

# 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 Comependium 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 freatures which are only available in desktop mode (Filter views). However when the sheet has all of diraffic 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 it cleas / sask for help? Send me a message Via Reddit Us/Spileyroxas (Alternative) 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

#### R4R Card List - Master - Undated 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 Rehoading, to card groups detailing which Supply lines are needed to wist 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 suppy 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

WEAPON SHEET DEVELOPER TASK LIST B4B STAT CALCULATOR ZWAT TRACKING

FORTHOPE - DECKBUILDER A Community made website for creating and sharing decks with the public and/or your friends. Another Google Docs sheet displaying weapon stats for various tiers with extensive testing. Public Trello board detailing the task list split into different categories for things being worked on. A Google Docs sheet displaying Stamina Stats and Health stats.

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 comestic 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 recieve a ZWAT Skin: /. Thanks everyone for your support, and I hope/ am glad you have all found this resource useful.:)

							Limited supply line rew may be available as duff
	le: Back 4 Blood Unlockables Compen			RL+F to find sp		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings	rewards
Compendium Version	er: 3-5-24 nr: 1.000.011 (06/12/22)	Created by: Spikeyroxas	On Desktop 38000	? Check out F	ilter views 283	The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
Item	Name	Unlocked from	Supply Points				Introduced:
Card	Evangelo	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
Card	Walker	Available from start	-			Card tied to Character Selection	Beta/Release
Card	Holly	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
Card	Mom	Available from start	-			Card tied to Character Selection	Beta/Release
Card	Doc	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
Card	Hoffman	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
Card	Jim	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
Card	Karlee	Available from start	-	-	-	Card tied to Character Selection	Beta/Release
Emblem	Ultimate	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Banner	Ultimate	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Card Card	Antibiotic Ointment  Battle Lust	Available from start	-	-	-	Available from the start  Available from the start	Beta/Release Beta/Release
Card	Combat Knife	Available from start  Available from start	-	-	-	Available from the start	Beta/Release
Card	Copper Scavenger	Available from start				Available from the start	Beta/Release
Card	Reload Drills	Available from start	_	_		Available from the start	Beta/Release
Card	Second Chance	Available from start				Available from the start	Beta/Release
Card	Wounded Animal	Available from start	-	-		Available from the start	Beta/Release
Outfit	Battle Hardened (Evangelo)	Ultimate Edition / Gamepass	-	-		Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Outfit	Battle Hardened (Walker)	Ultimate Edition / Gamepass	-	-		Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Outfit	Battle Hardened (Holly)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Outfit	Battle Hardened (Mom)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Skin	Fort Hope Elite (M4 Carbine)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Skin	Fort Hope Elite (RPK)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Skin	Fort Hope Elite (Uzi)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Skin	Fort Hope Elite (870 Express)	Preorder Bonus / Gamepass	-	-	-	Preorder/Deluxe/Ultimate Edition owners only (No way to upgrade currently)	Beta/Release
Card	Vitamins	The Strip	5	-	-	Starting Supply Line	Beta/Release
Card	Ammo Pouch	The Strip	10	-		Starting Supply Line	Beta/Release
Card	Heavy Attack	The Strip	100	-		Starting Supply Line	Beta/Release
Card	Combat Training	Paul's Alley	30	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
Card	Ammo Belt	Paul's Alley	45	-		Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
Card	Hi Vis Sights Radioactive	Paul's Alley Paul's Alley	30 5	-	-	Complete Supply Line: "The Strip" to unlock "Paul's Alley"  Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
Emblem			5 30	-		Complete Supply Line: "The Strip" to unlock "Paul's Alley"  Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release Beta/Release
Card	Front Sight Focus Grenade Pouch	Paul's Alley Paul's Alley	30			Complete Supply Line: "The Strip" to unlock "Paul's Alley"  Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release Beta/Release
Card	Ammo For All	Paul's Alley	100			Complete Supply Line: "The Strip" to unlock "Paurs Alley"  Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
Banner	Drifters	Paul's Alley Paul's Alley	5			Complete Supply Line: "The Strip" to unlock "Paul's Alley"	Beta/Release
Card	Large Caliber Rounds	The Stilts	45			Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Spray	Batter up	The Stilts	5	-		Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Card	Widemouth Magwell	The Stilts	45			Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Emblem	Frost	The Stilts	5	-		Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Card	Offensive Scavenger	The Stilts	100	-		Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Spray	Lit	The Stilts	5	-		Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Card	Ammo Mule	The Stilts	70	-		Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Legs Piece	Khaki (Walker)	The Stilts	5	-		Complete Supply Line: "Paul's Alley" to unlock "The Stilts"	Beta/Release
Card	Grenade Training	Fort Hope	30	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Card	Optics Enthusiast	Fort Hope	45	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Card	Soften Up	Fort Hope	30	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Spray	Basic	Fort Hope	5	-		Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Card	Avenge the Fallen	Fort Hope	100			Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Banner	Welcoming Committee	Fort Hope	5	-		Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Card	Patient Hunter	Fort Hope	70	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Body Piece	Navy Tartan (Hoffman)	Fort Hope	5	-	-	Complete Supply Line: "The Stilts" to unlock "Fort Hope"	Beta/Release
Card	Double Grenade Pouch No Surrender	Paul's Alley (2)	45 5	-		Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release Beta/Release
Banner Card	Down in Front!	Paul's Alley (2) Paul's Alley (2)	100	-	•	Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"  Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
Card	Demolitions Expert	Paul's Alley (2)	45	-		Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"  Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
Card	Mag Coupler	Paul's Alley (2)	70	-		Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
Spray	Check	Paul's Alley (2)	5			Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
Card	Two is One and One is None	Paul's Alley (2)	100			Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"  Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
Skin	Tracksuit Life (AK47)	Paul's Alley (2)	5	-		Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"  Complete Supply Line: "Fort Hope" to unlock "Paul's Alley (2)"	Beta/Release
Card	Spiky Bits	The Stilts (2)	45			Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Card	Silver Bullets	The Stilts (2)	70			Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Emblem	Masked	The Stilts (2)	5	-		Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Card	Steady Aim	The Stilts (2)	70	-		Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Spray	Warning Signs	The Stilts (2)	5			Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Card	Admin Reload	The Stilts (2)	100	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Card	Money Grubbers	The Stilts (2)	70	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Skin	Earthy (M1911)	The Stilts (2)	5	-	-	Complete Supply Line: "Paul's Alley (2)" to unlock "The Stilts (2)"	Beta/Release
Card	Surplus Pouches	Fort Hope (2)	70	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Spray	Crybaby	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Emblem	Eagle	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Card	Weapon Scavenger	Fort Hope (2)	70	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Card	Vanguard	Fort Hope (2)	100	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Banner	Wing and a Prayer	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Card	Quick Kill	Fort Hope (2)	70	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Body Piece	Softball Star (Holly)	Fort Hope (2)	5	-	-	Complete Supply Line: "The Stilts (2)" to unlock "Fort Hope (2)"	Beta/Release
Card	Chemical Courage	Paul's Alley (3)	70 5	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	
Spray Card	Block (Green) Power Reload	Paul's Alley (3)	150	-		Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"  Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release Beta/Release
Emblem	Any Edge	Paul's Alley (3) Paul's Alley (3)	150	-		Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"  Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release Beta/Release
Card	Hunker Down	Paul's Alley (3) Paul's Alley (3)	100			Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"  Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release Beta/Release
Card	Glass Cannon	Paul's Alley (3)	150			Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"  Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
Card	Marked for Death	Paul's Alley (3)	150			Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"  Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
Skin	Marine Mag (870 Express)	Paul's Alley (3)	5	-	-	Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"  Complete Supply Line: "Fort Hope (2)" to unlock "Paul's Alley (3)"	Beta/Release
Card	Highwayman	The Stilts (3)	100	-		Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
Emblem	Sharp Shooter	The Stilts (3)	5			Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
Card	Ignore the Pain	The Stilts (3)	100		-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
Spray	Good to Meet You	The Stilts (3)	5	-		Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
Card	Bomb Squad	The Stilts (3)	100	-		Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
Card	Face Your Fears	The Stilts (3)	100	-		Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
Card	Needs of the Many	The Stilts (3)	100	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
Skin	Golden Death (M4 Carbine)	The Stilts (3)	5	-	-	Complete Supply Line: "Paul's Alley (3)" to unlock "The Stilts (3)"	Beta/Release
	Trigger Control	Fort Hope (3)	100	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
Card	-	Fort Hope (3)	5	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
Card Spray	Romero						
	North Star	Fort Hope (3)	5	-		Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
Spray Emblem Card	North Star Improvised Explosives	Fort Hope (3)	70	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"	Beta/Release
Spray Emblem	North Star	Fort Hope (3)					

Title	Pack 4 Blood Unlaskables Compandium		Tine: Hee CT	DI +E to find or	anifia itama	Boul's Allow > The Stills > Fast Hone (Beaussine) > Bandom Boulege	Limited supply line rewards be available as duffer rewards
Compendium Ver:	Back 4 Blood Unlockables Compendium 3-5-24	Created by:		RL+F to find sp ? Check out Fi		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	rewards
	1.000.011 (06/12/22)	Spikeyroxas	38000	584	283	The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
Item 00 Skin	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags		Introduced: Beta/Release
	Combat Pro (Beretta M9) In the Zone	Fort Hope (3) Paul's Alley (4)	100	-	-	Complete Supply Line: "The Stilts (3)" to unlock "Fort Hope (3)"  Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
2 Emblem	The Fallen	Paul's Alley (4)	5	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
03 Card	Controlled Movement	Paul's Alley (4)	100	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
04 Card	Scattergun Skills	Paul's Alley (4)	100	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
05 Emblem 06 Skin	Guns Out Flammo (M1A)	Paul's Alley (4) Paul's Alley (4)	10 5	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"  Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release Beta/Release
	Fresh Scrubs (Doc)	Paul's Alley (4)	5		-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
	Disciplined	Paul's Alley (4)	10	-	-	Complete Supply Line: "Fort Hope (3)" to unlock "Paul's Alley (4)"	Beta/Release
09 Spray	Gob Smacked	The Stilts (4)	15	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
10 Card	Share the Wealth	The Stilts (4)	100	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
	Cycloptic	The Stilts (4)	10	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
12 Skin 13 Emblem	Stars and Bars (M1911)	The Stilts (4) The Stilts (4)	30 10	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"  Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release Beta/Release
4 Head Piece	Ruby Specs	The Stilts (4)	50		-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
15 Skin	Desert Classic (Scar)	The Stilts (4)	30	-	-	Complete Supply Line: "Paul's Alley (4)" to unlock "The Stilts (4)"	Beta/Release
6 Spray	You Don't Say	Fort Hope (4)	15	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
	Bloody Mess (M4 Carbine)	Fort Hope (4)	30	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
8 Emblem 9 Banner	Blood Sport Hoffman	Fort Hope (4)	10 150	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"  Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release Beta/Release
	Earthy	Fort Hope (4)	50	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"  Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
1 Spray	Don't Cross	Fort Hope (4)	15	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
	Howl	Fort Hope (4)	10	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
	Carbonized (Walker)	Fort Hope (4)	50	-	-	Complete Supply Line: "The Stilts (4)" to unlock "Fort Hope (4)"	Beta/Release
	Testudines (Hoffman)	Paul's Alley (5)	50	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
5 Banner 6 Spray	Walker Use your noodle	Paul's Alley (5) Paul's Alley (5)	150 15			Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"  Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release Beta/Release
7 Head Piece	Navy Specs (Hoffman)	Paul's Alley (5)	50			Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"  Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
3 Spray	Deep thoughts	Paul's Alley (5)	15	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
Skin	Smartass (Desert Eagle)	Paul's Alley (5)	30	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
Legs Piece	Ripstop (Walker)	Paul's Alley (5)	50	-	-	Complete Supply Line: "Fort Hope (4)" to unlock "Paul's Alley (5)"	Beta/Release
	Jim	The Stilts (5)	150	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
Body Piece Spray	8 Point (Jim) Round Here	The Stilts (5) The Stilts (5)	50 15		-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"  Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release Beta/Release
Spray Skin	Green Envy (M16)	The Stilts (5)	30			Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"  Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release Beta/Release
5 Banner	Nothing But Dust	The Stilts (5)	100	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
Legs Piece	Par 4 (Hoffman)	The Stilts (5)	50	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
7 Skin	Laminated (Ranch Rifle)	The Stilts (5)	30	-	-	Complete Supply Line: "Paul's Alley (5)" to unlock "The Stilts (5)"	Beta/Release
B Head Piece	Black Shades (Hoffman)	Fort Hope (5)	50	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
Spray	Fall Fighter	Fort Hope (5)	15	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
Skin Body Piece	Heirloom (Phoenix 350L) Ananas Sapiens (Hoffman)	Fort Hope (5)	30 50	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"  Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release Beta/Release
2 Skin	Cartel King (AK47)	Fort Hope (5)	30	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
	Hot Pink (Karlee)	Fort Hope (5)	50		-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
1 Title	Master of Discipline	Fort Hope (5)	10	-	-	Complete Supply Line: "The Stilts (5)" to unlock "Fort Hope (5)"	Beta/Release
Head Piece	Total Apocalypse (Hoffman)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
Head Piece	Total Apocalypse (Doc)	Paul's Alley (6)	250 250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release Beta/Release
7 Head Piece 8 Head Piece	Total Apocalypse (Evangelo) Total Apocalypse (Jim)	Paul's Alley (6) Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"  Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
	Total Apocalypse (Mom)	Paul's Alley (6)	250			Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
Head Piece	Total Apocalypse (Karlee)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
1 Head Piece	Total Apocalypse (Walker)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
	Total Apocalypse (Holly)	Paul's Alley (6)	250	-	-	Complete Supply Line: "Fort Hope (5)" to unlock "Paul's Alley (6)"	Beta/Release
3 Card 4 Card	Motorcycle Jacket  Durable	The Clinic The Clinic	30	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"  Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release Beta/Release
	Poultice	The Clinic	70		-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
Emblem	Scenic	The Clinic	5	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
7 Spray	Boom Stick	The Clinic	5	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
Card	EMT Bag	The Clinic	45	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
	Inspiring Sacrifice	The Clinic	100	-	-	Complete Supply Line: "The Strip" to unlock "The Clinic"	Beta/Release
Banner Card	Corrosion Padded Suit	The Clinic The Furnace	5 45		-	Complete Supply Line: "The Strip" to unlock "The Clinic"  Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release Beta/Release
2 Spray	Split	The Furnace	5			Complete Supply Line: "The Clinic" to unlock "The Furnace"  Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release Beta/Release
3 Card	Hydration Pack	The Furnace	45			Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
Card	Buckshot Bruiser	The Furnace	75		-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
Card	Support Scavenger	The Furnace	100	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
Spray	Detonation	The Furnace	5	-	-	Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release
Card Skin	Fanny Pack Homeland (Glock)	The Furnace The Furnace	30 5			Complete Supply Line: "The Clinic" to unlock "The Furnace"  Complete Supply Line: "The Clinic" to unlock "The Furnace"	Beta/Release Beta/Release
Card	Slugger	Grant's Brew House	30			Complete Supply Line: "The Clinic" to unlock "The Furnace"  Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release Beta/Release
Card	Smelling Salts	Grant's Brew House	30		-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
Card	Body Armor	Grant's Brew House	45	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
Spray	Revolver	Grant's Brew House	5	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
Card	Scar Tissue	Grant's Brew House	100	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release
Banner Card	Time's Up Fresh Bandage	Grant's Brew House Grant's Brew House	100 70	-	-	Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"  Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release Beta/Release
	Acid Washed (Karlee)	Grant's Brew House	5			Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"  Complete Supply Line: "The Furnace" to unlock "Grant's Brew House"	Beta/Release Beta/Release
Card	Shoulder Bag	The Clinic (2)	45		-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
Card	Pep Talk	The Clinic (2)	45	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
	I <3 Mom	The Clinic (2)	5	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
	Cracked	The Clinic (2)	5	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
Card Banner	Well Fed Don't Look Back	The Clinic (2) The Clinic (2)	100 5		-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"  Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release Beta/Release
Card	Charitable Soul	The Clinic (2)	100		-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
Body Piece	Hot and Cold (Evangelo)	The Clinic (2)	5	-	-	Complete Supply Line: "Grant's Brew House" to unlock "The Clinic (2)"	Beta/Release
	Hard As Nails	The Furnace (2)	5	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
Card	Amped Up	The Furnace (2)	45	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
Card	Motorcycle Helmet	The Furnace (2)	70	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
Card	Broadside Shake On it	The Furnace (2)	100	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
Spray Card	Shake On it Combat Medic	The Furnace (2) The Furnace (2)	5 100			Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"  Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release Beta/Release
	Traditional Red (Mom)	The Furnace (2)	5			Complete Supply Line: "The Clinic (2)" to unlock The Furnace (2)"	Beta/Release
2 Skin	Ice Capped (357 Magnum)	The Furnace (2)	5	-	-	Complete Supply Line: "The Clinic (2)" to unlock "The Furnace (2)"	Beta/Release
3 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
	Tallboy	Grant's Brew House (2)	5	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release
						Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release
5 Emblem	Mechanically Inclined	Grant's Brew House (2)	5	-	-		
4 Spray 5 Emblem 6 Card 7 Banner		Grant's Brew House (2) Grant's Brew House (2) Grant's Brew House (2)	5 70 5	-	-	Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"  Complete Supply Line: "The Furnace (2)" to unlock "Grant's Brew House (2)"	Beta/Release Beta/Release

1000	Title Compendium Ver	e: Back 4 Blood Unlockables Compendium	Created by:		RL+F to find sp p? Check out F		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	Limited supply line reward may be available as duffel l rewards
	Game Version	n: 1.000.011 (06/12/22)	Spikeyroxas	38000	584	283	The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
_	tem	Name	Unlocked from		Totem Points	Duffel Bags		Introduced:
199 5		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 C		Group Therapy Diamond Life	The Clinic (3) The Clinic (3)	70 5	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"  Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release Beta/Release
201 0		Sunder	The Clinic (3)	150			Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"  Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release
	Emblem	Groovy	The Clinic (3)	5			Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release
204 5		Reaper (Fire Axe)	The Clinic (3)	5	-		Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release
205	ard	Numb	The Clinic (3)	45	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release
206		Life Insurance	The Clinic (3)	100	-	-	Complete Supply Line: "Grant's Brew House (2)" to unlock "The Clinic (3)"	Beta/Release
	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		Overwatch	The Furnace (3)	100		-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release
_	Emblem	Bloom	The Furnace (3)	5	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release
210 0		True Grit	The Furnace (3)	100 5	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release Beta/Release
211 S 212 C		Mask Up Pyro	The Furnace (3) The Furnace (3)	100	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"  Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release Beta/Release
213 0		Heavy Hitter	The Furnace (3)	100			Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release
214 5		Plastic (M249)	The Furnace (3)	5	_		Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release
215 E	Body Piece	Lavender (Karlee)	The Furnace (3)	5	-	-	Complete Supply Line: "The Clinic (3)" to unlock "The Furnace (3)"	Beta/Release
216	ard	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 5	pray	Bee Bloodthirsty	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release
218 E	Emblem	Quack	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release
	.egs 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 0		Rousing Speech	Grant's Brew House (3)	70	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release
221 5		No Cure	Grant's Brew House (3)	5	-	-	Complete Supply Line: "The Furnace (3)" to unlock "Grant's Brew House (3)"	Beta/Release
222 5		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
	Card Emblem	Medical Expert  Last Resort	The Clinic (4)	100 5			Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"  Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release Beta/Release
224		Experienced EMT	The Clinic (4)	75			Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"  Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release Beta/Release
226 (		Saferoom Recovery	The Clinic (4)	75			Complete Supply Line: 'Grant's Brew House (3)' to unlock The Clinic (4)'  Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release
227 (		Medical Professional	The Clinic (4)	100			Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"  Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release
228 5		ODG (Tac14)	The Clinic (4)	5	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release
229 (		Miraculous Recovery	The Clinic (4)	150	-	-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release
230 1	itle	Brawny	The Clinic (4)	10		-	Complete Supply Line: "Grant's Brew House (3)" to unlock "The Clinic (4)"	Beta/Release
231 F	lead Piece	Dark Magenta Specs (Doc)	The Furnace (4)	50	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release
	Emblem	Lament	The Furnace (4)	10	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release
	Emblem	Illuminate	The Furnace (4)	10	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release
234 5		First Class (Belgian)	The Furnace (4)	30	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release
	Body Piece	Gamgrene (Mom)	The Furnace (4)	50		-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release
236 5		Gun Metal	The Furnace (4)	15	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release
237		Hexed (Super 90)	The Furnace (4)	30	-	-	Complete Supply Line: "The Clinic (4)" to unlock "The Furnace (4)"	Beta/Release
238 5	spray Body Piece	While the City Sleeps  Don't shoot me jag-off (Jim)	Grant's Brew House (4) Grant's Brew House (4)	15 50	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"  Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release Beta/Release
	Banner	Mom	Grant's Brew House (4)	150	-		Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"  Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release
241 5		Winter Warfare (RPK)	Grant's Brew House (4)	30	_		Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release
	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 E	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 E	Emblem	Accelerent	Grant's Brew House (4)	10	-	-	Complete Supply Line: "The Furnace (4)" to unlock "Grant's Brew House (4)"	Beta/Release
245 H	lead 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 H	lead Piece	Clay Shades (Doc)	The Clinic (5)	50	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release
247 E		Doc	The Clinic (5)	150	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release
248 5		Chipped	The Clinic (5)	15	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release
_	lead 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 E	Emblem	Killshot	The Clinic (5)	10 30	-	-	Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release Beta/Release
	egs Piece	Artisan (357 Magnum) Ashen (Doc)	The Clinic (5) The Clinic (5)	50			Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"  Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release
253 5		Calculated	The Clinic (5)	15			Complete Supply Line: "Grant's Brew House (4)" to unlock "The Clinic (5)"	Beta/Release
	Banner	To the last bite	The Furnace (5)	100			Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release
	Body Piece	American made (Mom)	The Furnace (5)	50	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release
256 5		Pink Sunset (870 Express)	The Furnace (5)	30	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release
257 H	lead Piece	Scuffed Specs (Doc)	The Furnace (5)	50	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release
258 E	mblem	Cross Country	The Furnace (5)	10	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release
259	kin	Digicam (AA12)	The Furnace (5)	30	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release
	Banner	Welcome to the Party!	The Furnace (5)	100	-	-	Complete Supply Line: "The Clinic (5)" to unlock "The Furnace (5)"	Beta/Release
	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
	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		Zombie Slayer (Tac14)	Grant's Brew House (5)	30	-	-	Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release
	egs 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 S	Skin Body Piece	Damascus (Barrett M95) Bengal Sports (Evangelo)	Grant's Brew House (5) Grant's Brew House (5)	30 50			Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"  Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release Beta/Release
267 5		You Think?	Grant's Brew House (5)	15			Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"  Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release Beta/Release
268 1		Master of Brawn	Grant's Brew House (5)	10			Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"  Complete Supply Line: "The Furnace (5)" to unlock "Grant's Brew House (5)"	Beta/Release
	Body Piece	Total Apocalypse (Mom)	The Clinic (6)	250			Complete Supply Line: "Free timace (5)" to unlock "The Clinic (6)"  Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release
	Body Piece	Total Apocalypse (Karlee)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release
	Body Piece	Total Apocalypse (Walker)	The Clinic (6)	250			Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release
	Body Piece	Total Apocalypse (Holly)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release
	Body Piece	Total Apocalypse (Hoffman)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release
	Body Piece	Total Apocalypse (Doc)	The Clinic (6)	250	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"	Beta/Release
	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 E 277 C	Body Piece	Total Apocalypse (Jim) Cross Trainers	The Clinic (6) The Crow's Nest	250 10	-	-	Complete Supply Line: "Grant's Brew House (5)" to unlock "The Clinic (6)"  Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release Beta/Release
278 (		Ridden Slayer	The Crow's Nest	30			Complete Supply Line: "The Strip" to unlock "The Crow's Nest"  Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release Beta/Release
	Emblem	Toxic	The Crow's Nest	5			Complete Supply Line: The Strip to unlock The Crow's Nest  Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release
79 F		Shooting Gloves	The Crow's Nest	30			Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release
		Point and Click	The Crow's Nest	5	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release
280		Superior Cardio	The Crow's Nest	30	-	-	Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release
280 C	ard		The Crow's Nest	70			Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release
280 C 281 S 282 C		Defensive Maneuver		150			Complete Supply Line: "The Strip" to unlock "The Crow's Nest"	Beta/Release
280 C 281 S 282 C 283 C	Card	Run and Gun	The Crow's Nest			-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release
280 C 281 S 282 C 283 C 284 C	Card Card		The Crow's Nest Bridge Town	30	-			
280 C 281 S 282 C 283 C 284 C 285 C	Card Card Card	Run and Gun		30 5	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release
280 C 281 S 282 C 283 C 284 C 285 C 286 S	Card Card Card Spray Card	Run and Gun Screwdriver Chop-Chop Energy Bar	Bridge Town Bridge Town Bridge Town	5 30	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release
280 C 281 S 282 C 283 C 284 C 285 C 286 S 287 C 288 E	Card Card Card Spray Card Emblem	Run and Gun Screwdriver Chop-Chop Energy Bar Minds Eye	Bridge Town Bridge Town Bridge Town Bridge Town	5 30 5	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"  Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release Beta/Release
280 C 281 S 282 C 283 C 284 C 285 C 286 S 287 C 288 E	Card Card Card Spray Card Card Card Card Card Cand	Run and Gun Screwdriver Chop-Chop Energy Bar Minds Eye Utility Scavenger	Bridge Town Bridge Town Bridge Town Bridge Town Bridge Town	5 30 5 100	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"  Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"  Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release Beta/Release Beta/Release
280 C 281 S 282 C 283 C 284 C 285 C 286 S 286 S 287 C 288 E 289 C	Card Card Card Spray Card Emblem Card Spray	Run and Gun Screwdriver Chop-Chop Energy Bar Minds Eye Utility Scavenger Feathered	Bridge Town Bridge Town Bridge Town Bridge Town Bridge Town Bridge Town	5 30 5 100 5		-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town"	Beta/Release Beta/Release Beta/Release Beta/Release
280 C 281 S 282 C 283 C 284 C 285 C 286 S 287 C 288 E 289 C 290 S	Card Card Card Spray Card Emblem Card Spray Card Card Card	Run and Gun Screwdriver Chop-Chop Energy Bar Minds Eye Utility Scavenger Feathered Dash	Bridge Town	5 30 5 100 5 30	-	-	Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town'	Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release
280 C 281 S 282 C 283 C 284 C 285 C 286 S 287 C 288 E 289 C 290 S 291 C	Card Card Card Spray Card Card Card Card Card Card Card Card	Run and Gun Screwdriver Chop-Chop Energy Bar Minds Eye Utility Scavenger Feathered Dash Overcast (Hoffman)	Bridge Town	5 30 5 100 5 30 5	-	-	Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town' Complete Supply Line: 'The Crow's Nest' to unlock 'Bridge Town'	Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release
280 (281 S 282 C 281 S 282 C 283 C 283 C 284 C 285 C 286 S 286 S 287 C 288 E 289 C 2	Card Card Spray Card Emblem Card Spray Card Card Card Cegs Piece Card	Run and Gun Screwdriver Chop-Chop Energy Bar Minds Eye Utility Scavenger Feathered Dash Overcast (Hoffman) Rolling Thunder	Bridge Town Knuckle House	5 30 5 100 5 30	-	-	Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "The Crow's Nest" to unlock "Bridge Town" Complete Supply Line: "Bridge Town" to unlock "Knuckle House"	Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release
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rd bibliom rd	Sadistic Samural Spirit Olympic Sprinter In Your Footsteps Ammo Stash Compound Interest Yellow Jacket (Bat) Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Bridge Town (2) Knuckle House (2)	100 5 45 5 100 100 5 70 5 100 5	-	-	Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release
or d d d d d d d d d d d d d d d d d d d	Samurai Spirit Olympic Sprinter In Your Footsleps Ammo Stash Compound Interest Yellow jacket (Bat) Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Bridge Town (2) Knuckle House (2)	5 45 5 100 100 5 70 5 100 5	-	-	Complete Supply Line: 'The Crow's Nest (2)' to unlock 'Bridge Town (2)' Complete Supply Line: 'The Crow's Nest (2)' to unlock 'Bridge Town (2)' Complete Supply Line: 'The Crow's Nest (2)' to unlock 'Bridge Town (2)' Complete Supply Line: 'The Crow's Nest (2)' to unlock 'Bridge Town (2)' Complete Supply Line: 'The Crow's Nest (2)' to unlock 'Bridge Town (2)' Complete Supply Line: 'The Crow's Nest (2)' to unlock 'Bridge Town (2)'	Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release
rd vray rd rd rd rd rd ri ri rd	Olympic Sprinter In Your Footsteps Ammo Stash Compound Interest Yellow jacket (Bat) Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Bridge Town (2) Knuckle House (2)	45 5 100 100 5 70 5 100 5	-		Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release
vay var	In Your Footsteps Ammo Stash Compound Interest Yellow Jacket (Bat) Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Bridge Town (2) Bridge Town (2) Bridge Town (2) Bridge Town (2) Knuckle House (2)	5 100 100 5 70 5 100 5	-		Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release Beta/Release Beta/Release Beta/Release Beta/Release
rd d d in rd	Ammo Stash Compound Interest Yellow jacket (Bat) Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Bridge Town (2) Bridge Town (2) Bridge Town (2) Bridge Town (2) Knuckle House (2)	100 100 5 70 5 100 5			Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)" Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release Beta/Release Beta/Release Beta/Release
rd in rd	Compound Interest Yellow Jacket (Bat) Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Mutitool Just the Essentials Chaos Theory Stimulants	Bridge Town (2) Bridge Town (2) Knuckle House (2)	100 5 70 5 100 5			Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"  Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release Beta/Release Beta/Release
in rd rd biblem rd	Yellow jacket (Bat) Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Bridge Town (2) Knuckle House (2)	5 70 5 100 5			Complete Supply Line: "The Crow's Nest (2)" to unlock "Bridge Town (2)"	Beta/Release Beta/Release
rd ibblem rd ibblem rd	Cocky Thrasher Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Knuckle House (2)	70 5 100 5		-		Beta/Release
hblem rd bblem rd rd rd rd nner hblem rd	Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Knuckle House (2)	5 100 5	-			Dete /Det
nblem rd rd rd nner nblem rd ray rd nner	Mandatory PT Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Knuckle House (2) Knuckle House (2) Knuckle House (2) Knuckle House (2)	5	-		Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
rd rd rd nnner bblem rd rd ray rd nnner	Four Corners Mugger Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Knuckle House (2) Knuckle House (2) Knuckle House (2) Knuckle House (2)			-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
rd nner hblem rd rd ray rd d nner	Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Knuckle House (2) Knuckle House (2)	100	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
rd nner hblem rd rd ray rd d nner	Mean Drunk Multitool Just the Essentials Chaos Theory Stimulants	Knuckle House (2)		-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
nner nblem rd rd ray rd nner nblem	Just the Essentials Chaos Theory Stimulants		70	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
nblem rd ray rd nner nblem dy Piece	Chaos Theory Stimulants		45	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
rd rd ray rd nner nblem dy Piece	Stimulants	Knuckle House (2)	5	-	-	Complete Supply Line: "Bridge Town (2)" to unlock "Knuckle House (2)"	Beta/Release
rd ray rd nner nblem dy Piece		The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
ray rd nner nblem dy Piece	Made Hand	The Crow's Nest (3)	45	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
rd nner nblem dy Piece		The Crow's Nest (3)	70	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
nner nblem dy Piece	Arrow	The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
nblem dy Piece	Shredder	The Crow's Nest (3)	150	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
dy Piece	Dominion	The Crow's Nest (3)	5		-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
	Busy Bee	The Crow's Nest (3)	5		-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"	Beta/Release
IU	Hot Coals (Walker)	The Crow's Nest (3)	5	-	-	Complete Supply Line: "Knuckle House (2)" to unlock "The Crow's Nest (3)"  Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Toyn (3)"	Beta/Release Beta/Release
rd	Reckless Run like Hell	Bridge Town (3) Bridge Town (3)	70			Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"  Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release Beta/Release
rd	Power Swap	Bridge Town (3)	150	-		Complete Supply Line: "The Crow's Nest (3)" to unlock Bridge Town (3)"  Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
rd	Rhythmic Breathing	Bridge Town (3)	70	-	-	Complete Supply Line: "The Crow's Nest (3)" to unlock Bridge Town (3)"  Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
rd	On your Mark	Bridge Town (3)	45	-		Complete Supply Line: "The Grow's Nest (3)" to unlock "Bridge Town (3)"  Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
rd	Fire in the Hole!	Bridge Town (3)	100			Complete Supply Line: "The Grow's Nest (3)" to unlock "Bridge Town (3)"  Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
rd	Headband Magnifier	Bridge Town (3)	70			Complete Supply Line: "The Grow's Nest (3)" to unlock "Bridge Town (3)"  Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
in	Killing you softly (Tec 9)	Bridge Town (3)	5		_	Complete Supply Line: "The Crow's Nest (3)" to unlock "Bridge Town (3)"	Beta/Release
rav	Chow Down	Knuckle House (3)	5	-		Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
nblem	Elevation	Knuckle House (3)	5	-	-		Beta/Release
rd	Cold Brew Coffee	Knuckle House (3)	45	-	-		Beta/Release
rd	Hyper-Focused	Knuckle House (3)	70	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
gs Piece	Canvas Sack (Evangelo)	Knuckle House (3)	5	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
rd	Knowledge is Power	Knuckle House (3)	100	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
in	Porcelan Vengeance (Uzi)	Knuckle House (3)	5	-	-	Complete Supply Line: "Bridge Town (3)" to unlock "Knuckle House (3)"	Beta/Release
rd	Bounty Hunter	The Crow's Nest (4)	100	-	-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
nblem	High Point	The Crow's Nest (4)	5		-	Complete Supply Line: "Knuckle House (3)" to unlock "The Crow's Nest (4)"	Beta/Release
				-	-		Beta/Release
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nblem	Shattered		10				Beta/Release
in	Purple People Eater (MP5)		30		-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
nner	Holly	Knuckle House (4)	150			Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
dy Piece	Digital Camo (Evangelo)	Knuckle House (4)	50	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
ray	Moon Phase	Knuckle House (4)	15			Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
ray	Oh Yeah!	Knuckle House (4)	15			Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
dy Piece	Death's Head (Holly)	Knuckle House (4)	50	-	-	Complete Supply Line: "Bridge Town (4)" to unlock "Knuckle House (4)"	Beta/Release
nner	Evangelo	The Crow's Nest (5)	150	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
gs Piece	Neon (Holly)	The Crow's Nest (5)	50	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
гау	Hand to Mouth	The Crow's Nest (5)	15	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
rd	Mad Dash	The Crow's Nest (5)	75	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
dy Piece	Kick Drum (Karlee)		50	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
ray		The Crow's Nest (5)	15	-	-	Complete Supply Line: "Knuckle House (4)" to unlock "The Crow's Nest (5)"	Beta/Release
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ad Piece			50				Beta/Release
nner			100				Beta/Release
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in			30	-	-		Beta/Release
ad Piece	Pink Rock (Karlee)	Knuckle House (5)	50	-	-		Beta/Release
in			30		-		Beta/Release
		Knuckle House (5)	50	-			Beta/Release
ray	Out to Bat	Knuckle House (5)	15			Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
le	Master of Reflex	Knuckle House (5)	10	-		Complete Supply Line: "Bridge Town (5)" to unlock "Knuckle House (5)"	Beta/Release
		The Crow's Nest (6)	250				Beta/Release
gs 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
			250		-		Beta/Release
	rd r	beiem Elevation  clock Erew Coffee Hyper-Focused Sepiece Canvas Sack (Evangelo) and Knowlodge is Power on Porcelan Vengeance (Uzi) and Hyper-Focused Sepiece Canvas Sack (Evangelo) and Roman Porcelan Vengeance (Uzi) and Bounty Hunter beight of Speed Demon Anderson Seped Demon Anderson Sepiece Kinda Camo (Holly) and Hellfire Beight of Hellfire Beight of Chrome (Baretta) and Piece Life's a Bleach (Karlee) and Chrome (Baretta) and Piece Life's a Bleach (Karlee) and Chrome (Baretta) and Piece Life's a Bleach (Karlee) and Circuit Breaker (Vector) beight of Circuit Breaker (Vector) beight of Circuit Breaker (Vector) and Piece Deglata (Amoon Phase Anderson Shattered Shatt	Cold Brew Coffee Knuckle House (3) and Cold Brew Coffee Knuckle House (3) as Piece Canvas Sack (Evangelo) Knuckle House (3) as Piece Canvas Sack (Evangelo) Knuckle House (3) as Piece Canvas Sack (Evangelo) Knuckle House (3) and Bounty Hunter The Crow's Nest (4) and Bounty Hunter The Crow's Nest (4) and Bounty Hunter The Crow's Nest (4) and Spead Demon The Crow's Nest (4) and Natural Sprinter The Crow's Nest (4) and Natural Sprinter The Crow's Nest (4) and Titanium Heat (Macheto) The Crow's Nest (4) are Reflexitive The Crow's Nest (4) are Reflexitive The Crow's Nest (4) are Reflexitive The Crow's Nest (4) are Bridge Town (4) and Hellfire Bridge Town (4) and Hellfire Bridge Town (4) and Hellfire Bridge Town (4) and Chrome (Beretta) Bridge Town (4) and Piece Life's a Bleach (Karlee) Bridge Town (4) and Chrome (Beretta) Bridge Town (4) and Chrome (Beretta) Bridge Town (4) and Piece Life's Bleach (Karlee) Bridge Town (4) and Piece Death's Head (Holly) Knuckle House (4) and Piece Death's Head (Holly) Knuckle House (4) and Piece Death's Head (Holly) Knuckle House (4) and Piece Death's Head (Holly) The Crow's Nest (5) and Piece Nest (5) and Piece Nest (6) The Crow's Nest (5) and Piece Nest (6) The Crow's Nest (6) and Piece Nest (6) The Crow's Nest (6) and Piece Nest (6) Bridge Town (	Cold Brow Coffee	Elevation	Elevation	Description   Security   Securi

