Horde	Corruption	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Re	Reekers horde this area. Act 3, Chapter 3 Event - Constant waves of Reeker Family Spawns
Toxic Spill	Corruption	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Yo	Your health slowly rots away, but kills grant a small reprieve. Fog, Kills restore some Health and Temporary Health.
Trauma Recovery	Boon																Instantly Recover 25 Trauma
Urchins	Corruption																Th This subterranean Warped Ridden hurts Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them!
Vendor Disabled	Curse																The Vendor is disabled
Volatile Ridden	Corruption	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	Th	These Ridden have developed an Unstable Cyst on their Skull Cavity. Head Trauma will cause them to Explode Violently.
Wallers	Corruption																This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destroy the Gas Sacs before you're overwhelmed.

Compendium Ver:	Card History:	Notes:	Swarm Version Descr:	Swarm Effect Description:
3-7-25	Campaign and Swarm Mode	No Changes in Ver 1.000.001/002/003 As these were Hotfixes only		
Name	Version	Campaign Version Description	Campaign Effect Description	Swarm Version Description
Amped Up	Ver 1.000.003 (09th Nov 2021)	No Changes	When you exit a starting safaroon, your team gains 50 Temporary Health	Not in Version 1.000.000
Amped Up	Ver 1.000.004 (15th Dec 2021)	No Changes	When you exit a starting safaroon, your team gains 50 Temporary Health	Not in Version 1.000.000
Amped Up	Ver 1.000.005 (08th Feb 2022)	Effect Updated	Team Effects: When a horde is triggered, your team gains 20 Temporary Health	Not in Version 1.000.000
Amped Up	Ver 1.000.007 (12th Apr 2022)	Effect Updated	Team Effects: When a horde is triggered, your team gains 20 Health	Not in Version 1.000.000
Amped Up	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: When a horde is triggered, your team gains 20 Health	Not in Version 1.000.000
Amped Up	Ver 1.000.009 (18th Aug 2022)	No Changes	Team Effects: When a horde is triggered, your team gains 20 Health	Not in Version 1.000.000
Amped Up	Ver 1.000.010 (11th Oct 2022)	Description Updated	Team Effects: When a horde is triggered, your team recovers 20 Health	Not in Version 1.000.000
Amped Up	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: When a horde is triggered, your team recovers 20 Health	Not in Version 1.000.000
Amped Up				
Amped Up				
Amped Up				
Antibiotic Ointment	Alpha (17th Dec 2020)	"Antibiotic Ointment" added	+15% Healing Efficiency	Not in Alpha Version
Antibiotic Ointment	Beta (05th Aug 2021)	Effect Updated	+20% Healing Efficiency	"Antibiotic Ointment"
Antibiotic Ointment	Release (08th Oct 2021)	Effect Updated	+20% Healing Efficiency	+45% Healing Efficiency, +5 Health
Antibiotic Ointment	Ver 1.000.003 (09th Nov 2021)	No Changes	+20% Healing Efficiency	+40% Healing Efficiency, +5 Health
Antibiotic Ointment	Ver 1.000.004 (15th Dec 2021)	No Changes	+20% Healing Efficiency	+45% Healing Efficiency, +5 Health
Antibiotic Ointment	Ver 1.000.005 (08th Feb 2022)	Effect Updated	+20% Healing Efficiency. When you use a medical Accessory, the target gains 10	+25% Healing Efficiency. When you use a medical Accessory, the target gains 10 Temporary Health.
Antibiotic Ointment	Ver 1.000.007 (12th Apr 2022)	Big Fixed	+25% Healing Efficiency. When you use a medical Accessory, the target gains 10	Big Fixed
Antibiotic Ointment	Ver 1.000.008 (07th Jun 2022)	No Changes	+25% Healing Efficiency. When you use a medical Accessory, the target gains 10	No Changes
Antibiotic Ointment	Ver 1.000.009 (18th Aug 2022)	No Changes	+25% Healing Efficiency. When you use a medical Accessory, the target gains 10	No Changes
Antibiotic Ointment	Ver 1.000.010 (11th Oct 2022)	Effect Updated	+25% Healing Efficiency. When you use a medical Accessory, the target gains 20	+25% Healing Efficiency. When you use a medical Accessory, the target gains 20 Temporary Health.
Antibiotic Ointment	Ver 1.000.011 (06th Dec 2022)	No Changes	+25% Healing Efficiency. When you use a medical Accessory, the target gains 20	+25% Healing Efficiency. When you use a medical Accessory, the target gains 20 Temporary Health.
Antibiotic Ointment				
Antibiotic Ointment				
Antibiotic Ointment				
Avenge the Fallen	Alpha (17th Dec 2020)	"Murky" added	When you or a teammate becomes incapacitated, all teammates gain 100% Damage	Not in Alpha Version
Avenge the Fallen	Beta (05th Aug 2021)	Renamed to "Avenge the Fallen"	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Beta Version
Avenge the Fallen	Release (08th Oct 2021)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Release Version
Avenge the Fallen	Ver 1.000.003 (09th Nov 2021)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen	Ver 1.000.004 (15th Dec 2021)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen	Ver 1.000.005 (08th Feb 2022)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen	Ver 1.000.009 (18th Aug 2022)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.000
Avenge the Fallen				
Avenge the Fallen				
Avenge the Fallen				
Battle Lust	Alpha (17th Dec 2020)	"Triumph" added	kills with a melee weapon heal 2 Health.	Not in Alpha Version
Battle Lust	Beta (05th Aug 2021)	Renamed to "Battle Lust" + 0	Melee kills heal 2 Health.	Not in Beta Version
Battle Lust	Release (08th Oct 2021)	No Changes	Melee kills heal 2 Health.	"Battle Lust" added
Battle Lust	Ver 1.000.003 (09th Nov 2021)	No Changes	Melee kills heal 2 Health.	Melee kills heal 2 Health.
Battle Lust	Ver 1.000.004 (15th Dec 2021)	No Changes	Melee kills heal 2 Health.	Melee kills heal 2 Health.
Battle Lust	Ver 1.000.005 (08th Feb 2022)	Big Fixed	Melee kills heal 2 Health.	Big Fixed
Battle Lust	Ver 1.000.007 (12th Apr 2022)	No Changes	Melee kills heal 2 Health.	No Changes
Battle Lust	Ver 1.000.008 (07th Jun 2022)	Effect Updated	Melee kills heal 1 Health and 0.1 Trauma.	Effect Updated
Battle Lust	Ver 1.000.009 (18th Aug 2022)	Effect Updated	Melee kills heal 1 Health and 0.125 Trauma.	Effect Updated
Battle Lust	Ver 1.000.010 (11th Oct 2022)	No Changes	Melee kills heal 1 Health and 0.125 Trauma.	No Changes
Battle Lust	Ver 1.000.011 (06th Dec 2022)	No Changes	Melee kills heal 1 Health and 0.125 Trauma.	No Changes
Battle Lust				
Battle Lust				
Battle Lust				
Bellicent	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version
Bellicent	Beta (05th Aug 2021)	Not in Beta Version	-	Not in Beta Version
Bellicent	Release (08th Oct 2021)	Not in Official Release Vers	-	Not in Release Version
Bellicent	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-	Not in Version 1.000.000
Bellicent	Ver 1.000.004 (15th Dec 2021)	Not in Version 1.000.004	-	Not in Version 1.000.000
Bellicent	Ver 1.000.005 (08th Feb 2022)	Not in Version 1.000.005	-	Not in Version 1.000.000
Bellicent	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-	Not in Version 1.000.000
Bellicent	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-	Not in Version 1.000.000
Bellicent	Ver 1.000.009 (18th Aug 2022)	Effect Updated	Gain a stacking 5% increase to Damage each time a horde is called (up to 5 stack)	Not in Version 1.000.000
Bellicent	Ver 1.000.010 (11th Oct 2022)	Effect Updated	Gain a stacking 4% increase to Damage each time a horde is called up to 6 stack	Not in Version 1.000.000
Bellicent	Ver 1.000.011 (06th Dec 2022)	No Changes	Gain a stacking 4% increase to Damage each time a horde is called up to 6 stack	Not in Version 1.000.000
Bellicent				
Bellicent				
Bellicent				
Belt Clip	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version
Belt Clip	Beta (05th Aug 2021)	Not in Beta Version	-	Not in Beta Version
Belt Clip	Release (08th Oct 2021)	Not in Official Release Vers	-	Not in Release Version
Belt Clip	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-	Not in Version 1.000.000
Belt Clip	Ver 1.000.004 (15th Dec 2021)	"Belt Clip" added	+1 Quick Item Inventory	Not in Version 1.000.000
Belt Clip	Ver 1.000.005 (08th Feb 2022)	Effect Updated	+1 Quick Item Inventory, +10% Use Speed	Not in Version 1.000.000
Belt Clip	Ver 1.000.007 (12th Apr 2022)	No Changes	+1 Quick Item Inventory, +10% Use Speed	Not in Version 1.000.000
Belt Clip	Ver 1.000.008 (07th Jun 2022)	No Changes	+1 Quick Item Inventory, +10% Use Speed	Not in Version 1.000.000
Belt Clip	Ver 1.000.009 (18th Aug 2022)	No Changes	+1 Quick Item Inventory, +10% Use Speed	Not in Version 1.000.000
Belt Clip	Ver 1.000.010 (11th Oct 2022)	No Changes	+1 Quick Item Inventory, +10% Use Speed	No Changes
Belt Clip	Ver 1.000.011 (06th Dec 2022)	No Changes	+1 Quick Item Inventory, +10% Use Speed	+1 Quick Item Inventory, +10% Use Speed
Belt Clip				
Belt Clip				
Belt Clip				
Berserker	Alpha (17th Dec 2020)	"Berserker" added	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee ki	Not in Alpha Version
Berserker	Beta (05th Aug 2021)	No Changes	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee ki	Not in Beta Version
Berserker	Release (08th Oct 2021)	No Changes	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee ki	"Berserker" added
Berserker	Ver 1.000.003 (09th Nov 2021)	No Changes	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee ki	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee kill in the last 4 seconds.
Berserker	Ver 1.000.004 (15th Dec 2021)	No Changes	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee ki	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee kill in the last 4 seconds.
Berserker	Ver 1.000.005 (08th Feb 2022)	Description Updated + Icon Ad	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee ki	Description Updated
Berserker	Ver 1.000.007 (12th Apr 2022)	Effect Updated	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee ki	Gain 10% Melee Damage, 10% Melee Speed, and 5% Movement Speed for each Melee kill in the last 4 seconds.
Berserker	Ver 1.000.008 (07th Jun 2022)	Effect Updated	Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 3	Effect Updated
Berserker	Ver 1.000.009 (18th Aug 2022)	No Changes	Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 3	No Changes
Berserker	Ver 1.000.010 (11th Oct 2022)	Effect Updated	Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4	Effect Updated
Berserker	Ver 1.000.011 (06th Dec 2022)	No Changes	Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4	No Changes
Berserker				
Berserker				
Berserker				
Body Armor	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version
Body Armor	Beta (05th Aug 2021)	"Body Armor" added	+25% Trauma Resistance, -20% Ammo Capacity	Not in Beta Version
Body Armor	Release (08th Oct 2021)	Effect Updated	+25% Trauma Resistance, +10% Ammo Capacity	Not in Release Version
Body Armor	Ver 1.000.003 (09th Nov 2021)	No Changes	+25% Trauma Resistance, -10% Ammo Capacity	Not in Version 1.000.000
Body Armor	Ver 1.000.004 (15th Dec 2021)	No Changes	+25% Trauma Resistance, -10% Ammo Capacity	Not in Version 1.000.000
Body Armor	Ver 1.000.005 (08th Feb 2022)	Effect Updated	+20% Trauma Resistance	Not in Version 1.000.000
Body Armor	Ver 1.000.007 (12th Apr 2022)	No Changes	+20% Trauma Resistance	Not in Version 1.000.000
Body Armor	Ver 1.000.008 (07th Jun 2022)	No Changes	+20% Trauma Resistance	Not in Version 1.000.000
Body Armor	Ver 1.000.009 (18th Aug 2022)	No Changes	+20% Trauma Resistance	Not in Version 1.000.000
Body Armor	Ver 1.000.010 (11th Oct 2022)	No Changes	+20% Trauma Resistance	+20% Trauma Resistance
Body Armor	Ver 1.000.011 (06th Dec 2022)	No Changes	+20% Trauma Resistance	+20% Trauma Resistance
Body Armor				
Body Armor				
Body Armor				
Bodyguard	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version
Bodyguard	Beta (05th Aug 2021)	Not in Beta Version	-	Not in Beta Version
Bodyguard	Release (08th Oct 2021)	Not in Official Release Vers	-	Not in Release Version
Bodyguard	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-	Not in Version 1.000.000
Bodyguard	Ver 1.000.004 (15th Dec 2021)	Not in Version 1.000.004	-	Not in Version 1.000.000
Bodyguard	Ver 1.000.005 (08th Feb 2022)	Not in Version 1.000.005	-	Not in Version 1.000.000
Bodyguard	Ver 1.000.007 (12th Apr 2022)	"Bodyguard" added	When a teammate within 5 meters is attacked, you instead receive 75% of that da	Not in Version 1.000.000
Bodyguard	Ver 1.000.008 (07th Jun 2022)	No Changes	When a teammate within 5 meters is attacked, you instead receive 75% of that da	Not in Version 1.000.000
Bodyguard	Ver 1.000.009 (18th Aug 2022)	No Changes	When a teammate within 5 meters is attacked, you instead receive 75% of that da	Not in Version 1.000.000
Bodyguard	Ver 1.000.010 (11th Oct 2022)	Effect Updated	When a teammate within 5 meters is attacked, you instead receive 75% of that da	Not in Version 1.000.000
Bodyguard	Ver 1.000.011 (06th Dec 2022)	No Changes	When a teammate within 5 meters is attacked, you instead receive 75% of that da	Not in Version 1.000.000
Bodyguard				
Bodyguard				
Bodyguard				
Bomb Squad	Alpha (17th Dec 2020)	"Sapper" added	+100% Explosive Damage, +50% Explosive Resistance	Not in Alpha Version
Bomb Squad	Beta (05th Aug 2021)	Renamed to "Bomb Squad" + Eff	+100% Explosive Damage, +35% Explosive Resistance	"Bomb Squad" added
Bomb Squad	Release (08th Oct 2021)	No Changes	+100% Explosive Damage, +35% Explosive Resistance	+100% Explosive Damage, +35% Explosive Resistance
Bomb Squad	Ver 1.000.003 (09th Nov 2021)	No Changes	+100% Explosive Damage, +35% Explosive Resistance	+100% Explosive Damage, +35% Explosive Resistance
Bomb Squad	Ver 1.000.004 (15th Dec 2021)	No Changes	+100% Explosive Damage, +35% Explosive Resistance	+100% Explosive Damage, +35% Explosive Resistance
Bomb Squad	Ver 1.000.005 (08th Feb 2022)	No Changes	+100% Explosive Damage, +35% Explosive Resistance	+100% Explosive Damage, +35% Explosive Resistance
Bomb Squad	Ver 1.000.007 (12th Apr 2022)	Effect Updated	+100% Explosive Damage, +35% Explosive Resistance	+100% Explosive Damage, +35% Explosive Resistance
Bomb Squad	Ver 1.000.008 (07th Jun 2022)	No Changes	+100% Explosive Damage, +35% Explosive Resistance	+100% Explosive Damage, +35% Explosive Resistance
Bomb Squad	Ver 1.000.009 (18th Aug 2022)	Additional Frag Grenade spawns per map. Team Effects: +25 Explosive Damage,	+100% Explosive Damage, +35% Explosive Resistance	Additional Frag Grenade spawns per map. Team Effects: +25 Explosive Damage,
Bomb Squad	Ver 1.000.010 (11th Oct 2022)	Description Updated	+100% Explosive Damage, +35% Explosive Resistance	Additional Frag Grenade spawns per map. Team Effects: +25 Explosive Damage,
Bomb Squad	Ver 1.000.011 (06th Dec 2022)	No Changes	+100% Explosive Damage, +35% Explosive Resistance	Additional Frag Grenade spawns per map. Team Effects: +25 Explosive Damage,
Bomb Squad				
Bomb Squad				
Bomb Squad				
Bounty Hunter	Alpha (17th Dec 2020)	"Trophy Hunter" added	When you kill a Mutation, gain 10 Copper (Up to 300 per Level). This card appli	Not in Alpha Version
Bounty Hunter	Beta (05th Aug 2021)	Renamed to "Bounty Hunter" +	When you kill a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Beta Version
Bounty Hunter	Release (08th Oct 2021)	No Changes	When you kill a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Release Version
Bounty Hunter	Ver 1.000.003 (09th Nov 2021)	No Changes	When you kill a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Version 1.000.000
Bounty Hunter	Ver 1.000.004 (15th Dec 2021)	Effect Updated	When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Version 1.000.000
Bounty Hunter	Ver 1.000.005 (08th Feb 2022)	No Changes	When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Version 1.000.000

Weapon Ver:	Card History:				
3-7-23	Campaign and Swarm Mode				
Name	Version	Campaign Version Description	Campaign Effect Description	Swarm Version Desc	Swarm Effect Description
Cleansing Fire	Ver 1.800.810 (11th Oct 2022)	Not in Version 1.800.810	-	Not in Version 1.800.810	-
Cleansing Fire	Ver 1.800.811 (06th Dec 2022)	"Cleansing Fire" added	Gain a stacking +5% Damage Resistance every second you're on fire. For a maximum of 100%.	Not in Version 1.800.811	-
Cleansing Fire	Ver 1.800.812 (15th Nov 2022)	No Changes	-	Not in Version 1.800.812	-
Cleansing Fire	Ver 1.800.813 (15th Oct 2022)	No Changes	-	Not in Version 1.800.813	-
Cleansing Fire	Ver 1.800.814 (15th Dec 2022)	No Changes	-	Not in Version 1.800.814	-
Cleansing Fire	Ver 1.800.815 (15th Dec 2022)	No Changes	-	Not in Version 1.800.815	-
Cocky	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Cocky	Beta (05th Aug 2021)	"Cocky" added	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced by 20% for 3 seconds	Not in Beta Version	-
Cocky	Release (08th Oct 2021)	No Changes	-	Not in Release Version	-
Cocky	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Cocky	Ver 1.800.804 (15th Dec 2021)	No Changes	-	Not in Version 1.800.804	-
Cocky	Ver 1.800.805 (08th Feb 2022)	No Changes	-	Not in Version 1.800.805	-
Cocky	Ver 1.800.807 (12th Apr 2022)	Description Updated	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 seconds	Not in Version 1.800.807	-
Cocky	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Cocky	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Cocky	Ver 1.800.810 (11th Oct 2022)	Icon added	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 seconds	Not in Version 1.800.810	-
Cocky	Ver 1.800.811 (06th Dec 2022)	Changes	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 seconds	Not in Version 1.800.811	-
Cocky					
Cocky					
Cocky					
Cold Brew Coffee	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Cold Brew Coffee	Beta (05th Aug 2021)	"Cold Brew Coffee" added	+40% Stamina Regeneration, -10% Stamina Efficiency	Not in Beta Version	-
Cold Brew Coffee	Release (08th Oct 2021)	No Changes	-	Not in Release Version	-
Cold Brew Coffee	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Cold Brew Coffee	Ver 1.800.804 (15th Dec 2021)	Effect Updated	+15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed	Not in Version 1.800.804	-
Cold Brew Coffee	Ver 1.800.806 (08th Feb 2022)	No Changes	-	Not in Version 1.800.806	-
Cold Brew Coffee	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Cold Brew Coffee	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Cold Brew Coffee	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Cold Brew Coffee	Ver 1.800.810 (11th Oct 2022)	No Changes	-	Not in Version 1.800.810	-
Cold Brew Coffee	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Cold Brew Coffee					
Cold Brew Coffee					
Combat Knife	Alpha (17th Dec 2020)	"Combat Knife" added	Turns your Bash into a Knife that counts as a Melee weapon.	Not in Alpha Version	-
Combat Knife	Beta (05th Aug 2021)	No Changes	-	Not in Beta Version	-
Combat Knife	Release (08th Oct 2021)	No Changes	-	Not in Release Version	-
Combat Knife	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Combat Knife	Ver 1.800.804 (15th Dec 2021)	Range Increased	Turns your Bash into a Knife that counts as a Melee weapon.	Not in Version 1.800.804	-
Combat Knife	Ver 1.800.806 (08th Feb 2022)	No Changes	-	Not in Version 1.800.806	-
Combat Knife	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Combat Knife	Ver 1.800.808 (07th Jun 2022)	Knife Mechanics Updated (Sw)	Turns your Bash into a Knife that counts as a Melee weapon.	Not in Version 1.800.808	-
Combat Knife	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Combat Knife	Ver 1.800.810 (11th Oct 2022)	Knife Mechanics Updated (Sw)	Turns your Bash into a Knife that counts as a Melee weapon.	Not in Version 1.800.810	-
Combat Knife	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Combat Knife					
Combat Knife					
Combat Knife					
Combat Medic	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Combat Medic	Beta (05th Aug 2021)	"Combat Medic" added	+25% Use Speed, Heals teammates for an additional 20 when you revive them.	Not in Beta Version	-
Combat Medic	Release (08th Oct 2021)	Effect Updated	+50% Use Speed, Heals teammates for an additional 20 when you revive them.	Not in Release Version	-
Combat Medic	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Combat Medic	Ver 1.800.804 (15th Dec 2021)	No Changes	-	Not in Version 1.800.804	-
Combat Medic	Ver 1.800.806 (08th Feb 2022)	No Changes	-	Not in Version 1.800.806	-
Combat Medic	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Combat Medic	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Combat Medic	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Combat Medic	Ver 1.800.810 (11th Oct 2022)	Description Updated	+50% Use Speed, Teammates recover an additional 20 Health when you revive them.	Not in Version 1.800.810	-
Combat Medic	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Combat Medic					
Combat Medic					
Combat Medic					
Combat Training	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Combat Training	Beta (05th Aug 2021)	"Combat Training" added	+5% Damage Deal, +50% Bullet Penetration	Not in Beta Version	-
Combat Training	Release (08th Oct 2021)	Effect Updated	+5% Bullet Damage, +50% Bullet Penetration	Not in Release Version	-
Combat Training	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Combat Training	Ver 1.800.804 (15th Dec 2021)	Effect Updated	+5% Bullet Damage, +1 Bullet Stunble Damage, +5 Melee Stunble Damage	Not in Version 1.800.804	-
Combat Training	Ver 1.800.806 (08th Feb 2022)	No Changes	-	Not in Version 1.800.806	-
Combat Training	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Combat Training	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Combat Training	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Combat Training	Ver 1.800.810 (11th Oct 2022)	Effect Updated	+5% Bullet Damage, +1.5 Bullet Stunble Damage, +1.5 Melee Stunble Damage	Not in Version 1.800.810	-
Combat Training	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Combat Training					
Combat Training					
Compound Interest	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Compound Interest	Beta (05th Aug 2021)	"Compound Interest" added	Gain 10% of your total Copper in each Saferoom.	Not in Beta Version	-
Compound Interest	Release (08th Oct 2021)	No Changes	-	Not in Release Version	-
Compound Interest	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Compound Interest	Ver 1.800.804 (15th Dec 2021)	No Changes	-	Not in Version 1.800.804	-
Compound Interest	Ver 1.800.806 (08th Feb 2022)	Effect Updated	Team Effects: Each Cleaner gains 5% of their total Copper in each Saferoom.	Not in Version 1.800.806	-
Compound Interest	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Compound Interest	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Compound Interest	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Compound Interest	Ver 1.800.810 (11th Oct 2022)	No Changes	-	Not in Version 1.800.810	-
Compound Interest	Ver 1.800.811 (06th Dec 2022)	Changes	Team Effects: Each Cleaner gains 5% of their total Copper in each Saferoom.	Not in Version 1.800.811	-
Compound Interest					
Compound Interest					
Compound Interest					
Confident Killer	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Confident Killer	Beta (05th Aug 2021)	"Confident Killer" added	When you or your team kills a mutation gain 2% damage (up to 100%) until the end of the level.	Not in Beta Version	-
Confident Killer	Release (08th Oct 2021)	Effect Updated	When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level.	Not in Release Version	-
Confident Killer	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Confident Killer	Ver 1.800.804 (15th Dec 2021)	No Changes	-	Not in Version 1.800.804	-
Confident Killer	Ver 1.800.806 (08th Feb 2022)	No Changes	-	Not in Version 1.800.806	-
Confident Killer	Ver 1.800.807 (12th Apr 2022)	Icon added	When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level.	Not in Version 1.800.807	-
Confident Killer	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Confident Killer	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Confident Killer	Ver 1.800.810 (11th Oct 2022)	No Changes	-	Not in Version 1.800.810	-
Confident Killer	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Confident Killer					
Confident Killer					
Confident Killer					
Controlled Movement	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Controlled Movement	Beta (05th Aug 2021)	"Controlled Movement" added	+40% Movement Speed while aiming down sights with Sniper Rifles.	Not in Beta Version	-
Controlled Movement	Release (08th Oct 2021)	No Changes	-	Not in Release Version	-
Controlled Movement	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Controlled Movement	Ver 1.800.804 (15th Dec 2021)	No Changes	-	Not in Version 1.800.804	-
Controlled Movement	Ver 1.800.806 (08th Feb 2022)	No Changes	-	Not in Version 1.800.806	-
Controlled Movement	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Controlled Movement	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Controlled Movement	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Controlled Movement	Ver 1.800.810 (11th Oct 2022)	No Changes	-	Not in Version 1.800.810	-
Controlled Movement	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Controlled Movement					
Controlled Movement					
Copper Scavenger	Alpha (17th Dec 2020)	"Copper Scavenger" added	You can sense Nearby Copper. More copper piles spawn	Not in Alpha Version	-
Copper Scavenger	Beta (05th Aug 2021)	No Changes	-	Not in Beta Version	-
Copper Scavenger	Release (08th Oct 2021)	No Changes	-	Not in Release Version	-
Copper Scavenger	Ver 1.800.803 (09th Nov 2021)	No Changes	-	Not in Version 1.800.803	-
Copper Scavenger	Ver 1.800.804 (15th Dec 2021)	No Changes	-	Not in Version 1.800.804	-
Copper Scavenger	Ver 1.800.806 (08th Feb 2022)	No Changes	-	Not in Version 1.800.806	-
Copper Scavenger	Ver 1.800.807 (12th Apr 2022)	No Changes	-	Not in Version 1.800.807	-
Copper Scavenger	Ver 1.800.808 (07th Jun 2022)	No Changes	-	Not in Version 1.800.808	-
Copper Scavenger	Ver 1.800.809 (20th Aug 2022)	No Changes	-	Not in Version 1.800.809	-
Copper Scavenger	Ver 1.800.810 (11th Oct 2022)	No Changes	-	Not in Version 1.800.810	-
Copper Scavenger	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Copper Scavenger					
Copper Scavenger					
Copper Scavenger					
Crippling Frequency	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Crippling Frequency	Beta (05th Aug 2021)	Not in Beta Version	-	Not in Beta Version	-
Crippling Frequency	Release (08th Oct 2021)	Not in Official Release Version	-	Not in Release Version	-
Crippling Frequency	Ver 1.800.803 (09th Nov 2021)	Not in Version 1.800.803	-	Not in Version 1.800.803	-
Crippling Frequency	Ver 1.800.804 (15th Dec 2021)	Not in Version 1.800.804	-	Not in Version 1.800.804	-
Crippling Frequency	Ver 1.800.806 (08th Feb 2022)	Not in Version 1.800.806	-	Not in Version 1.800.806	-
Crippling Frequency	Ver 1.800.807 (12th Apr 2022)	Not in Version 1.800.807	-	Not in Version 1.800.807	-
Crippling Frequency	Ver 1.800.808 (07th Jun 2022)	Not in Version 1.800.808	-	Not in Version 1.800.808	-
Crippling Frequency	Ver 1.800.809 (20th Aug 2022)	"Crippling Frequency" added	Reduce incoming Damage by 2 for nearby teammates for 7 seconds. Gadget Cost: 30	Not in Version 1.800.809	-
Crippling Frequency	Ver 1.800.810 (11th Oct 2022)	Effect Updated	Reduce incoming Damage by 1 for nearby teammates for 7 seconds. Gadget Cost: 30	Not in Version 1.800.810	-
Crippling Frequency	Ver 1.800.811 (06th Dec 2022)	No Changes	-	Not in Version 1.800.811	-
Crippling Frequency					