						Paul's Alley -> The Stitte -> Fort Hone (Pecurring) -> Pandom Povings	Limited supply line rewards may be available as duffel bag rewards
Title: Compendium Ver:	Back 4 Blood Unlockables Compendium	0		RL+F to find sp		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	rewards
	1.000.011 (06/12/22)	Created by: Spikeyroxas	38000	p? Check out F	283	The Crinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings  The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
Item	Name	Unlocked from	Supply Points				Introduced:
	Total Apocalypse (Jim)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release
	Total Apocalypse (Evangelo)	The Crow's Nest (6)	250	-	-	Complete Supply Line: "Knuckle House (5)" to unlock "The Crow's Nest (6)"	Beta/Release
99 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
00 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
1 Card	Lucky Pennies	Accomplishment	-	-	-	Defend the Jukebox in Bar Room Blitz without it breaking	Beta/Release
2 Card	Adrenaline Fueled	Accomplishment	-	-	-	Complete a level while getting at least 50 Kills with melee weapons	Beta/Release
3 Card	Confident Killer	Accomplishment	-	-		Kill at least one of each non-boss Mutation (Excludes Warped & Cultists)	Beta/Release
	Worm Food	Accomplishment	-	-	-	Kill 5,000 Ridden	Beta/Release
	Ridden Slayer Exterminator	Accomplishment Accomplishment	-	-		Kill 25,000 Ridden Kill 100.000 Ridden	Beta/Release Beta/Release
	Wormsbane	Accomplishment	-	-	-	Kill 3,000 Mutations	Beta/Release
	Titan Killer	Accomplishment				Kill 1,000 Boss Mutations	Beta/Release
9 Card	Stock Pouch	Accomplishment				Get 500 Total Sniper Rifle Kills	Beta/Release
0 Title	Marksman	Accomplishment				Get 5.000 Total Sniper Rifle Kills	Beta/Release
1 Card	Tactical Vest	Accomplishment	-			Get 500 Total Assault Rifle Kills	Beta/Release
2 Title	Soldier	Accomplishment	-	-		Get 5,000 Total Assault Rifle Kills	Beta/Release
3 Card	Mag Carrier	Accomplishment	-	-		Get 500 Total SMG Kills	Beta/Release
4 Title	Specialist	Accomplishment	-	-		Get 5,000 Total SMG Kills	Beta/Release
5 Card	Shell Carrier	Accomplishment	-	-	-	Get 500 Total Shotgun Kills	Beta/Release
6 Title	Shotgunner	Accomplishment	-	-	-	Get 5,000 Total Shotgun Kills	Beta/Release
7 Card	Ammo Scavenger	Accomplishment	-	-	-	Get 500 Total Pistol Kills	Beta/Release
B Title	Huckleberry	Accomplishment	-	-	-	Get 5,000 Total Pistol Kills	Beta/Release
9 Card	Meatgrinder	Accomplishment	-	-	-	Get 500 Total LMG Kills	Beta/Release
Title	Machine Gunner	Accomplishment	-	-	-	Get 5,000 Total LMG Kills	Beta/Release
1 Card	Berserker	Accomplishment	-	-	-	Get 500 Total Melee Kills	Beta/Release
	Brawler	Accomplishment	-	-	-	Get 5,000 Total Melee Kills	Beta/Release
	Field Surgeon	Accomplishment	-	-	-	Heal 5,000 Total Health	Beta/Release
Title	M.D.	Accomplishment	-	-	-	Heal 15,000 Total Health	Beta/Release
Title	EMT	Accomplishment	-	-	-	Revive 500 Cleaners	Beta/Release
	Saviour	Accomplishment	-			Rescue 250 Cleaners	Beta/Release
	Philanthropist Locksmith	Accomplishment	-			Drop 1,000,000 Ammo Open 100 Treasure Doors	Beta/Release Beta/Release
	Locksmith	Accomplishment	-			•	
7 Title	Gambler Mayerick	Accomplishment Accomplishment				Play 1,000 Cards Play 5,000 Cards	Beta/Release Beta/Release
	Card Sharp	Accomplishment	-	-	-	Play 10,000 Cards	Beta/Release
	Survivor	Accomplishment				Complete 250 Missions	Beta/Release
3 Title	Grizzled	Accomplishment	_			Complete 500 Missions	Beta/Release
	Professional Badass	Accomplishment	-	-		Complete 1,000 Missions	Beta/Release
	Double Agent	Accomplishment	-	-	-	Kill 100 Cleaners in Swarm	Beta/Release
Title	Infiltrator	Accomplishment	-	-		Kill 500 Cleaners in Swarm	Beta/Release
	Symbiote	Accomplishment	-	-		Kill 1,000 Cleaners in Swarm	Beta/Release
	Dewormer	Accomplishment	-	-	-	Kill 500 Ridden Players in Swarm	Beta/Release
Title	Pain Bringer	Accomplishment	-	-	-	Kill 1,000 Ridden Players in Swarm	Beta/Release
Title	Death Dealer	Accomplishment	-	-	-	Kill 2,500 Ridden Players in Swarm	Beta/Release
Title	Tenderfoot	Accomplishment	-	-	-	Win 25 matches of Swarm	Beta/Release
2 Title	Seasoned	Accomplishment	-	-	-	Win 100 matches of Swarm	Beta/Release
3 Title	Apocalypse Ace	Accomplishment	-	-	-	Win 250 matches of Swarm	Beta/Release
Title	Millionaire	Accomplishment	-	-	-	Deal 1,000,000 Damage	Beta/Release
	Silent, But Deadly	Accomplishment	-	-	-	Kill 100 Snitches without them triggering a horde.	Beta/Release
	Bandit	Accomplishment	-	-	-	Complete 25 Maps with Evangelo	Beta/Release
Emblem	World Cup	Accomplishment	-	-	-	Complete 50 Maps with Evangelo	Beta/Release
3 Spray	Evangelo	Accomplishment	-	-	-	Complete 100 Maps with Evangelo	Beta/Release
Outfit	Murder in the Dark (Evangelo)	Accomplishment	-	-	-	Complete 250 Maps with Evangelo	Beta/Release Beta/Release
	ZWAT Team ZWAT (Evangelo)	Accomplishment Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with a Single character  Complete Acts 1-4 On Nightmare or above with Evangelo	Beta/Release
	All Star	Accomplishment	-	-		Complete 25 Maps with Walker	Beta/Release
Emblem	Spec Ops	Accomplishment	-	-		Complete 50 Maps with Walker	Beta/Release
1 Spray	Walker	Accomplishment	-	-		Complete 100 Maps with Walker	Beta/Release
	Trail of Blood (Walker)	Accomplishment	-	-		Complete 250 Maps with Walker	Beta/Release
	ZWAT (Walker)	Accomplishment	-	-		Complete Acts 1-4 On Nightmare or above with Walker	Beta/Release
Emblem	Little Seeds	Accomplishment	-	-	-	Complete 25 Maps with Holly	Beta/Release
Emblem	Night Owl	Accomplishment	-	-	-	Complete 50 Maps with Holly	Beta/Release
Spray	Holly	Accomplishment	-			Complete 100 Maps with Holly	Beta/Release
Outfit	Plucky in Pink (Holly)	Accomplishment	-			Complete 250 Maps with Holly	Beta/Release
	ZWAT (Holly)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Holly	Beta/Release
	Bombshell	Accomplishment	-	-	-	Complete 25 Maps with Mom	Beta/Release
Emblem	Fierce	Accomplishment	-	-	-	Complete 50 Maps with Mom	Beta/Release
Spray	Mom	Accomplishment	-	-	-	Complete 100 Maps with Mom	Beta/Release
Outfit	Mother Earth (Mom)	Accomplishment	-	-	-	Complete 250 Maps with Mom	Beta/Release
	ZWAT (Mom)	Accomplishment	-		-	Complete Acts 1-4 On Nightmare or above with Mom	Beta/Release
	Healer	Accomplishment	-		-	Complete 25 Maps with Doc	Beta/Release
Emblem	Scalpels	Accomplishment	-	-	-	Complete 50 Maps with Doc	Beta/Release
Spray	Doc	Accomplishment		-	-	Complete 100 Maps with Doc	Beta/Release
Outfit Outfit	Clinical Killer (Doc)	Accomplishment	-	-		Complete 250 Maps with Doc	Beta/Release
Emblem	ZWAT (Doc) Signal Strength	Accomplishment				Complete Acts 1-4 On Nightmare or above with Doc Complete 25 Maps with Hoffman	Beta/Release Beta/Release
Emblem Emblem	Can You Dig It?	Accomplishment Accomplishment				Complete 25 Maps with Hoffman	Beta/Release Beta/Release
Spray	Hoffman	Accomplishment				Complete 50 Maps with Hoffman  Complete 100 Maps with Hoffman	Beta/Release
Outfit	Prepper Blues (Hoffman)	Accomplishment				Complete 100 Maps with Hoffman	Beta/Release
	ZWAT (Hoffman)	Accomplishment				Complete Acts 1-4 On Nightmare or above with Hoffman	Beta/Release
Emblem	Roar	Accomplishment				Complete 25 Maps with Jim	Beta/Release
Emblem	Hunter	Accomplishment				Complete 50 Maps with Jim	Beta/Release
	Jim	Accomplishment	-			Complete 100 Maps with Jim	Beta/Release
	Backwoods Blaze (Jim)	Accomplishment	-	-	-	Complete 250 Maps with Jim	Beta/Release
	ZWAT (Jim)	Accomplishment	-	-	-	Complete Acts 1-4 On Nightmare or above with Jim	Beta/Release
	Love You	Accomplishment	-	-	-	Complete 25 Maps with Karlee	Beta/Release
Emblem	Princess	Accomplishment	-	-	-	Complete 50 Maps with Karlee	Beta/Release
Spray	Karlee	Accomplishment	-	-	-	Complete 100 Maps with Karlee	Beta/Release
opiuy	Punk's Not Dead (Karlee)	Accomplishment	-	-	-	Complete 250 Maps with Karlee	Beta/Release
	ZWAT (Karlee)	Accomplishment	-			Complete Acts 1-4 On Nightmare or above with Karlee	Beta/Release
Outfit	Belt Clip	Roving Merchants (Randomised)	50	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.004 (16th De
Outfit Outfit		Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.004 (16th Dec
Outfit Outfit Card	Utility Belt	Roving werchants (Randomised)					
Outfit Card Card		Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.004 (16th Dec
5 Outfit 6 Outfit 7 Card 3 Card	Utility Belt		100 40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec Ver 1.000.004 (16th Dec
5 Outfit 6 Outfit 7 Card 8 Card 9 Card Dum Card Bum Card Bum Card	Utility Belt Tool Belts	Roving Merchants (Randomised)		-			
5 Outfit 6 Outfit 7 Card 8 Card 9 Card D Burn Card	Utility Belt Tool Belts Ammo Drop	Roving Merchants (Randomised) Roving Merchants (Randomised)	40			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec
5 Outfit 6 Outfit 7 Card 8 Card 9 Card 9 Card 0 Burn Card Burn Card 2 Burn Card	Utility Belt Tool Belts Ammo Drop Extra Padding	Roving Merchants (Randomised) Roving Merchants (Randomised) Roving Merchants (Randomised)	40 40		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec Ver 1.000.004 (16th Dec

300							Limited supply line rev may be available as duf
	Back 4 Blood Unlockables Compend			RL+F to find s		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings	rewards
Compendium Ver:	3-5-24 1.000.011 (06/12/22)	Created by: Spikeyroxas	On Desktor	p? Check out F	ilter views 283	The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
Item	Name	Unlocked from		Totem Points			Introduced:
96 Burn Card	Windfall	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec
7 Burn Card	Dusty's Customs: Handgun	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec
Burn Card	Dusty's Customs: Assault Rifle	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th Dec
Burn Card	Dusty's Customs: LMG	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th De
Burn Card	Dusty's Customs: Sniper Rifle	Roving Merchants (Randomised)	40	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th De
Burn Card	Dusty's Customs: SMG	Roving Merchants (Randomised)	40		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th De
Burn Card	Dusty's Customs: Shotgun	Roving Merchants (Randomised)	40		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.004 (16th De
Burn Card	Hired Gun	The Collectors	-	2	-	Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.004 (16th De
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 De
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 De
Emblem	Dead of Winter Skullflake	34th Street	20	-		Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	Ver 1.000.004 (16th De Ver 1.000.004 (16th De
Emblem Banner	Hell Froze Over	34th Street	20	-		Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	
Banner	Slav Ride	34th Street	75 75		-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	Ver 1.000.004 (16th De Ver 1.000.004 (16th De
Title	Decked Out	34th Street	15		-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags  Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	Ver 1.000.004 (16th De
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 De
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 De
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 De
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 De
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 De
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 De
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 De
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 De
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 De
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 De
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 De
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 De
Head Piece	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 De
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 De
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 De
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 De
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 De
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 De
Body Piece Skin	Giftwrapped (Walker) Festive Wrap (MP5)	34th Street	75 50	-	-	Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	Ver 1.000.004 (16th De Ver 1.000.004 (16th De
Skin	Festive Wrap (MP5) Festive Wrap (UMP45)	34th Street 34th Street	50			Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	Ver 1.000.004 (16th De
Skin	Festive Wrap (AA12)	34th Street	50	-		Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags  Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	Ver 1.000.004 (16th De
Skin	Festive Wrap (M249)	34th Street	50			Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags  Limited Edition Supply Line (14/12/21 - 11/01/22). Also obtainable from Duffel Bags	Ver 1.000.004 (16th De
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 De
Emblem	Checklist	Roving Merchants (Randomised)	75	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Emblem	Wasted	Roying Merchants (Randomised)	75	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Emblem	Power Punk	Roving Merchants (Randomised)	75	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Emblem	Saved by the Shell	Roving Merchants (Randomised)	75	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Emblem	Buzz Kill	Roving Merchants (Randomised)	75	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Emblem	Record Beat	Roving Merchants (Randomised)	75	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Emblem	Quadruple Threat	Roving Merchants (Randomised)	75	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Emblem	ZWAT	Roving Merchants (Randomised)	150		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Spray	ICU	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Spray	Team Spirits	Roving Merchants (Randomised)	100	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Spray	Oh, Nuts!	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Spray	Kaboom	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Spray	Hack It	Roving Merchants (Randomised)	100	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Spray	Festive	Roving Merchants (Randomised)	100	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Banner	Bring it on	Roving Merchants (Randomised)	100	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Banner	Buck This!	Roving Merchants (Randomised)	100	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Banner Banner	Safehouse	Roving Merchants (Randomised)	125 125	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe Ver 1.000.006 (08th Fe
	Honey Bunny	Roving Merchants (Randomised)	125	-	•	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	
Banner Banner	Snailpipe Back 4 Blood	Roving Merchants (Randomised)  Roving Merchants (Randomised)	125	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe Ver 1.000.006 (08th Fe
Skin	Fancicam (SCAR)	Roving Merchants (Randomised)  Roving Merchants (Randomised)	30	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Skin	Bengal (TEC 9)	Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Skin	Bengal (TAC14)	Roving Merchants (Randomised)  Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Skin	Bengal (Glock 23)	Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Skin	Bengal (SCAR)	Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Skin	Bengal (Vector)	Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Head Piece	Eagle Eyes (Walker)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Head Piece	Major League (Walker)	Roving Merchants (Randomised)	250		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Head Piece	Batter Up (Walker)	Roving Merchants (Randomised)	250		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Head Piece	Snug as a Pug (Doc)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Head Piece	Foiled Again (Hoffman)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Body Piece	War Turtle (Doc)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.006 (08th Fe
Outfit	Battle Hardened (Doc)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Ver 1.000.007 (12th Ap
Outfit	Battle Hardened (Hoffman)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Ver 1.000.007 (12th Ap
Outfit	Battle Hardened (Jim)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Ver 1.000.007 (12th Ap
Outfit	Battle Hardened (Karlee)	Ultimate Edition / Gamepass	-	-	-	Ultimate Edition owners only (No way to upgrade currently)	Ver 1.000.007 (12th Ap
Card	Heng	Expansion 1 - Tunnels of Terror	-	-	-	Card tied to Character Selection	Ver 1.000.007 (12th Ap
Card	Sharice	Expansion 1 - Tunnels of Terror	-	-	-	Card tied to Character Selection	Ver 1.000.007 (12th Ap
Outfit	Jouleheaded (Evangelo)	Expansion 1 - Tunnels of Terror	-			Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Ap
Outfit	Standard Model (Walker)	Expansion 1 - Tunnels of Terror	-			Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Ap
Outfit	Quark-y (Holly)	Expansion 1 - Tunnels of Terror	-		-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Ap
Outfit Outfit	Radiant (Mom) Biohazard (Doc)	Expansion 1 - Tunnels of Terror  Expansion 1 - Tunnels of Terror				Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Ap
Outfit	Wardrobe Staple (Hoffman)	Expansion 1 - Tunnels of Terror				Unlocked automatically with Tunnels of Terror Expansion purchase  Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Ap Ver 1.000.007 (12th Ap
Outfit	Un-Phased (Jim)	Expansion 1 - Tunnels of Terror				Unlocked automatically with Tunnels of Terror Expansion purchase  Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Ap
Outfit	Ultraviolet (Karlee)	Expansion 1 - Tunnels of Terror				Unlocked automatically with Tunnels of Terror Expansion purchase  Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Ap
Emblem	Resistance	Accomplishment				Complete 25 Maps with Heng	Ver 1.000.007 (12th Ap
Emblem	Hanuman	Accomplishment				Complete 50 Maps with Heng	Ver 1.000.007 (12th Ap
Spray	Explorer	Accomplishment	-	-		Complete 30 Maps with Heng	Ver 1.000.007 (12th Ap
Outfit	Casual Friday (Heng)	Accomplishment				Complete 250 Maps with Heng	Ver 1.000.007 (12th Ap
Emblem	Crossed Irons	Accomplishment				Complete 25 Maps with Pleng  Complete 25 Maps with Sharice	Ver 1.000.007 (12th Ap
Emblem	Heroic Hereldry	Accomplishment	-	-		Complete 50 Maps with Sharice	Ver 1.000.007 (12th Ap
Spray	Flex	Accomplishment	-	-	-	Complete 100 Maps with Sharice	Ver 1.000.007 (12th Ap
Outfit	Playing with Fire	Accomplishment	-			Complete 250 Maps with Sharice	Ver 1.000.007 (12th Ap
Character	Heng (Swarm)	Accomplishment	-			Play 5 Swarm Matches	Ver 1.000.007 (12th Ap
Character	Urchin [Ridden Variant] (Swarm)	Accomplishment	-	-		Play 10 Swarm Matches	Ver 1.000.007 (12th Ap
Character	Shredder [Ridden Variant] (Swarm)	Accomplishment	-			Play 15 Swarm Matches	Ver 1.000.007 (12th Ap.
Character	Ripper [Ridden Variant] (Swarm)	Accomplishment	-			Play 20 Swarm Matches	Ver 1.000.007 (12th Ap.
						Play 25 Swarm Matches	Ver 1.000.007 (12th Ap.
Character	Sharice (Swarm)	Accomplishment					

							Limited supply line rew may be available as duff
	Back 4 Blood Unlockables Compendium	0		RL+F to find sp		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings	rewards
Compendium Ver:	3-5-24 1.000.011 (06/12/22)	Created by: Spikeyroxas	On Desktor	? Check out F	283	The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
Item	Name	Unlocked from	Supply Points				Introduced:
95 Emblem	Spiral Shells	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
596 Emblem	Bloody Stop!	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
597 Emblem	Stab 'N Jab	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
598 Emblem 599 Emblem	First Responder Defiant	Roving Merchants (Randomised)	75 75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
600 Emblem	Hotheaded	Roving Merchants (Randomised)  Roving Merchants (Randomised)	75		- :	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
601 Emblem	Bowled Over	Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
02 Spray	Follow-Through	Roving Merchants (Randomised)	100			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
603 Spray	Firepower	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
604 Spray	Just Hangin'	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
605 Spray	Calm before the Squeeze	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
S06 Spray	Get a Grip Staredown	Roving Merchants (Randomised)	100	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
607 Spray 608 Spray	Backhanded	Roving Merchants (Randomised) Roving Merchants (Randomised)	100		- :	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
609 Banner	From the Ashes	Roving Merchants (Randomised)	100			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
Banner	Sharice	Roving Merchants (Randomised)	100		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
Banner Banner	Heng	Roving Merchants (Randomised)	100	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
Head Piece	Get it Twisted (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
13 Head Piece	Die-Focals (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
14 Head Piece	Buzzed Beauty (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
315 Body Piece 316 Body Piece	Special Delivery (Heng)  Duality (Heng)	Roving Merchants (Randomised)  Roving Merchants (Randomised)	150 150			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
617 Body Piece	Pinstripe (Heng)	Roving Merchants (Randomised)	150			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
818 Body Piece	Bengal Belle (Sharice)	Roving Merchants (Randomised)	150		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
19 Body Piece	Gym Rat (Sharice)	Roving Merchants (Randomised)	150		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
20 Legs Piece	Weatherworn (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
21 Legs Piece	Distressed (Heng)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
22 Legs Piece	Daring Denim (Sharice)	Roving Merchants (Randomised)	150		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
23 Legs Piece	Smoldering (Sharice)	Roving Merchants (Randomised)	150	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
24 Legs Piece 325 Skin	Fired Up (Sharice) Tough Love (AK47)	Roving Merchants (Randomised)  Roving Merchants (Randomised)	150 250	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
26 Skin	Tough Love (AK47)	Roving Merchants (Randomised)  Roving Merchants (Randomised)	250			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
27 Skin	Tough Love (Hatchet)	Roving Merchants (Randomised)	250		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
28 Skin	Tough Love (Machete)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
29 Skin	Tough Love (M249)	Roving Merchants (Randomised)	250			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
30 Skin	Tough Love (Fire Axe)	Roving Merchants (Randomised)	250		-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
31 Skin	Tough Love (TAC14)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
32 Skin	Tough Love (SCAR)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
33 Skin	Tough Love (UMP45)	Roving Merchants (Randomised)	250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
4 Skin	Tough Love (MP5)	Roving Merchants (Randomised)	250			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
5 Skin	Tough Love (Vector)	Roving Merchants (Randomised)	250	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr
6 Skin 7 Skin	Tough Love (Barrett M95) Hot Rod Flames (Machete)	Roving Merchants (Randomised)  Roving Merchants (Randomised)	250 250	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
8 Skin	Biohazard (Tec9)	Expansion 1 - Tunnels of Terror	250			Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
Skin	Biohazard (Bat)	Expansion 1 - Tunnels of Terror	-			Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
10 Skin	Biohazard (Fire Axe)	Expansion 1 - Tunnels of Terror	-			Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
41 Skin	Biohazard (Hatchet)	Expansion 1 - Tunnels of Terror	-			Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
42 Skin	Biohazard (Machete)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
43 Skin	Biohazard (M4 Carbine)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
44 Skin	Biohazard (AK47)	Expansion 1 - Tunnels of Terror	-	-	-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
45 Skin	Biohazard (Scar)	Expansion 1 - Tunnels of Terror	-	-		Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
46 Skin	Biohazard (RPK)	Expansion 1 - Tunnels of Terror	-		-	Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
17 Skin 18 Skin	Biohazard (870 Express) Biohazard (AA12)	Expansion 1 - Tunnels of Terror Expansion 1 - Tunnels of Terror	-	-		Unlocked automatically with Tunnels of Terror Expansion purchase Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
19 Skin	Biohazard (Super 90)	Expansion 1 - Tunnels of Terror				Unlocked automatically with Tunnels of Terror Expansion purchase	Ver 1.000.007 (12th Apr
0 Card	Fit as a Fiddle	The Collectors	-	2		May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
1 Card	Sadist	The Collectors	-	2		May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
2 Card	Weaponsmith	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
3 Card	Bravado	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
4 Card	Stealthy Passage	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
5 Card	Power Strike	The Collectors	-	2	-	May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
6 Card	Bodyguard	The Collectors	-	2		May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
7 Card	Well Rested	The Collectors	-	2		May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
8 Card 9 Card	Pumped Up Pinata	The Collectors The Collectors		2		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr Ver 1.000.007 (12th Apr
0 Card	Over-Protective	The Collectors		2		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
1 Card	Magician's Apprentice	The Collectors		2		May also be obtainable in Duffel Bags	Ver 1.000.007 (12th Apr
2 Burn Card	Group Hug	Roving Merchants (Randomised)	20	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.007 (12th Apr
3 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
4 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
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
6 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
7 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
8 Burn Card	Attachment Scavenger	The Collectors The Collectors		2		Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun Ver 1.000.008 (07th Jun
9 Burn Card 0 Burn Card	Medical Supply Scavenger Offensive Supply Scavenger	The Collectors		2		Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table Also obtainable randomly through Duffel Bags after exhausting the Duffel Loot Table	Ver 1.000.008 (07th Jun Ver 1.000.008 (07th Jun
1 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
2 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
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 Jur
1 Spray	Tuckered Out	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
5 Spray	Free Radical	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
Spray	Ready to Rock	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
Spray	Beeline	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
Spray	Power Trip	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
Spray	Having a Blast	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
Spray	Peace and Love	The Collectors	-	3	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
Spray Spray	In His Element Nightmare Catcher	The Collectors The Collectors		3		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jur Ver 1.000.008 (07th Jur
Spray Spray	Chaser Xing	The Collectors		3		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jur Ver 1.000.008 (07th Jur
Spray	Tallboys at Play	The Collectors		3		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jur
5 Spray	Beware of Reeker	The Collectors		3		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	A Positive	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	B Positive	The Collectors	-	5		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
6 Banner						May also be obtainable in Duffel Bags	
6 Banner 7 Banner	O Positive	The Collectors		5	-		Ver 1.000.000 (07th Juli
Banner Banner Banner Banner		The Collectors The Collectors	-	5	-	May also be obtainable in Duffel Bags	
66 Banner 67 Banner 68 Banner 69 Banner 60 Banner	O Positive		-		-		Ver 1.000.008 (07th Jun Ver 1.000.008 (07th Jun Ver 1.000.008 (07th Jun
86 Banner 87 Banner 88 Banner 89 Banner	O Positive AB Positive	The Collectors	-	5	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun

	Title	Back 4 Blood Unlockables Compendium		Tine: Use CT	RL+F to find sp	necific items	Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings	Limited supply line rev may be available as duf rewards
-	Compendium Ver:	3-5-24	Created by:		? Check out F		The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	Tewarus
⅃		1.000.011 (06/12/22)	Spikeyroxas	38000	584	283	The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
_	tem	Name	Unlocked from	Supply Points	Totem Points	Duffel Bags		Introduced:
	Banner Banner	Tallboy King of the Ridden	The Collectors The Collectors	-	5		May also be obtainable in Duffel Bags May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun Ver 1.000.008 (07th Jun
	Banner	Acid Watched	The Collectors	-	5		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
97 5		Psychedelic (Bat)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
98	škin	Psychedelic (Fire Axe)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
99 5		Psychedelic (Hatchet)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
00 5		Psychedelic (Machete)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
01 5		Psychedelic (AK47)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun Ver 1.000.008 (07th Jun
02 5		Psychedelic (M16) Psychedelic (Ranch Rifle)	The Collectors The Collectors	-	7	-	May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
03 8		Psychedelic (M249)	The Collectors	-	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
05		Psychedelic (AA12)	The Collectors	-	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
06 5		Psychedelic (Super 90)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
07 5	škin	Psychedelic (Phoenix 350L)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
08 8		Psychedelic (Barrett M95)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
09 8		Cupcake Carnage (Bat)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	Skin Skin	Cupcake Carnage (Fire Axe) Cupcake Carnage (Hatchet)	The Collectors The Collectors	-	7	-	May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun Ver 1.000.008 (07th Jun
	Skin	Cupcake Carnage (Machete)	The Collectors	1	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	Skin	Cupcake Carnage (Scar)	The Collectors	-	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	Skin	Cupcake Carnage (M249)	The Collectors	-	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	Skin	Cupcake Carnage (RPK)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
3	Skin	Cupcake Carnage (MP5)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
7 5	Skin	Cupcake Carnage (UMP45)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	Skin	Cupcake Carnage (Vector)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	Skin	Cupcake Carnage (Tac14)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jun
	Skin	Cupcake Carnage (Barrett M95)	The Collectors		7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jur
	Skin	Hot Rod Flames (Bat)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Skin Skin	Hot Rod Flames (Fire Axe) Hot Rod Flames (Hatchet)	The Collectors The Collectors		7		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bans	Ver 1.000.008 (07th Jul
	Skin Skin	Hot Rod Flames (Hatchet)  Hot Rod Flames (Machete)	The Collectors The Collectors		7		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul Ver 1.000.008 (07th Jul
	Skin	Hot Rod Flames (M16)	The Collectors The Collectors		7		May also be obtainable in Duffel Bags  May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Skin	Hot Rod Flames (UZI)	The Collectors		7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Skin	Hot Rod Flames (Vector)	The Collectors		7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Skin	Hot Rod Flames (AA12)	The Collectors		7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
9 5	Skin	Hot Rod Flames (Super 90)	The Collectors	-	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
) (	Skin	Hot Rod Flames (Phoenix 350L)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
ş	Skin	Hot Rod Flames (Barrett M95)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Outfit	License to Kill (Evangelo)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Outfit	First Blood (Walker)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Outfit	No Mercy (Holly)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Outfit	Tough as Nails (Mom)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Outfit	Plague Doc (Doc)	The Collectors	-	13	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Outfit Outfit	Accounted 4 Blood (Hoffman) Grizzled Huntsman (Jim)	The Collectors The Collectors	-	13 13	-	May also be obtainable in Duffel Bags May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul Ver 1.000.008 (07th Jul
	Outfit	Rockability (Karlee)	The Collectors	-	13		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Head Piece	Aviator (Holly)	The Collectors		7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Head Piece	Bandita (Mom)	The Collectors	-	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
2 1	Head Piece	Sharp Sighted (Doc)	The Collectors	-	7		May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
3 1	Head Piece	Masked Up (Hoffman)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
4 F	Head Piece	Outlaw (Jim)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Head Piece	Out on the Brown (Karlee)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Body Piece	QFT (Karlee)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Body Piece	Three Wolf Moon (Hoffman)	The Collectors	-	7	-	May also be obtainable in Duffel Bags	Ver 1.000.008 (07th Jul
	Legs Piece Burn Card	Alive and Kickin' (Evangelo)  Dusty's Customs: Melee Weapon	The Collectors  Roving Merchants (Randomised)	40	7	-	May also be obtainable in Duffel Bags  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators / Limited	Ver 1.000.008 (07th July Ver 1.000.009 (30th Au
-	Outfit	License to Grill (Walker)	The Collectors	40	13		May also be obtainable in Duffel Bags	Ver 1.000.009 (30th Au
	Outfit	Huckleberry (Jim)	The Collectors	-	13		May also be obtainable in Duffel Bags	Ver 1.000.009 (30th Au
	Head Piece	Glitz (Sharice)	Roving Merchants (Randomised)	200	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
,	Head Piece	Hengler (Heng)	Roving Merchants (Randomised)	200			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Head Piece	Windsor (Karlee)	Roving Merchants (Randomised)	200			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Head Piece	Buzz Off! (Holly)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Head Piece	River Rat (Jim)	Roving Merchants (Randomised)	200	-		Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Body Piece	Extra Salty (Karlee)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Body Piece	Out There (Hoffman)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Body Piece	Tropical Breeze (Heng)	Roving Merchants (Randomised)	200	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Emblem	Dread Pirate	Roving Merchants (Randomised)	75	-	-	Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Emblem	To Shreds	Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Emblem Emblem	Too Easy Tune-Up Time	Roving Merchants (Randomised)  Roving Merchants (Randomised)	75 75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au
	Emblem Emblem	Tune-Up Time Sick Burn	Roving Merchants (Randomised)  Roving Merchants (Randomised)	75 75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au
	Emblem	Hand, A Jar	Roving Merchants (Randomised)  Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators  Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Emblem	This is Fine	Roving Merchants (Randomised)	75			Bower Hill MC / Calypso's Cavalcade / KSC Convoy / Liberators	Ver 1.000.009 (30th Au
	Card	Al Assistant Module	Duffel Bag Reward		-	1	, Ebolico	Ver 1.000.009 (30th Au
	Card	Belligerent	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Au
	Card	Crippling Frequency	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Au
	Card	Expired T5	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Au
	Card	Experimental Stimulants	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Au
	Card	Experimental Stun gun	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Au
	Card	Fill 'em Full of Lead	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Au
	Card Card	Food Scavenger Out with a Bang	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au
	Card Card	Suppressing Fire	Duffel Bag Reward			1		Ver 1.000.009 (30th Au
	Card	Ultrasonic Wound Therapy	Duffel Bag Reward			1		Ver 1.000.009 (30th Au
(		Dan	Expansion 2 - Children of the Worm	-			Card tied to Character Selection	Ver 1.000.009 (30th Au
0			Expansion 2 - Children of the Worm	-			Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Au
0	Card Outfit	Pre-Collapse (Evangelo)			-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Au
0	Card	Pre-Collapse (Evangelo) Pre-Collapse (Walker)	Expansion 2 - Children of the Worm				Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Au
	Card Outfit		Expansion 2 - Children of the Worm  Expansion 2 - Children of the Worm	-	-			
6 (0 6 (0 7 (0 6 (0 7 (0 7 (0 7 (0 7 (0 7 (0 7 (0 7 (0 7	Card Outfit Outfit	Pre-Collapse (Walker)		-	-		Unlocked automatically with Children of the Worm Expansion purchase	
6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Card  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit	Pre-Collapse (Walker) Pre-Collapse (Holly) Pre-Collapse (Mom) Pre-Collapse (Doc)	Expansion 2 - Children of the Worm  Expansion 2 - Children of the Worm  Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
3 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	Card  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit	Pre-Collapse (Walker) Pre-Collapse (Holly) Pre-Collapse (Mom) Pre-Collapse (Doc) Pre-Collapse (Jim)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au
	Card  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit	Pre-Collapse (Walker) Pre-Collapse (Holly) Pre-Collapse (Mom) Pre-Collapse (Doc) Pre-Collapse (Jim) Pre-Collapse (Karlee)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au
	Card  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit	Pre-Collapse (Walker) Pre-Collapse (Holly) Pre-Collapse (Mom) Pre-Collapse (Doc) Pre-Collapse (Jim) Pre-Collapse (Jim) Pre-Collapse (Heng)	Expansion 2 - Children of the Worm	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au
66 (67 (67 (67 (67 (67 (67 (67 (67 (67 (	Card  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Character	Pre-Collapse (Walker) Pre-Collapse (Holly) Pre-Collapse (Mom) Pre-Collapse (Doc) Pre-Collapse (Jim) Pre-Collapse (Hrele) Pre-Collapse (Hreng) "Prophet" Dan (Swarm)	Expansion 2 - Children of the Worm Expansion 2 - Children of the Worm Accomplishment	-	-	-	Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Play 5 Swarm Matches	Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Card  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Character  Dutfit	Pre-Collapse (Walker) Pre-Collapse (Mom) Pre-Collapse (Doc) Pre-Collapse (Doc) Pre-Collapse (Jim) Pre-Collapse (Heng) Pre-Collapse (Heng) Pre-Collapse (Heng) Elementary (Dan)	Expansion 2 - Children of the Worm Expansion 2 - Children of the Worm Accomp		-	-	Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Play 5 Swarm Matches Complete 250 Maps with Dan	Ver 1.000.009 (30th Au Ver 1.000.009 (30th Au
6 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Card  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Dutfit  Character	Pre-Collapse (Walker) Pre-Collapse (Holly) Pre-Collapse (Mom) Pre-Collapse (Doc) Pre-Collapse (Jim) Pre-Collapse (Hrele) Pre-Collapse (Hreng) "Prophet" Dan (Swarm)	Expansion 2 - Children of the Worm Expansion 2 - Children of the Worm Accomplishment	-	-		Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Unlocked automatically with Children of the Worm Expansion purchase Play 5 Swarm Matches	Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug

160	Title:	Back 4 Blood Unlockables Compendium		Tips: Use CT	RL+F to find sp	necific items	Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings	Limited supply line rev may be available as duf rewards
Compen	ndium Ver:		Created by:		? Check out F		The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	Tomaras
_		1.000.011 (06/12/22)	Spikeyroxas	38000	584 Tatam Balata	283	The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	Interviews 1
93 Skin		Name 8-Bit Blitz (AK47)	Unlocked from  Expansion 2 - Children of the Worm	Supply Points	Totem Points	Duffel Bags	Other Info Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug
94 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
95 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
96 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
97 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
98 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
99 Skin 00 Skin		8-Bit Blitz (Super 90)	Expansion 2 - Children of the Worm  Expansion 2 - Children of the Worm	-		-	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
01 Outfit		8-Bit Blitz (Phoenix 350L)  Jammer (Holly)	Duffel Bag Reward	-		1	Unlocked automatically with Children of the Worm Expansion purchase	Ver 1.000.009 (30th Aug
2 Outfit		La Madre (Mom)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
3 Emblem		Nailed It	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
4 Emblem		Screamcatcher	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
5 Emblem		Horrorboros	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
6 Emblem		Fletcher	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
7 Emblem		Vexing	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
8 Emblem 9 Emblem		Initiated Finger Food	Duffel Bag Reward Duffel Bag Reward	-	- :	1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
0 Emblem		Target Practice	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
1 Emblem		Grim Reaper	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
2 Emblem		Cultist Decor	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
3 Banner		Nightmarish Slog	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
4 Banner		Creepy Crawly	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
5 Banner		Mother's Children Omniscient	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Banner Banner		Down in the Dumps	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
Banner		Hard Time	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
9 Banner		Onboarding	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Banner		Pet Project	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Banner		Warm Welcome	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Spray		Keeping Ahead	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
3 Spray		Pointed	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Spray		Gas Who?	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Spray		DOC 3VANG3L0	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
6 Spray 7 Spray		3V4NG3L0 H3NG	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
Spray		H0FFM4N	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
9 Spray		HOLLY	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Spray		J1M	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Spray		K4RL33	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Spray		мом	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Spray		SH4R1C3	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Spray Spray		W4LK3R Burlap	Duffel Bag Reward Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
Spray		Throw-Up	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
7 Spray		Zig	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Skin		Do Harm (MP5)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
9 Skin		En Fuego (Beretta M9)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (M1911)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
1 Skin		Sentimental (M1911)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
2 Skin		Do Harm (UMP45)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Skin Skin		En Fuego (Glock 23) Pleurotremata (357 Magnum)	Duffel Bag Reward  Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
Skin		Sentimental (357 Magnum)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Do Harm (Beretta M9)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
7 Skin		En Fuego (Desert Eagle)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (Desert Eagle)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Skin		Sentimental (The Belgian)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Skin		Do Harm (Bat)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Skin		En Fuego (Bat)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (Bat)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Skin Skin		Sentimental (Bat) Do Harm (Fire Axe)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
Skin		En Fuego (Fire Axe)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (Fire Axe)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		Sentimental (Fire Axe)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		Do Harm (Hatchet)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Skin		En Fuego (Hatchet)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (Hatchet)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Sentimental (Hatchet)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Do Harm (Machete)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		En Fuego (Machete)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
Skin Skin		Pleurotremata (Machete) Sentimental (Machete)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Do Harm (AK47)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		En Fuego (AK47)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (Pheonix 350L)	Duffel Bag Reward	-		1		Ver 1.000.009 (30th Aug
Skin		Sentimental (AK47)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		Do Harm (Vector)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		En Fuego (SCAR)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (RPK)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin Skin		Sentimental (RPK) Do Harm (Ranch Rifle)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
Skin		En Fuego (TAC14)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (TAC14)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		Sentimental (Ranch Rifle)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		Do Harm (UZI)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		En Fuego (UZI)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
Skin		Pleurotremata (AA12)	Duffel Bag Reward		-	1		Ver 1.000.009 (30th Aug
Skin		Sentimental (AA12)	Duffel Bag Reward	-	-	1		Ver 1.000.009 (30th Aug
2 Skin		Do Harm (M1A)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin		En Fuego (Super 90)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin Skin		Pleurotremata (Barrett M95) Sentimental (Super 90)	Duffel Bag Reward			1		Ver 1.000.009 (30th Aug
Skin Outfit		Sentimental (Super 90) Battle Hardened (Heng)	Duffel Bag Reward Ultimate Edition / Gamepass				Ultimate Edition owners only (No way to upgrade currently)	Ver 1.000.009 (30th Aug Ver 1.000.009 (30th Aug
7 Outfit		Battle Hardened (Sharice)	Ultimate Edition / Gamepass				Ultimate Edition owners only (No way to upgrade currently)	Ver 1.000.009 (30th Aug
B 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
9 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
		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

proce	Tie	Back 4 Blood Unlockables Compendium		Tipe: Hos CT	RL+F to find s	pecific items	Paul's Alley .> The Stilts .> Fort Hone (Pacurring) .> Pandom Pavings	Limited supply line reward may be available as duffel l rewards
	Compendium Ver:		Created by:		PC+F to find Sp p? Check out F		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	rewards
	Game Version:	1.000.011 (06/12/22)	Spikeyroxas	38000	584	283	The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings	
_	Item	Name Tricked	Unlocked from	Supply Points	Totem Points	Duffel Bags		Introduced:
892 893		Treated	The Haunt The Haunt	15 15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
894		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 20)
895		2 Spoopy 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 20)
896		Explosive Boils	Legendary Card Shrine Only	-	-	-	Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 20)
	Card Card	Heads, You Lose Smells Like Victory	Legendary Card Shrine Only Legendary Card Shrine Only				Cannot be obtained outside of gameplay  Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
899		Ugly Chachkies	Duffel Bag Reward	-	-	1	Common de Consider of gamepiary	Ver 1.000.010 (11th Oct 20)
	Card	Unnatural Healing	Legendary Card Shrine Only	-	-	-	Cannot be obtained outside of gameplay	Ver 1.000.010 (11th Oct 20)
901 902		Emergency Transfusion -O'-Lantern	Legendary Card Shrine Only The Haunt	- 15	-	-	Cannot be obtained outside of gameplay Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 20)
902		Creeper	The Haunt	15	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 20)
	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 20)
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 20)
	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 20)
	Spray Spray	Trick and Treat BFFs	The Haunt The Haunt	25 25	-		Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
	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 20)
910		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 20)
911		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 20)
912 913		Pumpkin Eater (Super 90) Pumpkin Eater (UMP45)	The Haunt The Haunt	50 50	-	-	Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
914		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 20)
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 20)
916		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 20)
917 918		Pumpkin Eater (MP5) Pumpkin Eater (Barrett M95)	The Haunt The Haunt	50 50			Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
919		Pumpkin Eater (M249)	The Haunt	50			Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags Limited Edition Supply Line (11/10/22 - 13/11/22). Also obtainable from Duffel Bags	Ver 1.000.010 (11th Oct 20)
920	Body Piece	Crop Doc (Doc)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Body Piece	Red Rum (Dan)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Body Piece Legs Piece	Gutty Boy (Dan)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
	Legs Piece Legs Piece	Checkered Past (Dan) Gurcake (Dan)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20)
	Emblem	Calavera	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20)
926	Emblem	Attitude is Everything	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Emblem	Viper	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20)
	Emblem Emblem	Dapper Charmed	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
	Emblem	All-Seeing	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Emblem	Goaltender	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Spray	Burnt Toast	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Spray	Ace in the Hole	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Spray Spray	Shamrocked Mustachio	Duffel Bag Reward Duffel Bag Reward	-		1		Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
	Spray	It's 3:00 AM Somewhere	Duffel Bag Reward	-		1		Ver 1.000.010 (11th Oct 20)
	Spray	Ancient Ridden	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Spray	Earworm	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Spray	Three Snitch Moon Comet	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
	Spray Spray	Bandana	Duffel Bag Reward Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
942		Adventure Zone (M1911)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
943		Winter Soldier (M1911)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
944		Adventure Zone (Beretta M9)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
945 946		Adventure Zone (357 Magnum) M81 (357 Magnum)	Duffel Bag Reward  Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20) Ver 1.000.010 (11th Oct 20)
947		Ridden Season (Glock 23)	Duffel Bag Reward	-		1		Ver 1.000.010 (11th Oct 20)
948	Skin	Winter Soldier (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20)
949		Adventure Zone (Desert Eagle)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20
950 951		Desert Storm (Desert Eagle) Adventure Zone (The Belgian)	Duffel Bag Reward Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20
952		Snakebite (The Belgian)	Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20. Ver 1.000.010 (11th Oct 20.
953	Skin	M81 (The Belgian)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
954		Winter Soldier (Tec 9)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20
955		Adventure Zone (Bat)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
956 957		Dead of Night (M4 Carbine) Winter Soldier (M4 Carbine)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20 Ver 1.000.010 (11th Oct 20
958		Snakebite (AK47)	Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20
959	Skin	Ridden Season (AK47)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
960		Adventure Zone (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20
961 962		Snakebite (M16) Desert Storm (M16)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20. Ver 1.000.010 (11th Oct 20.
962		M81 (Scar)	Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20.
964		Desert Storm (Ranch Rifle)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
965	Skin	Ridden Season (Ranch Rifle)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
966		Dead of Night (M249) M81 (M249)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
967 968		M81 (M249) Dead of Night (RPK)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20 Ver 1.000.010 (11th Oct 20
969		Desert Storm (RPK)	Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20
970		Winter Soldier (RPK)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20
971		Dead of Night (MP5)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
972 973		M81 (MP5)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
	Skin	Snakebite (Uzi) Desert Storm (Uzi)	Duffel Bag Reward  Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20 Ver 1.000.010 (11th Oct 20
975		Winter Soldier (UMP45)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
976	Skin	Ridden Season (Vector)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
977		Snakebite (870 Express)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
978	Skin Skin	Ridden Season (870 Express)	Duffel Bag Reward	•	-	1		Ver 1.000.010 (11th Oct 20
979 980		Dead of Night (AA12) Winter Soldier (AA12)	Duffel Bag Reward  Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20 Ver 1.000.010 (11th Oct 20
	Skin	Desert Storm (TAC14)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
982	Skin	Dead of Night (Super 90)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
983		M81 (Super 90)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
984		Ridden Season (Super 90)	Duffel Bag Reward		-	1		Ver 1.000.010 (11th Oct 20
985 986		M81 (M1A) Snakebite (Phoenix 350L)	Duffel Bag Reward  Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20 Ver 1.000.010 (11th Oct 20
	Skin	Ridden Season (Phoenix 350L)	Duffel Bag Reward			1		Ver 1.000.010 (11th Oct 20.
988	Skin	Desert Storm (Barrett M95)	Duffel Bag Reward	-	-	1		Ver 1.000.010 (11th Oct 20

proto			_			B # 4# - T 0/# - T /:-	Limited supply line rewards may be available as duffer
Compendium Ve	le: Back 4 Blood Unlockables Compendium	Created by:		RL+F to find sp p? Check out Fi		Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings  The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	rewards
	on: 1.000.011 (06/12/22)	Spikeyroxas	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:
991 Outfit	Steamed Cleaners (Holly)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
992 Outfit	Steamed Cleaners (Walker)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
993 Outfit 994 Outfit	Steamed Cleaners (Mom) Steamed Cleaners (Hoffman)	Expansion 3 - River of Blood Expansion 3 - River of Blood	-		-	Unlocked automatically with River of Blood Expansion purchase Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
995 Outfit	Steamed Cleaners (Horman) Steamed Cleaners (Karlee)	Expansion 3 - River of Blood	-		-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
996 Outfit	Steamed Cleaners (Sharice)	Expansion 3 - River of Blood	-		-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
997 Outfit	Steamed Cleaners (Dan)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
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 2
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 2
000 Skin	Who's Next? (Hatchet)	Expansion 3 - River of Blood  Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
001 Skin 002 Skin	Who's Next? (Machete) Who's Next? (M16)	Expansion 3 - River of Blood  Expansion 3 - River of Blood	-		-	Unlocked automatically with River of Blood Expansion purchase Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
002 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 2
004 Skin	Who's Next? (M249)	Expansion 3 - River of Blood	-			Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
005 Skin	Who's Next? (MP5)	Expansion 3 - River of Blood	-			Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
006 Skin	Who's Next? (Uzi)	Expansion 3 - River of Blood	-	-	-	Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
007 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 2
008 Skin	Who's Next? (AA12)	Expansion 3 - River of Blood	-	-		Unlocked automatically with River of Blood Expansion purchase	Ver 1.000.011 (6th Dec 2
009 Skin 010 Outfit	Who's Next? (Phoenix 350L) ZWAT (Heng)	Expansion 3 - River of Blood Accomplishment	-		-	Unlocked automatically with River of Blood Expansion purchase  Complete Acts 1-4 On Nightmare or above with Heng	Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
011 Outfit	ZWAT (Heng) ZWAT (Sharice)	Accomplishment			- :	Complete Acts 1-4 On Nightmare or above with Herig	Ver 1.000.011 (6th Dec 2
012 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 2
013 Title	Hero	Accomplishment	-		-	The Path To Glory: Complete a map in Trial of the Worm with a total modifier of at least	
014 Title	The Brave	Accomplishment	-	-	-	Hard-Boiled: Defeat the Harbinger without using the LAW.	Ver 1.000.011 (6th Dec 2
015 Body Piece	Kitty Purple (Tala)	Accomplishment	-	-	-	Complete 25 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2
016 Legs Piece	Jaded (Tala)	Accomplishment	-	-	-	Complete 25 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2
017 Body Piece	I <3 Jeff (Tala)	Accomplishment	-	-		Complete 50 Campaign Missions at Tala  Complete 50 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2
018 Legs Piece 019 Head Piece	Plaid the Price (Tala)  Dark Roots (Tala)	Accomplishment Accomplishment				Complete 50 Campaign Missions at Tala  Complete 100 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
020 Outfit	Wolf Among Sheep (Tala)	Accomplishment		-		Complete 250 Campaign Missions at Tala	Ver 1.000.011 (6th Dec 2
021 Card	Sonic Disruptor	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
022 Card	Hazmat Specialist	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
023 Card	Wasteland Chef	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
024 Card	Phosphorous Tipped	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
025 Card	Drone Spotter	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
026 Card	Ether Bomb	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
027 Card 028 Card	Empowered Assault Cleansing Fire	Duffel Bag Reward Duffel Bag Reward		- :	1		Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
029 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 2
030 Skin	Festive Wrap (Scar)	34th Street (2)	50		-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2
O31 Skin	Festive Wrap (M16)	34th Street (2)	50	-	-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2
32 Skin	Festive Wrap (RPK)	34th Street (2)	50	-	-	Limited Edition Supply Line (06/12/22 - 05-01-23).	Ver 1.000.011 (6th Dec 2
033 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 2
034 Outfit	Sir Cuitous (Hoffman)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
035 Outfit 036 Skin	Fuel Injected (Doc)  Cross-Slash (Beretta M9)	Duffel Bag Reward Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
037 Skin	Trophy Maker (357 Magnum)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
038 Skin	Fight of the Bumblebee (Glock 23)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
039 Skin	Natural Leader (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
040 Skin	Flashpoint (Glock 23)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
041 Skin	Fight of the Bumblebee (Desert Eagle)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
042 Skin	Cross-Slash (The Belgian)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
043 Skin 044 Skin	Cyber Polka (Tec 9) Cross-Slash (Tec 9)	Duffel Bag Reward Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
045 Skin	Fight of the Bumblebee (Bat)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
046 Skin	Trophy Maker (Bat)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
047 Skin	Cyber Polka (Bat)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
048 Skin	Natural Leader (Bat)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
049 Skin	Fight of the Bumblebee (Fire Axe)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
050 Skin	Trophy Maker (Fire Axe)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
051 Skin	Cyber Polka (Fire Axe)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
052 Skin 053 Skin	Natural Leader (Fire Axe)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
054 Skin	Fight of the Bumblebee (Hatchet)  Trophy Maker (Hatchet)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
055 Skin	Cyber Polka (Hatchet)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
056 Skin	Natural Leader (Hatchet)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
057 Skin	Fight of the Bumblebee (Machete)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
058 Skin	Trophy Maker (Machete)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
059 Skin	Cyber Polka (Machete)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
060 Skin	Natural Leader (Machete)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
061 Skin 062 Skin	Trophy Maker (M4 Carbine)  Cyber Polka (M4 Carbine)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
062 Skin 063 Skin	Natural Leader (M4 Carbine)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
064 Skin	Fight of the Bumblebee (AK47)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
065 Skin	Cyber Polka (AK47)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
066 Skin	Trophy Maker (AK47)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
067 Skin	Natural Leader (M16)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
068 Skin	Trophy Maker (M16)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
069 Skin	Flashpoint (M16) Natural Leader (Scar)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2 Ver 1.000.011 (6th Dec 2
070 Skin 071 Skin	Cyber Polka (Scar)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
072 Skin	Trophy Maker (Scar)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec
073 Skin	Fight of the Bumblebee (Scar)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2
074 Skin	Fight of the Bumblebee (Ranch Rifle)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
75 Skin	Natural Leader (Ranch Rifle)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
076 Skin	Flashpoint (Ranch Rifle)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
77 Skin	Natural Leader (M249)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec
78 Skin	Natural Leader (RPK)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
79 Skin	Cyber Polka (MP5)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec
80 Skin 81 Skin	Flashpoint (Uzi) Fight of the Bumblebee (UMP45)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.011 (6th Dec Ver 1.000.011 (6th Dec
082 Skin	Cyber Polka (UMP45)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
083 Skin	Flashpoint (UMP45)	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2
084 Skin	Cyber Polka (Vector)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
085 Skin	Fight of the Bumblebee (Vector)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
086 Skin	Cross-Slash (Vector)	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2
		Duffel Dag Doward			1		Ver 1.000.011 (6th Dec 2
087 Skin 088 Skin	Fight of the Bumblebee (870 Express)  Cross-Slash (870 Express)	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2

								Limited supply line rewards
rex proce	Title:	Back 4 Blood Unlockables Compendium		Tips: Use CT	RL+F to find sp	ecific items	Paul's Alley -> The Stilts -> Fort Hope (Recurring) -> Random Rovings	may be available as duffel bag rewards
	Compendium Ver:	3-5-24	Created by:	On Desktor	? Check out F	Iter views	The Clinic -> The Furnace -> Grants Brew House (Recurring) -> Random Rovings	
		1.000.011 (06/12/22) Name	Spikeyroxas	38000 Supply Points	584	283 Duffel Bage	The Crow's Nest -> Bridgetown -> Knuckle House (Recurring) -> Random Rovings Other Info	Introduced
1090		Name Flashpoint (Super 90)	Unlocked from  Duffel Bag Reward	Supply Points	Totem Points	Duffel Bags	Other Info	Introduced: Ver 1.000.011 (6th Dec 2022)
1090		Trophy Maker (M1A)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1092		Trophy Maker (Phoenix 350L)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1093		Natural Leader (Barrett M95)	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1094 1095		Trophy Maker (Barrett M95) Cross-Slash (Barrett M95)	Duffel Bag Reward Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		Inncer Sanctum	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2022)
		Mother of Worms	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1098		Evolved	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Skull Crusher	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Tala and Jeff	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2022)
1101		Grisly Totem Armed and Dangerous	Duffel Bag Reward Accomplishment			1	Kill 10 Ridden with Bob's Arm.	Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
1103		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		Disc Jockey	Accomplishment	-	-	1	Defend the jukebox in Bar Room Blitz without it breaking.	Ver 1.000.011 (6th Dec 2022)
1106		Pacifist Moto	Accomplishment	-	-	1	Complete a map without any players on the team killing a single Ridden.	Ver 1.000.011 (6th Dec 2022)
		Cut Above	Duffel Bag Reward  Duffel Bag Reward	1	1	1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		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)
		Silent Killer	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Skatez	Duffel Bag Reward		-	1		Ver 1.000.011 (6th Dec 2022)
		The Marshall Cherry Pits	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		Cherry Pits Hello Karlee	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		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)
		Grill 'em All	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Ridden Roulette	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Knuckle Buster Good Prospects	Duffel Bag Reward Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		Good Riddens	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
_		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)
		Snafu	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Head in the Clouds Tagged (Yellow)	Duffel Bag Reward Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		Let me in!	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Mom's Way	Duffel Bag Reward	-		1		Ver 1.000.011 (6th Dec 2022)
		One Punch One Kill	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Just Shoot Me	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Get it Through Your Head	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Wanted: Mostly Dead Hold the Ice	Duffel Bag Reward Duffel Bag Reward		-	1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		Ridden Dinner	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2022)
		Wild West	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2022)
		Fragmentation Vibes	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
1138		Protect and Serve For Dinner	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)
		Bricked Hexed	Duffel Bag Reward Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022) Ver 1.000.011 (6th Dec 2022)
		Buzzsaw	Duffel Bag Reward			1		Ver 1.000.011 (6th Dec 2022)
		Cavaller	Duffel Bag Reward	-	-	1		Ver 1.000.011 (6th Dec 2022)

Title Back 4 Blood Cord Compendium. Buppy Lines Based on: Version: 1180223 Created by: Spraymoses The Bupp - Press regarded 11161 Lines Press The Bupp - 1151 Party Alary 7265 The Clinic - 77650 The Clinic - 77650 Share Consenses Research The Bupp - 1175 The Clinic - 77650 The Cl	
The Stifty → Paul's Alley / The Clinic The Crow's Nest Leading large or garden from the Stift Card Card	Note any changes to untook positions in supply tracks may not be displayed here as not possible to find out after untooking  The Circum's Neet >> The Furnace  The Circum's Neet >> Bridge Town  Classes they provide you great to find a transport on the administration of the administratio
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Fort Hope (3) >> Paul's Alley (4)	
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Compendium Ver:		Created by:	Controls:	On Desktop? Check out Filter Views Use CTRL+F to search cards	Note: Versus and Campaign Cards to be separately listed even if they have the same effects Notice any mistakes or have info to possibly add? Leave a comment.	
	1.000.011 (06/12/22) Type		PC/PS/XB Team Effect	Name (Original Name/Other Info)	Effect Description (Other Info)	Obtained from: Suppy Line
ampaign	Offense	Fortune	No No	Admin Reload (Gunslinger) Admin Reload (Gunslinger)	When you stow your weapon, it reloads.	The Stilts (2) Available from start
warm ampaign	Offense Offense	Fortune Reflex	No No	Admin Reload (Gunslinger) Adrenaline Fueled	When you stow your weapon, it reloads.  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 Accomplishment [1]
	Offense Ability	Reflex Fortune	No No	Adrenaline Fueled Al Assistant Module	When you kill an enemy, gain 5 Stamina instantly and an additional 7 Stamina over 7 seconds, stacking up to 5 times.  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	Available from start Duffel Bag Reward / Children of
			No	Ammo	On their receive that a state of the state o	the Worm Expansion  Available when decks empty / F
						Card Shrine
	Offense		No	Ammo	+5% Ammo Capacity, +1% Damage	Available when decks empty / F Card Shrine
ampaign urn	Offense Offense	Discipline Burn	No Yes	Ammo Belt Ammo Drop	+50% Ammo Capacity, +15% Reload Speed  Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.	Paul's Alley Roving Merchants
			Yes	Ammo For All (Team Ammo)	Team Effects: +10% Team Ammo Capacity, +3.5% Team Damage	Paul's Alley / Bot Deck
warm ampaign	Offense Offense	Discipline Discipline	Yes No	Ammo For All (Team Ammo)  Ammo Mule	Team Effects: +10% Team Ammo Capacity, -3.5% Team Damage +75% Ammo Capacity, -5% Move Speed	Available from start The Stilts
	Offense Offense		No No	Ammo Mule Ammo Pouch	+75% Ammo Capacity, -5% Move Speed +25% Ammo Capacity, +2.5% Bullet Damage	Available from start The Strip
warm	Offense		No	Ammo Pouch	+25% Ammo Capacity, +2.5% Bullet Damage	Available from start
ampaign ampaign	Utility Offense		No No	Ammo Scavenger Ammo Stash (Resourceful)	You can sense Nearby Ammo, 1 additional Ammo crate spawn.  Your secondary weapons have Unlimited Ammo. Your secondary weapons reload 20% Slower	Accomplishment [2] Bridge Town (2)
			No	Ammo Stash (Resourceful)	Your secondary weapons have Unlimited Ammo. Your secondary weapons reload 20% Slower	Available from start
ampaign ampaign	Defense Defense	Discipline Discipline	Yes No	Amped Up Antibiotic Ointment	Team Effects: When a horde is triggered, your team recovers 20 Health.  +25% Healting Efficiency. When you use a medical Accessory, the target heals 20 Temporary Health.	The Furnace (2) / Bot Deck Starter Deck
warm	Defense	Discipline	No	Antibiotic Ointment	+25% Healing Efficiency, When you use a medical Accessory, the target heals 20 Temporary Health.	Available from start
	Ridden Ridden	Mutation Mutation		Armored Bruisers [3] Armored Crushers [4]	Bruisers can take a lot of punishment. Keep moving and don't let them get close. Armored (Weakspots are covered by durable Armor.)  Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Armored (Weakspots are covered by durable Armor.)	N/A N/A
orruption	Ridden	Mutation	-	Armored Exploders [5]	Stay away from these two-legged death bombs. Armored (Weakspots are covered by durable Armor.)	N/A
orruption	Ridden	Mutation	-	Armored Ferocious Rippers [6]	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), Destruction (Hurts spiked balls in 3 wide lines. Find the gap between lines.)	N/A
orruption	Ridden	Mutation	-	Armored Ferocious Shredders [7]	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are covered by durable Armor.)  Feroclous (+25% Health, +50% Damage), Viscous (Cleaners hit by Stredder Implosions are slower by 30%.)	N/A
orruption	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 (Weakspots are covered by durable Armor.) Feroclous (+25% Health, +50% Damage), Paralytic (Cleaners hit by the Urchin Mine are slowed even further.)	N/A
orruption	Ridden	Mutation	-	Armored Hockers [9]	Melee teammates to free them from Hocker pins. Armored (Weakspots are covered by durable Armor.)	N/A
	Ridden Ridden	Ridden Mutation		Armored Joggers [10] Armored Lobbers	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.  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	N/A N/A
orruption	Ridden	Mutation		Armored Lobbers  Armored Retches [11]	The Locote hurs saloy comes that camage and burn any Celerial scalpy in the stage disast stages, with good attitude and give these exposites a wide better Armore (Weskspots are covered by durable Armor.) Sear. (Armor on Cleaners caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total armor.)  Acidic spew leaves dangerous bile pools. Armored (Weskspots are covered by durable Armor.)	N/A
orruption	Ridden	Ridden	-	Armored Ridden [12]	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A
orruption	Ridden Ridden	Mutation Ridden	-	Armored Rippers [13] Armored Runners [14]	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weakspots are covered by durable Armor.)  SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A N/A
orruption	Ridden	Mutation	-	Armored Shredders [15]	This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are covered by durable Armor.)	N/A
	Ridden Ridden	Ridden Mutation	-	Armored Sprinters [16] Armored Stalkers [17]	SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.  A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Armored (Weekspots are covered by durable Armor.)	N/A N/A
orruption	Ridden	Mutation		Armored Stingers [18]	Stinger spit toxic spittle from long distancs or high vantage points. Armored (Weakspots are covered by durable Armor.)	N/A
orruption	Ridden	Mutation		Armored Swarmers	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 (Weakspots are covered by durable Armor.) Pesky (The Swarm Cloud applies a stacking 10% Use Speed Debuff) Cullling (Swarm Clouds seek out Cleaners with the lowest amount of Health)	N/A
orruption	Ridden	Mutation	-	Armored Tallboys [19]	These towering mutations can take alot 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.)	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 (Weakspots are covered by durable Armor.)	N/A
	Ridden Ridden	Mutation Ridden	-	Armored Wailers Armored Walkers [21]	This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Armored (Weakspots are covered by durable Armor.) SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.	N/A N/A
um	Loot	Burn	Yes	Attachment Scavenger	Team Effects: Increase Attachments spawn this level.	The Collectors (V.1.000.008)
	Offense Finale	Discipline Finale	Yes -	Avenge the Fallen (Martyr) Awaiting Our Justice	Team Effects: When you or a teammate becomes incapacitated, all teammates gain 30% Damage, 20% Reload Speed, and Unlimited Ammo for 10 Seconds.  Locate the Truck and escape through the mines. Act 5 Finale	Fort Hope N/A
ampaign	Defense	Brawn	No	Battle Lust (Triumph)	Melee Kills heal 1 health and 0.125 Trauma.	Available from start
warm ampaign	Defense Talent		No No	Battle Lust (Triumph) Belligerent	Melee Kills heal 1 health and 0.125 Trauma.  Gain a stacking 4% increase to Damage each time a horde is called up to 6 stacks (30 second cooldown between Hordes). Stacks are reset when a Cleaner is incapped or killed.	Available from Start Duffel Bag Reward / Children
, , ,	Utility		No	Belt Clip	+1 Quick Item Inventory, +10% Use Soeed	the Worm Expansion  Roving Merchants: Liberators
	Utility		No No	Belt Clip	+1 Quick Item Inventory, +10% Use Speed	Roving Merchants: Liberators Available from Start
ampaign	Offense Offense		No No	Berserker Berserker	Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4 seconds.  Each Melee kill grants 5% Melee Damage. 5% Melee Speed, and 5% Move Speed for 4 seconds.	Accomplishment [22] Available from Start
warm orruption	Offense Event	Brawn Character	-	Biohazard [23]	Each Melee Kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4 seconds.  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.	
orruption	Ridden	Ridden	-	Blighted Ridden	Health.  A Mutation has turned the Ridden blood into acid, they leave behind pools of caustic acid on death. (Pool Duration: 6 Seconds)	N/A
orruption	Ridden	Ridden	-	Blitzing	This is what remains of the living. Aim for the head to put them down quickly.	N/A
orruption orruption	Collect Survive	Challenge Challenge	-	Blood Samples Blood Samples - Elite	Find and bring the Specimen Container to the end of the level to earn +500 Copper  Find and bring the Specimen Container to the end of the level without any Cleaners being incapacitated to earn: +500 Copper	N/A N/A
orruption	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
	Survive Survive	Challenge Challenge	-	Blood Samples - Survival Blood Samples - Survival (+)	Find and bring the Specimen Container to the end of the level with all 4 Cleaners alive to earn: +500 Copper 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 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
	Finale Defense	Finale Brawn	- No	Blue Dog Hollow Body Armor	Collapse the mine to cutoff the source of the Ridden. Act 1 Finale +20% Trauma Resistance	N/A Grant's Brew House
	Defense Tolont		No No	Body Armor	+20% Trauma Resistance  Mitten a teachmate within 5 material and teached user instead regions 75% of that damage. Can tripper appare users 5 exceeds	Available from start
ampaign ampaign	Talent Offense	Brawn Brawn	No Yes	Bodyguard Bomb Squad (Sapper)	When a teammate within 5 meters is attacked, you instead recieve 75% of that damage. Can trigger once every 5 seconds.  1 Additional Frag Grenade spawns in each map. Team Effects: •25% Explosive Damage, •20% Explosive Resistance	The Collectors (Totem Track) The Stilts (3)
orruption	Boon	Trial of the Worm	-	Bonus Agility	Swap Speed, ADS Speed, and Reload Speed are increased by (25%)	N/A
orruption orruption	Boon Boon	Trial of the Worm Trial of the Worm		Bonus Currency Bonus Damage	Additional Copper spawns in the environment  Damage dealt to Ridden is increased by 25%	N/A N/A
orruption	Boon	Trial of the Worm		Bonus Intel	More Intel spawns in the environment.	N/A
orruption orruption	Boon Boon	Trial of the Worm Trial of the Worm		Bonus Life and Revive Speed Bonus Max Ammo	All Cleaners receive 1 Extra Life and have 100% faster Revive Speed  Max Ammo is increased by (25%)	N/A N/A
Corruption	Boon	Trial of the Worm	-	Bonus Trauma Resistance	Trauma Resistance is increased by (25%)	N/A
	KIII	Boss Boss	-	Boss Mutation [24] Boss Mutation (+) [25]	Defeat the Boss and complete the level to earn +500 Copper.  Defeat the Boss and complete the level to earn +500 Copper. +Bonus Supply Points.	N/A N/A
orruption	Survive	Boss	-	Boss Mutation (Elite) [26]	Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper.	N/A
orruption orruption	Survive Event	Boss Boss	-	Boss Mutation (Elite+) [27] Boss Mutation (No Hope) [28]	Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper. +Bonus Supply Points.  Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.	N/A N/A
orruption	Survive	Boss	-	Boss Mutation (Survival) [29]	Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper.	N/A
	Survive Utility	Boss Fortune	- No (Yes) [31]	Boss Mutation (Survival+) [30] Bounty Hunter (Trophy Hunter)	Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper, +Bonus Supply Points.  When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level).	N/A The Crow's Nest (4) / Bot Dec
ampaign	Defense Tolont	Fortune	Yes No	Box O' Bags	-10% Health. Team Effects: +1 Team Support Inventory  When a teammate within 15 meters recieves trauma damage gain 15% of that amount as Trauma Health	Grant's Brew House (2) The Collectors (Tunnels of Te
ampaign ampaign	Talent Offense	Brawn Reflex	No No	Bravado Brazen	+15% Melee Stamina Efficiency, +20% Melee Attack speed, +15% Bow Stamina Efficiency, +20% Bow Attack Speed	Bridge Town (2)
	Offense Event	Reflex Character	No	Brazen Break Time	+15% Melee Stamina Efficiency, +20% Melee Attack speed, +15% Bow Stamina Efficiency, +20% Bow Attack Speed Health set to 60. Regenerate 10 Health per second, +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage	Available from start
orruption	Ridden	Boss infected	-	Breaker	Rumor is, some Cleaners beat up a Breaker, but didn't finish it.	N/A
ampaign warm	Mobility Utility	Reflex Reflex	No No	Breakout Breakout	Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown Reduction (Base 60 seconds). 1 Second to release  Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +66% Breakout Cooldown Reduction (Base 60 seconds). 1 Second to release	Knuckle House Available from start
ampaign	Offense	Brawn	No 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)
	Ridden Defense	Mutation Brawn	- No	Bruisers Buckshot Bruiser	Bruisers can take a lot of punishment. Keep moving and don't let them get close.  When using Shotquins, gain 0.25 Temporary Health for each pellet that hits.	N/A The Furnace
warm	Defense	Brawn	No	Buckshot Bruiser	When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.	Available from Start
ampaign leaner Skill	Defense All	Brawn Ability	No No	Canned Goods CARNAGE!	+45 Health, -25% Stamina Several live Frag Grenades Appear.	Grant's Brew House (2) "Prophet" Dan Ability
orruption	Event	Environment	-	Cave In	Rocks line the celling. Watch out when the ground starts shaking!	N/A
ood ampaign	Stat Defense	Reflex Discipline	No No	Cereal Charitable Soul (Caretake)	Gain 5% increased Reload, Melee, and Swap Speed until the end of the map.  Healing a teammate also applies 50% of the effect to you	Find in Game The Clinic (2)
varm	Defense	Discipline	No No	Charitable Soul (Caretake)	Healing a teammate also applies 50% of the effect to you.  Healing a teammate also applies 50% of the effect to you.	The Clinic (2) Available from start
orruption ampaign	Ridden Offense	Ridden Brawn	- No	Charred Ridden [32] Chemical Courage	These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Pain meds you apply also grant +25% Damage for 60 Seconds.	N/A Paul's Alley (3)
varm	Offense	Brawn	No No	Chemical Courage	Pain meds you apply also grant +25% Damage for 60 Seconds.	Available from start
	Event Utility	Trap Brawn	- No	Chronic Injuries	Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff	N/A Duffel Reg Reward / Physic of E
	Utility	Brawn Reflex	No No	Cleansing Fire Cocky	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 +75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 Seconds.	Duffel Bag Reward / River of B Knuckle House (2)
ampaign	Mobility		No	Cold Brew Coffee	+15% Reload Speed, +25% Alm Speed, +25% Weapon Swap Speed, +25% Use Speed	Knuckle House (3)
	Mobility Offense	Discipline Discipline	No No	Cold Brew Coffee Combat Knife	+15% Reload Speed, +25% Alm Speed, +25% Weapon Swap Speed, +25% Use Speed Turns your Bash into a Knife that counts as a Melee weapon.	Available from start Starter Deck
	Offense	Discipline	No	Combat Knife	Turns your Bash into a Knife that counts as a Melee weapon.	Available from Start
varm	Defense Defense	Reflex Reflex	No No	Combat Medic Combat Medic	+50% Use Speed. Teammates recover an additional 20 Health when you revive them. +50% Use Speed. Teammates recover an additional 20 Health when you revive them.	The Furnace (2) Available from start
warm ampaign			No	Combat Training	+5% Bullet Damage, +1.5 Bullet Stumble Damage, +7.5 Melee Stumble Damage	Paul's Alley
warm ampaign warm ampaign	Offense		Yes	Compound Interest	Team Effects: Each Cleaner gains 5% of thier total Copper in each Saferoom.	Bridge Town (2)
warm Sampaign Warm Sampaign Sampaign		Fortune Brawn		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 increases.	
warm ampaign warm ampaign ampaign ampaign warm	Offense Utility Offense Offense	Brawn Brawn	No (Yes) [33] No (Yes) [35]	Confident Killer 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  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] Available from start
warm ampaign warm ampaign ampaign ampaign warm	Offense Utility Offense	Brawn Brawn Discipline	No (Yes) [33]	Confident Killer		