Campaign and Swarm Mode		Campaign Version Description		Swarm Version Description		Swarm Effect Description	
Version	Release	Version	Release	Version	Release	Version	Release
Headband Magnifier	Ver 1.800.818 (11th Oct 2022)	Icon added	125% Use Speed. When you take Damage, you have a chance to be Blinded For 1 Second	Icon added	125% Use Speed. When you take Damage, you have a chance to be Blinded For 1 Second		
Headband Magnifier	Ver 1.800.811 (05th Dec 2022)	No Changes	125% Use Speed. When you take Damage, you have a chance to be Blinded For 1 Second	No Changes	125% Use Speed. When you take Damage, you have a chance to be Blinded For 1 Second		
Headband Magnifier	Ver 1.800.808 (07th Jun 2022)	No Changes		No Changes			
Headband Magnifier	Ver 1.800.805 (08th Feb 2022)	No Changes		No Changes			
Headband Magnifier	Ver 1.800.807 (12th Apr 2022)	No Changes		No Changes			
Headband Magnifier	Ver 1.800.809 (30th Aug 2022)	No Changes		No Changes			
Headband Magnifier	Ver 1.800.818 (11th Oct 2022)	Effect Updated	Each time you pick up copper, a coin flips. If you win, gain a stack of 5x extra Team Effects. Each time you pick up copper, a coin flips. If you win, gain a stack of 5x extra Team Effects.	Effect Updated	Each time you pick up copper, a coin flips. If you win, gain a stack of 5x extra Team Effects. Each time you pick up copper, a coin flips. If you win, gain a stack of 5x extra Team Effects.		
Headband Magnifier	Ver 1.800.811 (05th Dec 2022)	No Changes		No Changes			
Health	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Health	Beta (05th Aug 2021)	Health added	+5 Health	Health added	+5 Health		
Health	Release (08th Oct 2021)	No Changes	+5 Health	No Changes	+5 Health		
Health	Ver 1.800.803 (09th Nov 2021)	No Changes	+5 Health	No Changes	+5 Health		
Health	Ver 1.800.804 (15th Dec 2021)	No Changes	+5 Health	No Changes	+5 Health		
Health	Ver 1.800.805 (08th Feb 2022)	No Changes	+5 Health	No Changes	+5 Health		
Health	Ver 1.800.807 (12th Apr 2022)	No Changes	+5 Health	No Changes	+5 Health		
Health	Ver 1.800.809 (30th Aug 2022)	No Changes	+5 Health	No Changes	+5 Health		
Health	Ver 1.800.818 (11th Oct 2022)	No Changes	+5 Health	No Changes	+5 Health		
Health	Ver 1.800.811 (05th Dec 2022)	No Changes	+5 Health	No Changes	+5 Health		
Heavy Attack	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Heavy Attack	Beta (05th Aug 2021)	Heavy Attack added	Held (LEFT/CLK/R/RT) with Melee weapons to Burst Forward. Charge Attacks deal	Not in Beta Version			
Heavy Attack	Release (08th Oct 2021)	No Changes	Held (LEFT/CLK/R/RT) with Melee weapons to Burst Forward. Charge Attacks deal	Not in Release Version			
Heavy Attack	Ver 1.800.803 (09th Nov 2021)	No Changes	Held (LEFT/CLK/R/RT) with Melee weapons to Burst Forward. Charge Attacks deal	Not in Release Version			
Heavy Attack	Ver 1.800.804 (15th Dec 2021)	No Changes	Held (LEFT/CLK/R/RT) with Melee weapons to Burst Forward. Charge Attacks deal	Not in Release Version			
Heavy Attack	Ver 1.800.805 (08th Feb 2022)	No Changes	Held (LEFT/CLK/R/RT) with Melee weapons to Burst Forward. Charge Attacks deal	Not in Release Version			
Heavy Attack	Ver 1.800.807 (12th Apr 2022)	No Changes	Held (LEFT/CLK/R/RT) with Melee weapons to Burst Forward. Charge Attacks deal	Not in Release Version			
Heavy Attack	Ver 1.800.809 (30th Aug 2022)	Effect Updated	Held (LEFT/CLK/R/RT) with Melee weapons to perform a Heavy Attack. Heavy Attack	Effect Updated	Held (LEFT/CLK/R/RT) with Melee weapons to perform a Heavy Attack. Heavy Attack		
Heavy Attack	Ver 1.800.818 (11th Oct 2022)	No Changes	Held (LEFT/CLK/R/RT) with Melee weapons to perform a Heavy Attack. Heavy Attack	No Changes	Held (LEFT/CLK/R/RT) with Melee weapons to perform a Heavy Attack. Heavy Attack		
Heavy Attack	Ver 1.800.811 (05th Dec 2022)	Effect Updated	Prone (RIGHT/CLK/L/ALT) with Melee weapons to perform a Heavy Attack. Heavy Attack	Effect Updated	Prone (RIGHT/CLK/L/ALT) with Melee weapons to perform a Heavy Attack. Heavy Attack		
Heavy Hitter	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Heavy Hitter	Beta (05th Aug 2021)	Heavy Hitter added	Melee hits against Weakspots deal +20 additional Stumble Damage	Not in Beta Version			
Heavy Hitter	Release (08th Oct 2021)	No Changes	Melee hits against Weakspots deal +20 additional Stumble Damage	Not in Release Version			
Heavy Hitter	Ver 1.800.803 (09th Nov 2021)	No Changes	Melee hits against Weakspots deal +20 additional Stumble Damage	Not in Release Version			
Heavy Hitter	Ver 1.800.804 (15th Dec 2021)	No Changes	Melee hits against Weakspots deal +20 additional Stumble Damage	Not in Release Version			
Heavy Hitter	Ver 1.800.805 (08th Feb 2022)	No Changes	Melee hits against Weakspots deal +20 additional Stumble Damage	Not in Release Version			
Heavy Hitter	Ver 1.800.807 (12th Apr 2022)	No Changes	Melee hits against Weakspots deal +20 additional Stumble Damage	Not in Release Version			
Heavy Hitter	Ver 1.800.809 (30th Aug 2022)	Effect Updated	Melee hits always Stumble Ridden the first time they are hit. This effect can only	Effect Updated	Melee hits always Stumble Ridden the first time they are hit. This effect can only		
Heavy Hitter	Ver 1.800.818 (11th Oct 2022)	No Changes	Melee hits always Stumble Ridden the first time they are hit. This effect can only	No Changes	Melee hits always Stumble Ridden the first time they are hit. This effect can only		
Heavy Hitter	Ver 1.800.811 (05th Dec 2022)	No Changes	Melee hits always Stumble Ridden the first time they are hit. This effect can only	No Changes	Melee hits always Stumble Ridden the first time they are hit. This effect can only		
Heffire	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Heffire	Beta (05th Aug 2021)	Heffire added	+45% Movement Speed while firing with SMGs. +10% Damage with SMGs.	Not in Beta Version			
Heffire	Release (08th Oct 2021)	Effect Updated	+45% Movement Speed while firing. +5% Move Speed while not firing.	Effect Updated	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heffire	Ver 1.800.803 (09th Nov 2021)	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heffire	Ver 1.800.804 (15th Dec 2021)	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heffire	Ver 1.800.805 (08th Feb 2022)	Effect Updated	+45% Movement Speed while firing. +5% Move Speed while not firing.	Effect Updated	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heffire	Ver 1.800.807 (12th Apr 2022)	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heffire	Ver 1.800.809 (30th Aug 2022)	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heffire	Ver 1.800.818 (11th Oct 2022)	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heffire	Ver 1.800.811 (05th Dec 2022)	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.	No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing.		
Heng	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Heng	Beta (05th Aug 2021)	Heng added	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments	Not in Beta Version			
Heng	Release (08th Oct 2021)	Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments	Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments		
Heng	Ver 1.800.803 (09th Nov 2021)	No Changes	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments	No Changes	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments		
Heng	Ver 1.800.804 (15th Dec 2021)	No Changes	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments	No Changes	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments		
Heng	Ver 1.800.805 (08th Feb 2022)	Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments	Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments		
Heng	Ver 1.800.807 (12th Apr 2022)	No Changes	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments	No Changes	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments		
Heng	Ver 1.800.809 (30th Aug 2022)	Effect Updated	Heng restores an additional 1 Trauma when consuming Food and gains the effects of Food consumed by other Cleaners. +Food Spawns. Team Effects: +1 Health	Effect Updated	Heng restores an additional 1 Trauma when consuming Food and gains the effects of Food consumed by other Cleaners. +Food Spawns. Team Effects: +1 Health		
Heng	Ver 1.800.818 (11th Oct 2022)	No Changes	Heng restores an additional 1 Trauma when consuming Food and gains the effects of Food consumed by other Cleaners. +Food Spawns. Team Effects: +1 Health	No Changes	Heng restores an additional 1 Trauma when consuming Food and gains the effects of Food consumed by other Cleaners. +Food Spawns. Team Effects: +1 Health		
Heng	Ver 1.800.811 (05th Dec 2022)	No Changes	Heng restores an additional 1 Trauma when consuming Food and gains the effects of Food consumed by other Cleaners. +Food Spawns. Team Effects: +1 Health	No Changes	Heng restores an additional 1 Trauma when consuming Food and gains the effects of Food consumed by other Cleaners. +Food Spawns. Team Effects: +1 Health		
Hiv Sight	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Hiv Sight	Beta (05th Aug 2021)	Hiv Sight added	+40% Air Speed	Not in Beta Version			
Hiv Sight	Release (08th Oct 2021)	No Changes	+40% Air Speed	No Changes	+40% Air Speed		
Hiv Sight	Ver 1.800.803 (09th Nov 2021)	No Changes	+40% Air Speed	No Changes	+40% Air Speed		
Hiv Sight	Ver 1.800.804 (15th Dec 2021)	No Changes	+40% Air Speed	No Changes	+40% Air Speed		
Hiv Sight	Ver 1.800.805 (08th Feb 2022)	No Changes	+40% Air Speed	No Changes	+40% Air Speed		
Hiv Sight	Ver 1.800.807 (12th Apr 2022)	No Changes	+40% Air Speed	No Changes	+40% Air Speed		
Hiv Sight	Ver 1.800.809 (30th Aug 2022)	No Changes	+40% Air Speed	No Changes	+40% Air Speed		
Hiv Sight	Ver 1.800.818 (11th Oct 2022)	Effect Updated	+40% Air Speed, +15% Move Speed while ADS, +15% Move Speed while firing	Effect Updated	+40% Air Speed, +15% Move Speed while ADS, +15% Move Speed while firing		
Hiv Sight	Ver 1.800.811 (05th Dec 2022)	No Changes	+40% Air Speed, +15% Move Speed while ADS, +15% Move Speed while firing	No Changes	+40% Air Speed, +15% Move Speed while ADS, +15% Move Speed while firing		
Highwayman	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Highwayman	Beta (05th Aug 2021)	Finders keepers added	Pistol kills have a 25% chance to spawn ammo.	Not in Beta Version			
Highwayman	Release (08th Oct 2021)	Effect Updated	Pistol kills have a 25% chance to spawn ammo.	Effect Updated	Pistol kills have a 25% chance to spawn ammo.		
Highwayman	Ver 1.800.803 (09th Nov 2021)	No Changes	Pistol kills have a 25% chance to spawn ammo.	No Changes	Pistol kills have a 25% chance to spawn ammo.		
Highwayman	Ver 1.800.804 (15th Dec 2021)	Effect Updated	Kills with Secondary guns have a 3% chance to spawn ammo or a Molotov.	Effect Updated	Kills with Secondary guns have a 3% chance to spawn ammo or a Molotov.		
Highwayman	Ver 1.800.805 (08th Feb 2022)	No Changes	Kills with Secondary guns have a 3% chance to spawn ammo or a Molotov.	No Changes	Kills with Secondary guns have a 3% chance to spawn ammo or a Molotov.		
Highwayman	Ver 1.800.807 (12th Apr 2022)	No Changes	Kills with Secondary guns have a 3% chance to spawn ammo or a Molotov.	No Changes	Kills with Secondary guns have a 3% chance to spawn ammo or a Molotov.		
Highwayman	Ver 1.800.809 (30th Aug 2022)	Effect Updated	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.	Effect Updated	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.		
Highwayman	Ver 1.800.818 (11th Oct 2022)	No Changes	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.	No Changes	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.		
Highwayman	Ver 1.800.811 (05th Dec 2022)	No Changes	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.	No Changes	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bar Jar.		
Hoffman	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Hoffman	Beta (05th Aug 2021)	Hoffman added	Always prepared, never without! Hoffman has a chance to find Ammo when killing Ridden.	Not in Beta Version			
Hoffman	Release (08th Oct 2021)	Effect Updated	Hoffman has a chance to find Ammo whenever he kills a Ridden. +1 Offensive Inventory.	Effect Updated	Hoffman has a chance to find Ammo whenever he kills a Ridden. +1 Offensive Inventory.		
Hoffman	Ver 1.800.803 (09th Nov 2021)	No Changes	Hoffman has a chance to find Ammo whenever he kills a Ridden. +1 Offensive Inventory.	No Changes	Hoffman has a chance to find Ammo whenever he kills a Ridden. +1 Offensive Inventory.		
Hoffman	Ver 1.800.804 (15th Dec 2021)	No Changes	Hoffman has a chance to find Ammo whenever he kills a Ridden. +1 Offensive Inventory.	No Changes	Hoffman has a chance to find Ammo whenever he kills a Ridden. +1 Offensive Inventory.		
Hoffman	Ver 1.800.805 (08th Feb 2022)	Effect Updated	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.	Effect Updated	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.		
Hoffman	Ver 1.800.807 (12th Apr 2022)	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.		
Hoffman	Ver 1.800.809 (30th Aug 2022)	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.		
Hoffman	Ver 1.800.818 (11th Oct 2022)	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.		
Hoffman	Ver 1.800.811 (05th Dec 2022)	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.	No Changes	Hoffman has a chance to find Ammo or an Offensive Accessory whenever he kills a Ridden.		
Holly	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version			
Holly	Beta (05th Aug 2021)	Holly added	Best Life: Gain a burst of Stamina on kill. +20% Increase max Stamina when	Not in Beta Version			
Holly	Release (08th Oct 2021)	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25	Effect Updated	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25		
Holly	Ver 1.800.803 (09th Nov 2021)	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25		
Holly	Ver 1.800.804 (15th Dec 2021)	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25		
Holly	Ver 1.800.805 (08th Feb 2022)	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25		
Holly	Ver 1.800.807 (12th Apr 2022)	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25	No Changes	Holly recovers 10 Stamina when she kills a Ridden. +10% Damage Resistance, +25		
Holly	Ver 1.800.809 (30th Aug 2022)	Effect Updated	Holly recovers 1 Health when she kills a Ridden. +25 Stamina. Team Effects: +5	Effect Updated	Holly recovers 1 Health when she kills a Ridden. +25 Stamina. Team Effects: +5		
Holly	Ver 1.800.818 (11th Oct 2022)	Description Updated	Holly heals 1 Health when she kills a Ridden. +25 Stamina. Team Effects: +5	Description Updated	Holly heals 1 Health when she kills a Ridden. +25 Stamina. Team Effects: +5		
Holly	Ver 1.800.811 (05th Dec 2022)	No Changes	Holly heals 1 Health when she kills a Ridden. +25 Stamina. Team Effects: +5	No Changes	Holly heals 1 Health when she kills a Ridden. +25 Stamina. Team Effects: +5		

Compendium Ver: 3-7-23		Card History:		Campaign and Swarm Mode		Campaign Version Description		Campaign Effect Description		Swarm Version Description		Swarm Effect Description	
Name	Version	Release	Effect Updated	Effect Updated	Effect Updated	Effect Updated	Effect Updated	Effect Updated	Effect Updated	Effect Updated	Effect Updated	Effect Updated	Effect Updated
Motorcycle Helmet	Ver 1.800.887 (12th Apr 2022)		No Changes	+15 Damage Resistance, +10 Health, DISABLED: Aim Down Sights									
Motorcycle Helmet	Ver 1.800.888 (07th Jun 2022)		No Changes	+15 Damage Resistance, +10 Health, DISABLED: Aim Down Sights									
Motorcycle Helmet	Ver 1.800.889 (20th Aug 2022)		No Changes	+15 Damage Resistance, +10 Health, DISABLED: Aim Down Sights									
Motorcycle Helmet	Ver 1.800.819 (11th Oct 2022)		No Changes	+15 Damage Resistance, +10 Health, DISABLED: Aim Down Sights									
Motorcycle Helmet	Ver 1.800.811 (05th Dec 2022)		No Changes	+15 Damage Resistance, +10 Health, DISABLED: Aim Down Sights									
Motorcycle Jacket	Alpha (17th Dec 2020)		Not in Alpha Version										
Motorcycle Jacket	Beta (05th Aug 2021)		"Motorcycle Jacket" added	+10% Damage Resistance									
Motorcycle Jacket	Release (08th Oct 2021)		Effect Updated	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.883 (09th Nov 2021)		No Changes	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.884 (15th Dec 2021)		No Changes	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.885 (08th Feb 2022)		No Changes	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.887 (12th Apr 2022)		No Changes	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.888 (07th Jun 2022)		No Changes	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.889 (20th Aug 2022)		No Changes	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.819 (11th Oct 2022)		No Changes	+5% Damage Resistance, +5 Health									
Motorcycle Jacket	Ver 1.800.811 (05th Dec 2022)		No Changes	+5% Damage Resistance, +5 Health									
Mugger	Alpha (17th Dec 2020)		Not in Alpha Version										
Mugger	Beta (05th Aug 2021)		"Mugger" added	Melee Kills have a 2% chance to spawn ammo.									
Mugger	Release (08th Oct 2021)		No Changes	Melee Kills have a 2% chance to spawn ammo.									
Mugger	Ver 1.800.883 (09th Nov 2021)		No Changes	Melee Kills have a 2% chance to spawn ammo.									
Mugger	Ver 1.800.884 (15th Dec 2021)		Effect Updated	Kills with Melee weapons have a 3% chance to spawn ammo or Razor Wire.									
Mugger	Ver 1.800.885 (08th Feb 2022)		No Changes	Kills with Melee weapons have a 3% chance to spawn ammo or Razor Wire.									
Mugger	Ver 1.800.887 (12th Apr 2022)		No Changes	Kills with Melee weapons have a 3% chance to spawn ammo or Razor Wire.	"Mugger" added								
Mugger	Ver 1.800.888 (07th Jun 2022)		Effect Updated	Kills with Melee weapons have a 5% chance to spawn ammo or Razor Wire.	Effect Updated								
Mugger	Ver 1.800.889 (20th Aug 2022)		Effect Updated	Kills with Melee weapons have a 5% chance to spawn ammo, Razor Wire or a Bear Trap.	Effect Updated								
Mugger	Ver 1.800.819 (11th Oct 2022)		No Changes	Kills with Melee weapons have a 5% chance to spawn ammo, Razor Wire or a Bear Trap.	No Changes								
Mugger	Ver 1.800.811 (05th Dec 2022)		No Changes	Kills with Melee weapons have a 5% chance to spawn ammo, Razor Wire or a Bear Trap.	No Changes								
Multitool	Alpha (17th Dec 2020)		Not in Alpha Version										
Multitool	Beta (05th Aug 2021)		"Multitool" added	+50% Use Speed, -5% Damage Resistance									
Multitool	Release (08th Oct 2021)		Effect Updated	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.883 (09th Nov 2021)		No Changes	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.884 (15th Dec 2021)		No Changes	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.885 (08th Feb 2022)		No Changes	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.887 (12th Apr 2022)		No Changes	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.888 (07th Jun 2022)		No Changes	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.889 (20th Aug 2022)		No Changes	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.819 (11th Oct 2022)		No Changes	+75% Use Speed, -5% Damage Resistance									
Multitool	Ver 1.800.811 (05th Dec 2022)		No Changes	+75% Use Speed, -5% Damage Resistance									
Natural Sprinter	Alpha (17th Dec 2020)		Not in Alpha Version										
Natural Sprinter	Beta (05th Aug 2021)		"Natural Sprinter" added	+100% Stamina Regeneration, -50% Maximal Stamina									
Natural Sprinter	Release (08th Oct 2021)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina									
Natural Sprinter	Ver 1.800.883 (09th Nov 2021)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina									
Natural Sprinter	Ver 1.800.884 (15th Dec 2021)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina									
Natural Sprinter	Ver 1.800.885 (08th Feb 2022)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina									
Natural Sprinter	Ver 1.800.887 (12th Apr 2022)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina	"Natural Sprinter" added								
Natural Sprinter	Ver 1.800.888 (07th Jun 2022)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina	+100% Stamina Regeneration, -50% Maximal Stamina								
Natural Sprinter	Ver 1.800.889 (20th Aug 2022)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina	+100% Stamina Regeneration, -50% Maximal Stamina								
Natural Sprinter	Ver 1.800.819 (11th Oct 2022)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina	+100% Stamina Regeneration, -50% Maximal Stamina								
Natural Sprinter	Ver 1.800.811 (05th Dec 2022)		No Changes	+100% Stamina Regeneration, -50% Maximal Stamina	+100% Stamina Regeneration, -50% Maximal Stamina								
Needs of the Many	Alpha (17th Dec 2020)		Not in Alpha Version										
Needs of the Many	Beta (05th Aug 2021)		"Needs of the Many" added	+20% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Release (08th Oct 2021)		No Changes	+20% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.883 (09th Nov 2021)		No Changes	+20% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.884 (15th Dec 2021)		Effect Updated	+10% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.885 (08th Feb 2022)		No Changes	+10% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.887 (12th Apr 2022)		No Changes	+10% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.888 (07th Jun 2022)		No Changes	+10% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.889 (20th Aug 2022)		No Changes	+10% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.819 (11th Oct 2022)		No Changes	+10% Health, Team Effects: +1 Team Extra Life									
Needs of the Many	Ver 1.800.811 (05th Dec 2022)		No Changes	+10% Health, Team Effects: +1 Team Extra Life									
Numb	Alpha (17th Dec 2020)		Not in Alpha Version										
Numb	Beta (05th Aug 2021)		"Numb" added	Gain +15% Damage Resistance while you have Temporary Health									
Numb	Release (08th Oct 2021)		No Changes	Gain +15% Damage Resistance while you have Temporary Health									
Numb	Ver 1.800.883 (09th Nov 2021)		No Changes	Gain +15% Damage Resistance while you have Temporary Health									
Numb	Ver 1.800.884 (15th Dec 2021)		No Changes	Gain +15% Damage Resistance while you have Temporary Health									
Numb	Ver 1.800.885 (08th Feb 2022)		No Changes	Gain +15% Damage Resistance while you have Temporary Health									
Numb	Ver 1.800.887 (12th Apr 2022)		Team added + Effect Updated	Gain +10% Damage Resistance while you have Temporary Health	Team added + Effect Updated								
Numb	Ver 1.800.888 (07th Jun 2022)		No Changes	Gain +10% Damage Resistance while you have Temporary Health									
Numb	Ver 1.800.889 (20th Aug 2022)		No Changes	Gain +10% Damage Resistance while you have Temporary Health									
Numb	Ver 1.800.819 (11th Oct 2022)		No Changes	Gain +10% Damage Resistance while you have Temporary Health									
Numb	Ver 1.800.811 (05th Dec 2022)		No Changes	Gain +10% Damage Resistance while you have Temporary Health									
Offensive Scavenger	Alpha (17th Dec 2020)		Not in Alpha Version										
Offensive Scavenger	Beta (05th Aug 2021)		"Offensive Scavenger" added	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Release (08th Oct 2021)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.883 (09th Nov 2021)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.884 (15th Dec 2021)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.885 (08th Feb 2022)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.887 (12th Apr 2022)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.888 (07th Jun 2022)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.889 (20th Aug 2022)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.819 (11th Oct 2022)		Spawns increased to 5 from 4	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Offensive Scavenger	Ver 1.800.811 (05th Dec 2022)		No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.									
Olympic Sprinter	Alpha (17th Dec 2020)		Not in Alpha Version										
Olympic Sprinter	Beta (05th Aug 2021)		"Olympic Sprinter" added	+30% Sprint Efficiency, -5% Damage Resistance									
Olympic Sprinter	Release (08th Oct 2021)		No Changes	+30% Sprint Efficiency, -5% Damage Resistance									
Olympic Sprinter	Ver 1.800.883 (09th Nov 2021)		No Changes	+30% Sprint Efficiency, -5% Damage Resistance									
Olympic Sprinter	Ver 1.800.884 (15th Dec 2021)		Effect Updated	+30% Sprint Efficiency, -7% Damage Resistance									
Olympic Sprinter	Ver 1.800.885 (08th Feb 2022)		No Changes	+30% Sprint Efficiency, -7% Damage Resistance									
Olympic Sprinter	Ver 1.800.887 (12th Apr 2022)		No Changes	+30% Sprint Efficiency, -7% Damage Resistance	"Olympic Sprinter" added								
Olympic Sprinter	Ver 1.800.888 (07th Jun 2022)		No Changes	+30% Sprint Efficiency, -7% Damage Resistance	+30% Sprint Efficiency, -7% Damage Resistance								
Olympic Sprinter	Ver 1.800.889 (20th Aug 2022)		No Changes	+30% Sprint Efficiency, -7% Damage Resistance	+30% Sprint Efficiency, -7% Damage Resistance								
Olympic Sprinter	Ver 1.800.819 (11th Oct 2022)		No Changes	+30% Sprint Efficiency, -7% Damage Resistance	+30% Sprint Efficiency, -7% Damage Resistance								
Olympic Sprinter	Ver 1.800.811 (05th Dec 2022)		No Changes	+30% Sprint Efficiency, -7% Damage Resistance	+30% Sprint Efficiency, -7% Damage Resistance								
On your Mark	Alpha (17th Dec 2020)		Not in Alpha Version										
On your Mark	Beta (05th Aug 2021)		"On Your Mark..." added	When you exit a SafeRoom your team gains +15% Movement Speed for 30 seconds.									
On your Mark	Release (08th Oct 2021)		No Changes	When you exit a SafeRoom your team gains +15% Movement Speed for 30 seconds.									
On your Mark	Ver 1.800.883 (09th Nov 2021)		No Changes	When you exit a SafeRoom your team gains +15% Movement Speed for 30 seconds.									
On your Mark	Ver 1.800.884 (15th Dec 2021)		Effect Updated	When you exit a SafeRoom your team gains +15% Movement Speed for 30 seconds.									
On your Mark	Ver 1.800.885 (08th Feb 2022)		Effect Updated	Team Effects: When a horde is triggered, your team restores 15% Ammo and gains	"On Your Mark..." added								
On your Mark	Ver 1.800.887 (12th Apr 2022)		Effect Updated	Team Effects: When a horde is triggered, your team restores 10% Ammo and gains	Team Effects: When a horde is triggered, your team restores 10% Ammo and gains								
On your Mark	Ver 1.800.888 (07th Jun 2022)		Effect Updated	Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains	Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains								
On your Mark	Ver 1.800.819 (11th Oct 2022)		No Changes	Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains	Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains								
On your Mark	Ver 1.800.811 (05th Dec 2022)												

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23			Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name	Version	Version Description	Card Effect Description
Ammo Drop	Alpha (17th Dec 2020)	Not in Alpha Version	-
Ammo Drop	Beta (05th Aug 2021)	Not in Beta Version	-
Ammo Drop	Release (08th Oct 2021)	Not in Official Release Version	-
Ammo Drop	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Ammo Drop	Ver 1.000.004 (16th Dec 2021)	"Ammo Drop" added	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.
Ammo Drop	Ver 1.000.006 (08th Feb 2022)	No Changes	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.
Ammo Drop	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.
Ammo Drop	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.
Ammo Drop	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.
Ammo Drop	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.
Ammo Drop	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.
Ammo Drop			
Ammo Drop			
Ammo Drop			
Ammo Drop			
Attachment Scavenger	Alpha (17th Dec 2020)	Not in Alpha Version	-
Attachment Scavenger	Beta (05th Aug 2021)	Not in Beta Version	-
Attachment Scavenger	Release (08th Oct 2021)	Not in Official Release Version	-
Attachment Scavenger	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Attachment Scavenger	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Attachment Scavenger	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Attachment Scavenger	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Attachment Scavenger	Ver 1.000.008 (07th Jun 2022)	"Attachment Scavenger" added	Team Effects: Increase Attachments spawn this level.
Attachment Scavenger	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Increase Attachments spawn this level.
Attachment Scavenger	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Increase Attachments spawn this level.
Attachment Scavenger	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Increase Attachments spawn this level.
Attachment Scavenger			
Attachment Scavenger			
Attachment Scavenger			
Attachment Scavenger			
CARNAGE!	Alpha (17th Dec 2020)	Not in Alpha Version	-
CARNAGE!	Beta (05th Aug 2021)	Not in Beta Version	-
CARNAGE!	Release (08th Oct 2021)	Not in Official Release Version	-
CARNAGE!	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
CARNAGE!	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
CARNAGE!	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
CARNAGE!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
CARNAGE!	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
CARNAGE!	Ver 1.000.009 (30th Aug 2022)	"TRICHES!" added	Several live Frag Grenades Appear.
CARNAGE!	Ver 1.000.010 (11th Oct 2022)	No Changes	Several live Frag Grenades Appear.
CARNAGE!	Ver 1.000.011 (06th Dec 2022)	No Changes	Several live Frag Grenades Appear.
CARNAGE!			
CARNAGE!			
CARNAGE!			
CARNAGE!			
Cereal	Alpha (17th Dec 2020)	Not in Alpha Version	-
Cereal	Beta (05th Aug 2021)	Not in Beta Version	-
Cereal	Release (08th Oct 2021)	Not in Official Release Version	-
Cereal	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Cereal	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Cereal	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Cereal	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Cereal	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Cereal	Ver 1.000.009 (30th Aug 2022)	"Cereal" added	Gain 5% increased Reload, Melee, and Swap Speed until the end of the map.
Cereal	Ver 1.000.010 (11th Oct 2022)	No Changes	Gain 5% increased Reload, Melee, and Swap Speed until the end of the map.
Cereal	Ver 1.000.011 (06th Dec 2022)	No Changes	Gain 5% increased Reload, Melee, and Swap Speed until the end of the map.
Cereal			
Cereal			
Cereal			
Critical Fail	Alpha (17th Dec 2020)	Not in Alpha Version	-
Critical Fail	Beta (05th Aug 2021)	Not in Beta Version	-
Critical Fail	Release (08th Oct 2021)	Not in Official Release Version	-
Critical Fail	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Critical Fail	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Critical Fail	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Critical Fail	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Critical Fail	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Critical Fail	Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.009	-
Critical Fail	Ver 1.000.010 (11th Oct 2022)	"Keyed Up" added	Stacking 10% debuff to ADS Speed, Swap Speed, Reload Speed, and Use Speed each time the Cursed Key is used. Lasts until the end of the 1
Critical Fail	Ver 1.000.011 (06th Dec 2022)	Renamed to "Critical Fail"	Better luck next time. (Cursed key failed attempt)
Critical Fail			
Critical Fail			
Critical Fail			
Defensive Upgrade	Alpha (17th Dec 2020)	Not in Alpha Version	-
Defensive Upgrade	Beta (05th Aug 2021)	Not in Beta Version	-
Defensive Upgrade	Release (08th Oct 2021)	Not in Official Release Version	-
Defensive Upgrade	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Defensive Upgrade	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Defensive Upgrade	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Defensive Upgrade	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Defensive Upgrade	Ver 1.000.008 (07th Jun 2022)	"Defensive Upgrade" added	Team Effects: Improve the quality of all Bandage, First Aid and Painkiller Accessories.
Defensive Upgrade	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Improve the quality of all Bandage, First Aid and Painkiller Accessories.
Defensive Upgrade	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Improve the quality of all Bandage, First Aid and Painkiller Accessories.
Defensive Upgrade	Ver 1.000.011 (06th Dec 2022)	Totem Cost Reduced from 4 to 3	Team Effects: Improve the quality of all Bandage, First Aid and Painkiller Accessories.
Defensive Upgrade			
Defensive Upgrade			
Dusty's Customs: Assault Rifle	Alpha (17th Dec 2020)	Not in Alpha Version	-
Dusty's Customs: Assault Rifle	Beta (05th Aug 2021)	Not in Beta Version	-
Dusty's Customs: Assault Rifle	Release (08th Oct 2021)	Not in Official Release Version	-
Dusty's Customs: Assault Rifle	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dusty's Customs: Assault Rifle	Ver 1.000.004 (16th Dec 2021)	"Dusty's Customs: Assault Rifle" added	Grant yourself an Assault Rifle with random attachments.
Dusty's Customs: Assault Rifle	Ver 1.000.006 (08th Feb 2022)	No Changes	Grant yourself an Assault Rifle with random attachments.
Dusty's Customs: Assault Rifle	Ver 1.000.007 (12th Apr 2022)	No Changes	Grant yourself an Assault Rifle with random attachments.
Dusty's Customs: Assault Rifle	Ver 1.000.008 (07th Jun 2022)	Description Updated	Grant yourself a higher quality Assault Rifle with random attachments.
Dusty's Customs: Assault Rifle	Ver 1.000.009 (30th Aug 2022)	No Changes	Grant yourself a higher quality Assault Rifle with random attachments.
Dusty's Customs: Assault Rifle	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality Assault Rifle with random attachments.
Dusty's Customs: Assault Rifle	Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality Assault Rifle with random attachments.
Dusty's Customs: Assault Rifle			
Dusty's Customs: Assault Rifle			
Dusty's Customs: Handgun	Alpha (17th Dec 2020)	Not in Alpha Version	-
Dusty's Customs: Handgun	Beta (05th Aug 2021)	Not in Beta Version	-