Compendium Ver		Created by:	Controls: PC/PS/XB		Note: Versus and Campaign Cards to be separately listed even if they have the same effects Notice any mistakes or have info to possibly add? Leave a comment.	Obtained from:
Deck Category	Type	Card Affinity			Effect Description (Other Info)	Suppy Line
Corruption		Environment Discipline	- No (Voc) (261		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 by any player. Move Speed, and Sprint Efficiency are reduced by 2%.  Reduce incoming Damage by 1 for nearby tearmates for 7 seconds. Gadget Cost: 30 SMG/Pistol Ammo. REPLACES: Offensive Slot	N/A  Duffel Bag Reward / Children of
Campaign	Stat	Discipline	No (tes) [36]	Critical Fail	Reduce incoming partiage by 1 for hearby tearninates for 7 seconds. Sadget Clost: 30 SWAPPISTOLAmmo, REPLACES: Othersive Stot  Better luck next time, (Result of a Cursed Key Death)	the Worm Expansion Failed attempt with a Cursed Key
Corruption	Ridden	Cultist	-		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
ampaign warm	Mobility Mobility	Reflex Reflex	No No	Cross Trainers Cross Trainers	*20% Stamina, *20% Stamina Regen, *3% Move Speed, *5 Health *20% Stamina, *20% Stamina Regen, *3% Move Speed, *5 Health	The Crow's Nest Available from start
Corruption	Ridden Event	Mutation Cultist	-	Crushers	Osting crushed is the worst way to die. Attack the Crusher to free your teammates.  Waves of Cultists statack on a timer and additional Bear Traps are spawned.	N/A N/A
Deaner	Character	Cleaner	Yes		waves or Culsius statics on a time and additional beef it raps are spewied.  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.	
Campaign Swarm	Mobility Mobility	Reflex Reflex	No No		initiality while reviving veleries, statis with a School, beset tagle, and a since Sreladie.  +5% Move Speed, +5% Sprint Speed  +5% Move Speed, +5% Sprint Speed	Bridge Town Available from start
Corruption	Event	Trap	-	Deep Wounds	Team Effects: Instantly recieve 20 Trauma Damage. Warped Chest Team Debuff	N/A
Campaign Swarm	Mobility Mobility	Brawn Brawn	No No	Defensive Maneuver (Evasive Action)	When you take a hit for 15 or more damage. Gain 25% Damage Resistance for 3 seconds. When you take a hit for 15 or more damage. Gain 25% Damage Resistance for 3 seconds.	The Crow's Nest Available from start
Burn Campaign	Defense Offense	Bum Brawn	Yes No	Defensive Upgrade Demolitions Expert	Team Effects: Improve the quality of all Bandage, First Aid and Painkiller Accessories.  *50% Accessory Damage, -15% Ammo Capacity	The Collectors (V.1.000.008) Paul's Alley (2)
Cleaner Campaign	Character Offense	Cleaner Fortune	Yes No	Doc Double Grenade Pouch	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. +2 Offensive Inventory	Available from Start [38] Paul's Alley (2)
Swarm Campaign	Offense Defense	Fortune Discipline	No No	Double Grenade Pouch Down in Front!	+2 Offensive Inventory  While Crouching you neither take nor deal Friendly Fire damage. +10 Health	Available from start Paul's Alley (2)
Corruption	Finale	Finale Brawn	- No	Dr. Rogers' Neighborhood	Hold back the horde to buy time to secure Roger's Research. Act 3 Finale	N/A
Campaign Campaign	Utility Defense	Brawn	No	Durable	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 +15% Trauma Resistance, +10 Health, +20% Fire Resistance	Duffel Bag Reward / River of Bloo The Clinic
Swarm Surn	Defense Offense	Brawn Burn	No No	Durable Dusty's Customs: Assault Rifle	+50% Trauma Resistance, +5 Health Grant yourself a higher quality Assault Rifle with random attachments.	Available from start Roving Merchants
ium ium	Offense Offense	Bum Bum	No No		Grant yourself a higher quality Handgun with random attachments.  Grant yourself a higher quality LMG with random attachments.	Roving Merchants Roving Merchants
um	Offense	Bum Bum	No No		Grant yourself a higher quality Melee Weapon with random attachments.  Grant yourself a higher quality Shotoun with random attachments.	Roving Merchants Roving Merchants
ium	Offense	Bum Bum	No	Dusty's Customs: SMG	Grant yourself a higher quality SMG with random attachments.	Roving Merchants
ampaign	Offense Talent	Discipline	No Yes	Emergency Transfusion	Grant yourself a higher quality Sniper Rife with random attachments.  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.	Roving Merchants Legendary Card Shrine
ampaign ampaign	Offense Defense	Brawn Discipline	Yes No	EMT Bag	After you kill a Mutation, the next time you damage a Mutation guranteed to cause them to Stumble. Team Effects: +5% Team Stumble Damage. +50% Healing Efficiency	Duffel Bag Reward / River of Bloo The Clinic
ampaign warm	Mobility Defense	Discipline Discipline	No No	Energy Bar Energy Bar	+30% Stamina Regeneration, +5 Health +60% Stamina Regeneration, +5 Health	Bridge Town Available from start
ampaign warm	Mobility Mobility	Reflex Reflex	No No	Energy Drink	*15% Stamina *25% Weapon Swap Speed, *15% Move Speed while firing, *10% Slow Resistance *15% Stamina *25% Weapon Swap Speed, *15% Move Speed while firing, *10% Slow Resistance	The Crow's Nest (2) Available from start
Campaign	Offense	Brawn	No	Ether Bomb	Emit a gas that attracts Ridden to you for 7 seconds, but also slow your movement speed by 50%. Gadget Cost: 50 Rifle Ammo. REPLACES: Support Slot	Duffel Bag Reward / River of Bloo
leaner ampaign	Character	Cleaner	Yes		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 Uzi, Machete, and a Microtov  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 The Clinic (4)
warm	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 Discipline	No (Yes) [39]		Create a cloud that grants 20% Damage and 30% Reload Speed. Gadget Cost: 40 Rifle Ammo. REPLACES: Support Stot  Su	Duffel Bag Reward / Children of the Worm Expansion Duffel Bag Reward / Children of
Campaign		Discipline		-	Enhances Bash to stun nearby enemies. Refreshes after 10 seconds. Gadget Cost: 30 Sniper Rifle Ammo. REPLACES: Quick Slot, FRAGILE (Effects removed after recieving damage) Create a powerful blast that deals 20 Fire Damage to Weakspots. After the initial blast, continue to deal 1 damage per second for 7 seconds. Gadget Cost: 75 Rifle Ammo. REPLACES:	the Worm Expansion  Duffel Bag Reward / Children of
Corruption	Ridden	Mutation	-		Stay away from these two-legged death bombs.	the Worm Expansion
Campaign	Talent	Brawn	Yes	Explosive Boils Extra Lives Reduced	Team Effects: When your team gets a Precision Kill against a Mutation, a powerful explosion is created that damages nearby Ridden.	Legendary Card Shrine
Burn Campaign	Defense Defense	Bum Brawn	Yes No	Extra Padding	Team Efects Bach Cleaner gains + 20% Trauma Resistance. Heal 1 Temporary Health whenever you kill a Ridden within 2.5 meters.	Roving Merchants The Stilts (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 Swarm	Defense Defense	Fortune Fortune	No No	Fanny Pack Fanny Pack	+1 Support Inventory, +15% Trauma Resistance +1 Support Inventory, +15% Trauma Resistance	The Furnace Available from Start
Corruption Corruption	Curse Ridden	Trial of the Worm Mutation	-	Fast Bleed Out Ferocious Armored Bruisers [40]	Incap Bleed out Speed is increased by (25%) (50%) (100%)  Bruser's can take a lot of punishment. Keep moving and don't let them get close. Feroclous (*25% Health, *50% Damage), Armored (Weakspots are covered by durable Armor.),	N/A N/A
Corruption	Ridden	Mutation			Tenacious (Bruser's regenerate while in a Frenzy.)  Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Feroclous (*25% Health, *50% Damage), Armored (Weakspots are covered by durable Armor.),	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Exploders [42]	Traumatic (Crushers deal 100% Trauma damage.) Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Shockwave (Explosion knockback	N/A
Corruption	Ridden	Mutation		Ferocious Armored Hockers [43]	increased by 100%) Melee teammates to free them from Hocker Pins. Feroclous (*25% Health, *50% Damage), Armored (Weakspots are covered by durable Armor.), Heartpiercer (Hocker Pin deals an	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Lobbers	additional 10 damage on impact.)  The Lobber Inuts lexity browns but advanced and unary Cleanes cought in its large blast radius. Mind your ammo and give these explosives a wide bethit Armored (Westspots are covered by durable Armor,) Ferodious (+25% Health, +55% Damage) Sear (Armor on Cleaners caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total armor, is Bornardhernet (Burning Armor) Ferodious (+20% Leaners explose that a delay.)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Retches [44]	Acid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use speed by 35%.)	N/A
Corruption	Ridden	Mutation	-		A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Feroclous (*25% Health, *50% Damage), Armored (Weakspots are covered by durable Armor.), Blooddrinker (Stalkers heal whenever they deal damage.)	N/A
Corruption	Ridden	Mutation			Stinger spit toxic spittle from long distancs or high vantage points. Feroclous (*25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Congeal (Stinger Spittle blinds and has an increased slowing effect.)	
Corruption	Ridden	Mutation	-	Feroclous Armored Swarmers	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 (Weakspots are covered by durable Armor.) Feroclous (+25% Health, +50% Damage) Pesky (The Swarm Cloud applies a stacking 10% Use Speed Debuff) Cullling (Swarm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An additional Swarm Cloud spawns)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Tallboys [47]	These towering mutations can surge into powerful slam attacks. Aim for the weekspot or use fire to take them out. Feroclous (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor). Hardened Talbovs take 75% reduced damage from Exclosions)	N/A
Corruption	Ridden	Mutation	-	Ferocious Armored Wailers	This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Armored (Weakspots are covered by durable Armor.)  Feroclous (*25% Health, *55% Damage) Prolific (Waller generates 3 Sacs at a time.)	N/A
Corruption	Ridden	Ridden Boss		Ferocious Blitzing Ferocious Boss (+) [48]	This is what remains of the living. Aim for the head to put them down quickly. Feroclous (+25% Health, +2 Additional Damage per hit)  Defeat the Boss and complete the level to eam +500 Copper, +Borus Supply Points Feroclous (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)	N/A N/A
Corruption	Survive	Boss Boss	-		Defeat the Boss and complete the level to earn #500 Copper - Bonus Supply Points Feroclous (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)  Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper - Bonus Supply Points. Feroclous (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)	N/A N/A
orruption	Event	Boss			Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.	N/A
Corruption	Survive	Boss			Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper. +Bonus Supply Points. Feroclous (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)  Bruiser's can take a lot of punishment. Keep moving and don't let them get close. Feroclous (+25% Health, +55% Damage), Tenaclous (Bruiser's regenerate while in a Frenzy.)	N/A
Corruption Corruption	Ridden	Cultist	-	Ferocious Bruisers [52] Ferocious Crone	Brouser's can take a not or punshment. Keep moving and contret them get cose, rerocious (<25% Heatin, <25% Usinger), lenacious (tiruser's regenerate while in a Frenzy).  You have a target on your back Sidestep these conces' 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)	
orruption	Ridden	Mutation			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
orruption	Ridden Ridden	Mutation Mutation		Ferocious Hockers [55]	Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Shockwave (Explosion knockback increased by 100%)  Melee tearmates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Heartplercar (Hocker Pin deals an additional 10 damage on impact.)	N/A N/A
Corruption Corruption	Ridden Ridden	Ridden Mutation	-	Ferocious Jogging Ridden [56] Ferocious Lobbers	This is what remains of the living. Aim for the head to put them down quickly. Feroclous (*25% Health, *2 Additional Damage per hit)  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 (Ammo on Cleaners	N/A N/A
Corruption	Kill	Boss	-	Ferocious Ogre [57]	caught in the blast radius catches fire and becomes useless. Cleaners lose 10% of their total ammo.)  You've drawn the attention of the Ogre. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.)	N/A
Corruption	Ridden Ridden	Cultist Mutation	-	Ferocious Pusflinger	Lobs jars full of a Cultist Concoction that attract Ridden to the target at a greater distance and drain a Cleaner's Stamina. Feroclous (*25% Health, *50% Damage), Reeker guts can call the horde if they explode on you. Feroclous (*25% Health, *50% Damage), Viscous (Cleaners hit by Reeker explosions are slower by an additional 30%.)	N/A N/A
Corruption Corruption	Ridden Ridden	Mutation Mutation			Acid spew leaves Dangerous Bile Pools. Feroclous (*25% Health, *50% Damage), Gunk (Direct hits with vonit also reduce Relead), Swap, and Use speed by 35%.)  This Warped Ridden flings spiked cysts in a line from his massive arm to attack from data. Feroclous (*25% Health, *50% Damage), Destruction (Hurts spiked balls in 3 wide lines. Find the	N/A
Corruption	Ridden	Ridden			Into Yangbox routent imigs pared cysis in a line from his massive aim to attack from date. Perfocious (*25% Fleatin, *55% Cartisgle), Destruction (nums space dates in 5 wide lines. Find the gap between lines.  This is what remains of the living. Aim for the head to put them down quickly. Feroclous (*25% Health, *2 Additional Damage per hit)	N/A
Corruption	Ridden	Ridden Mutation		Ferocious Shambling Ridden [62]	This is what remains of the living. Aim for the head to put them down quickly. Feroclous (*25% Health, *2 Additional Damage per hit)	N/A N/A
Corruption	Ridden	Mutation			This subtranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Feroclous (+25% Health, +50% Damage), Viscous (Cleaners hit by Shredder Implosions are slower by 30%.)  Fast moving and heavily armored. These Slashers Leap at their targets and attack with claws that cause extra stacks of Bleed to its victims. Feroclous (+25% Health, +50% Damage),	N/A
					Armored (Weakspots 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 seventy with each additional attack.)	
		Cultist	-		Uses a heavily modified Hunting Riffe with a High Visibility Laser for quick acquisition and elimination. Feroclous (*25% Health, *50% Damage)  This is what remains of the living. Aim for the head to put them down quickly. Feroclous (*25% Health, *2 Additional Damage per hit)	N/A N/A
orruption	Ridden Ridden	Ridden				N/A
Corruption Corruption Corruption	Ridden Ridden	Ridden Mutation	-			N/A
Corruption Corruption Corruption Corruption	Ridden	Ridden	-	Ferocious Stingers [66]	Stinger spit toxic spittle from long distancs or high vantage points. Feroclous (+25% Health, +50% Damage), Congeal (Stinger Spittle blinds and has an increased slowing effect.) 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. Feroclous (+25% Health,	N/A N/A
corruption corruption corruption corruption corruption	Ridden Ridden Ridden Ridden	Ridden Mutation Mutation Mutation	-	Ferocious Stingers [66] Ferocious Swarmers	Singer spt back spitte from long distance or high variange points. Feroclosus (+25% Health, +55% Damage), Congeal (Singer Spittle brinds and hea an increased slowing effect,) Lucking Dawmers and out Coulds of intends from behind cover to track down Cleaners, Burn these speas and fruit down the Swamer before you've consumed. Fencolise (+25% Health, +55% Damage) Pealty (The Swamm Cloud applies a stacking 10% Use Speed Debut) Guilling (Swamm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An additional Swamm Cloud speakers)	N/A
orruption orruption orruption orruption orruption	Ridden Ridden Ridden	Ridden Mutation Mutation	-	Ferocious Stingers [66]	Stinger spit toxic spittle from long distancs or high vanilage points. Feroclous (+25% Health, +55% Damage), Congeal (Stinger Spittle blinds and has an increased slowing effect.) Lurking Swarmers send out Couts of insects from behind cover to track down Cleaners. Burn these pests and nutro down the Swarmer over over consumed. Feroclous (+25% Health, -155% Damage) Persy (The Swarm Couts applies a stacking 10% Use Speed Debut) Durling (Swarm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An	N/A
orruption orruption orruption orruption orruption orruption orruption orruption	Ridden Ridden Ridden Ridden Ridden	Ridden Mutation Mutation Mutation Mutation		Ferocious Stingers [66] Ferocious Swarmers Ferocious Taliboys [67] Ferocious Urchin [68]	Singer spt back spitte from long distance or high vantage points. Feroclosus (+25% Health, +50% Damage). Congepal (Singer Spittle binds and hea an increased slowing effect.) Luthring Dawmers and out Clouds of intensit from behalf over both back down Cleaners. Burn bases persia and fust down the Sammer before you're. Seammer before you have you have been before you have you hav	N/A
orruption orruption orruption orruption orruption orruption orruption orruption orruption	Ridden Ridden Ridden Ridden Ridden	Ridden Mutation Mutation Mutation Mutation Mutation Mutation Mutation		Ferocious Stingers [86] Ferocious Swarmers Ferocious Talliboys [67] Ferocious Urchin [68] Ferocious Wallers	Singer spit tools spittle from long distancs or high vantage points. Ferocloss (+25% Health, +50% Damage), Congeal (Singer Spittle blinds and has an increased slowing effect.)  Lunking Swarmers sent out Clouds of insects from behind cover to track down Clearers. Burn here pests and nut down the Swarmer before you're consumed. Ferocloss (+25% Health, +25% Damage) Persistence (An additional Swarm Clouds seek out Clearers with the lowest amount of Health) Persistence (An additional Swarm Clouds seek out Clearers with the lowest amount of Health) Persistence (An additional Swarm Clouds seek). The contract of the second sparms of the se	N/A N/A N/A
Corruption	Ridden Ridden Ridden Ridden Ridden Ridden Ridden Ridden Ridden	Ridden Mutation Mutation Mutation Mutation Mutation Mutation Mutation Mutation Ridden Discipline	- - - - - - No	Feroclous Stingers [66] Feroclous Swarmers Feroclous Tallboys [67] Feroclous Urchin [68] Feroclous Wallers Festering Ridden Field Surgeon	Singer spt back spite from long distance or high vantage points. Feroclosus (+25% Health, +50% Damage), Congeal (Singer Spittle brinds and hea an increased slowing effect,) Lutdring Dawmers and out Clouds of intensic from NewHord cope to brack down Cleaness. Burn these specia and fust down the Seammer before you've consumed. Fenceious (+55% Health, +55% Damage) Papity (The Suarm Cloud applies a stacking 10% Use Speed Debut) Cullling (Swarm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An additional Swarm Cloud spawns) These towering mutations can surge into powerful stam attacks. Aim for the weekspot or use fire to take them out. Fenceious (+25% Health, +55% Damage), Hardered (Taltioys take 75% reclouds damage) from Explosions) This subternanes Waxped Ridden hufs Lutrin Mines that damage and slow Cleaners. Damage the Mines to clear them! Fenceious (+25% Health, +55% Damage), Paralytic (Cleaners Int by the Urbin Mine are Slowed even further.) This includes the first of the Size of the S	N/A N/A N/A N/A N/A N/A Accomplishment [69]
Comuption Comupt	Ridden Ridden Ridden Ridden Ridden Ridden Ridden	Ridden Mutation Mutation Mutation Mutation Mutation Mutation Mutation Mutation Ridden	- - - - - - No No	Ferocious Stingen [66] Ferocious Swarmers Ferocious Tallboys [67] Ferocious Urchin [68] Ferocious Wallers Festering Ridden Field Surgeon Fill 'em Full of Lead	Singer spt back spitte from long distance or high vantage points. Fereclosus (+25% Health, +50% Damage), Congael (Singer Spitte brilds and has an increased slowing effect.) Luthing Swamms and out Coulds of intensity from Health or the transfer of the section of	N/A N/A N/A N/A
Comuption Comupt	Ridden Modelliny Mobility	Ridden Mutation Mutation Mutation Mutation Mutation Mutation Mutation Mutation Mutation Ridden Discipline Reflex Reflex Reflex	No No	Ferocious Stingen [66] Ferocious Swarmers  Ferocious Swarmers  Ferocious Urchin [68] Ferocious Walters  Festering Ridden Field Surgeon Fill van Full of Lead  File in the Hotel  File in the Hotel	Singer spt back spite from long distance or high vantage points. Feroclosus (+25% Health, +50% Damage), Congeal (Singer Spittle brider Assume before you've consensed from beind cover betwick down Cleaners. Burn these specia and fust down the Seammer before you've consumed. Fenceious (+25% Health, +50% Damage) Papity (The Suarm Cloud applies a stacking 10% Use Speed Debut) Cullling (Swarm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An additional Swarm Cloud spawns) These towering mutations can surge into powerful stam attacks. Aim for the weekspot or use fire to take them out. Fenceious (+25% Health, +50% Damage), Hardered (Taltioys take 75% reclouds damage) from Explosions) This subternanear Warped Ridden hurs furth Mines that damage and slow Cleaners. Damage the Mines to clear them! Fenceious (+25% Health, +50% Damage), Paralytic (Cleaners Int by the Urchin Mine are Slowed even further.) This initiative for the Sac Sacs that track any enemies foolish enough to get close. Destoy the Gas Sacs before you're overwhelmed. Fenceious (+25% Health, +50% Damage) Prolific (Water generates 3 Sacs at a time). Sacs at a time). When you can be defined Accessory, Cals obes 31 Taxuma to the target. While shooting, gain 1% Damage, 1% Fire Rate, and 5% swap speed every 0.25 seconds. Max count of buffs is 20. When you throw an Offensive Accessory, Gain 20 Temporray Health and 25% Sprint speed for 5 Seconds.	NVA NVA NVA NVA NVA Accomplishment (69) Dufflet Bag Reward / Children of the Worm Expansion Bridge Town (5) Available from Start
competion Compet	Ridden Mobility Mobility	Ridden Mutation Mutation Mutation Mutation Mutation Mutation Mutation Mutation Ridden Discipline Reflex Reflex	No No	Ferocious Singen [66] Ferocious Swarmers Ferocious Taliboys [67] Ferocious Urchin [68] Ferocious Wallers Festering Rüdden Fleid Surgeon Fil' em Fuil of Lead Fire in the Mole!	Singer spt back spitte from long distance or high variange points. Feroclosus (+25% Health, +50% Damage), Congael (Stringer Spittle brinds and no an increased slowing effect, ) Luthing Sawmers and out Coulds of intentis from benief occur to track down Cleaners. Burn these pests and hurt down the Sawmer Defero you's Order you's overwhelmed. Feroclosus (+25% Health, +50% Damage), Paralytic (Cleaners Int Tax Instalyer Health Gas Saxes Int Burnay or remise Solida nough to get close. Destory the Gas Saxes a before you're overwhelmed. Feroclosus (+25% Health, +50% Damage) Profilitic (Waleir generates 3 Saxes at a time.)  Festering Common attacks cause a stacking loss of Stammer and Healing Efficiency, Medius, First Aid Cabinets, and Dor's healing ability can remove the effects.  When you trow an Offensive Accessory, Cain 20 Temporary Health and 25% Spirit speed for 5 Seconds.	NIA  NIA  NIA  NIA  NIA  NIA  NIA  NIA