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23			Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name	Version	Version Description	Card Effect Description
Dusty's Customs: Handgun	Release (08th Oct 2021)	Not in Official Release Version	-
Dusty's Customs: Handgun	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dusty's Customs: Handgun	Ver 1.000.004 (16th Dec 2021)	"Dusty's Customs: Handgun" added	Grant yourself a Handgun with random attachments.
Dusty's Customs: Handgun	Ver 1.000.006 (08th Feb 2022)	No Changes	Grant yourself a Handgun with random attachments.
Dusty's Customs: Handgun	Ver 1.000.007 (12th Apr 2022)	No Changes	Grant yourself a Handgun with random attachments.
Dusty's Customs: Handgun	Ver 1.000.008 (07th Jun 2022)	Description Updated	Grant yourself a higher quality Handgun with random attachments.
Dusty's Customs: Handgun	Ver 1.000.009 (30th Aug 2022)	No Changes	Grant yourself a higher quality Handgun with random attachments.
Dusty's Customs: Handgun	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality Handgun with random attachments.
Dusty's Customs: Handgun	Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality Handgun with random attachments.
Dusty's Customs: Handgun			
Dusty's Customs: Handgun			
Dusty's Customs: Handgun			
Dusty's Customs: LMG	Alpha (17th Dec 2020)	Not in Alpha Version	-
Dusty's Customs: LMG	Beta (05th Aug 2021)	Not in Beta Version	-
Dusty's Customs: LMG	Release (08th Oct 2021)	Not in Official Release Version	-
Dusty's Customs: LMG	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dusty's Customs: LMG	Ver 1.000.004 (16th Dec 2021)	"Dusty's Customs: LMG" added	Grant yourself an LMG with random attachments.
Dusty's Customs: LMG	Ver 1.000.006 (08th Feb 2022)	No Changes	Grant yourself an LMG with random attachments.
Dusty's Customs: LMG	Ver 1.000.007 (12th Apr 2022)	No Changes	Grant yourself an LMG with random attachments.
Dusty's Customs: LMG	Ver 1.000.008 (07th Jun 2022)	Description Updated	Grant yourself a higher quality LMG with random attachments.
Dusty's Customs: LMG	Ver 1.000.009 (30th Aug 2022)	No Changes	Grant yourself a higher quality LMG with random attachments.
Dusty's Customs: LMG	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality LMG with random attachments.
Dusty's Customs: LMG	Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality LMG with random attachments.
Dusty's Customs: LMG			
Dusty's Customs: LMG			
Dusty's Customs: LMG			
Dusty's Customs: LMG			
Dusty's Customs: Melee Weapon	Alpha (17th Dec 2020)	Not in Alpha Version	-
Dusty's Customs: Melee Weapon	Beta (05th Aug 2021)	Not in Beta Version	-
Dusty's Customs: Melee Weapon	Release (08th Oct 2021)	Not in Official Release Version	-
Dusty's Customs: Melee Weapon	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dusty's Customs: Melee Weapon	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Dusty's Customs: Melee Weapon	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Dusty's Customs: Melee Weapon	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Dusty's Customs: Melee Weapon	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Dusty's Customs: Melee Weapon	Ver 1.000.009 (30th Aug 2022)	"Dusty's Customs: Melee Weapon" added	Grant yourself a higher quality Melee Weapon.
Dusty's Customs: Melee Weapon	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality Melee Weapon.
Dusty's Customs: Melee Weapon	Ver 1.000.011 (06th Dec 2022)	Description Updated	Grant yourself a higher quality Melee Weapon with random attachments.
Dusty's Customs: Melee Weapon			
Dusty's Customs: Melee Weapon			
Dusty's Customs: Melee Weapon			
Dusty's Customs: Shotgun	Alpha (17th Dec 2020)	Not in Alpha Version	-
Dusty's Customs: Shotgun	Beta (05th Aug 2021)	Not in Beta Version	-
Dusty's Customs: Shotgun	Release (08th Oct 2021)	Not in Official Release Version	-
Dusty's Customs: Shotgun	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dusty's Customs: Shotgun	Ver 1.000.004 (16th Dec 2021)	"Dusty's Customs: Shotgun" added	Grant yourself a Shotgun with random attachments.
Dusty's Customs: Shotgun	Ver 1.000.006 (08th Feb 2022)	No Changes	Grant yourself a Shotgun with random attachments.
Dusty's Customs: Shotgun	Ver 1.000.007 (12th Apr 2022)	No Changes	Grant yourself a Shotgun with random attachments.
Dusty's Customs: Shotgun	Ver 1.000.008 (07th Jun 2022)	Description Updated	Grant yourself a higher quality Shotgun with random attachments.
Dusty's Customs: Shotgun	Ver 1.000.009 (30th Aug 2022)	No Changes	Grant yourself a higher quality Shotgun with random attachments.
Dusty's Customs: Shotgun	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality Shotgun with random attachments.
Dusty's Customs: Shotgun	Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality Shotgun with random attachments.
Dusty's Customs: Shotgun			
Dusty's Customs: Shotgun			
Dusty's Customs: Shotgun			
Dusty's Customs: Shotgun			
Dusty's Customs: SMG	Alpha (17th Dec 2020)	Not in Alpha Version	-
Dusty's Customs: SMG	Beta (05th Aug 2021)	Not in Beta Version	-
Dusty's Customs: SMG	Release (08th Oct 2021)	Not in Official Release Version	-
Dusty's Customs: SMG	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dusty's Customs: SMG	Ver 1.000.004 (16th Dec 2021)	"Dusty's Customs: SMG" added	Grant yourself an SMG with random attachments.
Dusty's Customs: SMG	Ver 1.000.006 (08th Feb 2022)	No Changes	Grant yourself an SMG with random attachments.
Dusty's Customs: SMG	Ver 1.000.007 (12th Apr 2022)	No Changes	Grant yourself an SMG with random attachments.
Dusty's Customs: SMG	Ver 1.000.008 (07th Jun 2022)	Description Updated	Grant yourself a higher quality SMG with random attachments.
Dusty's Customs: SMG	Ver 1.000.009 (30th Aug 2022)	No Changes	Grant yourself a higher quality SMG with random attachments.
Dusty's Customs: SMG	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality SMG with random attachments.
Dusty's Customs: SMG	Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality SMG with random attachments.
Dusty's Customs: SMG			
Dusty's Customs: SMG			
Dusty's Customs: SMG			
Dusty's Customs: Sniper Rifle	Alpha (17th Dec 2020)	Not in Alpha Version	-
Dusty's Customs: Sniper Rifle	Beta (05th Aug 2021)	Not in Beta Version	-
Dusty's Customs: Sniper Rifle	Release (08th Oct 2021)	Not in Official Release Version	-
Dusty's Customs: Sniper Rifle	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dusty's Customs: Sniper Rifle	Ver 1.000.004 (16th Dec 2021)	"Dusty's Customs: Sniper Rifle" added	Grant yourself a Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle	Ver 1.000.006 (08th Feb 2022)	No Changes	Grant yourself a Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle	Ver 1.000.007 (12th Apr 2022)	No Changes	Grant yourself a Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle	Ver 1.000.008 (07th Jun 2022)	Description Updated	Grant yourself a higher quality Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle	Ver 1.000.009 (30th Aug 2022)	No Changes	Grant yourself a higher quality Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle	Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle			
Dusty's Customs: Sniper Rifle			
Dusty's Customs: Sniper Rifle			
Dusty's Customs: Sniper Rifle			
Extra Padding	Alpha (17th Dec 2020)	Not in Alpha Version	-
Extra Padding	Beta (05th Aug 2021)	Not in Beta Version	-
Extra Padding	Release (08th Oct 2021)	Not in Official Release Version	-
Extra Padding	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Extra Padding	Ver 1.000.004 (16th Dec 2021)	"Extra Padding" added	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding	Ver 1.000.006 (08th Feb 2022)	No Changes	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding	Ver 1.000.011 (06th Dec 2022)	Supply Point Cost Reduced from 60 to 40	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding			
Extra Padding			
Extra Padding			
Extra Padding			
Gourmet Dinner	Alpha (17th Dec 2020)	Not in Alpha Version	-
Gourmet Dinner	Beta (05th Aug 2021)	Not in Beta Version	-
Gourmet Dinner	Release (08th Oct 2021)	Not in Official Release Version	-
Gourmet Dinner	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23			Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name	Version	Version Description	Card Effect Description
Gourmet Dinner	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Gourmet Dinner	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Gourmet Dinner	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Gourmet Dinner	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Gourmet Dinner	Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.009	-
Gourmet Dinner	Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.010	-
Gourmet Dinner	Ver 1.000.011 (06th Dec 2022)	"Gourmet Dinner" added	Heal 8 Health and Trauma. Also gain 3 Max Health until the end of the level.
Gourmet Dinner			
Gourmet Dinner			
Gourmet Dinner			
Green Beans	Alpha (17th Dec 2020)	Not in Alpha Version	-
Green Beans	Beta (05th Aug 2021)	Not in Beta Version	-
Green Beans	Release (08th Oct 2021)	Not in Official Release Version	-
Green Beans	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Green Beans	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Green Beans	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Green Beans	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Green Beans	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Green Beans	Ver 1.000.009 (30th Aug 2022)	"Green Beans" added	Restore 0.1 Health and 0.5 Stamina every second until the end of the map.
Green Beans	Ver 1.000.010 (11th Oct 2022)	No Changes	Restore 0.1 Health and 0.5 Stamina every second until the end of the map.
Green Beans	Ver 1.000.011 (06th Dec 2022)	No Changes	Restore 0.1 Health and 0.5 Stamina every second until the end of the map.
Green Beans			
Green Beans			
Green Beans			
Green Beans			
Group Hug	Alpha (17th Dec 2020)	Not in Alpha Version	-
Group Hug	Beta (05th Aug 2021)	Not in Beta Version	-
Group Hug	Release (08th Oct 2021)	Not in Official Release Version	-
Group Hug	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Group Hug	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Group Hug	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Group Hug	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Group Hug	Ver 1.000.008 (07th Jun 2022)	"Group Hug" added	Team Effects: +1 Team Extra Life.
Group Hug	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: +1 Team Extra Life.
Group Hug	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: +1 Team Extra Life.
Group Hug	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: +1 Team Extra Life.
Group Hug			
Group Hug			
Group Hug			
Group Hug			
Hazard Suit	Alpha (17th Dec 2020)	Not in Alpha Version	-
Hazard Suit	Beta (05th Aug 2021)	Not in Beta Version	-
Hazard Suit	Release (08th Oct 2021)	Not in Official Release Version	-
Hazard Suit	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Hazard Suit	Ver 1.000.004 (16th Dec 2021)	"Hazard Suit" added	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit	Ver 1.000.006 (08th Feb 2022)	No Changes	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit			
Hazard Suit			
Hazard Suit			
Hazard Suit			
Hell Can Wait	Alpha (17th Dec 2020)	Not in Alpha Version	-
Hell Can Wait	Beta (05th Aug 2021)	Not in Beta Version	-
Hell Can Wait	Release (08th Oct 2021)	Not in Official Release Version	-
Hell Can Wait	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Hell Can Wait	Ver 1.000.004 (16th Dec 2021)	"Hell Can Wait" added	Team Effects: Gain 1 additional Continue.
Hell Can Wait	Ver 1.000.006 (08th Feb 2022)	Mechanic updated (1 use teamwide)	Team Effects: Gain 1 additional Continue.
Hell Can Wait	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Gain 1 additional Continue.
Hell Can Wait	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: Gain 1 additional Continue.
Hell Can Wait	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Gain 1 additional Continue.
Hell Can Wait	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Gain 1 additional Continue.
Hell Can Wait	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Gain 1 additional Continue.
Hell Can Wait			
Hell Can Wait			
Hell Can Wait			
Hell Can Wait			
Hired Gun	Alpha (17th Dec 2020)	Not in Alpha Version	-
Hired Gun	Beta (05th Aug 2021)	Not in Beta Version	-
Hired Gun	Release (08th Oct 2021)	Not in Official Release Version	-
Hired Gun	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Hired Gun	Ver 1.000.004 (16th Dec 2021)	"Hired Gun" added	Team Effects: Each kills grants 1 Copper, up to 500 for each Hired Gun Card Played
Hired Gun	Ver 1.000.006 (08th Feb 2022)	No Changes	Team Effects: Each kills grants 1 Copper, up to 500 for each Hired Gun Card Played
Hired Gun	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each kills grants 1 Copper, up to 500 for each Hired Gun Card Played
Hired Gun	Ver 1.000.008 (07th Jun 2022)	Effect Updated & Supply line changed	Each kill grants 1 Copper, up to 750
Hired Gun	Ver 1.000.009 (30th Aug 2022)	Effect Updated & Totem cost reduced	Each kills grants 2 Copper, up to 750
Hired Gun	Ver 1.000.010 (11th Oct 2022)	No Changes	Each kills grants 2 Copper, up to 750
Hired Gun	Ver 1.000.011 (06th Dec 2022)	Effect Updated & Totem cost reduced from 3 t	Each kills grants 5 Copper, up to 1,000.
Hired Gun			
Hired Gun			
Hired Gun			
Hired Gun			
Legendary Attachment	Alpha (17th Dec 2020)	Not in Alpha Version	-
Legendary Attachment	Beta (05th Aug 2021)	Not in Beta Version	-
Legendary Attachment	Release (08th Oct 2021)	Not in Official Release Version	-
Legendary Attachment	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Legendary Attachment	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Legendary Attachment	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Legendary Attachment	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Legendary Attachment	Ver 1.000.008 (07th Jun 2022)	"Legendary Attachment" added	Grants a random Legendary attachment bolted to your primary weapon.
Legendary Attachment	Ver 1.000.009 (30th Aug 2022)	No Changes	Grants a random Legendary attachment bolted to your primary weapon.
Legendary Attachment	Ver 1.000.010 (11th Oct 2022)	No Changes	Grants a random Legendary attachment bolted to your primary weapon.
Legendary Attachment	Ver 1.000.011 (06th Dec 2022)	No Changes	Grants a random Legendary attachment bolted to your primary weapon.
Legendary Attachment			
Legendary Attachment			
Legendary Attachment			
Legendary Attachment			
Legendary Weapon	Alpha (17th Dec 2020)	Not in Alpha Version	-
Legendary Weapon	Beta (05th Aug 2021)	Not in Beta Version	-
Legendary Weapon	Release (08th Oct 2021)	Not in Official Release Version	-
Legendary Weapon	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Legendary Weapon	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Legendary Weapon	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23			Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name	Version	Version Description	Card Effect Description
Legendary Weapon	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Legendary Weapon	Ver 1.000.008 (07th Jun 2022)	"Legendary Weapon" added	Grants a random Legendary weapon.
Legendary Weapon	Ver 1.000.009 (30th Aug 2022)	No Changes	Grants a random Legendary weapon.
Legendary Weapon	Ver 1.000.010 (11th Oct 2022)	No Changes	Grants a random Legendary weapon.
Legendary Weapon	Ver 1.000.011 (06th Dec 2022)	No Changes	Grants a random Legendary weapon.
Legendary Weapon			
Legendary Weapon			
Legendary Weapon			
Medical Supply Scavenger	Alpha (17th Dec 2020)	Not in Alpha Version	-
Medical Supply Scavenger	Beta (05th Aug 2021)	Not in Beta Version	-
Medical Supply Scavenger	Release (08th Oct 2021)	Not in Official Release Version	-
Medical Supply Scavenger	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Medical Supply Scavenger	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Medical Supply Scavenger	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Medical Supply Scavenger	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Medical Supply Scavenger	Ver 1.000.008 (07th Jun 2022)	"Medical Supply Scavenger" added	Team Effects: Increased Medical items spawn this level.
Medical Supply Scavenger	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Increased Medical items spawn this level.
Medical Supply Scavenger	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Increased Medical items spawn this level.
Medical Supply Scavenger	Ver 1.000.011 (06th Dec 2022)	Totem Cost Reduced from 4 to 2	Team Effects: Increased Medical items spawn this level.
Medical Supply Scavenger			
Medical Supply Scavenger			
Medical Supply Scavenger			
Mediocre Meal	Alpha (17th Dec 2020)	Not in Alpha Version	-
Mediocre Meal	Beta (05th Aug 2021)	Not in Beta Version	-
Mediocre Meal	Release (08th Oct 2021)	Not in Official Release Version	-
Mediocre Meal	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Mediocre Meal	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Mediocre Meal	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Mediocre Meal	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Mediocre Meal	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Mediocre Meal	Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.009	-
Mediocre Meal	Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.010	-
Mediocre Meal	Ver 1.000.011 (06th Dec 2022)	"Mediocre Meal" added	Recover 5 Health
Mediocre Meal			
Mediocre Meal			
Mediocre Meal			
Offensive Supply Scavenger	Alpha (17th Dec 2020)	Not in Alpha Version	-
Offensive Supply Scavenger	Beta (05th Aug 2021)	Not in Beta Version	-
Offensive Supply Scavenger	Release (08th Oct 2021)	Not in Official Release Version	-
Offensive Supply Scavenger	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Offensive Supply Scavenger	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Offensive Supply Scavenger	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Offensive Supply Scavenger	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Offensive Supply Scavenger	Ver 1.000.008 (07th Jun 2022)	"Offensive Supply Scavenger" added	Team Effects: Increased Offensive items spawn this level.
Offensive Supply Scavenger	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Increased Offensive items spawn this level.
Offensive Supply Scavenger	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Increased Offensive items spawn this level.
Offensive Supply Scavenger	Ver 1.000.011 (06th Dec 2022)	Totem Cost Reduced from 4 to 2	Team Effects: Increased Offensive items spawn this level.
Offensive Supply Scavenger			
Offensive Supply Scavenger			
Offensive Supply Scavenger			
Offensive Upgrade	Alpha (17th Dec 2020)	Not in Alpha Version	-
Offensive Upgrade	Beta (05th Aug 2021)	Not in Beta Version	-
Offensive Upgrade	Release (08th Oct 2021)	Not in Official Release Version	-
Offensive Upgrade	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Offensive Upgrade	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Offensive Upgrade	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Offensive Upgrade	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Offensive Upgrade	Ver 1.000.008 (07th Jun 2022)	"Offensive Upgrade" added	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, and Flashbang accessories.
Offensive Upgrade	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, Flashbang, Bait Jar, and Smoke Grenade accessories.
Offensive Upgrade	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, Flashbang, Bait Jar, and Smoke Grenade accessories.
Offensive Upgrade	Ver 1.000.011 (06th Dec 2022)	Totem Cost Reduced from 4 to 3	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, Flashbang, Bait Jar, and Smoke Grenade accessories.
Offensive Upgrade			
Offensive Upgrade			
Offensive Upgrade			
Peaches	Alpha (17th Dec 2020)	Not in Alpha Version	-
Peaches	Beta (05th Aug 2021)	Not in Beta Version	-
Peaches	Release (08th Oct 2021)	Not in Official Release Version	-
Peaches	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Peaches	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Peaches	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Peaches	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Peaches	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Peaches	Ver 1.000.009 (30th Aug 2022)	"Peaches" added	Restores 5 Health and 5 Trauma.
Peaches	Ver 1.000.010 (11th Oct 2022)	No Changes	Restores 5 Health and 5 Trauma.
Peaches	Ver 1.000.011 (06th Dec 2022)	No Changes	Restores 5 Health and 5 Trauma.
Peaches			
Peaches			
Peanut Butter	Alpha (17th Dec 2020)	Not in Alpha Version	-
Peanut Butter	Beta (05th Aug 2021)	Not in Beta Version	-
Peanut Butter	Release (08th Oct 2021)	Not in Official Release Version	-
Peanut Butter	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Peanut Butter	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Peanut Butter	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Peanut Butter	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Peanut Butter	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
Peanut Butter	Ver 1.000.009 (30th Aug 2022)	"Peanut Butter" added	Gain 5% increased Accuracy and Melee Stamina Efficiency until the end of the map.
Peanut Butter	Ver 1.000.010 (11th Oct 2022)	No Changes	Gain 5% increased Accuracy and Melee Stamina Efficiency until the end of the map.
Peanut Butter	Ver 1.000.011 (06th Dec 2022)	No Changes	Gain 5% increased Accuracy and Melee Stamina Efficiency until the end of the map.
Peanut Butter			
Peanut Butter			
Peanut Butter			
Power Bars	Alpha (17th Dec 2020)	Not in Alpha Version	-
Power Bars	Beta (05th Aug 2021)	Not in Beta Version	-
Power Bars	Release (08th Oct 2021)	Not in Official Release Version	-
Power Bars	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Power Bars	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Power Bars	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Power Bars	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Power Bars	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23			Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name	Version	Version Description	Card Effect Description
Power Bars	Ver 1.000.009 (30th Aug 2022)	"Power Bars" added	Gain 1% increased Damage until the end of the map.
Power Bars	Ver 1.000.010 (11th Oct 2022)	No Changes	Gain 1% increased Damage until the end of the map.
Power Bars	Ver 1.000.011 (06th Dec 2022)	No Changes	Gain 1% increased Damage until the end of the map.
Power Bars			
Power Bars			
Power Bars			
Primary Weapon Upgrade	Alpha (17th Dec 2020)	Not in Alpha Version	-
Primary Weapon Upgrade	Beta (05th Aug 2021)	Not in Beta Version	-
Primary Weapon Upgrade	Release (08th Oct 2021)	Not in Official Release Version	-
Primary Weapon Upgrade	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Primary Weapon Upgrade	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Primary Weapon Upgrade	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Primary Weapon Upgrade	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Primary Weapon Upgrade	Ver 1.000.008 (07th Jun 2022)	"Primary Weapon Upgrade" added	Upgrades the quality of your currently equipped primary weapons by one rarity, up to Epic.
Primary Weapon Upgrade	Ver 1.000.009 (30th Aug 2022)	No Changes	Upgrades the quality of your currently equipped primary weapons by one rarity, up to Epic.
Primary Weapon Upgrade	Ver 1.000.010 (11th Oct 2022)	No Changes	Upgrades the quality of your currently equipped primary weapons by one rarity, up to Epic.
Primary Weapon Upgrade	Ver 1.000.011 (06th Dec 2022)	No Changes	Upgrades the quality of your currently equipped primary weapons by one rarity, up to Epic.
Primary Weapon Upgrade			
Primary Weapon Upgrade			
Primary Weapon Upgrade			
Quick Item Upgrade	Alpha (17th Dec 2020)	Not in Alpha Version	-
Quick Item Upgrade	Beta (05th Aug 2021)	Not in Beta Version	-
Quick Item Upgrade	Release (08th Oct 2021)	Not in Official Release Version	-
Quick Item Upgrade	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Quick Item Upgrade	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Quick Item Upgrade	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Quick Item Upgrade	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Quick Item Upgrade	Ver 1.000.008 (07th Jun 2022)	"Quick Item Upgrade" added	Team Effects: Improves the quality of all Tool Kit, Stun Gun, Defibrillator, Razorwire, and Ammo Pouch Accessories.
Quick Item Upgrade	Ver 1.000.009 (30th Aug 2022)	Effect Updated	Team Effects: Improves the quality of all Tool Kit, Stun Gun, Defibrillator, Razorwire, Bear Trap, and Ammo Pouch Accessories.
Quick Item Upgrade	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Improves the quality of all Tool Kit, Stun Gun, Defibrillator, Razorwire, Bear Trap, and Ammo Pouch Accessories.
Quick Item Upgrade	Ver 1.000.011 (06th Dec 2022)	Totem Cost Reduced from 4 to 3	Team Effects: Improves the quality of all Tool Kit, Stun Gun, Defibrillator, Razorwire, Bear Trap, and Ammo Pouch Accessories.
Quick Item Upgrade			
Quick Item Upgrade			
Quick Item Upgrade			
Quick Item Upgrade			
RADIANCE!	Alpha (17th Dec 2020)	Not in Alpha Version	-
RADIANCE!	Beta (05th Aug 2021)	Not in Beta Version	-
RADIANCE!	Release (08th Oct 2021)	Not in Official Release Version	-
RADIANCE!	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
RADIANCE!	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
RADIANCE!	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
RADIANCE!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
RADIANCE!	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
RADIANCE!	Ver 1.000.009 (30th Aug 2022)	"RADIANCE!" added	Several live Flash Grenades Appear.
RADIANCE!	Ver 1.000.010 (11th Oct 2022)	No Changes	Several live Flash Grenades Appear.
RADIANCE!	Ver 1.000.011 (06th Dec 2022)	No Changes	Several live Flash Grenades Appear.
RADIANCE!			
RADIANCE!			
RADIANCE!			
RADIANCE!			
RICHES!	Alpha (17th Dec 2020)	Not in Alpha Version	-
RICHES!	Beta (05th Aug 2021)	Not in Beta Version	-
RICHES!	Release (08th Oct 2021)	Not in Official Release Version	-
RICHES!	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
RICHES!	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
RICHES!	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
RICHES!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
RICHES!	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
RICHES!	Ver 1.000.009 (30th Aug 2022)	"RICHES!" added	Several Copper pickups Appear.
RICHES!	Ver 1.000.010 (11th Oct 2022)	No Changes	Several Copper pickups Appear.
RICHES!	Ver 1.000.011 (06th Dec 2022)	No Changes	Several Copper pickups Appear.
RICHES!			
RICHES!			
RICHES!			
RICHES!			
Secondary Weapon Upgrade	Alpha (17th Dec 2020)	Not in Alpha Version	-
Secondary Weapon Upgrade	Beta (05th Aug 2021)	Not in Beta Version	-
Secondary Weapon Upgrade	Release (08th Oct 2021)	Not in Official Release Version	-
Secondary Weapon Upgrade	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Secondary Weapon Upgrade	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Secondary Weapon Upgrade	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Secondary Weapon Upgrade	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Secondary Weapon Upgrade	Ver 1.000.008 (07th Jun 2022)	"Secondary Weapon Upgrade" added	Upgrades the quality of your currently equipped sidearm and melee weapons by one rarity, up to Epic.
Secondary Weapon Upgrade	Ver 1.000.009 (30th Aug 2022)	No Changes	Upgrades the quality of your currently equipped sidearm and melee weapons by one rarity, up to Epic.
Secondary Weapon Upgrade	Ver 1.000.010 (11th Oct 2022)	No Changes	Upgrades the quality of your currently equipped sidearm and melee weapons by one rarity, up to Epic.
Secondary Weapon Upgrade	Ver 1.000.011 (06th Dec 2022)	No Changes	Upgrades the quality of your currently equipped sidearm and melee weapons by one rarity, up to Epic.
Secondary Weapon Upgrade			
Secondary Weapon Upgrade			
Secondary Weapon Upgrade			
Slippery when Wet	Alpha (17th Dec 2020)	Not in Alpha Version	-
Slippery when Wet	Beta (05th Aug 2021)	Not in Beta Version	-
Slippery when Wet	Release (08th Oct 2021)	Not in Official Release Version	-
Slippery when Wet	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Slippery when Wet	Ver 1.000.004 (16th Dec 2021)	"Slippery when Wet" added	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 20%.
Slippery when Wet	Ver 1.000.006 (08th Feb 2022)	No Changes	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 20%.
Slippery when Wet	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 20%.
Slippery when Wet	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 20%.
Slippery when Wet	Ver 1.000.009 (30th Aug 2022)	Effect Updated	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 50%.
Slippery when Wet	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 50%.
Slippery when Wet	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 50%.
Slippery when Wet			
Slippery when Wet			
Slippery when Wet			
Squad Armor	Alpha (17th Dec 2020)	Not in Alpha Version	-
Squad Armor	Beta (05th Aug 2021)	Not in Beta Version	-
Squad Armor	Release (08th Oct 2021)	Not in Official Release Version	-
Squad Armor	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Squad Armor	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
Squad Armor	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Squad Armor	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
Squad Armor	Ver 1.000.008 (07th Jun 2022)	"Squad Armor" added	Team Effects: Grants the team Full Armor Plates.
Squad Armor	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Grants the team Full Armor Plates.
Squad Armor	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Grants the team Full Armor Plates.

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23			Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name	Version	Version Description	Card Effect Description
Squad Armor	Ver 1.000.011 (06th Dec 2022)	Totem Cost Increased from 1 to 2	Team Effects: Grants the team Full Armor Plates.
Squad Armor			
Squad Armor			
Squad Armor			
Squad Armor			
THE LIGHT! (1)	Alpha (17th Dec 2020)	Not in Alpha Version	-
THE LIGHT! (1)	Beta (05th Aug 2021)	Not in Beta Version	-
THE LIGHT! (1)	Release (08th Oct 2021)	Not in Official Release Version	-
THE LIGHT! (1)	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
THE LIGHT! (1)	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
THE LIGHT! (1)	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
THE LIGHT! (1)	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
THE LIGHT! (1)	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
THE LIGHT! (1)	Ver 1.000.009 (30th Aug 2022)	"THE LIGHT!" added	+5% Damage
THE LIGHT! (1)	Ver 1.000.010 (11th Oct 2022)	No Changes	+5% Damage
THE LIGHT! (1)	Ver 1.000.011 (06th Dec 2022)	No Changes	+5% Damage
THE LIGHT! (1)			
THE LIGHT! (1)			
THE LIGHT! (1)			
THE LIGHT! (1)			
THE LIGHT! (2)	Alpha (17th Dec 2020)	Not in Alpha Version	-
THE LIGHT! (2)	Beta (05th Aug 2021)	Not in Beta Version	-
THE LIGHT! (2)	Release (08th Oct 2021)	Not in Official Release Version	-
THE LIGHT! (2)	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
THE LIGHT! (2)	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
THE LIGHT! (2)	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
THE LIGHT! (2)	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
THE LIGHT! (2)	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
THE LIGHT! (2)	Ver 1.000.009 (30th Aug 2022)	"THE LIGHT!" added	+5% Damage Resistance
THE LIGHT! (2)	Ver 1.000.010 (11th Oct 2022)	No Changes	+5% Damage Resistance
THE LIGHT! (2)	Ver 1.000.011 (06th Dec 2022)	No Changes	+5% Damage Resistance
THE LIGHT! (2)			
THE LIGHT! (2)			
THE LIGHT! (2)			
THE LIGHT! (2)			
Urgent Care	Alpha (17th Dec 2020)	Not in Alpha Version	-
Urgent Care	Beta (05th Aug 2021)	Not in Beta Version	-
Urgent Care	Release (08th Oct 2021)	Not in Official Release Version	-
Urgent Care	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Urgent Care	Ver 1.000.004 (16th Dec 2021)	"Urgent Care" added	Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.006 (08th Feb 2022)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care			
Urgent Care			
Urgent Care			
Urgent Care			
VANISH!	Alpha (17th Dec 2020)	Not in Alpha Version	-
VANISH!	Beta (05th Aug 2021)	Not in Beta Version	-
VANISH!	Release (08th Oct 2021)	Not in Official Release Version	-
VANISH!	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
VANISH!	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
VANISH!	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
VANISH!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
VANISH!	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
VANISH!	Ver 1.000.009 (30th Aug 2022)	"VANISH!" added	Several Smoke Grenades Appear.
VANISH!	Ver 1.000.010 (11th Oct 2022)	No Changes	Several Smoke Grenades Appear.
VANISH!	Ver 1.000.011 (06th Dec 2022)	No Changes	Several Smoke Grenades Appear.
VANISH!			
VANISH!			
VANISH!			
VANISH!			
VIGOR!	Alpha (17th Dec 2020)	Not in Alpha Version	-
VIGOR!	Beta (05th Aug 2021)	Not in Beta Version	-
VIGOR!	Release (08th Oct 2021)	Not in Official Release Version	-
VIGOR!	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
VIGOR!	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
VIGOR!	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
VIGOR!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
VIGOR!	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
VIGOR!	Ver 1.000.009 (30th Aug 2022)	"VIGOR!" added	Full Health Restored.
VIGOR!	Ver 1.000.010 (11th Oct 2022)	No Changes	Full Health Restored.
VIGOR!	Ver 1.000.011 (06th Dec 2022)	No Changes	Full Health Restored.
VIGOR!			
VIGOR!			
VIGOR!			
VIGOR!			
VITALITY!	Alpha (17th Dec 2020)	Not in Alpha Version	-
VITALITY!	Beta (05th Aug 2021)	Not in Beta Version	-
VITALITY!	Release (08th Oct 2021)	Not in Official Release Version	-
VITALITY!	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
VITALITY!	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-
VITALITY!	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
VITALITY!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	-
VITALITY!	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	-
VITALITY!	Ver 1.000.009 (30th Aug 2022)	"VITALITY!" added	+1 Extra Life
VITALITY!	Ver 1.000.010 (11th Oct 2022)	No Changes	+1 Extra Life
VITALITY!	Ver 1.000.011 (06th Dec 2022)	No Changes	+1 Extra Life
VITALITY!			
VITALITY!			
VITALITY!			
VITALITY!			
Windfall	Alpha (17th Dec 2020)	Not in Alpha Version	-
Windfall	Beta (05th Aug 2021)	Not in Beta Version	-
Windfall	Release (08th Oct 2021)	Not in Official Release Version	-
Windfall	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Windfall	Ver 1.000.004 (16th Dec 2021)	"Windfall" added	Team Effects: Each Cleaner gains 150 Copper.
Windfall	Ver 1.000.006 (08th Feb 2022)	No Changes	Team Effects: Each Cleaner gains 150 Copper.
Windfall	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each Cleaner gains 150 Copper.
Windfall	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: Each Cleaner gains 150 Copper.
Windfall	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Each Cleaner gains 150 Copper.
Windfall	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Each Cleaner gains 150 Copper.
Windfall	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Each Cleaner gains 150 Copper.
Windfall			