	Back 4 Blood Card Con				Note: Versus and Campaign Cards to be separately listed even if they have the same effects	
Compendium Ver: Game Version:	3-7-23 1.000.011 (06/12/22)	Created by: Spikeyroxas	Controls: PC/PS/XB	Use CTRL+F to search cards	Notice any mistakes or have info to possibly add? Leave a comment.	Obtained from:
		Card Affinity Fortune	Team Effect No	Name (Original Name/Other Info) 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)	Suppy Line Duffel Bag Reward / Children of
						the Worm Expansion
	Talent Utility	Fortune Fortune	No No	Food Scavenger Fortune	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) Gain 50 Copper at the start of each level.	Available from Start Available when decks empty / Free
Campaign	Defense	Brawn	No	Fresh Bandage	At the start of each level, recover 15 Trauma Damage, then restore any missing Health.	Card Shrine Grant's Brew House
	Offense Offense	Discipline Discipline	No No	Front Sight Focus Front Sight Focus	+20% Accuracy, +10% Weakspot Damage, +15% Alm Speed, +15% Recoil Control +20% Accuracy, +10% Weakspot Damage, +15% Alm Speed, +15% Recoil Control	Paul's Alley Available from Start
Campaign	Offense	Reflex	No	Glass Cannon	+25% Damage, -30% Health	Paul's Alley (3)
		Environment Brawn	- No	Gloom Gourmet Dinner	Power is out in most of the area. Only emergency door alarms remain active. Dark Level and more alarmed doors  Heal 8 Health and Trauma. Also gain 3 Max Health until the end of the level. (See Wasteland Chef Card)	N/A Obtained via "Wasteland Chef" in or
Food	Stat	Brawn	No	Green Beans	Restore 0.1 Health and 0.5 Stamina every second until the end of the map.	Find in Game
	Offense Offense	Fortune Fortune	No No	Grenade Pouch Grenade Pouch	+1 Offensive Inventory, *25% Swap Speed, -5% Offensive Accessory Cost +1 Offensive Inventory, *25% Swap Speed, -5% Offensive Accessory Cost	Paul's Alley Available from Start
Campaign		Brawn	No	Grenade Training	+25% Accessory Damage	Fort Hope
	Defense Defense	Bum Discipline	Yes No	Group Hug Group Therapy	Team Effects: +1 Team Extra Life.  When you use a Medical Accessory, all teammates heal for 8 Health.	Roving Merchants (V.1.000.008) The Clinic (3)
		Discipline Reflex	No No	Group Therapy Guns Out	When you use a Medical Accessory, all teamnates heal for 8 Health.  +50% Weapon Swap Speed5% Damage Resistance	Available from Start The Crow's Nest (2)
	Utility	Reflex	No	Guns Out	+50% Weapon Swap Speed, -5% Damage Resistance	Available from Start
	Ridden Utility	Boss Fortune	- No	Hag Hazard Pay	A Hag is stalking you. Gain 250 Borus Copper at the start of Each level.	N/A Bridge Town (5)
Burn	Defense	Burn	Yes	Hazard Suit	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance	Roving Merchants
Campaign	Utility	Discipline	Yes	Hazmat Specialist	+35% Acid Resistance. Your Bait Jars do direct damage to targets and can hit Weakspots. Team Effects: Killing Mutations that are covered with Bait has a 75% chance to create another Bair Jar.	Duffel Bag Reward / River of Blood
	Utility Utility	Reflex Reflex	No No	Headband Magnifier Headband Magnifier	+125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Second.  +125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Second.	Bridge Town (3) Available from Start
		Brawn	Yes	Heads, You Lose	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 Campaign	Curse Defense	Trial of the Worm Brawn	No No	Healing Reduced Health	Healing Efficiency is reduced by (12.5%) (25%) (50%) +5 Health	N/A Available when decks empty / Free
	Defense	Brawn	No	Health	+5 Health	Card Shrine Available when decks empty / Free
		Brawn	No	Heavy Attack	Press [RIGHTCLICK/L2/LT] with Melee weapons to perform a Heavy Attack. Heavy Attacks deal 100% increased damage and expend 50% more Stamina.	Card Shrine The Strip
		Brawn	No	Heavy Hitter	Melee hilts always Stumble Ridden the first time they are hilt. This effect can only occur once per target.	The Furnace (3)
Burn Campaign	Utility Mobility	Bum Reflex	Yes No	Hell Can Wait Hellfire	Team Effects: Gain 1 additional Continue.  +45% Movement Speed while firing. +3% Move Speed while not firing.	Roving Merchants Bridge Town (4)
Swarm	Mobility	Reflex	No	Hellfire	+45% Movement Speed while firing. +3% Move Speed while not firing.	Available from Start
		Cleaner	Yes	Heng	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
	Offense Offense	Reflex Reflex	No No	Hi Vis Sights Hi Vis Sights	+30% Aim Speed, +15% Move Speed while ADS, +15% Move Speed while firing +40% Aim Speed	Paul's Alley Available from Start
Campaign	Utility	Fortune	No	Highwayman (Finders Keepers)	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bair Jar.	The Stilts (3)
Swarm Burn	Utility	Fortune Burn	No No	Highwayman (Finders Keepers) Hired Gun	Kills with Secondary guns have a 5% chance to spawn ammo, Molotov, or a Bair Jar.  Each kills grants 5 Copper, up to 1,000.	Available from Start The Collectors (V.1.000.008)
	Ridden	Mutation	-	Hockers	Melee teammates to free them from Hocker Pins.	N/A
		Cleaner	Yes	Hoffman	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 Discipline	Yes No	Holly Hunker Down	Holly heals 1 Health when she kills a Ridden. 425 Stamina. Team Effects: +5% Team Damage Resistance. Starts with an 870 Express, Bat, and a Stun gun While Crouching, gain 10% Damage Resistance and 40% Accuracy	Available from Start Paul's Alley (3)
Swarm	Defense	Discipline	No	Hunker Down	While Crouching, gain 10% Damage Resistance and 40% Accuracy	Available from Start
	Event Defense	Ridden Brawn	- No	Hunted [70] Hydration Pack	There are rampaging hordes in this area. It's only a matter of time before they find us.  +35 Health, -15% Ammo Capacity	N/A The Furnace / Bot Deck
		Reflex Brawn	No No	Hyper-Focused	+50% Weakspot Damage, 40% Move Speed while shooting or melee attacking.  +20% Melee Damage against Mutations. When you deal Melee damage to a Mutation heal 2 Health and recover 3 Stamina.	Knuckle House (3) The Stilts (3)
		Brawn	No No	Ignore the Pain	+20% Melee Damage against Mutations. When you deal Melee damage to a Mutation heal 2 Health and recover 3 stamina.  +20% Melee Damage against Mutations. When you deal Melee damage to a Mutation heal 2 Health and recover 3 Stamina.	Available from Start
		Brawn Discipline	No No	Improvised Explosives In the Zone	+75% Accessory Damage, -25% Swap Speed Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	Fort Hope (3) Paul's Alley (4)
		Discipline	No	In the Zone	Precision Kills grant 5% relicad Speed for 5 Seconds (stacking up to 10 times).  Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	Available from Start
	Curee					NI/A
Comuntion	Ridden	Trial of the Worm		Increased Incoming Damage Infected Troops	Incoming Damage is increased by (12.5%) (25%) (50%) Millian Ridden are Heavily fortified from heads to the Resistant in Razor Wire and sondline heavy duty helmets, he sure to focus them down before they not too close	N/A
Campaign	Defense	Ridden Discipline	- Yes	Increased Incoming Damage Infected Troops Inspiring Sacrifice (Blood Donor)	Interming Demand is increased by (125%) (225%) (	N/A The Clinic / Bot Deck
Campaign	Defense	Ridden	Yes Yes		Team Effects: When you or a learnmate becomes incapacitated, All tearnmates recover 20 Health over 10 Seconds.  Team Effects: When you or a learnmate becomes incapacitated. All tearnmates recover 20 Health over 15 Seconds.  Cleaners recover framma Danage upon propriagm to Sideroom Door	The Clinic / Bot Deck Available from Start N/A
Campaign Swarm Corruption	Defense Defense Curse	Ridden Discipline Discipline		Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor)	Team Effects: When you or a teammate becomes incapacitated, All teammates recover 20 Health over 10 Seconds.	The Clinic / Bot Deck Available from Start N/A
Campaign Swarm Corruption Cleaner Corruption	Defense Defense Curse Character Finale	Ridden Discipline Discipline Trial of the Worm Cleaner Finale	Yes -	Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor) Instant Trauma Jim Job 10:22	Tam Effects: When you or a learnmate becomes incapacitated, All tearnmates recover 20 Health over 10 Seconds.  Tam Effects: When you or a learnmante becomes incapacitated, All tearnmates recover 20 Health over 15 Seconds.  General season Tames Demonstrated in the Second Seco	The Clinic / Bot Deck Available from Start N/A Available from Start [71] N/A
Campaign Swarm Corruption Cleaner Corruption Corruption	Defense Defense Curse Character Finale Ridden	Ridden Discipline Discipline Trial of the Worm Cleaner	Yes -	Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor) Instant Trauma Jim	Team Effects: When you or a learnmate becomes incapacitated, All tearnmates recover 20 Health over 10 Seconds.  Team Effects: When you or a learnmate becomes incapacitated. All tearnmates recover 20 Health over 15 Seconds.  Claimst sensors fromms Dismoje goor powing the Stereons Door  Precision liking grant Jun 25% stacking damage until he takes damage (Max 10 Stacks). *25% Reload speed. Team Effects: *10% Team weekspot damage. Starts with a Phoenix 350L, 357 Maginum, and 8 Rezor wire.	The Clinic / Bot Deck Available from Start N/A Available from Start [71]
Campaign Swarm Corruption Cleaner Corruption Corruption Cleaner Campaign	Defense Defense Curse Character Finale Ridden Character Offense	Ridden Discipline Discipline Trial of the Worm Cleaner Finale Ridden Cleaner Reflex	Yes Yes No	Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor) Instant Trauma Jim Job 10:22 Jogger Swarm Karlee Killer's Instinct	Team Effects: When you or a learnmate becomes incapsolated, All learnmates recover 20 Health over 10 Seconds.  Team Effects: When you or a learnmate becomes incapsolated. All tearnmates recover 20 Health over 15 Seconds.  Precision kills grant Jim 2.5% stacking damage unth te takes damage (Mas 10 Stacks). *25% Reload speed. Team Effects: +10% Team weakspot damage. Starts with a Phoenix 350L, 357 Magnam, and a flazor wise.  Meet with Philippir operative at the Chruch. Stay alert, there's a new Snitch mutation in the area that will always call the horde when alerted or killed. Act 2 Finale  What remains of the Uning, aim for the head to put them down quickly.  Karlee can sense nearby hazards and Mutations. +1 Quick Inventory, Team Effects: +50% Team Use Speed. Starts with an AM47, TEC 9, and a Tookit  **25% Weekspot Damage. DISABLES. And Down Sights	The Clinic / Bot Deck Available from Start N/A Available from Start [71] N/A N/A Available from Start [72] Fot Hope (3)
Campaign Swarm Ecorruption Cleaner Corruption Corruption Corruption Cleaner Campaign Campaign Campaign	Defense Defense Curse Character Finale Ridden Character Offense Utility Offense	Ridden Discipline Discipline Trial of the Worm Cleaner Finale Ridden Cleaner	Yes Yes	Inspiring Secrifice (Blood Donor) Inspiring Secrification Inspiring Secrification Inspiring Secrification Inspiring Secrification Inspiring Secrific	Team Effects: When you or a learnmate becomes incapacitated, All tearnmates recover 20 Health over 10 Seconds. Team Effects: When you or a learnmate becomes incapacitated. All tearnmates recover 20 Health over 15 Seconds. Team Effects: When you or a learnmate becomes incapacitated. All tearnmates recover 20 Health over 15 Seconds. Team Effects: 410% Team weekspot damage until he takes damage. (Mas 10 Stacks). 425% Reload speed. Team Effects: 410% Team weekspot damage. Starts with a Phoenix 3501, 357 Magnum, and a Radori wite. Magnum, and a Radori wite. What termains of the Living, aim for the head to put them down quickly. Karler can sense neatry hazards and Mulations. 4 Louick Inventory, Team Use Speed. Starts with an AK47, TEC 9, and a Toolikt **10% Weekspot Damage. DASABLES. Alm Down Sights **10% Weekspot Damage. DASABLES. Alm Down Sights **10% Weekspot Damage. DASABLES. Alm Down Sights **10% Weekspot Damage. AUGN BLES Merentation **10m Start	The Clinic / Bot Deck Available from Start NA Available from Start [71] N/A N/A Available from Start [72] Fort Hope (3) Knuckle House (3) The Stits / Bot Deck
Campaign Swarm Ecorruption Cleaner Corruption Corruption Corruption Cleaner Campaign Campaign Campaign	Defense Defense Curse Character Finale Ridden Character Offense Utility Offense	Ridden Discipline Discipline Trial of the Worm Cleaner Finale Ridden Cleaner Reflex Discipline	Yes Yes No No	Inspiring Sacrifice (Blood Donor) Jim Joh 10:22 John 10:22 John 10:24 John 10:25 Joh	Tam Effects: When you or a learnmast becomes incapacitated, All tearnmates recover 20 Health over 10 Seconds.  Tam Effects: When you or a learnmant becomes incapacitated, All tearnmates recover 20 Health over 15 Seconds.  Clearing season Tauring Dismost continues and a season of the season of th	The Clinic / Bot Deck Available from Start N/A Available from Start [71] N/A N/A Available from Start [72] Fort Hope (3) Kruckle House (3)
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Campaign Swarm Ecorruption Cleaner Corruption Corruption Corruption Cleaner Campaign Campaign Campaign	Defense Defense Curse Character Finale Ridden Character Offense Utility Offense	Ridden Discipline Trisi of the Worm Cleaner Finale Ridden Cleaner Reflex Discipline Discipline Discipline Discipline Burm	Yes Yes Yes No No	Inspiring Sacrifice (Blood Donor) Inspir	Tam Effects: When you or a learnmast becomes incapacitated, All tearnmates recover 20 Health over 10 Seconds.  Tam Effects: When you or a learnmant becomes incapacitated, All tearnmates recover 20 Health over 15 Seconds.  Clearing season Tauring Dismost continues and a season of the season of th	The Clinic/ Bot Deck Available from Start [71] Available from Start [71] N/A N/A Available from Start [72] Fort Hope (3) Knuckle House (3) The Stitls / Bot Deck Available from Start The Stitls / Bot Deck Available from Start The Collections (4), 100.0008)
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Campaign Swarm Cleaner Corruption Corruption Compaign Campaign Campaign Campaign Swarm Burn Corruption Corruption Corruption Corruption Corruption Corruption Swarm Corruption Corruption Swarm Corruption	Defense Defense Defense Defense Defense Defense Defense Ridden Character Finale Ridden Coffense Utility Offense Offense Boon Defense Boon Defense Defense Offense Offense Coffense Coffense Coffense Coffense Coffense Corse	Ridden Discipline Discipline Discipline Trial of the Worm Discipline Trial of the Worm	Yes	Inspiring Sacrifice (Blood Donor) Inspir	Tam Effects. When you or a learnmants becomes incapacitated, All tearnmants recover 20 Health over 10 Seconds.  Tama Effects without you or a learnmant becomes incapacitated, All tearnmants recover 20 Health over 15 Seconds.  Tearners recover Tama is financiated readers also Allerance Tools.  Tearners recover Tama is financiated readers also Allerance Tools.  Tearners recover Tama is financiated readers also Allerance Tools.  Tearners recover Tama is financiated readers and the Allerance Tools.  Magnum, and a Rizzor wire.  May the with Philips coperative at the Church. Stay sleet, there's a new Sorth mustation in the areas that will always call the horde when alerted or killed. Act 2 Finale  What remains of the Living, aim for the head to put them down quickly.  Karler can sense nearby hazacts and Multions. + Clusic Newton Yearner Effects: +50% Team Use Speed. Starts with an AK47, TEC 9, and a Toolkit  *30% Westapot Damage. 1004R ES Alm Down Sights  *15% Westapot Damage. Allows Player to see values for dramage they deal and enemy health bars.  *1.5% Builet Damage. *200% Builet Penetation  *1.5% Builet Damage. *200% Builet Penetation  *1.5% Start Down Signer Starts and Proper Starts  *2.5% Builet Damage. *200% Builet Penetation  *2.5% Starts Technique Teacher Starts Starts  *3.5% Builet Damage. *200% Builet Penetation  *4.5% Starts Technique Teacher Starts  *4.5% Recovery Allored Health Response to the Double Health Starts  *4.5% Recovery Allored Health	The Clinic / Bot Deck Available from Start [71]  Available from Start [71]  N/A  N/A  Available from Start [72]  For Hope (3)  Knucke House (3)  The Stars / Bot Deck  Available from Start [72]  For Hope (3)  N/A  The Clinic (4)  Available from Start  The Collectors (V.1.000.008)  N/A  The Collectors (V.1.000.008)  Available from Start  Grant's Brew House (3)  Available from Start  N/A  N/A  N/A  N/A  N/A  N/A  N/A  N/
Campaign Swarm Cleaner Corruption Corruption Campaign	Defense Defense Defense Defense Defense Defense Defense Ridden Character Finale Ridden Chranacter Offense Utility Offense Boon Defense Defense Defense Offense Corese Curse Curse Curse Curse Curse Curse Curse Curse Curse	Ridden Discipline Discipline Discipline Treated fine Worm Cleaner Finate Ridden Cleaner Ridden Discipline Discipline Discipline Discipline Discipline Discipline Blaun Traia of the Worm Brawn Mutation Traia of the Worm Traia of t	Yes	Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor) Issue 8 sause  Jim  Jun  Joh 19:22 Jopper Swarm Karice Killer's Instituct Konorledge is Power Large Caliber Rounds  Large Cal	Tam Effects. When you or a learnmants becomes incapacitated, All tearnmants recover 20 Health over 10 Seconds.  Tamas Effects. When you or a learnmant becomes incapacitated, All tearnmants recover 20 Health over 15 Seconds.  Tearners recover Tamas I formant control and the second process of the second proce	The Clinic / Bot Deck Available from Start [71]  N/A N/A Available from Start [72] Fort Hope (3) Knuckle House (3) The Sitts / Bot Deck Available from Start [72] Fort Hope (3) Knuckle House (3) The Sitts / Bot Deck Available from Start The Collectors (V1 000 008) N/A
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Campaign Swarm Carruption Cleaner Corruption Corruption Campaign	Defense Defense Defense Grae Chracter Finale Rüdden Character Character Offense Utility Offense Offense Boon Offense Defense Offense Rüdden Curse Curs	Ridden Discipline Discipline User and State Cleaner Finale Ridden Cleaner Buschine B	Yes  Yes	Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor) Install Training Job 10:22 Jopper Savarn Kartee Killer's Installer Large Calibler Rounds Lagendary Attachment Lagendary Matchment Lagendary Wespon Lagendary Wespon Life Insurance (Insurance Policy) Line em Up Line em Up Line sem Up Line	Train Effects: When you or a learnmants becomes incapacitated, All tearnmanter recover 20 Health over 10 Seconds.  Cleaning Effects: When you or a learnmants becomes incapacitated, All tearnmanter recover 20 Health over 15 Seconds.  Cleaning seasons Trained Districts of the Second	The Clinic / Bot Deck Available from Start [71]  N/A N/A Available from Start [72] Fort Hope (3) Knuckle House (3) The Starts / Bot Deck Available from Start [72] Fort Hope (3) Knuckle House (3) The Starts / Bot Deck Available from Start The Collectors (V1.000.008) N/A The Clinic (3) Available from Start N/A
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Campaign Swarm Carryston Cleaner Corruption Corruption Corruption Campaign	Defense Defense Defense Derense Derense Derense Derense Derense Ridden Coffense Utility Offense Boon Defense Defense Defense Utility Mobility Mobility Utility	Ridden Discipline Discipline Discipline Discipline Discipline Cleaner Finale Ridden Cleaner Ridden Discipline Discipline Discipline Discipline Discipline Discipline Discipline Discipline Bir Bir Trais of the Worm Trais of the Worm Bir Bir Trais of the Worm Discipline Discipline Discipline Discipline Discipline Discipline Discipline Discipline Fortune Fortune Fortune Fortune Fortune Fortune Fortune Discipline Discipline Ridden	Yes  Yes	Inspiring Sacrifice (Blood Donor) Inspiring Sacrifice (Blood Donor) Instant Francisco Instant Francisco Instant Francisco Inspiring Sacrifice (Blood Donor) Instant Francisco	Train Effects: When you or a tearminate become incapacitated. All tearminates recover 20 Health over 10 Seconds.  Claimans Edentian December (Instituted And Learninates recover 20 Health over 10 Seconds.  Claimans active Trainan December (Instituted And Learninates recover 20 Health over 10 Seconds.  Claimans active Trainan December (Instituted And Learninates)	The Clinic / Bot Deck Available from Start [72]  N/A N/A Available from Start [72] Fort Hope (3) Kruckle House (3) The Start / ROUND (3) N/A The Collectors (V1.000.008) N/A The Collectors (V1.000.008) N/A The Clinic (3) Available from Start N/A
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Tit	tle: Back 4 Blood Card C	ompendium & Codex		On Desktop? Check out Filter Views	Note: Versus and Campaign Cards to be separately listed even if they have the same effects	
Compendium V	/er: 3-7-23 on: 1.000.011 (06/12/22)	Created by: Spikeyroxas	Controls: PC/PS/XB	Use CTRL+F to search cards	Notice any mistakes or have info to possibly add? Leave a comment.	Obtained from:
Deck Category	Туре	Card Affinity		Name (Original Name/Other Info)	Effect Description (Other info)	Suppy Line
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 (Weakspots are covered by durable Armor.) Monstrous (+50% Health, +100% Damage), Annihilation (Spiked Balts are flung in a solid arc in front of the Ripper.)	N/A
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 (Weekspots are covered by durable Armor.)  Monstrous (+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	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 (Weakspots 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 taxic spittle from long distancs or high vantage points. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor.) Congeal (Stinger Spittle blinds and has an increased slowing effect.), Predator (Stingers attack 50% faster.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Swarmers	Lurking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these peats and hunt down the Swarmer before you're consumed. Ammored (Weakspots are covered by durable Ammor), Monstrous (+60% Health, +100% Damage) Peaky (The Assimm Cloud applies as stacking   10% to 85 speed Debuth Cutting (Nostmo Clouds seek out Cleaners with the lowest amount of Health) Pensistence (An additional Swarm Cloud spawns) Voracious (Swarm Clouds move faster. Peaky lasts until the end of the map or until a Bandage, First	N/A
Corruption	Ridden	Mutation	-	Monstrous Armored Tallboys [86]	Aid, or First Aid Cabinet is used)  These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Monstrous (+50% Health, +100% Damage). Armored (Weakspots are	N/A
Corruption	Ridden	Mutation		Monstrous Armored Urchins [87]	covered by durable Armor.) Hardened (Taliboys take 75% reduced damage from Explosions), Quick (Taliboys attack 50% faster.) This subtranean Wappel Ridden hufs Unfamilies that damage and slow Clearers. Damage the Mines to clear them! Armored (Weakspots are covered by durable Armor.) Monstrous (45% Health, 160% Damage), Parilytic (Clearers in It by the Urchin Mine are slowed even further.) Secretion (The Unform Mine's acidic goo radius is increased.)	N/A
Corruption	Ridden	Mutation		Monstrous Armored Wailers	(+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.)  This minelaver births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Armored (Weakspots are covered by durable Armor.)	N/A
					This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Armored (Weakspots are covered by durable Armor.) Monators (150% Health, 110% Damage) Prolife (Waler generates 3 Sacs at a time.) Scorch (Gas Sacs set players on fire) Burning (Instanty lights a damaged target on fire. Burning largest take damage over time but can exclude she he largest take damage over time but can exclude she without the sacron of the sacro	
Corruption Corruption	Ridden Ridden	Ridden Boss	-	Monstrous Blitzing Monstrous Boss (+) [88]	This is what remains of the living. Aim for the head to put them down quickly, Monstrous (+50% Health, +4 Additional Damage per hit)  Defeat the Boss and complete the level to earn +500 Cooper, +Bonus Supply Points Monstrous (+50% Health, +100% Damage)	N/A 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's 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 (Bruiser's reduce the damage of nearby Cleaners.)	N/A
Corruption	Ridden	Cultist	-	Monstrous Crone	These 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 (+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 nelease a grabbed Cleaner from builet stumble)	N/A
Corruption	Ridden	Mutation	-	Monstrous Exploders [92]	Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (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), Heartplercer (Hocker Pin deals an additional 10 damage on impact.), Toxin (Hocker Pin leaves a toxin that reduces healing recieved by 50% for 30 seconds.)	N/A
Corruption	Ridden	Ridden	-	Monstrous Jogging 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 Lober furth study bords that dismage and bun any Cleaners caught in its large blast radius. Mind your amon and give these explosives a wide beth'll Monstrous (+60% Health, +400% Damage) seer /Amon on Cleaners caught in the blast radius catches free and becomes useles. Cleaners lose 10% of their total amon.) 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 Corruption	Kill Ridden	Boss Cultist		Monstrous Ogre [95] Monstrous Pusflinger	You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage)  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 N/A
Corruption	Ridden	Mutation	-	Monstrous Reekers [96]		N/A
Corruption	Ridden	Mutation	-	Monstrous Retches [97]	Acid spew leaves Dangerous Bile 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]	position reduce more speed by 10 kg	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 hill)	N/A
Corruption Corruption	Ridden Ridden	Ridden Mutation	-	Monstrous Shambling Ridden [100] Monstrous Shredders [101]	This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  This subterranean Warped Ridden launches adhesive tendrifs that pull Cleaners toward it, applying the Pus Covered status. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners	N/A N/A
Corruption	Ridden	Cultist		Monstrous Slasher	hit by Shredder Implosions are slower by 30%. Impact (Cleaners hit by Shredder Implosions will take damage.  Fast moving and heavily amored. These Slashers Leap at their largets and attack with claws that cause extra stacks of Bleed to its victims. Monstrous (+50% Health, +100% Damage),  Amored (Weskspots 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	N/A
Corruption	Ridden	Cultist	-	Monstrous Sniper	that increases in severity with each additional statisk.)  Uses a heavily modified Hunting Rifle with a High Visibility 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 hill)	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.), Most Shield (Stalkers take less damage while grabbing a Cleaner.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Stingers [104]	Stinger spit toxic spittle from long distance or high vantage points. Monstrous (+50% Health, +100% Damage), Congeal (Stinger Spittle blinds and has an increased slowing effect.), Predator (Stingers attack 50% faster.)	N/A
Corruption	Ridden	Mutation	-	Monstrous Swarmers	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. Monstrous (+50% Health, +100% Barnage) Pesty (Fig. Swarm Cloud applies a stacking 10% bile Speed Debull). Guilling (Swarm Clouds seek out Cleaners with the lowest amount of Health) Persistence (An additional Swarm Cloud appears) Veroclous (Swarm Clouds more faither. Feety 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 Tallboys [105]	These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Monstrous (+50% Health, +100% Damage), Hardened (Tallboys take	N/A
Corruption	Ridden	Mutation		Monstrous Urchin [106]	75% reduced damage from Explosions), Quick (Taliboys attack 50% feater.) This subternaen Warroet Ridden hurls Unrish Mines that damage and slow Cleaners. Damage the Mines to clear them! Monstrous (+50% Health. +100% Damage). Paralytic (Cleaners	N/A
Corruption	Ridden	Mutation		Monstrous Wailers	hit by the Urchin Mine are slowed even further). Secretion (The Urchin Mine's acidic goo radius is increased.) This minelaver briths Gas Sacs that track are neemies foolish encouch to ext close. Destory the Gas Sacs before you're overwhelmed. Monstrous (+50% Health. +100% Damace) Prolific	N/A
					(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)	
Campaign Campaign	Defense Defense	Discipline Discipline	No No	Motorcycle Helmet Motorcycle Jacket	+15% Damage Resistance, +10 Health, DISABLES: Aim Down Sights +5% Damage Resistance, +5 Health	The Furnace (2) 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 Campaign	Utility	Fortune Reflex	No No	Mugger	Kills with Melee weapons have a 5% chance to spawn ammo, Razor Wire or a Bear Trap.  +75% Use Speed, -5% Damage Resistance	Available from Start Knuckle House (2)
Campaign	Mobility	Discipline	No	Natural Sprinter	+100% Stamina Regeneration, -50% Maximum Stamina	The Crow's Nest (4)
Swarm Campaign	Mobility Defense	Discipline	No Yes	Natural Sprinter Needs of the Many	+100% Stamina Regeneration, -50% Maximum Stamina -10% Health, Team Effects: +1 Team Extra Life	Available from Start The Stilts (3) / Bot Deck
Comunities	Delense	Discipline	168			THE SHIES (3) / BULDECK
Comunition	Curse	Discipline Trial of the Worm	res	No Copper	No Copper spanns in this Chapter. Cleanure start with My Evira I have	N/A N/A
Corruption Corruption	Curse Curse Survive	Trial of the Worm  Trial of the Worm  Challenge		No Copper No Extra Lives No One Left Behind	Cleaners start with No Extra Lives  Complete the level with all four Cleaners alive to earn 500 Copper.	N/A N/A
Corruption Corruption Corruption Corruption Corruption	Curse Curse	Trial of the Worm		No Copper No Extra Lives	Complete the level with all four Cleaners alive to earn 500 Copper.  Complete the level with all four Cleaners alive to earn 500 Copper.  Complete the level with all four Cleaners alive to earn 500 Copper. #Bonus Supply Ports	N/A N/A
Corruption Corruption Campaign	Curse Curse Survive Survive Event Defense	Trial of the Worm Trial of the Worm Challenge Challenge Environment Brawn	No	No Copper No Extra Lives No One Left Behind No One Left Behind (+) Noxious Fumes Numb	Complete the level with all four Cleaners alive to earn 500 Copper:  Complete the level with all four Cleaners alive to earn 500 Copper: Borus Supply Points  Complete the level with all four Cleaners alive to earn 500 Copper: Borus Supply Points  Nosious pas fills the air. Fill up on oxygen at generations found throughout the map before moving forward. Breathing the furnes without oxygen will have increasingly negative effects.  Cain + 10% Company Resistance with by cut have Temporary the leath	N/A N/A N/A N/A N/A N/A The Clinic (3)
Corruption Corruption	Curse Curse Survive Survive Event	Trial of the Worm Trial of the Worm Challenge Challenge Environment	-	No Copper No Extra Lives No One Left Behind No One Left Behind (+) Noxious Fumes	Cleaners start with No Exits Eves  Complete the level with all four Cleaners allve to eam 500 Copper.  Complete the level with all four Cleaners allve to eam 500 Copper. Horus Supply Ports  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 N/A N/A N/A N/A
Corruption Corruption Campaign Swarm Campaign Burn	Curse Curse Survive Survive Event Defense Defense Utility Loot	Trial of the Worm Trial of the Worm Challenge Challenge Environment Brawn Brawn Brawn Burn	No No No Yes	No Capper No Extra Lives No One Left Behind No One Left Behind (*) Noxious Fumes Numb Numb Offensive Scavenger Offensive Supply Scavenger	Complete the level with all four Cleaners alive to earn 500 Copper.  Complete the level with all four Cleaners alive to earn 500 Copper. Econus Supply Points  Noxious as fills the air. Fill up on oxygen at generators found throughout the map before moving forward. Breathing the furnes without oxygen will have increasingly negative effects.  Gain +10% Damage Resistance while you have Temporary Health  Vau can sense nearby Offensive Accessories. More Offensive Accessories spawn. (+5)  Tame Effects: Increased Offensive Mersa spawn this level.	N/A N/A N/A N/A N/A The Clinic (3) Available from Start The Stifts The Cellectors (V1.000.008)
Corruption Corruption Campaign Swarm Campaign Burn Burn Corruption	Curse Curse Survive Survive Event Defense Defense Utility Loot Offense Ridden	Trial of the Worm Trial of the Worm Challenge Challenge Environment Brawn Brawn Brawn Burn Burn Boss infected	No No No Yes Yes	Ne Copper No Clast Lives No One Left Behind No One Left Behind (+) Noxious Fumes Numb Numb Offensive Scavenger Offensive Supply Scavenger Offensive Upgrade Ogre	Complete the level with all four Cleaners alive to earn 500 Copper:  Complete the level with all four Cleaners alive to earn 500 Copper:  Complete the level with all four Cleaners alive to earn 500 Copper: Borus Supply Ports  Notious 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.  Gain +10% Damage Resistance while you have Temporary Health  Gain +10% Camage Resistance while you have Temporary Health  You can sense nearby Offensive Accessories. More Offensive Accessories spawn. (+5)  Team Effects: Increased Offensive Marsa Spawn this level.  Team Effects: Improves the quality of all Frag. Modolov, Pipe Bomb, Freorancer, Flashbang, Balt Jar, and Smoke Grenade accessories.  You've drawn the attention of the Ogger.	N/A N/A N/A N/A N/A The Clinic (3) Available from Start The Stits The Collectors (V1.000.008) The Collectors (V1.000.008) N/A
Corruption Corruption Campaign Swarm Campaign Burn Corruption Campaign	Curse Curse Survive Survive Event Defense Defense Utility Loot Offense Ridden Mobility	Trial of the Worm Trial of the Worm Challenge Challenge Environment Brawn Brawn Brawn Bum Bum Boss infected Reflex	No No Yes Yes - No	No Copper No Ester Liese No One Left Behind No One Left Behind (+) Noxious Fumes Numb Offensive Scavenger Offensive Supply Scavenger Offensive Upgrade Ogre Oympic Sprinter	Consider the level will all four Cleaners alive to earn 200 Cooper.  Complete the level will all four Cleaners alive to earn 200 Cooper.  Complete the level with all four Cleaners alive to earn 200 Cooper. 4 Source Supply Posts  Notices pas fills the air. Fill you no region at generations found throughout the map before moving forward. Breathing the furnes without oxygen will have increasingly negative effects.  Cann 10% Damage Resistance while you have Temporary Health  Gain 10% Damage Resistance while you have Temporary Health  You can sense nearly Officiative Accessionels. More Officiative Accessionels spawn. (15)  Team Effects: Increased Officiative Accessionels where.  Team Effects: Increased Officiative Accessionels will be well.  Team Effects: Increased Officiative Accessionels and Array (15)  All official Company (15)  All official Compan	N/A N/A N/A N/A N/A N/A The Clinic (3) Available from Start The Stits The Celectors (V.1.000.008)
Corruption Corruption Campaign Swarm Campaign Burm Burm Corruption Campaign Swarm Campaign Campaign Campaign	Curse Curse Survive Survive Event Defense Defense Utility Loot Offense Ridden Mobility Mobility Mobility	Trial of the Worm Trial of the Worm Trial of the Worm Challenge Challenge Environment Brawn Brawn Brawn Burn Boss infected Reflex Reflex Reflex	No No Yes Yes - No No Yes	No Copper No Estat Lises No One Left Behind No One Left Behind (+) Noxious Fumes Numb Numb Offensive Scavenger Offensive Supply Scavenger Offensive Upgrade Ogre Oympic Sprinter Oympic Sprinter Oympic Sprinter Oympic No	Complete the level will all four Cleaners alive to earn 300 Cooper.  Complete the level will all four Cleaners alive to earn 300 Cooper.  Complete the level will all four Cleaners alive to earn 300 Cooper. 4 Source Supply Points  Noticious Sea fills the air Fill you no rougher at generators found throughout the map before moving forward. Breathing the fumes without oxygen will have increasingly negative effects.  Cain +10% Damage Resistance while you have Temporary Health  Gain +10% Damage Resistance while you have Temporary Health  Vou can sense nearly Offenties Accessories. Aloro Offensies Accessories spawn. (+5)  Team Effects: Increased Offensive items spawn that level.  Team Effects: Increased Offensive Rens spawn that level.  **Town of the Offensies Accessories**  **You've drawn the attention of the Ogie.  **30% Spirit Efficiency, ***No Damage Resistance  **30% Spirit Efficiency, ***No Damage Resistance  **30% Spirit Efficiency, ***No Damage Resistance	NA NIA NIA NIA NIA NIA NIA NIA The Clinic (3) Available from Start The Stits The Collectors (v1.000.006) The Collectors (v1.000.006) NIA Bridge Town (2) Available from Start Bridge Town (2) Bridge Town (3) Bridge Town (3)
Corruption Corruption Campaign Swarm Campaign Burn Burn Corruption Corruption Campaign Swarm	Curse Curse Survive Survive Event Defense Defense Utility Loot Offense Ridden Mobility Mobility	Trial of the Worm Trial of the Worm Trial of the Worm Challenge Environment Brawn Brawn Burn Burn Boss infected Reflex Reflex	No No Yes Yes - No No No No	No Copper No Cetta Lives No One Left Behind No One Left Behind (*) Nozious Furnes Numb Numb Offensive Scavenger Offensive Supply Scavenger Offensive Supply Scavenger Offensive Sprinter Olympic Sprinter	Complete the level with all four Cleaners alive to earn 500 Copper:  Complete the level with all four Cleaners alive to earn 500 Copper: Borus Supply Points  Notious as fills the air, Fill up on oxygen at generation found throughout the map before moving forward. Breathing the fumes without oxygen will have increasingly negative effects.  Cain +10% Damage Resistance while you have Temporary Health  Cain +10% Damage Resistance while you have Temporary Health  Vou can sense nearly Offensive Accessories. More Offensive Accessories spawn. (+5)  Team Effects. Increased Offensive terms spawn this level.  Team Effects increased Offensive Coccessories. More Offensive Accessories.  You've drawn the attention of the Ogre.  430% Sprint Efficiency, 7% Damage Resistance  430% Sprint Efficiency, 7% Damage Resistance	NA. NIA. NIA. NIA. NIA. The Clinic (3) Available from Start The Sitiss The Collections (V1.000.008) The Collections (V1.000.008) NIA. Bridge Town (2) Available from Start
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Compendium Ver:	3-7-23	Created by:	Controls:		Notice any mistakes or have info to possibly add? Leave a comment.	
Game Version: Deck Category		Spikeyroxas Card Affinity	PC/PS/XB	Name (Original Name/Other Info)	Effect Description (Other Info)	Obtained from: Suppy Line
Swarm	Offense	Reflex	No No	Reload Drills	+30% Reload Speed	Available from Start
Corruption Corruption	Finale Ridden	Finale Mutation	-	Remnants Retches	Take the weapon to the heart of the Ridden Infestation. Act 3 Finale Acid spew leaves Dangerous Bile Pools.	N/A N/A
Corruption	Mobility	Reflex	No No	Retches Rhythmic Breathing	Acid spew leaves Dangerous Bille Pools. 440% Stamlin	N/A Bridge Town (3)
Swarm	Mobility	Reflex	No	Rhythmic Breathing	+40% Stamina	Available from Start
Cleaner Skill	All Ridden	Ability Ridden	No -		Several Copper pickups Appear.  What remains of the Living, aim for the head to put them down quickly.	"Prophet" Dan Ability N/A
Campaign	Offense	Reflex	No	Ridden Slayer	+20% Weakspot Damage	The Crow's Nest
Swarm	Offense	Reflex	No	Ridden Stayer	+35% Weakspot Damage	Available from Start
Corruption	Ridden	Mutation		Ripper	This Warped Indident flings splited 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
Campaign Campaign	Utility Mobility	Reflex Fortune	Yes No	Rousing Speech Run and Gun (Wake of Death)	Team Effects: Teammates recover an additional 10 Health when revived. +50% Team Revive Speed, +10% Team Reduced Incap Trauma.  You can sprint while shooting	Grant's Brew House (3) The Crow's Nest
Campaign	Mobility	Reflex	No	Run like Hell	+12% Move Speed, +15% Sprint Speed. When you take Damage, your lose the benefits of Run like Hell for 3 Seconds.	Bridge Town (3)
Swarm	Mobility	Reflex	No		+12% Move Speed, +15% Sprint Speed. When you take Damage, your lose the benefits of Run like Hell for 3 Seconds.	Available from Start N/A
Corruption Campaign	Ridden Talent	Ridden Brawn	No.		What remains of the Living, aim for the head to put them down quickly.  When a teammate within 15 meters recieves 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 Weakspot Damage for 10 Seconds.	Bridge Town (2)
Swarm Campaign	Offense Defense	Reflex	No No (Vers) (400		Each Precision Kill gives 5% increased Weakspot Damage for 10 Seconds.  Your team heals 15 Health, 7 Trauma Damage and refills 10% Ammo at the start of each level.	Available from Start The Clinic (4)
Corruption	Survive	Challenge	- (Tes) [100		Tour team nears to nearin, 7 frauma Daminge and neims 10% Arimot at me start or each rever.  Complete the level without the cleaners being incapacitated more than 4 times to earn 500 Copper.	N/A
Corruption		Challenge	-		Complete the level without the cleaners being incapacitated 2 times to earn: +500 Copper.	N/A
Corruption Corruption	Survive Survive	Challenge Challenge	-		Complete the level without the cleaners being incapacitated 2 times to earn: +500 Copper, +Bonus Supply Points  Complete the level without the cleaners being incapacitated to earn: +500 Copper, +Bonus Supply Points	N/A N/A
Corruption	Survive	Challenge	-	Safety First - Veteran	Complete the level without the cleaners being incapacitated more than once to earn 500 Copper. *Borus Supply Points	N/A
Corruption		Challenge	-		Complete the level without the cleaners being incapacitated more than 4 times to earn 500 Copper. +Bonus Supply Points.	N/A N/A
Corruption Corruption	Survive Survive	Challenge Challenge	-		Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper.  Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper, *Bonus Supply Points.	N/A N/A
Campaign	Defense	Brawn	No	Scar Tissue	Take 1 less damage from all Ridden. +50% Acid Resistance.	Grant's Brew House
Swarm		Brawn	No No		Take 1 less damage from all Ridden. +50% Acid Resistance.	Available from Start
Campaign Campaign	Offense Utility	Discipline Reflex	No No	Scattergun Skills Screwdriver	+40% Reload Speed with Shotguns.  +50% Use Speed. +10% Stamina	Paul's Alley (4) Bridge Town
Swarm	Utility	Reflex	No	Screwdriver	*100% Use Speed	Available from Start
Corruption	Finale	Finale	- No		Create a distraction in the Bar so the survivors can escape to Fort Hope. Act 1 Finale	N/A Storter Dook
Campaign Swarm	Defense Defense	Brawn Brawn	No No	Second Chance Second Chance	+1 Extra Life, +15 Health, +25% Bleed out Resistance +1 Extra Life, +10 Health	Starter Deck 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 Campaign	Ridden Utility	Ridden Fortune	- Yes	Shambling Ridden Swarm Share the Wealth	What remains of the Living, aim for the head to put them down quickly. Team Effects: Each teammate cets 100 Bonus Coocer at the start of each level.	N/A The Stilts (4)
Campaign Cleaner		Fortune Cleaner	Yes		Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.  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	The Stilts (4) Expansion 1 - Tunnels of Terror
	Offense	Fortune	No	Shell Carrier	Flashbang.	Accomplishment [109]
Campaign Swarm	Offense	Fortune Fortune	No No	Shell Carrier Shell Carrier	+30% Shotgun Ammo Capacity, +10% Damage with Shotguns. +30% Shotgun Ammo Capacity, +10% Damage with Shotguns.	Accomplishment [109] Available from Start
Campaign	Utility	Reflex	No	Shooting Gloves	+25% Weapon Swap Speed, +15% Recoil Control, +15% Accuracy	The Crow's Nest
Swarm	Utility Defense	Reflex Fortune	No No	Shoulder Bag	+25% Weapon Swap Speed, +15% Recoil Control, +15% Accuracy +2 Support Inventory	Available from Start The Clinic (2)
Campaign Swarm	Defense Defense	Fortune	No No		*2 Support inventory  \$2 Support inventory	Available from Start
Campaign	Offense	Reflex	No		Each bullet hit causes the target to take 1% increased damage for 3 Seconds (Stacks up to 15%).	The Crow's Nest (3)
Swarm Corruption	Offense Ridden	Reflex Mutation	No		Each bullet hit causes the target to take 1% increased damage for 3 Seconds (Stacks up to 15%).	Available from Start N/A
Corruption		Challenge	-		This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status.  Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper.	N/A N/A
Corruption	No Alarms	Challenge	-		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 Corruption		Challenge Challenge	-		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  Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. *Bonus Supply Points	N/A N/A
Campaign	Offense	Discipline	No		Compare the event window against a statement of the state	The Stilts (2) / Bot Deck
Swarm	Offense	Discipline	No		+10% Bullet Damage, +15% Effective Range	Available from Start
Corruption Corruption	Collect Ridden	Challenge Cultist	-		Find Skull Totems and cash them in at any exit.  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 N/A
Burn	Defense	Bum	Yes	Slippery when Wet	r as more and and more statement of the	Roving Merchants
Campaign	Offense	Reflex	No		+5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed, +10% Bow Stamina Efficiency, +20% Bow Attack Speed	Grant's Brew House
Swarm Corruption	Offense Event	Reflex Trap	No -		+5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed, +10% Bow Stamina Efficiency, +20% Bow Attack Speed  Max Stamina is reduced by 20%, Stamina Regeneration is reduced by 20%, Move Speed is reduced by 5%. Warped Chest Team Debuff	Available from Start N/A
Corruption	Event	Mutation	-		The area is infested with Sleepers, stay together and keep your eyes open. More Sleepers Spawn	N/A
Campaign	Utility	Reflex	No	Smelling Salts Smelling Salts	+200% Revive Speed +200% Revive Speed	Grant's Brew House
Swarm	Utility	Reflex	No Yes			Available from Start Legendary Card Shrine
Swarm Campaign Corruption	Utility Talent Ridden	Reflex Discipline Cultist	Yes -	Smells Like Victory Sniper	Team Effects: Mutations that you kill have a 50% chance to spawn a healing cloud for the team that lasts for 10 seconds.  Elliminates targets using a Hunting Rifle with a Laser pointer from the relative safety of their hunting blinds.	Legendary Card Shrine N/A
Swarm Campaign Corruption Campaign	Utility Talent Ridden Offense	Reflex Discipline Cultist Brawn	Yes - No	Smells Like Victory Sniper Soften Up (Batter Up)	Team Effects: Mutations that you kill have a 50% chance to spawn a healing cloud for the learn that leafs for 10 seconds.  Eliminates targets using a Hunting Riffe with a Laser pointer from the relative safety of their hunting blinds.  Melke his cause the larget to deal 3% recorded damage, to a maximum of 15% reduced damage.	Legendary Card Shrine N/A Fort Hope
Swarm Campaign Corruption Campaign Swarm	Utility Talent Ridden Offense Offense	Reflex Discipline Cultist Brawn Brawn	Yes - No No	Smells Like Victory Sniper Soften Up (Batter Up) Soften Up (Batter Up)	Team Effects: Mutations that you kill have a 50% chance to spawn a healing cloud for the team that lests for 10 seconds.  Eliminates targets using a Hunting Rifle with a Laser pointer from the relative safety of their hunting blinds.  Melec hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  Melec hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.	Legendary Card Shrine N/A Fort Hope Available from Start
Swarm Campaign Corruption Campaign Swarm Campaign Campaign	Utility Talent Ridden Offense Offense Defense Mobility	Reflex Discipline Cultist Brawn Brawn Discipline Reflex	Yes - No No No No No	Smells Like Victory Sniper Soften Up (Batter Up) Soften Up (Batter Up) Sonic Disruptor Speed Demon	Team Effects: Mutations that you kill have a 50% chance to spawn a healing cloud for the team that leasts for 10 seconds.  Eliminates targets using a Huriting Rifler with a Laser pointer from the relative safety of their huriting blinds.  Makee his cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  Makee his cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  Emit a Pulse that deals heavy Shurbet damage to nearby enemies and has a chance to knock off armor. Gadget Cost: 75 SMG/Pistol Ammo. REPLACES: Offensive Slot  4% Movement Speed while using an SMG, 1-35% Redoad Speed while using an SMG.	Legendary Card Shrine N/A Fort Hope Available from Start Duffel Bag Reward / River of Blood I The Crow's Nest (4)
Swarm Campaign Corruption Campaign Swarm Campaign Campaign Swarm	Utility Talent Ridden Offense Offense Defense Mobility Mobility	Reflex Discipline Cuttist Brawn Brawn Discipline Reflex Reflex	Yes - No No No No No No No No No	Smells Like Victory Sniper Soften Up (Batter Up) Soften Up (Batter Up) Sonic Disruptor Speed Demon Speed Demon	Train Effects Midstors that you kill have a 50% chance to speare a healing cloud for the team that least for 10 seconds.  Eliminates targets using a Hunting Riffe with a Laser pointer from the relative safety of their hunting blinds.  More hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  More hits cause the target to deal 3% reduced damage, to a maximum or 15% reduced damage.  The second damage is a second of the second damage is nearly entering and has a chance to knock of armor. Gadget Cost: 75 SMG/Pistol Armor. REPLACES: Offensive Slot  4% Movement Speed while using an SMG, 45% Reload Speed while using an SMG.  44% Movement Speed while using an SMG, 45% Reload Speed while using an SMG.	Legendary Card Shrine N/A Fort Hope Available from Start Duffel Bag Reward / River of Blood I The Crow's Nest (4) Available from Start
Swarm Campaign Corruption Campaign Swarm Campaign Campaign	Utility Talent Ridden Offense Offense Defense Mobility	Reflex Discipline Cultist Brawn Brawn Discipline Reflex	Yes - No No No No No	Smells Like Victory Sniper Soften Up (Batter Up) Soften Up (Batter Up) Sonic Disruptor Speed Demon Spied Miss Spied Jemon Spiky Bits	Team Effects: Mutations that you kill have a 50% chance to spawn a healing cloud for the team that leasts for 10 seconds.  Eliminates targets using a Huriting Rifler with a Laser pointer from the relative safety of their huriting blinds.  Makee his cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  Makee his cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  Emit a Pulse that deals heavy Shurbet damage to nearby enemies and has a chance to knock off armor. Gadget Cost: 75 SMG/Pistol Ammo. REPLACES: Offensive Slot  4% Movement Speed while using an SMG, 1-35% Redoad Speed while using an SMG.	Legendary Card Shrine N/A Fort Hope Available from Start Duffel Bag Reward / River of Blood I The Crow's Nest (4)
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Swarm Campaign Corruption Campaign Swarm Campaign Swarm Campaign Campaign Campaign Campaign Corruption Burn Corruption	Utility Talent Ridden Offense Offense Defense Mobility Mobility Mobility Offense Ridden Ridden	Reflex Discipline Cutlist Brawn Brawn Discipline Reflex Reflex Brawn Ridden Bum Mutation	Yes - No No No No No No - Yes	Smells Like Victory Sniper Soften Up (Batter Up) Soften Up (Batter Up) Soften Up (Batter Up) Sonic Disruptor Speed Demon Speed Demon Spiky Bits Sprinting Ridden Squad Armor Stalkers	Train Effects Middleric Bad you kill have a 50% chance to spew a healing cloud for the fear that least for 10 seconds.  Eliminates target using a harting filler with a Laser pointer from the relative safety of their hurding binds.  Metee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  Metee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  The second damage is a second to the second second to the second damage of the second damage.  The second damage is a second to the second second the second damage of the second second the second damage.  **All Movement Speed while using an SMG. **45% Record Speed while using an SMG.**  **15 Metee Damage **20% Damage Resistance while using a Metee weepon **.15% Ammo Capacity  What remains of the Living, and for the action but put then down quickly.  **Team Effects: Grants the team Full Armor Plates.**  **A published teaming as de a deel teammants.**  **A published teaming as de a deel teammants.**  **A published teaming as deal teammants.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A published teaming as the same Full Armor Plates.**  **A publishe	Legendary Card Shrine N/A Fort Hope Available from Start Duffel Bag Reward / River of Blood I The Crow's Nest (4) Available from Start The Stifs (2) N/A The Collectors (V.1.000.008) N/A
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Compendium Ver	3-7-23	Created by:	Controls:	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)	Spikeyroxas	PC/PS/XB			Obtained from:
eck Category	Туре	Card Affinity	Team Effect	Name (Original Name/Other Info)	Effect Description (Other Info)	Suppy Line
leaner Skill	All	Ability	Yes	THE LIGHT! (1)	+5% Damage	"Prophet" Dan Ability
leaner Skill	All	Ability	Yes	THE LIGHT! (2)	+5% Damage Resistance	"Prophet" Dan Ability
orruption	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
orruption	Event	Mutation	-	Timed Reeker Horde [114]	Reekers horde this area. Act 3, Chapter 3 Event - Constant waves of Reeker Family Spawns	N/A
ampaign	Utility	Fortune	Yes	Tool Belts	-10% Health. Team Effects: +1 Team Quick Item Inventory	Roving Merchants: KSC Convoy
orruption	Event	Character	-	Toxic Spill [115]	Your health slowly rots away, but kills grant a small reprieve. Fog and Kills restore some Health and Temporary Health.	N/A
orruption	Boon	Trial of the Worm	-	Trauma Recovery	Instantly Recover 25 Trauma	N/A
ampaign	Offense	Discipline	No	Trigger Control	Precision Kills with guns grant +0.5% Accuracy until the end of the level.	Fort Hope (3)
ampaign	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)
warm	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
ampaign	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)
warm	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
ampaign	Offense	Brawn	No	Two is One and One is None	You can equip a Primary weapon in your Secondary slot25% Swap speed	Paul's Alley (2)
warm	Offense	Brawn	No	Two is One and One is None	You can equip a Primary weapon in your Secondary slot. 25% Ways speed	Available from Start
ampaign	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 seawn any Mementos in Trial of the Worm	Duffel Bag Reward / October
. ,	-					Update 2022
Campaign	Ability	Brawn	No (Yes) [116	3 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
ampaign	Ability	Brawn	Yes	Unnatural Healing	Team Effects: After not being damaged for 4.5 seconds, Regenerate 1 Health per second.	Legendary Card Shrine
orruption	Ridden	Mutation	-	Urchin	This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them!	N/A
um	Offense	Bum	Yes	Urgent Care	Team Effects: Each Cleaner restores 15 Health and Trauma.	Roving Merchants
ampaign	Utility	Fortune	No	Utility Belt	+2 Quick slot Inventory	Roving Merchants: Liberators
warm	Utility	Fortune	No	Utility Belt	+2 Quick slot Inventory	Available from Start
ampaign	Utility	Reflex	No	Utility Scavenger	You can sense nearby Quick Accessories. More Quick Accessories spawn.	Bridge Town
ampaign	Defense	Discipline	No (Yes) [117	7] Vanguard	Melee kills heal 1 Health to yourself, and teammates within 10 meters.	Fort Hope (2)
warm	Defense	Discipline	No (Yes) [118	Vanguard	Melee kills heal 1 Health to yourself, and teammates within 10 meters.	Available from Start
leaner Skill	All	Ability	No	VANISH!	Several Smoke Grenades Appear.	"Prophet" Dan Ability
orruption	Curse	Trial of the Worm	-	Vendor Disabled	The Vendor is disabled	N/A
leaner Skill	All	Ability	Yes	VIGOR!	Full Health Restored.	"Prophet" Dan Ability
leaner Skill	All	Ability	Yes	VITALITY!	+1 Extra Life	"Prophet" Dan Ability
ampaign	Defense	Brawn	No	Vitamins	+25 Health	The Strip
warm	Defense	Brawn	No	Vitamins	+25 Health	Available from Start
orruption	Ridden	Ridden		Volatile Ridden [119]	These Ridden have developed an Unstable Cvst on their Skull Cavity. Head Trauma will cause them to Explode Violently.	N/A
Corruption	Ridden	Mutation		Wailer	This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed.	N/A
leaner	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
ampaign	Utility	Discipline	No	Wasteland Chef	Gain the ability to melee food items to create a Gourmet Dinner or a Mediocre Meal. Using the Combat Knife increases your odds of a Gourmet Dinner.	Duffel Bag Reward / River of Blo
ampaign	Utility	Discipline	No	Weapon Scavenger	You can see nearby Weapons. More weapons spawn	Fort Hope (2)
ampaign	Ability	Discipline	Yes	Weaponsmith	Allows the ability to unboil attachments from weapons outside of Saferooms. Unboiling attachments costs 400 Copper. Team Effects: Additional copies of Weaponsmith played reduce its	The Collectors (Tunnels of Terror
					cost by 100 Copper.	
	Defense	Brawn	Yes	Well Fed	Team Effects: +10 Team Health	The Clinic (2) / Bot Deck
		Brawn	Yes	Well Fed	Team Effects: +10 Team Health	Available from Start
	Defense				Team Effects: +20% Team Overheal. +5% Team Healing Efficiency	The Collectors (Tunnels of Terror
warm	Defense Talent	Brawn	Yes	Well Rested	leam Elects: +20% leam Overnear, +5% leam nearing Eliciency	THE COHECIDIS (Turineis of Terro
warm ampaign		Brawn Reflex	Yes No	Well Rested Widemouth Magwell	+30% Reload Speed, -5% Damage Resistance	The Stilts
warm ampaign ampaign	Talent					
warm ampaign ampaign um	Talent Offense	Reflex	No	Widemouth Magwell	+30% Reload Speed, -5% Damage Resistance	The Stilts
ampaign warm sampaign sampaign wrm sampaign	Talent Offense Utility	Reflex Bum	No Yes	Widemouth Magwell Windfall	+30% Reload Speed, -5% Damage Resistance Team Effects: Each Cleaner gains 150 Copper.	The Stilts Roving Merchants