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23			Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name	Version	Version Description	Card Effect Description
Windfall			
Windfall			
Windfall			

Credit and Attribution

Thanks to everyone for helping with filling in some blanks and providing information. Every piece helps!

Please feel free to sign this page if you want to credit yourself

Various members from the B4B Reddit and Discord Pages

Fellow Editors

Nixsand

Bobion

Hifumi Senpai

Kaptin

GheisterHund

Basaclub648

Callum Carmicheal

ManRay

xSiena

Bayometric

xler

plfs289

HaiteiRayue

Devynn M

gargaM0NK

Nam

jimmosio

Darkensed

BrightBrightness

[Nick - Campaign Card Images](#) (Beta)

Riftsaw

Bozak Dragon

Andrew Jacob

Hugo Wong

Nicholas Perry

Aiden Z

Keys

Gosetsu

Big Enna

insanity33

Statty

James Bailey

H D

ric20007

Rookie2171

tsothga for the V2 DeckBuilder and Card Helper sheets!

Rafael7777 (Card Images)

Swingpoynt (Re his video on Damage type theory)

Statty (Refined Damage types)

Brendan (For some info re: copper costs on cards)

Abram S (Corrections to some team shop cards)

Jello Drone (Holiday Title correction on supply lines)

Keith B (More Holiday Title corrections on supply lines)

KulaRose (typos on main sheet)

Keithustus (assistance with the collectors unlocks, and swarm card effects)

[1] Brought a Knife to a Gunfight (Complete a level while getting at least 50 Kills with melee weapons.)

[2] Get 500 Total Pistol Kills

[3] Armored:
Weakspots are covered by durable Armor.

[4] Armored:
Weakspots are covered by durable Armor.

[5] Armored:
Weakspots are covered by durable Armor.

Shockwave:
Explosion knockback increased by 100%

[6] Armored:
Weakspots are covered by durable Armor.

[7] Armored:
Weakspots are covered by durable Armor.

Viscous:
Cleaners hit by Shredder Implosions are slower by 30%.

[8] Armored:
Weakspots are covered by durable Armor.

Paralytic:
Cleaners hit by the Urchin Mine are slowed even further.

[9] Armored:
Weakspots are covered by durable Armor.

[10] Headshots to kill.

[11] Armored:
Weakspots are covered by durable Armor.

[12] Armored:
Weakspots are covered by durable Armor.

[13] Armored:
Weakspots are covered by durable Armor.

[14] Headshots to kill.

[15] Armored:
Weakspots are covered by durable Armor.

[16] Headshots to kill.

[17] Armored:
Weakspots are covered by durable Armor.

[18] Armored:

Weakspots are covered by durable Armor.

[19] Armored:

Weakspots are covered by durable Armor.

[20] Armored:

Weakspots are covered by durable Armor.

[21] Headshots to kill.

[22] Get 500 Total Melee Kills

[23] Kills restore Temporary HP.

[24] Boss can be Ogre/Breaker/Hag

[25] Boss can be Ogre/Breaker/Hag

[26] Boss can be Ogre/Breaker/Hag

[27] Boss can be Ogre/Breaker/Hag

[28] Boss can be Ogre/Breaker/Hag

[29] Boss can be Ogre/Breaker/Hag

[30] Boss can be Ogre/Breaker/Hag

[31] Not a Copper is gained even if a teammate kills a Mutation.

[32] Immune to Fire, causes AOE proximity burn damage.

[33] Not a Team Effect Card but Damage output is Affected by teammates killing.

[34] Smorgasbord (Kill at least one of each non-boss Mutation.)

[35] Not a Team Effect Card but Damage output is Affected by teammates killing.

[36] Not a Team Card but Teammates benefit.

[37] Horde of the Cultist family spawns every 3mins. Timer in top left corner.

[38] Complete The Devils Return

[39] Not a Team Card but Teammates benefit.

[40] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:

Weakspots are covered by durable Armor.

Tenacious:

Bruiser's regenerate while in a Frenzy.

[41] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

Traumatic:
Crushers deal 100% Trauma damage.

[42] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

Shockwave:
Explosion knockback increased by 100%

[43] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

Heartpiercer:
Hocker Pin deals an additional 10 damage on impact.

[44] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

Gunk:
Direct hits with vomit also reduce Reload, Swap, and Use speed by 35%.

[45] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

Blooddrinker:
Stalkers heal whenever they deal damage.

[46] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

Congeval:
Stinger Spittle blinds and has an increased slowing effect.

[47] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

Hardened:
Tallboys take 75% reduced damage from Explosions

[48] Boss can be Ogre/Breaker/Hag

Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

[49] Boss can be Ogre/Breaker/Hag

Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

[50] Boss can be Ogre/Breaker/Hag

Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

[51] Boss can be Ogre/Breaker/Hag

Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:
Weakspots are covered by durable Armor.

[52] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Tenacious:
Bruiser's regenerate while in a Frenzy.

[53] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Traumatic:
Crushers deal 100% Trauma damage.

[54] Ferocious:
Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Shockwave:
Explosion knockback increased by 100%

[55] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Heartpiercer:

Hocker Pin deals an additional 10 damage on impact.

[56] Ferocious:

Ferocious Ridden have 25% increased Health and deal 2 additional damage per hit.

[57] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Armored:

Weakspots are covered by durable Armor.

[58] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Viscous:

Cleaners hit by Reeker explosions are slower by an additional 30%.

[59] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Gunk:

Direct hits with vomit also reduce Reload, Swap, and Use speed by 35%.

[60] Destruction:

Hurls spiked balls in 3 wide lines. Find the gap between lines.

[61] Ferocious:

Ferocious Ridden have 25% increased Health and deal 2 additional damage per hit.

[62] Ferocious:

Ferocious Ridden have 25% increased Health and deal 2 additional damage per hit.

[63] Viscous:

Cleaners hit by Shredder Implosions are slower by 30%.

[64] Ferocious:

Ferocious Ridden have 25% increased Health and deal 2 additional damage per hit.

[65] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Blooddrinker:

Stalkers heal whenever they deal damage.

[66] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Congeval:

Stinger Spittle blinds and has an increased slowing effect.

[67] Ferocious:

Ferocious Mutations have 25% increased Health and deal 50% increased damage.

Hardened:

Tallboys take 75% reduced damage from Explosions

[68] Paralytic:

Cleaners hit by the Urchin Mine are slowed even further.

[69] Heal 5,000 Total Health

[70] Horde spawns every 3mins. Timer in top left corner.

[71] Complete The Devils Return

[72] Complete The Devils Return

[73] Jukebox Hero (Defend the Jukebox in Bar Room Blitz without it breaking.)

[74] Get 500 Total SMG Kills

[75] Get 500 Total LMG Kills

[76] Reduced Visibility

[77] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Tenacious:

Bruiser's regenerate while in a Frenzy.

Fearsome:

Bruisers reduce the damage of nearby Cleaners.

[78] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Traumatic:

Crushers deal 100% Trauma damage.

Stubborn:

Crushers no longer release a grabbed Cleaner from bullet stumble.

[79] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Shockwave:

Explosion knockback increased by 100%

Concussive:

Cleaners hit by explosion are briefly blinded.

[80] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Heartpiercer:

Hocker Pin deals an additional 10 damage on impact.

Toxin:

Hocker Pin leaves a toxin that reduces healing recieved by 50% for 30 seconds.

[81] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Gunk:

Direct hits with vomit also reduce Reload, Swap, and Use speed by 35%.

Adhesive:

Acid pools also reduce move speed by 75%

[82] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Annihilation:

Spiked Balls are flung in a solid arc in front of the Ripper.

[83] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Viscous:

Cleaners hit by Shredder Explosions are slower by 30%.

Impact:

Cleaners hit by Shredder Implosions will take damage.

[84] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Blooddrinker:

Stalkers heal whenever they deal damage.

Meat Shield:

Stalkers take less damage while grabbing a Cleaner.

[85] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Congeval:

Stinger Spittle blinds and has an increased slowing effect.

Predator:

Stingers attack 50% faster.

[86] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Hardened:

Tallboys take 75% reduced damage from Explosions

Quick:

Tallboys attack 50% faster.

[87] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

Paralytic:

Cleaners hit by the Urchin Mine are slowed even further.

Secretion:

The Urchin Mine's acidic goo radius is increased.

[88] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

[89] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

[90] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Tenacious:

Bruiser's regenerate while in a Frenzy.

Fearsome:

Bruisers reduce the damage of nearby Cleaners.

[91] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Traumatic:

Crushers deal 100% Trauma damage.

Stubborn:

Crushers no longer release a grabbed Cleaner from bullet stumble.

[92] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Shockwave:

Explosion knockback increased by 100%

Concussive:

Cleaners hit by explosion are briefly blinded.

[93] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Heartpiercer:

Hocker Pin deals an additional 10 damage on impact.

Toxin:

Hocker Pin leaves a toxin that reduces healing recieved by 50% for 30 seconds.

[94] Monstrous:

Monstrous Ridden have 50% increased Health and deal 4 additional damage per hit.

[95] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Armored:

Weakspots are covered by durable Armor.

[96] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Viscous:

Cleaners hit by Reeker explosions are slower by an additional 30%.

Irritant:

Cleaners hit by Reeker explosions also take 25% increased damage for 1 minute.

[97] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Gunk:

Direct hits with vomit also reduce Reload, Swap, and Use speed by 35%.

Adhesive:

Acid pools also reduce move speed by 75%

[98] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Annihilation:

Spiked Balls are flung in a solid arc in front of the Ripper.

[99] Monstrous:

Monstrous Ridden have 50% increased Health and deal 4 additional damage per hit.

[100] Monstrous:

Monstrous Ridden have 50% increased Health and deal 4 additional damage per hit.

[101] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Viscous:

Cleaners hit by Shredder Explosions are slower by 30%.

Impact:

Cleaners hit by Shredder Implosions will take damage.

[102] Monstrous:

Monstrous Ridden have 50% increased Health and deal 4 additional damage per hit.

[103] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Blooddrinker:

Stalkers heal whenever they deal damage.

Meat Shield:

Stalkers take less damage while grabbing a Cleaner.

[104] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Congeval:

Stinger Spittle blinds and has an increased slowing effect.

Predator:

Stingers attack 50% faster.

[105] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Hardened:

Tallboys take 75% reduced damage from Explosions

Quick:

Tallboys attack 50% faster.

[106] Monstrous:

Ferocious Mutations have 50% increased Health and deal 100% increased damage.

Paralytic:

Cleaners hit by the Urchin Mine are slowed even further.

Secretion:

The Urchin Mine's acidic goo radius is increased.

[107] Horde of the Reeker family spawns every 3mins. Timer in top left corner.

[108] Not a Team Skill but affects the whole team.

V1.000.008 "fixed" this card to stack with others but still not a "team effects" card.

[109] Get 500 Total Shotgun Kills

[110] Horde of the Stinger family spawns every 3mins. Timer in top left corner.

[111] Get 500 Total Sniper Rifle Kills

[112] Get 500 Total Assault Rifle Kills

[113] Horde of the Tallboy family spawns every 3mins. Timer in top left corner.

[114] Horde of the Reeker family spawns every 3mins. Timer in top left corner.

[115] Health Drain, Kills restore HP.

[116] Not a Team Card but Teammates benefit.

[117] Not a Team Card but Teammates benefit.

[118] Not a Team Card but Teammates benefit.

[119] Headshot kills create small explosion. Can chain explosions.

[120] Brought a Knife to a Gunfight (Complete a level while getting at least 50 Kills with melee weapons.)

[121] Get 500 Total Pistol Kills

[122] Get 500 Total Melee Kills

[123] Not a Copper is gained even if a teammate kills a Mutation.

[124] Not a Team Effect Card but Damage output is Affected by teammates killing.

[125] Smorgasbord (Kill at least one of each non-boss Mutation.)

[126] Not a Team Card but Teammates benefit.

[127] Not a Team Card but Teammates benefit.

[128] Heal 5,000 Total Health

[129] Jukebox Hero (Defend the Jukebox in Bar Room Blitz without it breaking.)

[130] Get 500 Total SMG Kills

[131] Get 500 Total LMG Kills

[132] Not a Team Skill but affects the whole team.
V1.000.008 "fixed" this card to stack with others but still not a "team effects" card.

[133] Get 500 Total Shotgun Kills

[134] Get 500 Total Sniper Rifle Kills

[135] Get 500 Total Assault Rifle Kills

[136] Not a Team Card but Teammates benefit.

[137] Not a Team Card but Teammates benefit.

[138] Complete The Devils Return

[139] Complete The Devils Return

[140] Complete The Devils Return

[141] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

[142] Decreased Crusher squeeze attach distance for squeeze attack to 200 units (was 300)

[143] Health increased by 50.
Cooldown reduced to 1.5 from 2.
Weakspot stumble increased to 1.35 from 1.25.

[144] Hocker pin projectile speed reduced to 2500 (was 3500)
Hocker pin miss cooldown increased to 8 seconds (was 0)
Hocker pin hit cooldown increased to 8 seconds (was 2)
Hocker initial damage reduced to 5 (was 10)
Hocker damage over time increased to 3 (was 2)

[145] Hocker's cooldown reduced to 7 seconds from 8 seconds.

[146] Retch's effective range in meters decreased to 22 (was 25), tracking and ramp up time adjusted to work better

Retch will rotate slightly slower and will track the target for slightly longer during vomit attack (2.25 seconds from 1.6)

Retch projectile spray starts at a lower velocity now (75% of max instead of 90% of max) and ramps up to max velocity over a longer period of time (0.75 seconds instead of 0.4 seconds)

[147] Retch Slow effect decreased to 55% from 75%.

[148] Retch's vomit tick rate reduced to .3 from .25.

[149] Health increased by 50.
Cooldown reduced to 1.5 from 2.
Weakspot stumble increased to 1.35 from 1.25.

[150] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

Tallboys have less ability to turn during a Burst traversal

[151] Reduced Fog Effects

[152] No longer deal explosive damage on death.

[153] Corruption Boss cards will no longer appear at the start of an Act

[154] Corruption Boss cards will no longer appear at the start of an Act

[155] Corruption Boss cards will no longer appear at the start of an Act

[156] Corruption Boss cards will no longer appear at the start of an Act

[157] Corruption Boss cards will no longer appear at the start of an Act

[158] Corruption Boss cards will no longer appear at the start of an Act

[159] Corruption Boss cards will no longer appear at the start of an Act

[160] Corruption Boss cards will no longer appear at the start of an Act

[161] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

[162] Car alarms are no longer triggered by Charred Ridden.

[163] Charred Ridden now have fire sound effects.

Reduced the Charred Ridden's fire effect to 1.75 meters from 2.65 meters.

[164] The Gold Pipe now drops Warped Copper piles when Cost of Avarice is in play.

[165] Health increased to 150.

Stumble HP Increased to 30 from 1.

Now shoots faster.

Arrow damage lowered to 5 from 7.

[166] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

[167] Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weakspots are covered by durable Armor.)

[168] Lowered the crate count on No Hope difficulty.

[169] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

[170] Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weakspots are covered by durable Armor.)

[171] Hocker pin projectile speed reduced to 2500 (was 3500)

Hocker pin miss cooldown increased to 8 seconds (was 0)

Hocker pin hit cooldown increased to 8 seconds (was 2)

Hocker initial damage reduced to 5 (was 10)

Hocker damage over time increased to 3 (was 2)

[172] Hocker's cooldown reduced to 7 seconds from 8 seconds.

[173] Retch's effective range in meters decreased to 22 (was 25), tracking and ramp up time adjusted to work better

Retch will rotate slightly slower and will track the target for slightly longer during vomit attack (2.25 seconds from 1.6)

Retch projectile spray starts at a lower velocity now (75% of max instead of 90% of max) and ramps up to max velocity over a longer period of time (0.75 seconds instead of 0.4 seconds)

[174] Retch Slow effect decreased to 55% from 75%.

[175] Retch's vomit tick rate reduced to .3 from .25.

[176] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

Tallboys have less ability to turn during a Burst traversal

[177] Corruption Boss cards will no longer appear at the start of an Act

[178] Corruption Boss cards will no longer appear at the start of an Act

[179] Corruption Boss cards will no longer appear at the start of an Act

[180] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

[181] Health increased to 150.

Stumble HP Increased to 30 from 1.

Now shoots faster.

Arrow damage lowered to 5 from 7.

[182] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

[183] Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weakspots are covered by durable Armor.)

[184] Hocker pin projectile speed reduced to 2500 (was 3500)
Hocker pin miss cooldown increased to 8 seconds (was 0)
Hocker pin hit cooldown increased to 8 seconds (was 2)
Hocker initial damage reduced to 5 (was 10)
Hocker damage over time increased to 3 (was 2)

[185] Hocker's cooldown reduced to 7 seconds from 8 seconds.

[186] Health increased to 17000 from 16500

Chest weak spot extra damage reduced to 500 from 2000

[187] The Ogre now plays a roar animation as it triggers a horde.

[188] 30 seconds added to both ends of the Horde trigger cooldown.
No longer spawns out of sight from players.

[189] Collision has been adjusted on Pusflingers' Bait Jars, making them easier to hit.
Base Health reduced to 325 from 350.

[190] Movement speed no longer slowed by bullets

[191] Reeker melee damage reduced to 8 from 15.

[192] Reeker stumble resistance decreased by 25%.

Reeker Base health reduced to 400 from 500.

[193] Retch's effective range in meters decreased to 22 (was 25), tracking and ramp up time adjusted to work better

Retch will rotate slightly slower and will track the target for slightly longer during vomit attack (2.25 seconds from 1.6)

Retch projectile spray starts at a lower velocity now (75% of max instead of 90% of max) and ramps up to max velocity over a longer period of time (0.75 seconds instead of 0.4 seconds)

[194] Retch Slow effect decreased to 55% from 75%.

[195] Retch's vomit tick rate reduced to .3 from .25.

[196] Health increased by 50.
Cooldown reduced to 1.5 from 2.
Weakspot stumble increased to 1.35 from 1.25.

[197] Can now be stunned during their leap attack.

Stumble damage increased to 150.

Armor pierce health reduced to 350 from 500.

Health increased to 725 from 650.

Stumble decay increased to 30s from 15s.

[198] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

Can no longer damage other Cultists.

Base Health reduced to 450 from 725.

Armor reduced to 200 from 350.

Now stumble when their helmet armor is broken.

[199] Snipers Introduced in previous update, cards added after in this update.

Health increased to 75.

Added weakspots to the Cultist Snipers.

[200] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

Sniper Base Health reduced to 35 from 75.

[201] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

Tallboys have less ability to turn during a Burst traversal

[202] Fog's maximum density reduced for Gloom and The Fog corruption cards

[203] Cleaners can no longer roll both the silence is golden objective and Gloom/Lockdown Director cards.

[204] Hag health reduced to 7500 (8200)

Hag weak spot multiplier increased to 2.25 (was 2)

[205] Hocker pin projectile speed reduced to 2500 (was 3500)

Hocker pin miss cooldown increased to 8 seconds (was 0)

Hocker pin hit cooldown increased to 8 seconds (was 2)

Hocker initial damage reduced to 5 (was 10)

Hocker damage over time increased to 3 (was 2)

[206] Hocker's cooldown reduced to 7 seconds from 8 seconds.

[207] Hordes now have an increasing chance to spawn Special Ridden as the Act progresses. Starts at 50% and increases to 75%. Was previously only 50%.

[208] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

[209] Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weakspots are covered by durable Armor.)

[210] Hocker pin projectile speed reduced to 2500 (was 3500)
Hocker pin miss cooldown increased to 8 seconds (was 0)
Hocker pin hit cooldown increased to 8 seconds (was 2)
Hocker initial damage reduced to 5 (was 10)
Hocker damage over time increased to 3 (was 2)

[211] Hocker's cooldown reduced to 7 seconds from 8 seconds.

[212] Retch's effective range in meters decreased to 22 (was 25), tracking and ramp up time adjusted to work better

Retch will rotate slightly slower and will track the target for slightly longer during vomit attack (2.25 seconds from 1.6)

Retch projectile spray starts at a lower velocity now (75% of max instead of 90% of max) and ramps up to max velocity over a longer period of time (0.75 seconds instead of 0.4 seconds)

[213] Retch Slow effect decreased to 55% from 75%.

[214] Retch's vomit tick rate reduced to .3 from .25.

[215] Health increased by 50.
Cooldown reduced to 1.5 from 2.
Weakspot stumble increased to 1.35 from 1.25.

[216] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

Tallboys have less ability to turn during a Burst traversal

[217] Corruption Boss cards will no longer appear at the start of an Act

[218] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

[219] Health increased to 150.

Stumble HP Increased to 30 from 1.

Now shoots faster.

Arrow damage lowered to 5 from 7.

[220] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

[221] Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weakspots are covered by durable Armor.)

[222] Hocker pin projectile speed reduced to 2500 (was 3500)
Hocker pin miss cooldown increased to 8 seconds (was 0)
Hocker pin hit cooldown increased to 8 seconds (was 2)

Hocker initial damage reduced to 5 (was 10)
Hocker damage over time increased to 3 (was 2)

[223] Hocker's cooldown reduced to 7 seconds from 8 seconds.

[224] Health increased to 17000 from 16500

Chest weak spot extra damage reduced to 500 from 2000

[225] The Ogre now plays a roar animation as it triggers a horde.

[226] 30 seconds added to both ends of the Horde trigger cooldown.
No longer spawns out of sight from players.

[227] Collision has been adjusted on Pusflingers' Bait Jars, making them easier to hit.
Base Health reduced to 325 from 350.

[228] Movement speed no longer slowed by bullets

[229] Reeker melee damage reduced to 8 from 15.

[230] Reeker stumble resistance decreased by 25%.

Reeker Base health reduced to 400 from 500.

[231] Retch's effective range in meters decreased to 22 (was 25), tracking and ramp up time adjusted to work better

Retch will rotate slightly slower and will track the target for slightly longer during vomit attack (2.25 seconds from 1.6)

Retch projectile spray starts at a lower velocity now (75% of max instead of 90% of max) and ramps up to max velocity over a longer period of time (0.75 seconds instead of 0.4 seconds)

[232] Retch Slow effect decreased to 55% from 75%.

[233] Retch's vomit tick rate reduced to .3 from .25.

[234] Health increased by 50.
Cooldown reduced to 1.5 from 2.
Weakspot stumble increased to 1.35 from 1.25.

[235] Can now be stunned during their leap attack.

Stumble damage increased to 150.

Armor pierce health reduced to 350 from 500.

Health increased to 725 from 650.

Stumble decay increased to 30s from 15s.

[236] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

Can no longer damage other Cultists.
Base Health reduced to 450 from 725.
Armor reduced to 200 from 350.
Now stumble when their helmet armor is broken.

[237] Snipers Introduced in previous update, cards added after in this update.

Health increased to 75.

Added weakspots to the Cultist Snipers.

[238] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

Sniper Base Health reduced to 35 from 75.

[239] Monstrous Stinger Predator attack reduced speed buff to 30% from 50%.

[240] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

Tallboys have less ability to turn during a Burst traversal

[241] Health increased to 17000 from 16500

Chest weak spot extra damage reduced to 500 from 2000

[242] The Ogre now plays a roar animation as it triggers a horde.

[243] 30 seconds added to both ends of the Horde trigger cooldown.
No longer spawns out of sight from players.

[244] Hordes now have an increasing chance to spawn Special Ridden as the Act progresses. Starts at 50% and increases to 75%. Was previously only 50%.

[245] reduces health and temp health heals and gains by 50%, previously 75%.

[246] Hordes now have an increasing chance to spawn Special Ridden as the Act progresses. Starts at 50% and increases to 75%. Was previously only 50%.

[247] Collision has been adjusted on Pusflingers' Bait Jars, making them easier to hit.
Base Health reduced to 325 from 350.

[248] Ravenous has been removed from Ridden Hives.

Players can no longer continue to eat food when full.

Food now has outlines while this card is active.

Stacks now are cleared when incapacitated.

[249] HUD Icon added

[250] Hordes now have an increasing chance to spawn Special Ridden as the Act progresses. Starts at 50% and increases to 75%. Was previously only 50%.

[251] Movement speed no longer slowed by bullets

[252] Reeker melee damage reduced to 8 from 15.

[253] Reeker stumble resistance decreased by 25%.

Reeker Base health reduced to 400 from 500.

[254] Retch's effective range in meters decreased to 22 (was 25), tracking and ramp up time adjusted to work better

Retch will rotate slightly slower and will track the target for slightly longer during vomit attack (2.25 seconds from 1.6)

Retch projectile spray starts at a lower velocity now (75% of max instead of 90% of max) and ramps up to max velocity over a longer period of time (0.75 seconds instead of 0.4 seconds)

[255] Retch Slow effect decreased to 55% from 75%.

[256] Retch's vomit tick rate reduced to .3 from .25.

[257] Health increased by 50.

Cooldown reduced to 1.5 from 2.

Weakspot stumble increased to 1.35 from 1.25.

[258] Cleaners can no longer roll both the silence is golden objective and Gloom/Lockdown Director cards.

[259] Trip Wire Cultist Traps now cause the Silence is Golden objective to fail.

[260] Cleaners can no longer roll both the silence is golden objective and Gloom/Lockdown Director cards.

[261] Trip Wire Cultist Traps now cause the Silence is Golden objective to fail.

[262] Cleaners can no longer roll both the silence is golden objective and Gloom/Lockdown Director cards.

[263] Trip Wire Cultist Traps now cause the Silence is Golden objective to fail.

[264] Cleaners can no longer roll both the silence is golden objective and Gloom/Lockdown Director cards.

[265] Trip Wire Cultist Traps now cause the Silence is Golden objective to fail.

[266] Can now be stunned during their leap attack.

Stumble damage increased to 150.

Armor pierce health reduced to 350 from 500.

Health increased to 725 from 650.

Stumble decay increased to 30s from 15s.

[267] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

Can no longer damage other Cultists.

Base Health reduced to 450 from 725.

Armor reduced to 200 from 350.

Now stumble when their helmet armor is broken.

[268] Snipers Introduced in previous update, cards added after in this update.

Health increased to 75.

Added weakspots to the Cultist Snipers.

[269] Cultist HP now scales in Nightmare and No Hope, the same as other Mutation classes.

Sniper Base Health reduced to 35 from 75.

[270] Hordes now have an increasing chance to spawn Special Ridden as the Act progresses. Starts at 50% and increases to 75%. Was previously only 50%.

[271] Hordes now have an increasing chance to spawn Special Ridden as the Act progresses. Starts at 50% and increases to 75%. Was previously only 50%.

[272] Tallboy & Bruiser hit boxes are more accurate and their weak spots are easier to hit

Tallboy & Bruiser Overhead attack damage radius reduced to 200 units (was 250)

Tallboys have less ability to turn during a Burst traversal

[273] Bird's health reduced to 1 (was 10)

[274] Changed the holdout duration to 240 seconds on all difficulties.

Added waves of Special Ridden to the hordes.

Added a boss spawn at the last minute of the holdout.

[275] Hag will no longer spawn with The Fog corruption card

Fog's maximum density reduced for Gloom and The Fog corruption cards

[276] Cleaners can no longer roll both the silence is golden objective and Gloom/Lockdown Director cards.

[277] Reduced fog strength.

[278] Volatile Ridden No longer trigger death effect when killed by bots.