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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	e Ve Ver 1.000.011 (06th Dec 2022)
Armored Bruisers	Corruption Bry	Bn 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 G	e 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 Sta Sta Sta Sta Sta Sta Sta Sta Sta	ta Sta Stay away from these two-legged death bombs. Armored (Weakspots are covered by durable Armor.)
Armored Ferocious Rippers	Corruption Thi Thi Ti	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
Armored Ferocious Shredders	Corruption Thi Thi Ti	h Thi This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are cov
Armored Ferocious Urchins	Corruption Thi Thi Ti	Th This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weakspots are cover
Armored Hockers	Corruption 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	SWSWAT 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 be
Armored Retches		cl Aci Acidic spew leaves dangerous bile pools. Armored (Weakspots are covered by durable Armor.) [148]
Armored Ridden		SWSWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Armored Rippers		Thi 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		SWSWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Armored Shredders		Th This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are covered status)
Armored Sprinters		SV SWAT armor was meant to protect against bullets, not devil worms. These Ridden are going to be harder to take down.
Armored Stalkers		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	1 1 9 9 9 9 9 9 9	til Stil Stinger spit toxic spittle from long distancs 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 con
Armored Tallboys		The These towering mutations can take alot of punishment and surge into powerful slam attacks. Aim for the weakspot or use fire to take them out quickly. Arm
Armored Urchins		In Thi This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weakspots are cover
Armored Wailer	Corruption	This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Armored (Weakspots are covering the Covering Coverin
Armored Walkers		This milineager offins Gas Sacs that track any enemies rootish enough to get close. Destory the Gas Sacs before you're overwhelmed. Armored (weakspill 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		Lot Locate the Truck and escape through the mines. Act 5 Finale
Biohazard		Ric Ridden deal 25% extra damage. 3 Temporary Health granted by kills. 100% Team Bolstered Health. Temporary Health decay rate increased by 200%. Fo
Blighted Ridden		NA NA Mutation has turned the Ridden blood into acid, they leave behind pools of caustic acid on death. (Pool Duration: 6 Seconds)
Blitzing		h Thi This is what remains of the living. Aim for the head to put them down quickly.
Blood Samples		in Fin Find and bring the Specimen Container to the end of the level to earn +500 Copper
Blood Samples - Elite		in Fin Find and bring the Specimen Container to the end of the level without any Cleaners being incapacitated to earn: +500 Copper
Blood Samples - Elite (+)		Fin 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		in Fin Find and bring the Specimen Container to the end of the level with all 4 Cleaners alive to earn: +500 Copper
Blood Samples - Survival (+)		Fin 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 Fin Fin Fin Ca	
Blood Samples - Timed (+)	Corruption Fin Fin Fin Ca	
Blood Samples (+)	Corruption Fin Fin Fin Fin Fin Fin Fin	Fin 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 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		e Del Defeat the Boss and complete the level to earn +500 Copper.
Boss Mutation (+)		e Del Defeat the Boss and complete the level to earn +500 Copper. +Bonus Supply Points.
		e Del Defeat the Boss and complete the level to earn 1300 copper. Bonds supply Folias.  Del Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper.
Boss Mutation (Elite)		e Del Defeat the Boss and complete the level without any cleaners being incapacitated to earn +500 Copper. +Bonus Supply Points.
Boss Mutation (Elite+)		
Boss Mutation (No Hope)		Be Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.
Boss Mutation (Survival)		De Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper.
D 11 ( ( ) ( )		D D ( )   D
Boss Mutation (Survival+)	Corruption De De De De De De De De De	e 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 Defeat the Boss and complete the level with all cleaners alive to earn +500 Copper. +Bonus Supply Points.
Boss Mutation (Timed) Boss Mutation (Timed+)	Corruption De De De De De De De De Ca Corruption De De De De Ca	
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time	Corruption De	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker	Corruption   De   De   De   De   De   De   De   D	He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bril Bruiser's can take a lot of punishment. Keep moving and don't let them get close.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Right Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  RBn Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  RO Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Breaker Cave In Charred Ridden Chronic Injuries	Corruption   De   De   De   De   De   De   De   D	He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Br <sub>1</sub> Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  u Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  o Ro Rocks line the ceiling. Watch out when the ground starts shaking!  thi These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  c 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.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ren Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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 carriecr  Fir 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
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  R Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Tean Debuff  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  Fir 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 region of the country o
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Culist Hordes	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ren Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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 carriecr  Fir 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
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cullist Hordes Cut the Red Wire	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ru Rumor is, some Cleaners bleed Damage  Ru Rumor is, some Cleaners bleed Damage Beistance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners bleed Damage Beistance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners bleed Damage Russiance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners bleed Damage Russiance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners bleed Damage Russiance, +2 Lives, -150% Incap Bleed Damage  Ru Rumor is, some Cleaners bleed Damage Russiance, +2 Lives, -150% Incap Bleed Damage  Russiance, -150% Incap Bleed Damage Russiance, +2 Lives, -150% Incap Bleed Damage Russiance, +2 Lives
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cut the Red Wire Cut the Red Wire (+)	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  In Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!  In Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Trat Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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 carriecr.  Fir 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 ege Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Wa Waves of Cultists attack on a timer and additional Bear Traps are spawned.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cultst Hordes Cut the Red Wire Cut the Red Wire (+) Deep Wounds	Corruption   De   De   De   De   De   De   De   D	He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Ren. Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Thi These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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.  Fire 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 of Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  We Waves of Cultists attack on a timer and additional Bear Traps are spawned.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cut the Red Wire Cut the Red Wire (+)	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  O Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  O 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 carrier.  Fire 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 in the complete of the complet
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cutist Hordes Cut the Red Wire Cut the Red Wire Deep Wounds Dr. Rogers' Neighborhood Exploders	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  O Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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.  Fire 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.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Way Waves of Cultists attack on a timer and additional Bear Traps are spawned.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cut the Red Wire Cut the Red Wire (+) Deep Wounds Dr. Rogers' Neighborhood	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  O Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  O 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 carrier.  Fire 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 in the complete of the complet
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cutist Hordes Cut the Red Wire Cut the Red Wire Deep Wounds Dr. Rogers' Neighborhood Exploders	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  O Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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.  Fire 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.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Way Waves of Cultists attack on a timer and additional Bear Traps are spawned.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Culist Hordes Cut the Red Wire Cut the Red Wire (+) Deep Wounds Dr. Rogers' Neighborhood Exploders Extra Lives Reduced	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bin Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  O Ro Rocks line the ceiling. Walch out when the ground starts shaking!  In Thin These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  O 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.  Fir 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 of Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  W Waves of Cultists attack on a timer and additional Bear Traps are spawned.  Team Effects: Instantly recieve 20 Trauma Damage. Warped Chest Team Debuff  Ho Hold back the horde to buy time to secure Roger's Research. Act 3 Finale  Et Sta Stay away from these two-legged death bombs.  Cleaners permanently lose an Extra Life
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cullist Hordes Cut the Red Wire Cut the Red Wire Cut the Red Wire (+) Deep Wounds Dr. Rogers' Neighborhood Exploders Extra Lives Reduced Fast Bleed Out	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Reg. Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Rocks line the ceiling. Watch out when the ground starts shaking!  The These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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.  Fin 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 and Waves of Cultists attack on a timer and additional Bear Traps are spawned.  Tel Team Effects: Instantly recieve 20 Trauma Damage. Warped Chest Team Debuff  O Hot Hold back the horde to buy time to secure Roger's Research. Act 3 Finale  State Stay away from these two-legged death bombs.  Cleaners permanently lose an Extra Life  Incap Bleed out Speed is increased by (25%) (50%) (100%)
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cut the Red Wire Cut the Red Wire Cut the Red Wire Extra Lives Reduced Fast Bleed Out Ferocious Armored Bruisers	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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 carriers in Fire 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 in Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  We Waves of Cultists attack on a timer and additional Bear Traps are spawned.
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cutithe Red Wire Cut the Red Wire Cut the Red Wire (+) Deep Wounds Dr. Rogers' Neighborhood Exploders Extra Lives Reduced Fast Bised Out Ferocious Armored Bruisers Ferocious Armored Crushers	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri, Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  O Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Thi These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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.  Fire 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.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Way Waves of Cultists attack on a timer and additional Bear Traps are spawned.  Team Effects: Instantly recieve 20 Trauma Damage. Warped Chest Team Debuff  O Hold back the horde to buy time to secure Roger's Research. Act 3 Finale  State Stay away from these two-legged death bombs.  Cleaners permanently lose an Extra Life Incap Bleed out Speed is increased by (25%) (50%) (100%)  R 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 code.)
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Culist Hordes Cut the Red Wire Cut the Red Wire Cut the Red Wire (+) Deep Wounds Dr. Rogers' Neighborhood Exploders Extra Lives Reduced Fast Bleed Out Ferocious Armored Bruisers Ferocious Armored Bruisers Ferocious Armored Exploders	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Br. Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Walch out when the ground starts shaking!  The seburning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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 carriect  Fir 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  Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Way Waves of Cultists attack on a timer and additional Bear Traps are spawned.  Team Effects: Instantly recieve 20 Trauma Damage. Warped Chest Team Debuff  O Ho O Ho O Hob Bock the horde to buy time to secure Roger's Research. Act 3 Finale  Est Stay away from these two-legged death bombs.  Cleaners permanently lose an Extra Life Incap Bleed out Speed is increased by (25%) (50%) (100%)  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 Get Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered States and Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Shockw
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Culist Hordes Cut the Red Wire Cut the Red Wire Cut the Red Wire (+) Deep Wounds Dr. Rogers' Neighborhood Exploders Extra Lives Reduced Fast Bleed Out Ferocious Armored Bruisers Ferocious Armored Crushers Ferocious Armored Exploders Ferocious Armored Exploders	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bril Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  ORO Rocks line the ceiling. Watch out when the ground starts shaking!  The These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tre Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  O 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.  Fire 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 et Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Waves of Cultists attack on a timer and additional Bear Traps are spawned.  Team Effects: Instantly recieve 20 Trauma Damage. Warped Chest Team Debuff  Hold back the horde to buy time to secure Roger's Research. Act 3 Finale  Est Etay away from these two-legged death bombs.  Cleaners permanently lose an Extra Life  Incap Bleed out Speed is increased by (25%) (50%) (100%)  Bril 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.), Shockwere Me Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Shockwere Me Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Shockwere Me Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Shockwere Melece teammates to free them from Hocker Pins. Ferocious (+25% H
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cultist Hordes Cut the Red Wire Cut the Red Wire Cut the Red Wire (+) Deep Wounds Dr. Rogers' Neighborhood Exploders Extra Lives Reduced Fast Bieed Out Ferocious Armored Bruisers Ferocious Armored Exploders Ferocious Armored Hockers Ferocious Armored Lobbers	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  U Ru Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bru Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  O Ro Rocks line the ceiling. Watch out when the ground starts shaking!  Th These burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  Coopper Piles are replaced by Warped Copper. For each pile picked up, that player's Damage Resistance is reduced by 5%. For every 100 Copper carrier.  Fire 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.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Getting crushed is the worst way to die. Attack the Crusher to free your beammates.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  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.), Shocker to the Lobber hurts sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide be Ac Acid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Gunk (Direct hims).
Boss Mutation (Timed) Boss Mutation (Timed+) Break Time Breaker Bruisers Cave In Charred Ridden Chronic Injuries Cost of Avarice Crone Crushers Cutithe Red Wire Cut the Red Wire Cut the Red Wire Cut the Red Wire Evaluation Deep Wounds Dr. Rogers' Neighborhood Exploders Extra Lives Reduced Fast Bised Out Ferocious Armored Bruisers Ferocious Armored Hockers Ferocious Armored Retches	Corruption   De   De   De   De   De   De   De   D	e He Health set to 60. Regenerate 10 Health per second. +100% Trauma Resistance, +2 Lives, -150% Incap Bleed Damage  URU Rumor is, some Cleaners beat up a Breaker, but didn't finish it.  Bri Bruiser's can take a lot of punishment. Keep moving and don't let them get close.  Ro Rocks line the ceiling. Walch out when the ground starts shaking!  The se burning Ridden ignore the flames entirely. Keep your distance or burn alive. (Fire Effect Radius: 1.75m)  Tra Trauma Resistance is reduced by 20%, Damage Resistance is reduced by 5%. Warped Chest Team Debuff  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.  Fire 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.  Getting crushed is the worst way to die. Attack the Crusher to free your teammates.  We Waves of Cultists attack on a timer and additional Bear Traps are spawned.  Team Effects: Instantly recieve 20 Trauma Damage. Warped Chest Team Debuff  OHO Hold back the horde to buy time to secure Roger's Research. Act 3 Finale  St Stay away from these two-legged death bombs.  Cleaners permanently lose an Extra Life Incap Bleed out Speed is increased by (25%) (50%) (100%)  Bri 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 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.), Shockwe Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.), Heart 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 be an Acid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage),
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	Card Histo	on, Boon & Curse Cards	Green Cells: Card changed in update, Yellow Cells: Misc Changes (See cell note) Black Cells: Card does not exist in this Version  Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only	
	Туре		/e Ve Ver 1.000.011 (06th Dec 2022)	
Ferocious Crone	Corruption	Yo	70 You have a target on your back! Sidestep these crones' flaming arrows lest you get reduced to cinders. Ferocious (+25% Health, +50% Damage), Sr	molde
Ferocious Crushers	Corruption	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 of	deal
Ferocious Exploders	Corruption	Sta Sta Sta Sta Sta Sta Sta St	Sta Sta Stay away from these two-legged death bombs. Ferocious (+25% Health, +50% Damage), Shockwave (Explosion knockback increased by 100%)	
Ferocious Hockers	Corruption		Me Melee teammates to free them from Hocker Pins. Ferocious (+25% Health, +50% Damage), Heartpiercer (Hocker Pin deals an additional 10 damage	e on
	Corruption		Th Thi This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	
	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	ide be
			of You've drawn the attention of the Ogre. Ferocious (+25% Health, +50% Damage), Armored (Weakspots are covered by durable Armor.) [188]	
	Corruption		ol Lot 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, +	
Ferocious Reekers	Corruption		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 slo	
	Corruption		Act Act Actid spew leaves Dangerous Bile Pools. Ferocious (+25% Health, +50% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use	
	Corruption			uris si
		<del></del>	Thi Thi This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)  Thi Thi This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	
	Corruption		In Thi This is what remains of the living. Aim for the head to put them down quickly. Feroclous (+25% Health, +2 Additional Damage per nit)  Thi Thi This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Feroclous (+25% Health	h +51
			Fat 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	
	Corruption		Us Uses a heavily modified Hunting Rifle with a High Visibility Laser for quick acquisition and elimination. Ferocious (+25% Health, +50% Damage) [200	
			Thi This is what remains of the living. Aim for the head to put them down quickly. Ferocious (+25% Health, +2 Additional Damage per hit)	<u> </u>
·	Corruption	<del></del>	A g A g rabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Ferocious (+25% Health, +50% Damage), Blooddrinker (Stalke	ers he
Ferocious Stingers	Corruption		Stil Stil Stinger spit toxic spittle from long distance or high vantage points. Ferocious (+25% Health, +50% Damage), Congeal (Stinger Spittle blinds and has	
	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	
Ferocious Tallboys		The The The The The The The The The 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% D.	
	Corruption		Thi Thi This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Ferocious (+25% Health, +	
	Corruption		This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Ferocious (+2	
	Corruption		Fel Fel Festering Common attacks cause a stacking loss of Stamina and Healing Efficiency. Medkits, First Aid Cabinets, and Doc's healing ability can remove	
	Boon		A Flamethrower spawns in the Safe Room and additional Gas Cans are added to the environment	
Gloom		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	
	Corruption			
	<u> </u>	Co Co Co Co Ca		
	Corruption			
	Curse		Healing Efficiency is reduced by (12.5%) (25%) (50%)	
Hockers	Corruption	Me Me Me Me Me Me Me Me	Me Me Melee teammates to free them from Hocker Pins. [206]	
Hunted	Corruption	The The The The The The The The	The 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 the	they g
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 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
Jogger Swarm	Corruption	WHWHWHWHWHWHWHWHW	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 wig	ide be
Loss of Offensive Slot	Curse		Offensive Slots are reduced by 1.	
	Curse		Offensive Slots are reduced by 2.	
Loss of Quick Slot	Curse		Quick Slots are reduced by 1.	
	Curse		Quick Slots are reduced by 2.	
	Curse		Support Slots are reduced by 1.	
	Curse		Support Slots are reduced by 2.	
	Curse		Max Ammo is reduced by 12.5%	
Max Health Reduced	Curse		Max Health is reduced by (12.5%)	
			An An Unnatural fog has settled on this area. Dense Fog and More Sleeper Spawns	
			Bru Bruiser's can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots and John Struiser's Can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots and John Struiser's Can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots and John Struiser's Can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots and John Struiser's Can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots and John Struiser's Can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots and John Struiser's Can take a lot of punishment. Keep moving and don't let them get close. Monstrous (+50% Health, +100% Damage), Armored (Weakspots and John Struiser's Can take a lot of punishment. Keep moving and don't let them get close.	
Monstrous Armored Crushers	Corruption		Ge Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Armored (Weakspol	
	Corruption		Stal Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor.) S	
Monstrous Armored Hockers			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 wig	
	Corruption		The Lobber nurs sticky bomos that damage and burn any Cleaners caught in its large blast radius, mind your ammo and give these explosives a with the Lobber nurs sticky bomos that damage and burn any Cleaners caught in its large blast radius, mind your ammo and give these explosives a with Loc Act Act Act Act Act Act Act Act Act Ac	
	Corruption		co Aci Acid spew leaves Dangerous Bile Pools, Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by durable Armor.) Gunk (Di Thi Thi This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Armored (Weakspots are covered by durable Armor.) Mon	
	Corruption		In Thi This swarped Ridden lings spiked cysis in a line from his massive arm to attack from afair. Armored (weakspots are covered by durable Armor.) Months that pull Cleaners toward it, applying the Pus Covered status. Armored (Weakspots are	
Monstrous Armored Stalkers	Corruption		A g A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates. Monstrous (+50% Health, +100% Damage), Armored (Weaksputs and A g A grabbed teammate).	
	Corruption		Stil Stinger spit toxic spittle from long distancs or high vantage points. Monstrous (+50% Health, +100% Damage), Armored (Weakspots are covered by	
	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	
			The The The towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Monstrous (+50% Health, +100%	
	Corruption		Th Thi This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Armored (Weakspots are c	
	Corruption		This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Armored (We	
	Corruption		Th Thi This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	
			De De Defeat the Boss and complete the level to earn +500 Copper. +Bonus Supply Points Monstrous (+50% Health, +100% Damage)	
	Corruption		Be Be Beware, a dangerous Boss Mutation lurks nearby. Roaming Boss Card in No Hope Difficulty.	
	Corruption	Bel Bel Be		L
Monstrous Boss (No Hope)	Corruption		Brl Brl 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 n	regen
Monstrous Boss (No Hope) Monstrous Bruisers	Corruption	Bru Bru Bru Bru Bru Bru Bru Br	Brt 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 r Th Th These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans and team go up in	
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crone	Corruption Corruption Corruption	Bri Bri Bri Bri Bri Bri Bri Bri Th Ge Ge Ge Ge Ge Ge Ge Ge	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans and team go up in Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher	flamers dea
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crone Monstrous Crushers Monstrous Exploders	Corruption Corruption Corruption Corruption Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher Sta Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%),	flamers dea
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crone Monstrous Crushers Monstrous Exploders Monstrous Hockers	Corruption Corruption Corruption Corruption Corruption Corruption	Bri	The se vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher Sta Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 damage).	flamers dea
Monstrous Boss (No Hope)  Monstrous Bruisers  Monstrous Crone  Monstrous Crushers  Monstrous Exploders  Monstrous Hockers  Monstrous Jogging Ridden	Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption	Bn, Bn, Bn, Bn, Bn, Bn, Bn, Bn, Bn Th Ge, Ge, Ge, Ge, Ge, Ge, Ge, Ge, Ge, Ge,	These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans – and team – go up in see Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher its Sts Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), and Mediee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heattpiercer (Hocker Pin deals an additional 10 damart. The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	rs dea ), Con age o
Monstrous Boss (No Hope)  Monstrous Bruisers  Monstrous Crone  Monstrous Crushers  Monstrous Exploders  Monstrous Hockers  Monstrous Jogging Ridden  Monstrous Lobbers	Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in 3e Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crushers Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%).  Me Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama from 11 has the whole the sum of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 wing the sum of the	rs dea ), Con age o
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crone Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre	Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher Stats Staty away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Medie teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Hearthy-tercer (Hocker Pin deals an additional 10 dama in The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 wick of You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [226]	n flamers dears, Contage o
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crone Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre Monstrous Pusflinger	Corruption	Bri	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher Stats) as away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama that The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 wirk of You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [226]  Lot Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [227]	rs dea rs dea n, Con age o ide be
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crone Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre Monstrous Pusflinger Monstrous Reekers	Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans – and team – go up in 26 Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher to state stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heatpiercer (Hocker Pin deals an additional 10 dama in The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The Lobber hurls stickly bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wire of You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [226]  Lot Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [227]  Re Re Reeker guts can call the horde if they explode on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are second and the horde if they explose on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are second and the horde if they explose on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are second and the horde if they explose on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are second and the horde if they explose on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are second and the horde if they explose on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are second and the horde if they explose on you.	rs dea ns
Monstrous Boss (No Hope)  Monstrous Bruisers  Monstrous Crone  Monstrous Crushers  Monstrous Exploders  Monstrous Hockers  Monstrous Jogging Ridden  Monstrous Lobbers  Monstrous Ogre  Monstrous Pusflinger  Monstrous Reekers  Monstrous Reekers	Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in 3e Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crushers Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Mele teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama of the Thin This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 you've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [220]  Lot Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [222]  Re Re Reker guts can call the horde if they explode on you. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use Acid spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use Acid spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use Acid Spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use Acid Spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use Acid Spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Use Pools.	n flamors dears de
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crushers Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre Monstrous Pusflinger Monstrous Retches Monstrous Retches Monstrous Rippers	Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in 3e Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 10%), Me Me Mele teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama in 11 his is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 wire of your verawm the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [225]  Lo Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are see Re Reeker guts can call the horde if they explode on you. Monstrous (+50% Health, +100% Damage), Cunk (Direct hits with vomit also reduce Reload, Swap, and Ustra This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar. Monstrous (+50% Health, +100% Damage), Annihilation (start of the control of th	n flamors dears de
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crushers Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre Monstrous Pusflinger Monstrous Reekers Monstrous Retches Monstrous Rippers Monstrous Rippers Monstrous Rippers Monstrous Rippers Monstrous Rippers	Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in 56 Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher to 56 Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Medie teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The Lobber hurls sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your amno and give these explosives a wirk of You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [226]  OL Lou Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [22 Re Re Reeker guts can call the horde if they explode on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are standard special can call the horde if they explode on you. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Us that 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 flamors dears de
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crushers Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre Monstrous Pusflinger Monstrous Reckers Monstrous Retches Monstrous Running Ridden Monstrous Running Ridden Monstrous Shambling Ridden	Corruption	Bright Br	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans – and team – go up in 26 Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher to Sts stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Beatpiercer (Hocker Pin deals an additional 10 dama of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The Lobber hurls stickly bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wire volve drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [228]  Lot Lot Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [228]  Re Reeker guts can call the horde if they explode on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are sace Acid Spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Usthe This Warped Ridden flings spiked cysts in a line from his massive arm to attack from affar. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)	i flamers dea ), Con age o ide be side be se sp Spike
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crone Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre Monstrous Pusflinger Monstrous Reckers Monstrous Retches Monstrous Rippers Monstrous Rippers Monstrous Rippers Monstrous Rippers Monstrous Shambling Ridden Monstrous Shambling Ridden Monstrous Shredders	Corruption	Bright Br	The servicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans – and team – go up in 3e Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher St. Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Bhockwave (Explosion knockback increased by 100%), Me Me Melee teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartipiercer (Hocker Pin deals an additional 10 dama in Thi This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The Lobber hurts sticky bombs that damage and burn any Cleaners caught in its large blast radius. Mind your ammo and give these explosives a wide of Yor Yorve drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [225]  Lot Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [22]  Re Re Reeker guts can call the horde if they explode on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are see that the state of the properties of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This Water remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. Monstrous (+50% Health, +4 Additional Damage).	n flamers dear seems of the flamers dear see
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crushers Monstrous Crushers Monstrous Lobbers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Pusflinger Monstrous Pusflinger Monstrous Retches Monstrous Retches Monstrous Running Ridden Monstrous Shambling Ridden Monstrous Shambling Ridden Monstrous Shambling Ridden Monstrous Shredders Monstrous Shasher	Corruption	Brij Brij Brij Brij Brij Brij Brij Brij	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in 3e Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crushers Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Mele teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama of high the Mele teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama of high the Mele teammates of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 of You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [226]  To Lot Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [22]  Re Re Rever guts can call the horder if they explode on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are see the Acid spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Ustra in This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down	n flamers dear see that see the see that see the see that see the see that
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crushers Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Cyge Monstrous Pusflinger Monstrous Reekers Monstrous Reekers Monstrous Reighers Monstrous Rippers Monstrous Rippers Monstrous Rippers Monstrous Rippers Monstrous Shambling Ridden Monstrous Slasher Monstrous Slasher	Corruption	Brig Brig Brig Brig Brig Brig Brig Brig	These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in 3e Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crusher to 15th Sta Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Mele teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama in 11 his is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 wick of your vortices of the strict of the Ogre. Monstrous (+50% Health, +100% Damage) [226]  Lo Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are stack of Ac Acid spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Us in 11 his is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for	n flamers dear see that see the see that see the see that see the see that
Monstrous Boss (No Hope) Monstrous Bruisers Monstrous Crushers Monstrous Crushers Monstrous Exploders Monstrous Hockers Monstrous Jogging Ridden Monstrous Lobbers Monstrous Ogre Monstrous Pusflinger Monstrous Reekers Monstrous Retches Monstrous Rippers Monstrous Rippers Monstrous Running Ridden Monstrous Shambling Ridden Monstrous Shedders Monstrous Shredders Monstrous Shipper Monstrous Shipper Monstrous Shipper Monstrous Shipper Monstrous Shipper Monstrous Shipper	Corruption	Bry	The These vicious crones shoot volleys of white-hot arrows, instantly igniting anyone they strike. Take them out before your plans — and team — go up in 3e Ge Getting crushed is the worst way to die. Attack the Crusher to free your teammates. Monstrous (+50% Health, +100% Damage), Traumatic (Crushers Stay away from these two-legged death bombs. Monstrous (+50% Health, +100% Damage), Shockwave (Explosion knockback increased by 100%), Me Me Mele teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama of high the Mele teammates to free them from Hocker Pins. Monstrous (+50% Health, +100% Damage), Heartpiercer (Hocker Pin deals an additional 10 dama of high the Mele teammates of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  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 of You've drawn the attention of the Ogre. Monstrous (+50% Health, +100% Damage) [226]  To Lot Lobs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. Monstrous (+50% Health, +100% Damage), [22]  Re Re Rever guts can call the horder if they explode on you. Monstrous (+50% Health, +100% Damage), Viscous (Cleaners hit by Reeker explosions are see the Acid spew leaves Dangerous Bile Pools. Monstrous (+50% Health, +100% Damage), Gunk (Direct hits with vomit also reduce Reload, Swap, and Ustra in This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down quickly. Monstrous (+50% Health, +4 Additional Damage per hit)  The This is what remains of the living. Aim for the head to put them down	n flamers death

7-12-22 Name		tory					en Cells: Card changed in update, Yellow Cells: Misc Changes (See cell note) Black Cells: Card does not exist in this Version	
	Corruptio						e: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only /er 1.000.011 (06th Dec 2022)	
	Type							
Monstrous Stingers	Corruption		ou ou s	ui Stil S	ou Stil	oui Stil	Stinger spit toxic spittle from long distancs or high vantage points. Monstrous (+50% Health, +100% Damage), Congeal (Stinger Spittle blinds and his	
Monstrous Swarmers	Corruption						urking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're	
Monstrous Tallboys  Monstrous Urchin	Corruption		ing the T				These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out. Monstrous (+50% Health, +100%	
Monstrous Urchin Monstrous Wailers	<del> </del>			1	ni i ni		This subterranean Warped Ridden hurls Urchin Mines that damage and slow Cleaners. Damage the Mines to clear them! Monstrous (+50% Health,	
	Corruption						This minelayer births Gas Sacs that track any enemies foolish enough to get close. Destory the Gas Sacs before you're overwhelmed. Monstrous (+	+50% F
No Copper	Curse						No Copper spawns in this Chapter.	-
No Extra Lives	Curse	0-10-	0-10-16	- 0- 0	\-\c-\		Cleaners start with No Extra Lives	-
No One Left Behind			-	_	_	-	Complete the level with all four Cleaners alive to earn 500 Copper.	
No One Left Behind (+)	Corruption		Co Co C		_	$\rightarrow$	Complete the level with all four Cleaners alive to earn 500 Copper. +Bonus Supply Points	
Noxious Fumes	Corruption		VV				Noxious gas fills the air. Fill up on oxygen at generators found throughout the map before moving forward. Breathing the fumes without oxygen will h	have in
Ogre							You've drawn the attention of the Ogre. [243]	
Onslaught	Corruption		$\rightarrow$		$\rightarrow$	_	The horde is right on our heels, move fast or be overrun.	-
Plan B	Corruption		Se Se S				Secure the weapons cache and send it back to Fort Hope. Act 2 Finale	-
Pure Chaos	Corruption			I	in lin		Timed Hordes. Healing efficiency reduced by 50%. Large Quantities of Frags and Molotovs appear in the map.	
Pusflinger	Corruption						obs jars full of a Cultist Concoction that attract Ridden to the target and drain a Cleaner's Stamina. [247]	
Ravenous	Corruption						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 state.	tack 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			_	_	_	_	Huge hordes of Reekers, Retches, and Exploders will attack on a timer.	
Reekers	Corruption						Reeker guts can call the horde if they explode on you.	_
Remnants		-			-		Take the weapon to the heart of the Ridden Infestation. Act 3 Finale	
Retches	Corruption						Acid spew leaves Dangerous Bile Pools. [256]	
Ridden	Corruption	WIWI	wi wi v	VI WI V	vi wi		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		الكبا	_	-	_	This Warped Ridden flings spiked cysts in a line from his massive arm to attack from afar.	
Runners	Corruption		$\rightarrow$		$\rightarrow$	$\rightarrow$	What remains of the Living, aim for the head to put them down quickly.	
Safety First	Corruption						Complete the level without the cleaners being incapacitated more than 4 times to earn 500 Copper.	
Safety First - Elite	Corruption	Co Co	ColColC	o Co C	Co Co	Co Co	Complete the level without the cleaners being incapacitated 2 times to earn: +500 Copper.	$\bot$
Safety First - Elite (+)	Corruption	Co Co	Co Co C	o Co C	Co Co	Co Co	Complete the level without the cleaners being incapacitated 2 times to earn: +500 Copper. +Bonus Supply Points	L
Safety First - Flawless	Corruption	Co Co	Co Co C	o Co C	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 C	o Co C	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					$\overline{}$	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 C	o Co C	Co Co	Co Co	Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper.	
Safety First (Expert+)	Corruption						Complete the level without the cleaners being incapacitated more than 3 times to earn 500 Copper. +Bonus Supply Points.	
Search and Rescue	Corruption		-			$\overline{}$	Create a distraction in the Bar so the survivors can escape to Fort Hope. Act 1 Finale	
Shambling Ridden Swarm	Corruption	-	-	-	-	-	What remains of the Living, aim for the head to put them down quickly.	
Shredders	Corruption	_		_	-		This subterranean Warped Ridden launches adhesive tendrils that pull Cleaners toward it, applying the Pus Covered status. [257]	
Silence is Golden	<del> </del>		colcolc		_		Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. [259]	
Silence is Golden - Survival	Corruption						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						Complete the level with all cleaners alive and without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. +Bonus Supp	nly Poir
Silence is Golden (+)	Corruption		$\rightarrow$	_	_	-	Complete the level without triggering any birds, Snitches, Car Alarms or Alarmed doors to earn 500 Copper. +Bonus Supply Points [265]	pry r on
Skull Totems	Corruption		Solcolo				Find Skull Totems and cash them in at any exit.	
Slashers	Corruption			1			Fast moving and armored. Slashers claws will apply a stacking Bleed effect to its victims. Bleed (Bleed causes damage over time that increases in s	a avarit
	Corruption						Max Stamina is reduced by 20%, Stamina Regeneration is reduced by 20%, Move Speed is reduced by 5%. Warped Chest Team Debuff	Seventy
Sluggish			тылыл	b Tb T	_	$\rightarrow$	The area is infested with Sleepers, stay together and keep your eyes open. More Sleepers Spawn	
Slumber Party	<del>-</del>		inqinqi	ne ine i	neine			
Snipers	Corruption		0-10-1			EIII	Eliminates targets using a Hunting Rifle with a Laser pointer from the relative safety of their hunting blinds. [269]	
Speed run	Corruption			a				
Speed run (+)	Corruption			a		14/1 14/1	About any ing of the Living sign for the head to suit the grade significant	
Sprinting Ridden	Corruption						What remains of the Living, aim for the head to put them down quickly.	
Stalkers		Agag	Agaga	gaga	<b>lg</b> Ag	_	A grabbed teammate is a dead teammate. Quickly kill the Stalker to free teammates.	
Stamina Reduced	Curse	4				_	Max Stamina and Stamina Regen are reduced by (12.5%) (50%)	
Sticky	Corruption						Reload speed is reduced by 20%, Weapon swap speed is reduced by 20%. Warped Chest Team Debuff	
Stinger Hordes							Huge hordes of Stingers, Stalkers, and Hockers will attack on a timer.	
Stingers	_	Sti Sti	Stil Stil S	tii Stii S	iti Sti	Stil Stil	Stinger spit toxic spittle from long distancs or high vantage points.	1
Strong Locked Doors	Curse						ocked Doors are much harder to destroy	
Swarmers	Corruption							
		_					urking Swarmers send out Clouds of insects from behind cover to track down Cleaners. Burn these pests and hunt down the Swarmer before you're	re cons
Tallboy Hordes						<mark>Hu</mark> Hu	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.	re cons
Tallboys	Corruption	The The	The The T	he The T	h Th	<mark>Hu</mark> Hu The The	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer. These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.	re cons
Tallboys Tattlers	Corruption Corruption	The The	The The T	he The T	h Th	<mark>Hu</mark> Hu The The The The	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.  These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.  The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn	
Tattlers Terrifying Hordes	Corruption Corruption	The The	The The T	<mark>he</mark> The T he The T	h The	Hu Hu The The The The	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.  These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.  The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn  Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effect	
Tallboys Tattlers Terrifying Hordes The Abomination	Corruption Corruption Corruption Corruption	The The	The The T	he The T he The T he De C	h The	Hu Hu The The The The De De	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.  These towering mutations can surge into powerful stam attacks. Aim for the weakspot or use fire to take them out.  The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn  Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effect  Defeat the Ridden Abomination to save Fort Hope. Act 4 Finale	
Tallboys Tattlers Terrifying Hordes The Abomination The Armory	Corruption Corruption Corruption Corruption Corruption	The	The The T The The T De De D Ga Ga G	h Th Th Th Th Th Th Th Th	h The	Hu Hu The The The The De De Ga Ga	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.  These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.  The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn  Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effected the Ridden Abomination to save Fort Hope. Act 4 Finale  Gain access to the armory in the Police Station. The hordes are increasingly aggressive here. Act 2 Finale	
Tallboys Tattlers Terrifying Hordes The Abomination The Armory The Birds	Corruption Corruption Corruption Corruption Corruption Corruption Corruption	The	The The T The The T De De D Ga Ga G Lar Lar L	he The T he De D ia Ga G ar Lar L	h The The The De De Ga Ga ar Lar	Hu Hu The The The The De De Ga Ga Lar Lar	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.  These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.  The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn  Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effectoefaet the Ridden Abomination to save Fort Hope. Act 4 Finale  Sain access to the armory in the Police Station. The hordes are increasingly aggressive here. Act 2 Finale  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	ects. Ho
Tallboys Tattlers Terrifying Hordes The Abomination The Armory	Corruption Corruption Corruption Corruption Corruption Corruption Corruption	The	The The T The The T De De D Ga Ga G Lar Lar L	he The T he De D ia Ga G ar Lar L	h The The The De De Ga Ga ar Lar	Hu Hu The The The The De De Ga Ga Lar Lar	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.  These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.  The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn  Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effected the Ridden Abomination to save Fort Hope. Act 4 Finale  Gain access to the armory in the Police Station. The hordes are increasingly aggressive here. Act 2 Finale	ects. Ho
Tallboys Tattlers Terrifying Hordes The Abomination The Armory The Birds	Corruption Corruption Corruption Corruption Corruption Corruption Corruption	The	The The T The The T De De D Ga Ga G Lar Lar L The The T	he The The The De	h The h The De De Sa Ga ar Lar	Hu Hu Thi Thi Thi Thi De De Ga Ga Lai Lai Thi Thi	Huge hordes of Tallboys, Crushers, and Bruisers will attack on a timer.  These towering mutations can surge into powerful slam attacks. Aim for the weakspot or use fire to take them out.  The mindless babbling of Snitches can be heard constantly here. Work together to avoid notice. More Snitchers Spawn  Terrifying Hordes have been roaming the area. If a Horde is called, your team accumulates Trauma over time and suffers from negative combat effectoefaet the Ridden Abomination to save Fort Hope. Act 4 Finale  Sain access to the armory in the Police Station. The hordes are increasingly aggressive here. Act 2 Finale  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	ects. Ho
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The correction for a Corre Date State Section 1 (1985) 1	Compendium Ver:	Card Histor	у						Gree	n 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,	Boo	n &	Curs	se Ca	rds	Vo	Not	e: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only	
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Compendium Ver:	Card Histo	ry						Gree	n Cells: Card changed in update, Yellow Cells: Misc Changes (See cell note) Black Cells: Card does not exist in this Version	
7-12-22 Name	Corruption Type	, Boo	on &	Curs	se Ca	rds	Vo	Not	e: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only /er 1.000.011 (06th Dec 2022)	
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Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Admin Reload Admin Reload	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Gunslinger" added Renamed to "Admin Reload" + H	When you stow your weapon, it reloads. When you stow your weapon, it reloads20% Ammo Capacity	Not in Alpha Version "Admin Reload" added	- When you stow your weapon, it reloads20% Ammo Capacity
Admin Reload Admin Reload	Release (88th Oct 2021) Ver 1.800.003 (89th Nov 2021)	Effect Updated No Changes	When you stow your weapon, it reloads15% Ammo Capacity When you stow your weapon, it reloads15% Ammo Capacity	Effect Updated No Changes	When you stow your weapon, it reloads15% Ammo Capacity When you stow your weapon, it reloads15% Ammo Capacity
Admin Reload Admin Reload Admin Reload	Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)		When you stow your weapon, it reloads15% Ammo Capacity When you stow your weapon, it reloads. When you stow your weapon, it reloads.	No Changes Effect Updated No Changes	When you stow your wapon, it reloads15% Ammo Capacity When you stow your wapon, it reloads. When you stow your wapon, it reloads.
Admin Reload Admin Reload	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	When you stow your weapon, it reloads. When you stow your weapon, it reloads.	No Changes No Changes	When you stow your weapon, it reloads.  When you stow your weapon, it reloads.
Admin Reload Admin Reload	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	When you stow your weapon, it reloads. When you stow your weapon, it reloads.	No Changes No Changes	When you stow your weapon, it releads. When you stow your weapon, it releads.
Admin Reload Admin Reload					
Admin Reload Admin Reload Adrenaline Fueled	Alpha (17th Dec 2020)	Not in Alpha Version		Mak da Alaba Masadas	
Adrenaline Fueled Adrenaline Fueled Adrenaline Fueled	Beta (85th Aug 2021) Release (88th Oct 2021)	"Adrenaline Fueled" added No Changes	-1408% Stamina, -75% Stamina Regeneration. When you kill am enemy, gain 10 Stamin +100% Stamina, -75% Stamina Regeneration. When you kill am enemy, gain 10 Stamin	Not in Alpha Version Not in Beta Version Not in Release Version	
Adrenaline Fueled Adrenaline Fueled	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	No Changes Effect Updated	+100% Stamina, -75% Stamina Regeneration. When you kill an enemy, gain 10 Stamin When you kill an enemy, Gain 7 Stamina over 7 seconds, stacking up to 5 times.	"Adrenaline Fueled" ac Effect Updated	+180% Stamina, -75% Stamina Regeneration. When you kill an enemy, gain 10 Stamina instantly and an additional 10 Stamina over 5 seconds.  When you kill an enemy, Gain 7 Stamina over 7 seconds, stacking up to 5 times.
Adrenaline Fueled Adrenaline Fueled	Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	Buff Icon added Buff Icon updated	When you kill an enemy, Gain 7 Stamina over 7 seconds, stacking up to 5 times.  When you kill an enemy, Gain 7 Stamina over 7 seconds, stacking up to 5 times.	Icon added Icon Updated	When you kill an enemy, Gain 7 Stamina over 7 seconds, stacking up to 5 times. When you kill an enemy, Gain 7 Stamina over 7 seconds, stacking up to 5 times.
Adrenaline Fueled Adrenaline Fueled	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Effect Updated No Changes	When you kill an enemy, Gain 5 Stamina instantly and an additional 7 Stamina over	Effect Updated No Changes	When you kill an enemy, Gain 5 Stamina instantly and an additional 7 Stamina over 7 seconds, stacking up to 5 times.  When you kill an enemy, Gain 5 Stamina instantly and an additional 7 Stamina over 7 seconds, stacking up to 5 times.
Adrenaline Fueled Adrenaline Fueled Adrenaline Fueled	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	When you kill am enemy, Gain 5 Stamina instantly and an additional 7 Stamina ove When you kill am enemy, Gain 5 Stamina instantly and an additional 7 Stamina over		When you kill an enemy, Gain 5 Stamina instantly and an additional 7 Stamina over 7 seconds, stacking up to 5 times.  When you kill an enemy, Gain 5 Stamina instantly and an additional 7 Stamina over 7 seconds, stacking up to 5 times.
Adrenaline Fueled Adrenaline Fueled					
Adrenatine Fueled At Assistant Module	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Al Assistant Module Al Assistant Module	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Vers	- -	Not in Beta Version Not in Release Version	
Al Assistant Module Al Assistant Module	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-	Not in Version 1.000.0 Not in Version 1.000.0	•
Al Assistant Module Al Assistant Module Al Assistant Module	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.008	-	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Al Assistant Module Al Assistant Module	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)		5% Item Reuse Chance that increases by 10% after every item used. Resets on Reus 5% Item Reuse Chance that increases by 10% after every item used. Resets on Reus	Not in Version 1.000.0 Not in Version 1.000.0	-
Al Assistant Module Al Assistant Module	Ver 1.888.811 (86th Dec 2822)	No Changes	5% Item Reuse Chance that increases by 10% after every item used. Resets on Reus	Not in Version 1.000.0	
Al Assistant Module Al Assistant Module					
All Assistant Module Ammo	Alpha (17th Dec 2020) Beta (05th Aug 2021)	??? "Anno" added	7?? +1@X Ammo	??? "Ammo" added	7?? +18% Amo
Ammo Ammo Ammo	Beta (05th Aug 2021)  Release (08th Oct 2021)  Ver 1.000.003 (09th Nov 2021)	"Anno" added No Changes No Changes	+10% Amno +10% Amno +10% Amno	"Ammo" added No Changes No Changes	-18X Amo
Ammo Ammo	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)		+10% Amno +10% Amno	No Changes No Changes	+163 Amo
Ammo Ammo	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	Effect Updated No Changes	+5% Ammo Capacity, +1% Damage +5% Ammo Capacity, +1% Damage	Effect Updated No Changes	+SX Aemo Capacity, +1% Damage +SX Aemo Capacity, +1% Damage
Ammo Ammo	Ver 1.888.889 (38th Aug 2022) Ver 1.888.818 (11th Oct 2022)	No Changes No Changes	+5% Ammo Capacity, +1% Damage +5% Ammo Capacity, +1% Damage	No Changes No Changes	+SX Anno Capacity, +1% Damage +SX Anno Capacity, +1% Damage
Ammo Ammo	Ver 1.888.811 (86th Dec 2022)	No Changes	+5% Ammo Capacity, +1% Damage	No Changes	+St Ammo Capacity, +1% Damage
Ammo Ammo	+				
Ammo Belt Ammo Belt	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Ammo Belt" added	- +50% Ammo Capacity, -20% Stamina Efficiency	Not in Alpha Version Not in Beta Version	-
Ammo Belt Ammo Belt	Release (88th Oct 2021) Ver 1.000.003 (09th Nov 2021)	No Changes No Changes	+58% Ammo Capacity, -28% Stamina Efficiency +58% Ammo Capacity, -28% Stamina Efficiency	Not in Release Version Not in Version 1.000.0	•
Ammo Belt Ammo Belt	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	Effect Updated	+50% Ammo Capacity, -20% Stamina Efficiency +50% Ammo Capacity, +15% Reload Speed	Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Belt Ammo Belt	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	No Changes	+50% Ammo Capacity, +15% Reload Speed +56% Ammo Capacity, +15% Reload Speed	Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Belt Ammo Belt Ammo Belt	Ver 1.800.809 (30th Aug 2022) Ver 1.800.810 (11th Oct 2022) Ver 1.800.811 (85th Dec 2022)		+58% Ammo Capacity, +15% Reload Speed +58% Ammo Capacity, +15% Reload Speed +58% Ammo Capacity, +15% Reload Speed	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Ammo Belt Ammo Belt			The same special speci		
Ammo Belt Ammo Belt					
Ammo For All Ammo For All	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Team Ammo" added Renamed to "Ammo for All" + I	+10% Team Ammo Capacity, This card applies to you and your teammates Team Effects: +10% Team Ammo Capacity	Not in Alpha Version "Ammo for All" added	- Team Effects: +10% Team Ammo Capacity
Ammo For All Ammo For All Ammo For All	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes No Changes	Team Effects: +10% Team Ammo Capacity Team Effects: +10% Team Ammo Capacity Team Effects: +10% Team Ammo Capacity	No Changes No Changes No Changes	Toan Effects: -10% Toan Anno Capacity Toan Effects: -10% Toan Anno Capacity Toan Effects: -10% Toan Anno Capacity
Ammo For All Ammo For All	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Effect Updated No Changes	Team Effects: +10% Team Ammo Capacity, +1% Team Damage Team Effects: +10% Team Ammo Capacity, +1% Team Damage	Effect Updated No Changes	Toam Effects: +10% Team Ammo Capacity, +1% Team Damage Team Effects: +10% Team Ammo Capacity, +1% Team Damage
Ammo For All Ammo For All	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: +10% Team Ammo Capacity, +2.5% Team Damage Team Effects: +10% Team Ammo Capacity, +2.5% Team Damage	Effect Updated No Changes	Team Effects: +10% Team Ammo Capacity, +2.5% Team Damage Team Effects: +10% Team Ammo Capacity, +2.5% Team Damage
Ammo For All Ammo For All	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	Effect Updated No Changes	Team Effects: +10% Team Ammo Capacity, +3.5% Team Damage Team Effects: +10% Team Ammo Capacity, +3.5% Team Damage	Effect Updated No Changes	Team Effects: +10% Team Ammo Capacity, +3.5% Team Damage Team Effects: +10% Team Ammo Capacity, +3.5% Team Damage
Ammo For All Ammo For All Ammo For All					
Ammo For All Ammo Mule	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Ammo Mule Ammo Mule	Beta (05th Aug 2021) Release (08th Oct 2021)	"Ammo Mule" added No Changes	+75% Ammo Capacity. DISABLES: Support Accessories +75% Ammo Capacity. DISABLES: Support Accessories	Not in Beta Version Not in Release Version	
Ammo Mule Ammo Mule	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	No Changes Effect Updated	+75X Ammo Capacity, -5X Move Speed +75X Ammo Capacity, -5X Move Speed +75X Ammo Capacity, -5X Move Speed	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Mule Ammo Mule Ammo Mule	Ver 1.800.006 (88th Feb 2022) Ver 1.800.007 (12th Apr 2022) Ver 1.800.008 (07th Jun 2022)	No Changes No Changes No Changes	+75% Ammo Capacity, -5% Move Speed +75% Ammo Capacity, -5% Move Speed	Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Mule Ammo Mule	Ver 1.800.809 (38th Aug 2022) Ver 1.800.810 (11th Oct 2022)	No Changes	YTSK ARMO Capacity, -5% Move Speed +75% Armo Capacity, -5% Move Speed +75% Armo Capacity, -5% Move Speed	"Ammo Mule" added No Changes	+75% Amo Capacity, -5% Nove Speed +75% Amo Capacity, -5% Nove Speed
Ammo Mule Ammo Mule	Ver 1.888.811 (85th Dec 2822)		+75% Ammo Capacity, -5% Move Speed	No Changes	-75% Ammo Capacity, -5% Hove Speed
Ammo Mule Ammo Mule Ammo Mule					
Ammo Mule  Ammo Pouch  Ammo Pouch	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Anno Pouch" added Effect Updated	+18% Ammo Capacity +25% Ammo Capacity	Not in Alpha Version "Ammo Pouch" added	- +25% Anno Capacity
Ammo Pouch Ammo Pouch	Release (08th Oct 2021)  Ver 1.000.003 (09th Nov 2021)	No Changes No Changes	+25% Ammo Capacity +25% Ammo Capacity	No Changes No Changes	+25% Amno Capacity +25% Amno Capacity
Ammo Pouch Ammo Pouch	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes Effect Updated	+25% Ammo Capacity +25% Ammo Capacity, +2.5% Bullet Damage	No Changes Effect Updated	+25% Ammo Capacity +25% Ammo Capacity, +2.5% Bullet Damage
Ammo Pouch Ammo Pouch	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes	+25% Ammo Capacity, +2.5% Bullet Damage +25% Ammo Capacity, +2.5% Bullet Damage	No Changes No Changes	+25% Ammo Capacity, +2.5% Bullet Damage +25% Ammo Capacity, +2.5% Bullet Damage
Ammo Pouch Ammo Pouch Ammo Pouch	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes	+25% Ammo Capacity, +2.5% Bullet Damage +25% Ammo Capacity, +2.5% Bullet Damage +25% Ammo Capacity, +2.5% Bullet Damage	No Changes No Changes No Changes	+2DS Ammo Capacity, +2.DS Bullet Damage +2DS Ammo Capacity, +2.DS Bullet Damage +2DS Ammo Capacity, +2.DS Bullet Damage
Ammo Pouch Ammo Pouch			- All Lorenty		
Ammo Pouch Ammo Pouch					
Ammo Scavenger Ammo Scavenger	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Ammo Scavenger" added No Changes	You can sense nearby Ammo. More Ammo spawns. You can sense nearby Ammo. More Ammo spawns.	Not in Alpha Version Not in Beta Version	
Ammo Scavenger  Ammo Scavenger  Ammo Scavenger	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)		You can sense nearby Ammo. More Ammo spains. You can sense nearby Ammo. More Ammo spains. You can sense nearby Ammo. More Ammo spains.	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Scavenger Ammo Scavenger	Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	No Changes No Changes No Changes	You can sense nearby Ammo. More Ammo spawns. You can sense nearby Ammo. More Ammo spawns.	Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Scavenger Ammo Scavenger	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes Effect Updated	You can sense nearby Ammo. More Ammo spawns. You can sense nearby Ammo. 1 Additional Ammo crate spawn.	Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Scavenger Ammo Scavenger	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	You can sense nearby Ammo. 1 Additional Ammo crate spawn. You can sense nearby Ammo. 1 Additional Ammo crate spawn.	Not in Version 1.000.0 Not in Version 1.000.0	
Ammo Scavenger Ammo Scavenger Ammo Scavenger					
Ammo Scavenger Ammo Scavenger Ammo Stash	Alpha (17th Dec 2020)	"Resourceful" added	Your secondary weapons have unlimited ammo.	Not in Alpha Version	
Ammo Stash Ammo Stash	Beta (05th Aug 2021) Release (08th Oct 2021)	Renamed to "Ammo Stash" + Ef No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si	"Ammo Stash" added No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower
Ammo Stash Ammo Stash	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	No Changes No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% S. Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% S.	No Changes No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower
Ammo Stash Ammo Stash	Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	No Changes No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si	No Changes No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower Your secondary weapons have unlimited ammo. Your secondary seconda
Ammo Stash Ammo Stash Ammo Stash	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Si	No Changes No Changes No Changes	Your secondary wappons have unlimited amno. Your secondary wappons reload 20% Slower Your secondary wappons have unlimited amno. Your secondary wappons reload 20% Slower Your secondary wappons have unlimited amno. Your secondary wappons reload 20% Slower
Ammo Stash Ammo Stash Ammo Stash	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)		Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% S. Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% S.	No Changes No Changes	Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower Your secondary weapons have unlimited ammo. Your secondary weapons reload 20% Slower
Ammo Stash Ammo Stash					
Ammo Stash	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Amoed Uo" added	.  Nhen you exit a starting saferoom, your team gains 50 Temporary Health	Not in Alpha Version	

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description		Swarm Effect Description
Amped Up Amped Up Amped Up Amped Up	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes Effect Updated Effect Updated	When you exit a starting saferoom, your team gains 50 Temporary Health When you exit a starting saferoom, your team gains 50 Temporary Health Team Effects: When a horde is triggered, your team gains 25 Temporary Health Team Effects: When a horde is triggered, your team gains 20 Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	T
Amped Up Amped Up Amped Up Amped Up	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes Description Updated No Changes	Toam Effects: When a horde is triggered, your team gains 20 Health Team Effects: When a horde is triggered, your team gains 20 Health Team Effects: When a horde is triggered, your team recovers 20 Health Team Effects: When a horde is triggered, your team recovers 20 Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	7 
Amped Up Amped Up Amped Up Amped Up					
Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Antibiotic Ointment" added Effect Updated Effect Updated No Changes	+15% Healing Efficiency +36% Healing Efficiency +26% Healing Efficiency +26% Healing Efficiency	Not in Alpha Version "Antibiotic Ointment" Effect Updated No Changes	-65 Wealing Efficiency, -5 Wealth
Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes Effect Updated Bug Fixed	+20% Healing Efficiency +25% 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	No Changes Effect Updated Bug Fixed	-GR Mealing Efficiency, -5 Mealth -GR Mealing Efficiency, -5 Mealth -GR Mealing Efficiency, -5 Mealth -GR Mealing Efficiency, -5 Mealth -GR Mealing Efficiency, -5 Mealth -GR Mealing Efficiency, -5 Mealth -GR Mealing Efficiency, -5 Mealing Medical Accessory, the target gains 10 Temporary Nealth.
Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment	Ver 1.888.888 (87th Jun 2822) Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes Effect Updated No Changes	-25% Healing Efficiency, When you use a medical Accessory, the target gains 10 +25% Healing Efficiency, When you use a medical Accessory, the target pains 10 +25% Healing Efficiency, When you use a medical Accessory, the target heals 20 +25% Healing Efficiency, When you use a medical Accessory, the target heals 20 +25% Healing Efficiency, When you use a medical Accessory, the target heals 20 +25% Healing Efficiency, When you use a medical Accessory, the target heals 20 +25% Healing Efficiency Healing Healin	Effect Updated	"25% Mealing Efficiency, When you use a medical Accessory, the target gains 10 Temporary Health.  "25% Mealing Efficiency, When you use a medical Accessory, the target gains 10 Temporary Health.  "25% Mealing Efficiency, When you use a medical Accessory, the target shell 20 Temporary Health.  "25% Mealing Efficiency, When you use a medical Accessory, the target heals 20 Temporary Health.
Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment Antibiotic Ointment					
Avenge the Fallen Avenge the Fallen Avenge the Fallen	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Martyr" added Renamed to "Avenge the Faller No Changes No Changes			
Avenge the Fallen Avenge the Fallen Avenge the Fallen Avenge the Fallen	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	No Changes No Changes No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	7 
Avenge the Fallen Avenge the Fallen Avenge the Fallen Avenge the Fallen	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes No Changes	Team Effects: When you or a teammate becomes incapacitated, all teammates gain Team Effects: When you or a teammate becomes incapacitated, all teammates gain Team Effects: When you or a teammate becomes incapacitated, all teammates gain Team Effects: When you or a teammate becomes incapacitated, all teammates gain	Not in Version 1.000.0 Not in Version 1.000.0	
Avenge the Fallen Avenge the Fallen Avenge the Fallen			,		
Avenge the Fallen Battle Lust Battle Lust Battle Lust	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	No Changes	Kills with a melee weapons heal 2 Health. Melee kills heal 2 Health. Melee kills heal 2 Health.	Not in Alpha Version Not in Beta Version "Battle Lust" added	
Battle Lust Battle Lust Battle Lust Battle Lust	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes Bug Fixed No Changes	Malee kills heal 2 Health. Melee kills heal 2 Health. Melee kills heal 2 Health. Melee kills heal 2 Health.	No Changes No Changes Bug Fixed No Changes	Moke wills was 2 Wealth. Moke wills was 2 Wealth. Moke wills was 2 Wealth. Moke wills was 2 Wealth. Moke wills was 2 Wealth.
Battle Lust Battle Lust Battle Lust Battle Lust Battle Lust	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	Effect Updated	Molee kills heal 1 Health and 0.12 Trauma. Molee Kills heal 1 Health and 0.125 Trauma. Molee Kills heal 1 Health and 0.125 Trauma. Molee Kills heal 1 Health and 0.125 Trauma.	Effect Updated Effect Updated No Changes No Changes	Make Wils hall 1 Walth and 6.1 Trans. Make Wils hall 1 Walth and 6.12 Trans. Make Wils hall 1 Walth and 6.12 Trans. Make Wils hall 1 Walth and 6.12 Trans. Make Wils hall 1 Walth and 6.12 Trans.
Battle Lust Battle Lust Battle Lust	101 1.000.011 (00th Dec 2022)	no Changes	MILES TREAL I TREALITY WITH 0.123 IT WINDS.	no changes	Water Kills (Med.)   Peralty and W-1/2 (1) ander
Battle Lust Belligerent Belligerent Belligerent	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi	-	Not in Alpha Version Not in Beta Version Not in Release Version	
Belligerent Belligerent Belligerent Belligerent	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821) Ver 1.888.885 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.005 Not in Version 1.000.007	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Beligerent Beligerent Beligerent	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.008 "Belligerant" added Effect Updated	Gain a stacking S% increase to Damage each time a horde is called (up to 5 stack Gain a stacking 4% increase to Damage each time a horde is called up to 6 stack	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Beligerent Beligerent Beligerent Beligerent	Ver 1.888.811 (86th Dec 2822)	No Changes	Gain a stacking 4% increase to Damage each time a horde is called up to 6 stack	Not in Version 1.000.0	
Belligerent Belt Clip Belt Clip Belt Clip	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi	-	Not in Alpha Version Not in Beta Version Not in Release Version	
Belt Clip Belt Clip Belt Clip Belt Clip	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.003	- +1 Quick Item Inventory +1 Quick Item Inventory, +10% Use Speed  +1 Quick Item Inventory, +10% Use Speed	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Belt Clip Belt Clip Belt Clip	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	+1 Quick Item Inventory, +10% Use Speed +1 Quick Item Inventory, +10% Use Speed +1 Quick Item Inventory, +10% Use Speed	Not in Version 1.000.0 "Belt Clip" added No Changes	-1 Quick Tree Inventory, +18E Use Speed +1 Quick Tree Inventory, +18E Use Speed
Belt Clip Belt Clip Belt Clip Belt Clip	Ver 1.888.811 (86th Dec 2822)	No Changes	+1 Quick Item Inventory, +10% Use Speed	No Changes	1 Quick Item Inventory, *10% Use Speed
Belt Clip Berserker Berserker Berserker	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	"Berserker" added No Changes No Changes	Gain 18% Melee Damage, 18% Melee Speed, and 5% Movement Speed for each Melee ki Gain 18% Melee Damage, 18% Melee Speed, and 5% Movement Speed for each Melee ki 15% 18% Mele Damage, 18% Melee Speed, and 5% Movement Speed for each Melee ki	Not in Beta Version	- 
Berserker Berserker Berserker	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes Description Updated + Icon Ac	Gain 10% Melce Damage, 10% Melce Speed, and S% Movement Speed for each Melce ki Gain 10% Melce Damage, 10% Melce Speed, and S% Movement Speed for each Melce ki Gain 10% Melce Damage, 10% Melce Speed, and S% Movement Speed for each Melce ki Gain 10% Melce Damage, 10% Melce Speed, and S% Move Speed for each Melce kill is	No Changes No Changes Description Updated +	Gain 18t Melee Damage, 18t Melee Speed, and St Movement Speed for each Melee kill in the last 4 seconds. Gain 18t Melee Damage, 18t Melee Speed, and St Movement Speed for each Melee kill in the last 4 seconds. Gain 18t Melee Damage, 18t Melee Speed, and SS Move Speed for each Melee kill in the last 4 seconds.
Berserker Berserker Berserker Berserker	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822) Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	Effect Updated Effect Updated No Changes Effect Updated	Gain 10% Melee Damage, 10% Melee Speed, 5% Sprint Speed and 5% Move Speed for e Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 3 Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4 Each Melee kill grants 5% Melee Damage, 5% Melee Speed, and 5% Move Speed for 4	Effect Updated Effect Updated No Changes Effect Updated	Sain 19% Naive Enange, 19% Naive Speed, 5% Sprint Speed and 5% New Speed for each Naive kill in the last 4 seconds. Sain Noive kill grants 5% Noive Enange, 5% Naive Speed and 5% New Speed for 3 seconds. Sain Noive kill grants 5% Noive Enange, 5% Naive Speed, and 5% New Speed for 3 seconds. Sain Noive kill grants 5% Noive Enange, 5% Naive Speed, and 5% New Speed for 3 seconds.
Berserker Berserker Berserker 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	Each Mules kill grants SX Meleo Dumage, SX Meleo Speed, and SX Nove Speed for 4 seconds.
Berserker Body Armor Body Armor	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Body Armor" added	+25% Trauma Resistance, -20% Ammo Capacity	Not in Alpha Version Not in Beta Version	
Body Armor Body Armor Body Armor Body Armor	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022)	Effect Updated No Changes No Changes Effect Updated	+25% Trauma Resistance, -15% Ammo Capacity +25% Trauma Resistance, -15% Ammo Capacity +25% Trauma Resistance, -15% Ammo Capacity +26% Trauma Resistance	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Body Armor Body Armor Body Armor Body Armor	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes No Changes	+20% Trauma Resistance +20% Trauma Resistance +20% Trauma Resistance +20% Trauma Resistance	Not in Version 1.000.0 Not in Version 1.000.0 "Body Armor" added No Changes	
Body Armor Body Armor Body Armor Body Armor	Ver 1.000.011 (06th Dec 2022)		+20% Trauma Resistance	No Changes	ART Traus Resistance
Bodyguard Bodyguard	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi	-	Not in Alpha Version Not in Beta Version	
Bodyguard Bodyguard Bodyguard Bodyguard	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006	-	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Bodyguard Bodyguard Bodyguard Bodyguard	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822) Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	"Bodyguard" added No Changes No Changes Effect Updated	When a teammate within 5 meters is attacked, you instead receive 75% of that day when a teammate within 5 meters is attacked, you instead receive 75% of that day when a teammate within 5 meters is attacked, you instead receive 75% of that day when a teammate within 5 meters is attacked, you instead receive 75% of that day	Not in Version 1.000.0 Not in Version 1.000.0	
Bodyguard Bodyguard Bodyguard	Ver 1.888.811 (86th Dec 2022)	No Changes	When a teammate within 5 meters is attacked, you instead receive 75% of that dam	Not in Version 1.000.0	
Bodyguard Bodyguard Bomb Squad Bomb Squad	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Sapper" added Renamed to "Bomb Squad" + Eft	+100% Explosive Damage, +50% Explosive Resistance +100% Explosive Damage, +35% Explosive Resistance	Not in Alpha Version "Bomb Squad" added	- 188E Explosive Change, -33E Explosive Resistance -188E Explosive Change, -33E Explosive Resistance
Bomb Squad Bomb Squad Bomb Squad Bomb Squad	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes No Changes No Changes	+100% Explosive Damage, +35% Explosive Resistance +100% Explosive Damage, +35% Explosive Resistance +100% Explosive Damage, +35% Explosive Resistance +100% Explosive Damage, +35% Explosive Resistance	No Changes No Changes No Changes No Changes	-180K Epplosive Danage, -190K Epplosive Resistance -180K Epplosive Danage, -190K Epplosive Resistance -180K Epplosive Danage, -190K Epplosive Resistance -180K Epplosive Danage, -190K Epplosive Resistance -180K Epplosive Danage, -190K Epplosive Resistance
Bomb Squad Bomb Squad Bomb Squad Bomb Squad	Ver 1.808.807 (12th Apr 2022) Ver 1.808.808 (87th Jun 2022) Ver 1.808.809 (38th Aug 2022) Ver 1.808.809 (11th Oct 2022)	Effect Updated No Changes	1 Additional Frag Grenade spawns per map. Team Effects: +25% Explosive Damage, 1 Additional Frag Grenade spawns per map. Team Effects: +25% Explosive Damage,	"Bomb Squad" Removed Not in Version 1.000.0 Not in Version 1.000.0	
Bomb Squad Bomb Squad Bomb Squad	Ver 1.888.811 (86th Dec 2822)	No Changes	Additional Frag Grenade spawns in each map. Team Effects: +25% Explosive Damag   Additional Frag Grenade spawns in each map. Team Effects: +25% Explosive Damag		
Bomb Squad Bomb Squad Bounty Hunter Bounty Hunter	Alpha (17th Dec 2820) Beta (85th Aug 2821)	"Trophy Hunter" added Renamed to "Bounty Hunter" +	When you kill a Mutation, gain 10 Copper (Up to 300 per Level). This Card applic When you kill a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Alpha Version Not in Beta Version	
Bounty Hunter Bounty Hunter Bounty Hunter Bounty Hunter Bounty Hunter	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated	When you kill a Mutation, gain 10 Copper (Up to 300 per Level). When you kill a Mutation, gain 10 Copper (Up to 300 per Level). When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Bounty Hunter Bounty Hunter Bounty Hunter	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level). When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level). When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Bounty Hunter Bounty Hunter Bounty Hunter	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level). When you or your team kills a Mutation, gain 10 Copper (Up to 300 per Level).	Not in Version 1.000.0 Not in Version 1.000.0	-
Bounty Hunter Bounty Hunter Bounty Hunter					
Box O' Bags Box O' Bags Box O' Bags	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Box O' Bags" Added No Changes	-18% Health. Team Effects: +1 Team Support Inventory -18% Health. Team Effects: +1 Team Support Inventory	Not in Alpha Version Not in Beta Version Not in Release Version	-
Box O' Bags Box O' Bags Box O' Bags	Ver 1.888.884 (16th Dec 2821) Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	No Changes No Changes No Changes	-10% Health. Team Effects: +1 Team Support Inventory -10% Health. Team Effects: +1 Team Support Inventory -10% Health. Team Effects: +1 Team Support Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Box O' Bags Box O' Bags Box O' Bags Box O' Bags	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes No Changes	-10% Health. Team Effects: +1 Team Support Inventory -10% Health. Team Effects: +1 Team Support Inventory -10% Health. Team Effects: +1 Team Support Inventory -10% Health. Team Effects: +1 Team Support Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Box O' Bags Box O' Bags Box O' Bags	Ver 1.888.811 (86th Dec 2822)	No Changes	-10% Health. Team Effects: +1 Team Support Inventory	Not in Version 1.000.0	
Box O' Bags Box O' Bags Brayado	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Bravado Bravado Bravado	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)		-	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Bravado Bravado Bravado	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 "Bravado" added	- - When a teammate within 15 meters recieves trauma damage, gain 10% of that amount	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Bravado Bravado Bravado	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)		When a teammate within 15 meters recieves trauma damage, gain 15% of that amount When a teammate within 15 meters recieves trauma damage, gain 15% of that amount		- - -
Bravado Bravado Bravado Bravado	Ver 1.888.811 (86th Dec 2022)	No Changes	When a teammate within 15 meters recieves trauma damage, gain 15% of that amount	Not in Version 1.000.0	
Bravado Brazen Brazen	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Brazen" added	- +30% Melee Stamina Efficiency, +30% Melee Attack speed, -5% Damage Resistance	Not in Alpha Version Not in Beta Version	-
Brazen Brazen Brazen	Release (88th Oct 2021) Ver 1.800.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes Effect Updated	**280 Melee Stamina Efficiency, +380 Melee Attack speed, -5% Damage Mesistance +380 Melee Stamina Efficiency, +380 Melee Attack speed, -5% Damage Resistance +280 Melee Stamina Efficiency, +380 Melee Attack speed, -5% Damage Resistance +280 Melee Stamina Efficiency, +380 Melee Attack speed, -5% Damage Resistance	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Brazen Brazen Brazen	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes Effect Updated	+20% Melee Stamina Efficiency, +30% Melee Attack speed, -5% Damage Resistance +20% Melee Stamina Efficiency, +30% Melee Attack speed, -5% Damage Resistance +15% Melee Stamina Efficiency, +20% Melee Attack speed	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Brazen Brazen Brazen	Ver 1.808.809 (38th Aug 2022) Ver 1.808.818 (11th Oct 2022) Ver 1.808.811 (86th Dec 2022)		+15% Melee Stamina Efficiency, +20% Melee Attack speed +15% Melee Stamina Efficiency, +20% Melee Attack speed +15% Melee Stamina Efficiency, +20% Melee Attack speed, +15% Bow Stamina Efficiency,	"Brazen" added No Changes Effect Updated	-11% Neles Stamina Efficiency, -20% Neles Attack speed -15% Neles Stamina Efficiency, -20% Neles Attack speed -15% Neles Stamina Efficiency, -20% Neles Attack speed -15% Neles Stamina Efficiency, -20% Neles Attack speed
Brazen Brazen Brazen					
Breakout Breakout	Alpha (17th Dec 2020) Beta (05th Aug 2021) Belage (08th Det 2021)	"Breakout" added No Changes	Automatically break out of a grab 1 time per level.  Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown  Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown	Not in Alpha Version No Changes	: Sreakout: Held [\$750MBET/] to free yourself from Grabs. +98% Breakout Cooldown Reduction (Base 48 seconds). Seakout: Held [\$750MBET/] to free yourself from Grabs. 45% Breakout Cooldown Reduction (Base 48 seconds).
Breakout Breakout Breakout Breakout	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022)	No Changes Speed quickened from 4 Secon No Changes No Changes		Effect Updated Speed quickened from 4 No Changes No Changes	Teradout: Noid [EFEQUAREA] to free yourself from Grabe. +658 Breakout Cooldoom Reduction (Gase 69 seconds).  Remakout: Noid [EFEQUAREA] to free yourself from Grabe. +658 Breakout Cooldoom Reduction (Gase 69 seconds).  Remakout: Noid [EFEQUAREA] to free yourself from Grabe. +658 Breakout Cooldoom Reduction (Gase 69 seconds).  Remakout: Noid [EFEQUAREA] to free yourself from Grabe. +658 Breakout Cooldoom Reduction (Gase 69 seconds).
Breakout Breakout Breakout	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown	No Changes Speed quickened from 3 Speed quickened from 2	President: Hold [17/200477] to free yourself free draw. 448 Bresident Coldon Reduction (Base de seconds).  Bresident: Hold [17/200477] to free yourself free draw. 448 Bresident Coldon Reduction (Base de seconds).  Bresident: Hold [17/200477] to free yourself free draw. 448 Bresident Coldon Reduction (Base de seconds).  Bresident: Hold [17/200477] to free yourself free draw. 448 Bresident Coldon Reduction (Base de seconds).  Bresident: Hold [17/200477] to free yourself free draw. 448 Bresident Coldon Reduction (Base de seconds).
Breakout Breakout Breakout	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown Breakout: Hold [E/SQUARE/X] to free yourself from Grabs. +50% Breakout Cooldown	No Changes No Changes	Breakout: Mold [E/SQUMEE/X] to free yourself from Grabs. +SBE Breakout Cooldown Reduction (Base 60 seconds). Breakout: Hold [E/SQUMEE/X] to free yourself from Grabs. +SBE Breakout Cooldown Reduction (Base 60 seconds).
Breakout Breakout Breakout					
Broadside Broadside Broadside	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Broadside" added No Changes		Not in Release Version	- - -
Broadside Broadside Broadside	Ver 1.888.884 (16th Dec 2821) Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	No Changes No Changes No Changes		Not in Version 1.000.0 Not in Version 1.000.0	- - -
Broadside Broadside Broadside Broadside	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes No Changes	Precision Kills have a 20% chance to cause Ridden to explode, dealing 15 damage Precision Kills have a 20% chance to cause Ridden to explode, dealing 15 damage	Not in Version 1.000.0	
Broadside Broadside Broadside	Ver 1.888.811 (86th Dec 2822)	No Changes	Precision Kills have a 20% chance to cause Ridden to explode, dealing 15 damage Precision Kills have a 20% chance to cause Ridden to explode, dealing 15 damage		
Broadside Broadside Buckshot Bruiser	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Buckshot Bruiser Buckshot Bruiser Buckshot Bruiser	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Buckshot Bruiser" added Effect Updated Description Updated	+15% Damage Resistance while using a Shotgun When using Shotguns, gain Temporary Health for each pellet that hits. When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.	Not in Beta Version "Buckshot Bruiser" add Description Updated	Memousing Shotguns, gain Temporary Health for each pellet that hits. Memousing Shotguns, gain 0.25 Temporary Health for each pellet that hits.
Buckshot Bruiser Buckshot Bruiser Buckshot Bruiser	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Bug Fixed No Changes No Changes	When using Shotguns, gain 0.25 Temporary Health for each pellet that hits. When using Shotguns, gain 0.25 Temporary Health for each pellet that hits. When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.	Bug Fixed No Changes No Changes	When using Dotguns, gain 0.25 Temporary Health for each pollet that hits.  When using Dotguns, gain 0.25 Temporary Health for each pollet that hits.  When using Dotguns, gain 0.25 Temporary Health for each pollet that hits.
Buckshot Bruiser Buckshot Bruiser Buckshot Bruiser	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.  When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.  When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.	No Changes No Changes No Changes	Mhon using Shotguns, gain 0.25 Temporary Nealth for each pollet that hits.  Mhon using Shotguns, gain 0.25 Temporary Nealth for each pollet that hits.  Mhon using Shotguns, gain 0.25 Temporary Nealth for each pollet that hits.
Buckshot Bruiser Buckshot Bruiser Buckshot Bruiser Buckshot Bruiser	Ver 1.000.011 (06th Dec 2022)	No Changes	When using Shotguns, gain 0.25 Temporary Health for each pellet that hits.	No Changes	Mhan using Shotguns, gain 0.25 Temporary Health for each pellet that hits.
Buckshot Bruiser Canned Goods Canned Goods	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Canned Goods" added Effect Updated	+30% Health, -10% Stamina +40 Health, -30% Stamina	Not in Alpha Version Not in Beta Version	
Canned Goods Canned Goods Canned Goods	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes No Changes	+40 Health, -30% Stamina +40 Health, -30% Stamina +40 Health, -30% Stamina	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	-
Canned Goods Canned Goods Canned Goods	Ver 1.800.005 (88th Feb 2022) Ver 1.800.007 (12th Apr 2022) Ver 1.800.008 (87th Jun 2022)	No Changes No Changes No Changes	+40 Health, -30% Stamina +40 Health, -30% Stamina +40 Health, -30% Stamina	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Canned Goods Canned Goods Canned Goods	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	Effect Updated	440 Health, -30% Stamina 445 Health, -35% Stamina 445 Health, -25% Stamina	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Canned Goods Canned Goods Canned Goods Canned Goods Canned Goods					
Canned Goods Charitable Soul Charitable Soul Charitable Soul	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	"Caretake" added Renamed to "Charitable Soul" Effect Updated	Healing a teammate also heals you for 100% of the amount healed. Healing a teammate also heals you for 100% of the amount healed. Healing a teammate also applies 50% of the effect to you.	Not in Alpha Version "Charitable Soul" adde Effect Updated	- Healing a taummate also heals you for 100% of the amount healed Healing a taummate also applies 50% of the effect to you.
Charitable Soul Charitable Soul Charitable Soul Charitable Soul	Ver 1.888.883 (89th Nov 2021) Ver 1.888.884 (16th Dec 2021) Ver 1.888.886 (88th Feb 2022)	No Changes	Healing a teammate also applies 50% of the effect to you. Healing a teammate also applies 50% of the effect to you. Healing a teammate also applies 50% of the effect to you.	No Changes No Changes No Changes	mediating a community active department of the effect to you.  Healings a community also applies 50% of the effect to you.  Healings a community also applies 50% of the effect to you.  Healings a community also applies 50% of the effect to you.
Charitable Soul Charitable Soul Charitable Soul	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	Healing a teammate also applies 50% of the effect to you.  Healing a teammate also applies 50% of the effect to you.  Healing a teammate also applies 50% of the effect to you.	No Changes No Changes No Changes	Nualing a teammate also applies 50% of the effect to you. Nualing a teammate also applies 50% of the effect to you. Nualing a teammate also applies 50% of the effect to you. The standard a teammate also applies 50% of the effect to you.
Charitable Soul Charitable Soul Charitable Soul	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	Healing a teammate also applies 50% of the effect to you.  Healing a teammate also applies 50% of the effect to you.	No Changes No Changes	Mealing a teammate also applies SRL of the effect to you. Mealing a teammate also applies SRL of the effect to you.
Charitable Soul Charitable Soul Charitable Soul	Alpha (17th Dec 2020)	Not in Alpha Version		Net to 1'	
Chemical Courage Chemical Courage Chemical Courage Chemical Courage	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Alpha Version "Chemical Courage" added No Changes No Changes	Pain meds you apply also grant +25% Damage for 60 Seconds. Pain meds you apply also grant +25% Damage for 60 Seconds. Pain meds you apply also grant +25% Damage for 60 Seconds.	Not in Alpha Version "Chemical Courage" add No Changes No Changes	- The meds you apply also grant +255 Chamage for 69 Seconds. Fain meds you apply also grant +255 Chamage for 69 Seconds. Fain meds you apply also grant +255 Chamage for 69 Seconds. Fain meds you apply also grant +255 Chamage for 69 Seconds.
Chemical Courage Chemical Courage Chemical Courage		No Changes No Changes	Pain meds you apply also grant +25% Damage for 60 Seconds.  Pain meds you apply also grant +25% Damage for 60 Seconds.  Pain meds you apply also grant +25% Damage for 60 Seconds.  Pain meds you apply also grant +25% Damage for 60 Seconds.	No Changes No Changes No Changes	Fall mode you upgly also grant V250 loange for 60 Seconds. Fall mode you upgly also grant V250 loange for 60 Seconds. Fall mode you upgly also grant V250 loange for 60 Seconds. Fall mode you upgly also grant V250 loange for 60 Seconds. Fall mode you upgly also grant V250 loange for 60 Seconds.
Chemical Courage Chemical Courage Chemical Courage	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	Pain meds you apply also grant +25% Damage for 60 Seconds.  Pain meds you apply also grant +25% Damage for 60 Seconds.  Pain meds you apply also grant +25% Damage for 60 Seconds.	No Changes No Changes No Changes	Value mosts you ways' asker yours 1200 Namey Cris of a Account.  Parts most you spay Justo years 1200 Namey Cris of a Seconds.  Parts most you spay Justo years 1200 Namey Cris of Seconds.  Parts most you spay Justo years 1200 Namey Cris of Seconds.  Parts most you spay Justo years 1200 Namey Cris of Seconds.  Parts most you spay Justo years 1200 Namey Cris of Seconds.
Chemical Courage Chemical Courage Chemical Courage	Ver 1.888.811 (86th Dec 2822)	No Changes	Pain meds you apply also grant +25% Damage for 60 Seconds.	No Changes	Paln meds you apply also grant +25% Damage for 68 Seconds.
Chemical Courage Chemical Courage Cleansing Fire	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Cleansing Fire Cleansing Fire Cleansing Fire			-	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Cleansing Fire Cleansing Fire Cleansing Fire Cleansing Fire	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)		-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Cleansing Fire	Ver 1.000.009 (30th Aug 2022)		-	Not in Version 1.000.0	

Compendium Ver: 3-7-23	Card History: Campaign and Swarm Mode		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only		
Name Cleansing Fire	Version Ver 1.000.010 (11th Oct 2022)		Note: No Lhanges in ver 1.000.001/002/005 As these were Hottixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Cleansing Fire Cleansing Fire	Ver 1.888.811 (86th Dec 2022)		Gain a stacking +5% Damage Resistance every second you're on fire, for a maximum		
Cleansing Fire Cleansing Fire					
Cleansing Fire Cocky		Not in Alpha Version		Not in Alpha Version	-
Cocky	Beta (05th Aug 2021) Release (08th Oct 2021)	"Cocky" added No Changes	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced by 20% for +75% Weapon Swap Speed, When you take Damage your Accuracy is reduced by 20% for	Not in Beta Version Not in Release Version	
Cocky	Ver 1.800.803 (89th Nov 2021) Ver 1.800.804 (16th Dec 2021) Ver 1.800.806 (88th Feb 2022)	No Changes	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced by 28% for +75% Weapon Swap Speed, When you take Damage your Accuracy is reduced by 28% for +75% Weapon Swap Speed, When you take Damage your Accuracy is reduced by 28% for	Not in Version 1.000.0 Not in Version 1.000.0	•
Cocky	Ver 1.000.007 (12th Apr 2022)	Description Updated	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 Seco	Not in Version 1.000.0 Not in Version 1.000.0	-
Cooky Cooky	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 Sec +75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 Sec +75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 Sec	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	•
Cocky	Ver 1.000.011 (05th Dec 2022)	No Changes	+75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 Sect +75% Weapon Swap Speed, When you take Damage your Accuracy is reduced for 3 Sect	Not in Version 1.000.0	
Cocky					
Cocky Cold Brew Coffee	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Cold Brew Coffee Cold Brew Coffee	Beta (05th Aug 2021) Release (08th Oct 2021)	"Cold Brew Coffee" added No Changes	+40% Stamina Regeneration, -10% Stamina Efficiency +40% Stamina Regeneration, -10% Stamina Efficiency	Not in Beta Version Not in Release Version	•
Cold Brew Coffee Cold Brew Coffee	Ver 1.000.004 (16th Dec 2021)		+40% Stamina Regeneration, -10% Stamina Efficiency +15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed	Not in Version 1.000.0 Not in Version 1.000.0	•
Cold Brew Coffee Cold Brew Coffee Cold Brew Coffee	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes	+15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed +15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed +15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed	Not in Version 1.000.0 "Cold Brew Coffee" add No Changes	- +15% Reload Speed, +25% Alm Speed, +25% Weapon Swap Speed, +25% Use Speed +15% Reload Speed, +25% Alm Speed, +25% Weapon Swap Speed, +25% Use Speed
Cold Brew Coffee Cold Brew Coffee	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	VISA MERCANI SPRENC, 7235 AIM Sprend, 7235 Meapon Swap Sprend, 7235 Use Sprend +15% Reload Speed, +25% AIM Sprend, +25% Meapon Swap Sprend, +25% Use Sprend +15% Reload Sprend, +25% AIM Sprend, +25% Meapon Swap Sprend, +25% Use Sprend	No Changes No Changes	**15s Reload Speed, **25s Alla Speed, *25s Neapon Swap Speed, *25s Use Speed  *15S Reload Speed, *25S Alla Speed, *25s Neapon Swap Speed, *25s Use Speed  *15S Reload Speed, *25S Alla Speed, *25S Neapon Swap Speed, *25s Use Speed
Cold Brew Coffee Cold Brew Coffee	Ver 1.888.811 (86th Dec 2822)	No Changes	+15% Reload Speed, +25% Aim Speed, +25% Weapon Swap Speed, +25% Use Speed	No Changes	+15% Reload Speed, +25% Alm Speed, +25% Weapon Swap Speed, +25% Use Speed
Cold Brew Coffee 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 Combat Knife	Release (08th Oct 2021)	No Changes No Changes	Turns your Bash into a Knife that counts as a Melee weapon. Turns your Bash into a Knife that counts as a Melee weapon.	Not in Beta Version "Combat Knife" added	- Turns your Bash into a Knife that counts as a Melee weapon.
Combat Knife Combat Knife	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Range Increased	Turns your Bash into a Knife that counts as a Melee weapon. Turns your Bash into a Knife that counts as a Melee weapon.	No Changes Range Increased	Turns your Bash into a Knife that counts as a Melee weapon. Turns your Bash into a Knife that counts as a Melee weapon.
Combat Knife Combat Knife Combat Knife	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes	Turns your Bash into a Knife that counts as a Melee weapon. Turns your Bash into a Knife that counts as a Melee weapon. Turns your Bash into a Knife that counts as a Melee weapon.	No Changes No Changes Knife Mechanics Update	Turns your Bash into a Knife that counts as a Welee wapon.  Turns your Bash into a Knife that counts as a Nelee wapon.  Turns your Bash into a Knife that counts as a Nelee wapon.
Combat Knife Combat Knife Combat Knife	Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	No Changes	Turns your Bash into a knife that counts as a Makee weapon.  Turns your Bash into a knife that counts as a Melee weapon.  Turns your Bash into a Knife that counts as a Melee weapon.	No Changes Knife Mechanics Update	Turns your Bash Into a Knife that counts as a Nelee weapon. Turns your Bash Into a Knife that counts as a Nelee weapon. Turns your Bash Into a Knife that counts as a Nelee weapon.
Combat Knife Combat Knife	Ver 1.888.811 (86th Dec 2822)	No Changes	Turns your Bash into a Knife that counts as a Melee weapon.	No Changes	Turns your Bash Into a Knife that counts as a Melee weapon.
Combat Knife Combat Knife					
Combat Knife Combat Medic	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Combat Medic Combat Medic	Beta (05th Aug 2021) Release (08th Oct 2021)	"Combat Medic" added Effect Updated	+25% Use Speed, Heals teammates for an additional 20 when you revive them. +56% Use Speed, Heals teammates for an additional 20 when you revive them.	"Combat Medic" added Effect Updated	+25% Use Speed, Heals teammates for an additional 20 when you revive them.  +56% Use Speed, Heals teammates for an additional 20 when you revive them.
Combat Medic Combat Medic	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes	+58% Use Speed, Heals teammates for an additional 20 when you revive them. +58% Use Speed, Heals teammates for an additional 20 when you revive them.	No Changes No Changes	+58% Use Speed, Heals teammates for an additional 20 when you revive them.  +58% Use Speed, Heals teammates for an additional 20 when you revive them.  458% Use Speed Heals teammates for an additional 20 when you revive them.
Combat Medic Combat Medic Combat Medic	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes	+58% Use Speed, Heals teammates for an additional 20 when you revive them. +58% Use Speed, Heals teammates for an additional 20 when you revive them. +58% Use Speed, Heals teammates for an additional 20 when you revive them.	No Changes No Changes	+58% Use Speed, Heals teammates for an additional 20 when you revive them.  +58% Use Speed, Heals teammates for an additional 20 when you revive them.  +78% Use Speed, Heals teammates for an additional 20 when you revive them.
Combat Medic Combat Medic	Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	No Changes	+58% Use Speed, Heals teammates for an additional 20 When you review them. +58% Use Speed. Teammates recover an additional 20 Health when you review them.	No Changes No Changes Description Updated	-580 Use Speed, Heals teammates for an additional 20 when you revive them.  -580 Use Speed, Heals teammates for an additional 20 when you revive them.  -580 Use Speed, Teammates recover an additional 20 when the you revive them.
Combat Medic Combat Medic	Ver 1.000.011 (06th Dec 2022)		+50% Use Speed. Teammates recover an additional 20 Health when you revive them.	No Changes	+50% Use Speed. Teammates recover an additional 20 Health when you revive them.
Combat Medic Combat Medic					
Combat Medic Combat Training	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Combat Training Combat Training		"Combat Training" added Effect Updated	+5% Damage Dealt, +50% Bullet Penetration +5% Bullet Damage, +50% Bullet Penetration	"Combat Training" adde Effect Updated	+5% Comage Dealt, +50% Bullet Penetration +5% Bullet Comage, +50% Bullet Penetration
Combat Training Combat Training Combat Training	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated	+5% Bullet Damage, +50% Bullet Pemetration +5% Bullet Damage, +1 Bullet Stumble Damage, +5 Melee Stumble Damage +5% Bullet Damage, +1 Bullet Stumble Damage, +5 Melee Stumble Damage	No Changes Effect Updated No Changes	-SS Ballet Danage, -58E Ballet Penetration  -5E Ballet Danage, -18 Ballet Stumble Danage, -5 Melee Stumble Danage -5E Ballet Danage, -1 Ballet Stumble Danage, -5 Melee Stumble Danage
Combat Training Combat Training Combat Training	Ver 1.000.007 (12th Apr 2022)		Yas Bullet Damage, +1 Bullet Stumble Damage, +5 Mules Stumble Damage +5% Bullet Damage, +1 Bullet Stumble Damage, +5 Melee Stumble Damage +5% Bullet Damage, +1 Bullet Stumble Damage, +5 Melee Stumble Damage	"Combat Training" Remo Not in Version 1.000.0	The Diller Commige, "I buller Scomple Commige, "I herzer Scomple Commige."
Combat Training Combat Training	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	+5% Bullet Damage, +1 Bullet Stumble Damage, +5 Melee Stumble Damage +5% Bullet Damage, +1.5 Bullet Stumble Damage, +7.5 Melee Stumble Damage	Not in Version 1.000.0 Not in Version 1.000.0	
Combat Training Combat Training	Ver 1.888.811 (86th Dec 2822)	No Changes	+5% Bullet Damage, +1.5 Bullet Stumble Damage, +7.5 Melee Stumble Damage	Not in Version 1.000.0	•
Combat Training Combat Training Combat Training					
Compound Interest Compound Interest	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Compound Interest" added	- Gain 10% of your total Copper in each Saferoom.	Not in Alpha Version Not in Beta Version	
Compound Interest Compound Interest	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	No Changes	Gain 10% of your total Copper in each Saferoom. Gain 10% of your total Copper in each Saferoom.	Not in Release Version Not in Version 1.000.0	
Compound Interest Compound Interest	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	Gain 10% of your total Copper in each Saferoom.	Not in Version 1.000.0 Not in Version 1.000.0	
Compound Interest Compound Interest	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	No Changes	Team Effects: Each Cleaner gains 5% of thier total Copper in each Saferoom. Team Effects: Each Cleaner gains 5% of thier total Copper in each Saferoom.	Not in Version 1.000.0 Not in Version 1.000.0	•
Compound Interest Compound Interest	Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	No Changes No Changes	Team Effects: Each Cleaner gains 5% of thier total Copper in each Saferoom.  Team Effects: Each Cleaner gains 5% of thier total Copper in each Saferoom.	Not in Version 1.000.0 Not in Version 1.000.0	•
Compound Interest Compound Interest	Ver 1.888.811 (86th Dec 2022)	No Changes	Team Effects: Each Cleaner gains 5% of thier total Copper in each Saferoom.	Not in Version 1.000.0	•
Compound Interest Compound Interest Compound Interest					
Confident Killer Confident Killer	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Confident Killer" added	.  When you or your team kills a mutation gain 2% damage (up to 100%) until the en	Not in Alpha Version "Confident Killer" add	- When you or your team kills a mutation gain 2% damage (up to 100%) until the end of the level.
Confident Killer Confident Killer	Ver 1.000.003 (09th Nov 2021)	Effect Updated No Changes	When you or your team kills a mutation gain 1% damage (up to 15%) until the end When you or your team kills a mutation gain 1% damage (up to 15%) until the end	Effect Updated	When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level. When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level.
Confident Killer Confident Killer	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	When you or your team kills a mutation gain 1% damage (up to 15%) until the end When you or your team kills a mutation gain 1% damage (up to 15%) until the end	No Changes	When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level. When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level.
Confident Killer Confident Killer	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes	When you or your team kills a mutation gain 1% damage (up to 15%) until the end When you or your team kills a mutation gain 1% damage (up to 15%) until the end	No Changes	When you or your team kills a mutation gain TX damage (up to 15X) until the end of the level. When you or your team kills a mutation gain TX damage (up to 15X) until the end of the level.
Confident Killer Confident Killer	Ver 1.888.889 (38th Aug 2022) Ver 1.888.818 (11th Oct 2022)	No Changes		No Changes	When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level.  When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level.
Confident Killer Confident Killer Confident Killer	Ver 1.888.811 (86th Dec 2022)	- Company	When you or your team kills a mutation gain 1% damage (up to 15%) until the end		When you or your team kills a mutation gain 1% damage (up to 15%) until the end of the level.
Confident Killer Confident Killer					
Controlled Movement Controlled Movement	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Controlled Movement" added	- +48% Movement Speed while aiming down sights with Sniper Rifles.	Not in Alpha Version Not in Beta Version	-
Controlled Movement Controlled Movement Controlled Movement	Release (08th Oct 2021)  Ver 1.000.003 (09th Nov 2021)	No Changes No Changes	+48% Movement Speed while aiming down sights with Sniper Rifles.  +48% Movement Speed while aiming down sights with Sniper Rifles.  +48% Movement Speed while aiming down sights with Sniper Rifles.	Not in Release Version Not in Version 1.000.0	
Controlled Movement Controlled Movement Controlled Movement	Ver 1.888.884 (16th Dec 2021) Ver 1.888.885 (88th Feb 2022)	No Changes	+48% Movement Speed while aiming down sights with Sniper Rifles.	Not in Version 1.000.0 Not in Version 1.000.0	· · · · · · · · · · · · · · · · · · ·
Controlled Movement Controlled Movement Controlled Movement	Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (07th Jun 2022) Ver 1.800.809 (38th Aug 2022)	No Changes	+48% Movement Speed while aiming down sights with Sniper Rifles. +48% Movement Speed while aiming down sights with Sniper Rifles. +48% Movement Speed while aiming down sights with Sniper Rifles.	"Controlled Movement" No Changes No Changes	-48X Movement Speed while siming down sights with Sniper Rifles.  -48X Movement Speed while aiming down sights with Sniper Rifles.  -48X Movement Speed while aiming down sights with Sniper Rifles.
Controlled Movement Controlled Movement	Ver 1.888.818 (36th Aug 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	+40% Movement Speed while aiming down sights with Sniper Rifles.  +40% Movement Speed while aiming down sights with Sniper Rifles.	No Changes No Changes	**de Novement Speed while aiming down sights with Sniper Rifles.  -40% Hovement Speed while aiming down sights with Sniper Rifles.
Controlled Movement Controlled Movement					
Controlled Movement Controlled Movement	11-h- (17h				
Copper Scavenger Copper Scavenger Copper Scavenger	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	"Copper Scavenger" added No Changes No Changes	You can sense Nearby Copper, More copper piles spawn You can sense Nearby Copper, More copper piles spawn You can sense Nearby Copper, More copper piles spawn	Not in Alpha Version Not in Beta Version Not in Release Version	-
Copper Scavenger Copper Scavenger Copper Scavenger	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes	You can sense Nearby Copper, More copper piles spawn You can sense Nearby Copper, More copper piles spawn You can sense Nearby Copper, More copper piles spawn	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Copper Scavenger Copper Scavenger	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes	You can sense Nearby Copper, More copper pites spawn You can sense Nearby Copper, More copper pites spawn You can sense Nearby Copper, More copper pites spawn	Not in Version 1.000.0 Not in Version 1.000.0	-
Copper Scavenger Copper Scavenger	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	You can sense Nearby Copper, More copper piles spawn You can sense Nearby Copper, More copper piles spawn	Not in Version 1.000.0 Not in Version 1.000.0	
Copper Scavenger Copper Scavenger	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	You can sense Nearby Copper, More copper piles spawn You can sense Nearby Copper, More copper piles spawn	Not in Version 1.000.0 Not in Version 1.000.0	
Copper Scavenger Copper Scavenger Copper Scavenger					
Copper Scavenger Copper Scavenger Crippling Frequency	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Crippling Frequency Crippling Frequency	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Versi	-	Not in Beta Version Not in Release Version	
Crippling Frequency Crippling Frequency	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	Not in Version 1.000.003 Not in Version 1.000.004	-	Not in Version 1.000.0 Not in Version 1.000.0	
Crippling Frequency Crippling Frequency Crippling Frequency	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)		-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Crippling Frequency Crippling Frequency Crippling Frequency	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	"Crippling Frequency" added	Reduce incoming Damage by 2 for nearby teammates for 7 seconds. Gadget Cost: 30 Reduce incoming Damage by 1 for nearby teammates for 7 seconds. Gadget Cost: 30	Not in Version 1.000.0	
Crippling Frequency Crippling Frequency Crippling Frequency	Ver 1.000.011 (06th Dec 2022)		Reduce incoming Damage by 1 for nearby teammates for 7 seconds. Gadget Cost: 3e Reduce incoming Damage by 1 for nearby teammates for 7 seconds. Gadget Cost: 3e		

Compendium Ver: 3-7-23 Name Crippling Frequency Crippling Frequency Crippling Frequency	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.800.001/002/005 As these were Notfixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Cross Trainers Cross Trainers	Alpha (17th Dec 2020) Bota (95th Aug 2021) Rolease (08th Oct 2021) Rolease (08th Oct 2021) Ver 1.000.003 (96th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.007 (17th Arg 2022) Ver 1.000.007 (17th Arg 2022) Ver 1.000.007 (18th Arg 2022) Ver 1.000.007 (18th Dec 2022) Ver 1.000.007 (18th Dec 2022) Ver 1.000.007 (18th Dec 2022)	No Changes No Changes No Changes No Changes No Changes No Changes No Changes	**IRS STANDA** **ORS	Not in Alpha Version "Cross Trainers" added No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes	-485 Stantino, +18 Nealth -585 Stantino, 7285 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, 7285 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth -585 Stantino, -286 Stantino Regno, -15 Rove Spend, -5 Nealth
Cross Trainers Dan Dan Dan Dan Dan Dan Dan Dan Dan Dan	Alpha (17th Dec 2020) Beta (95th Aug 2027) Belease (08th Oct 2027) Wer 1.000.003 (96th Nov 2021) Wer 1.000.003 (60th Feb 2022) Wer 1.000.004 (16th Dec 2021) Wer 1.000.007 (12th Apr 2022) Wer 1.000.007 (12th Apr 2022) Wer 1.000.008 (07th Jun 2022) Wer 1.000.008 (10th Aug 2022) Wer 1.000.010 (10th Oct 2022) Wer 1.000.010 (16th Dec 2022) Wer 1.000.010 (16th Dec 2022)	Not in Version 1.000.004 Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "Prophet Dan" added Skill affected by Defibs	*** *** *** *** *** *** *** *** *** **	Not in Alpha Version Not in Beta Version Not in Official Releas Not in Version 1.000.e Not in Version 1.000.e Not in Version 1.000.e Not in Version 1.000.e Version 1.000.e Frephet Dan* added Skill affected by Defi No Changes	Transfer to a 1 colored for a short duration after Classes are Incapatitated. Strange things begon after revising Classers. Then Effects of the box transfer to be 10 colored for a short duration after Classes are incapatitated. Strange things begon after revising Classers. Then Effects of them box transfers to be 10 colored for a short duration after Classes are incapatitated. Strange things begon after revising Classers. Then Effects of them box transfers to be 10 colored for a low classes for a feeting of the 10 colored for a low classes for affects of them box.
Dan Dan Dan Dan Dan Dan Dash Dash Dash Dash Dash Dash Dash Dash	Alpha (17th Dec 2020) Beta (05th Aug 2021) Belase (08th Oct 2021) Vor 1.000.003 (09th Nov 2021) Vor 1.000.004 (16th Dec 2021) Vor 1.000.004 (16th Dec 2021) Vor 1.000.007 (12th Apr 2022) Vor 1.000.007 (12th Apr 2022)	"Gash" added No Changes No Changes No Changes No Changes No Changes Effect Updated Effect Updated	15% Rever Speed 15% Rever Spee	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 "Dash" added Not Okanges	
Dash Dash Dash Dash Dash Dash Dash Dash	Wer 1.000.09 (30th Aug 2022) Wer 1.000.09 (11th Oct 2022) Wer 1.000.01 (06th Dec 2022)  Alpha (17th Dec 2020) Beta (05th Aug 2021)  Balease (08th Oct 2021) Wer 1.000.00 (90th New 2021) Ver 1.000.00 (16th Dec 2021) Ver 1.000.00 (16th Dec 2021)	No Changes  No Changes  Not in Alpha Version "Evasive Action" added No Changes Effect Updated		No Changes No Changes Effect Updated	+St New Speed, +St Sprint Speed +St New Speed, +St Sprint Speed +St New Speed, +St Sprint Speed +St New Speed, +St Sprint Speed  -St
Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Defensive Maneuver Demoitions Expert	Ver 1.000.06 (68th Feb 2022)  Ver 1.000.07 (12th Apr 2022)  Ver 1.000.07 (12th Apr 2022)  Ver 1.000.08 (07th Jun 2022)  Ver 1.000.08 (38th Aug 2022)  Ver 1.000.08 (11th Oct 2022)  Ver 1.000.08 (11th Oct 2022)  Ver 1.000.08 (11th Oct 2022)  Alpha (17th Dec 2020)  Bota (05th Aug 2021)	No Changes No Changes Icon added No Changes	When you take a hit for 15 or more damage. Gain 75 Change Resistance for 3 see When you take a hit for 15 or more damage. Gain 755 Change Sesistance for 3 see When you take a hit for 15 or more damage. Gain 255 Change Resistance for 1 see When you take a hit for 15 or more damage. Gain 755 Change Resistance for 3 see When you take a hit for 15 or more damage. Gain 755 Change Resistance for 3 see When you take a hit for 15 or more damage. Gain 755 Change Resistance for 3 see When you take a hit for 15 or more damage. Gain 755 Change Resistance for 3 see When you take a hit for 15 or more damage. Gain 755 Change Resistance for 3 see When you take a hit for 15 or more damage.	No Changes No Changes Icon added No Changes	When you Cabe a hit for 15 or more damage. Case 25t Damage Resistance for 3 accords.  Hen you Cabe a hit for 15 or more damage. Case 25t Damage Resistance for 3 accords.  Hen you Cabe a hit for 15 or more damage. Case 25t Damage Resistance for 1 damage.  Hen you Cabe a hit for 15 or more damage. Case 25t Damage Resistance for 2 damage.  Hen you Cabe a hit for 15 or more damage. Case 25t Damage Resistance for 3 accords.  Hen you Cabe a hit for 15 or more damage. Case 25t Damage Resistance for 3 accords.
Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert Demoitions Expert	Release (08th Oct 2021) Wer 1.000.036 (90th Nov 3021) Wer 1.000.036 (16th Dec 2021) Wer 1.000.056 (08th Feb 2022) Wer 1.000.056 (08th Feb 2022) Wer 1.000.056 (07th Jun 2022) Wer 1.000.056 (07th Jun 2022) Wer 1.000.056 (17th Dec 2022) Wer 1.000.056 (17th Dec 2022)	No Changes No Changes No Changes No Changes No Changes No Changes	- 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity 18th Accessory Damage, - 19th Aema Capacity	Not in Release Version Not in Nersion 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Demolitions Expert	Alpha (17th Dec 2020) Bota (05th Aug 2021) Bota (05th Aug 2021) Wor 1.080.081 (09th Nov 2021) Wor 1.080.081 (09th Nov 2021) Wor 1.080.086 (08th Feb 2022) Wor 1.080.086 (08th Feb 2022) Wor 1.080.086 (07th Jun 2022) Wor 1.080.081 (07th Jun 2022) Wor 1.080.081 (17th Jun 2022) Wor 1.080.081 (17th Jun 2022) Wor 1.080.081 (17th Jun 2022) Wor 1.080.081 (17th Jun 2022)	No Changes No Changes Effect Updated No Changes No Changes No Changes	Once mostly finit density to such towards one per level, habite them for Once has east teament for 2% habit once per level -10% making iffrican- Once has least teament for 2% habit once per level -10% making iffrican- Once has also treament for 2% habit once per level -10% habite iffrican- Once has also treament for 2% habit once per level -10% habite iffrican- Once has least teament for 2% habit once per level -10% habite iffrican- Once habit and teament for 2% habit once per level -10% habite iffrican- Co can have habite if the control of the control of the habite is Once habite the control of the control of the control of the Once habit and teament for 2% habit once per level -10% making iffrican- Once habit and teament for 2% health once per level -10% making iffrican- Once have habite for 2% health once per level -10% making iffrican-	Not in Alpha Version "Doc" added Description Updated No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes	Sec on each, first descring to each beneate one per level, healing then for 20 health. ORE Healing Tfficiency255 Team Traws Resistance  Do can head each teamment for 25 health once per level505 healing ffficiency505 Team Traws Resistance.  Do can head each teamment for 25 health once per level505 healing ffficiency505 Team Traws Resistance.  Do can heal each teamment for 25 health once per level505 healing ffficiency505 Team Traws Resistance.  Do can heal each teamment for 25 health once per level505 healing ffficiency505 Team Traws Resistance.  Do can heal each teamment for 25 health once per level515 healing ffficiency. Team Ffficient -505 Team Traws Resistance.  Do can heal each teamment for 25 health once per level515 healing ffficiency. Team Ffficiency Team Traws Resistance.  Do can heal each teamment for 25 health once per level515 healing ffficiency, Team Ffficiency Team Traws Resistance.  Do can heal each teamment for 25 health once per level515 healing ffficiency, Team Ffficiency Team Traws Resistance.
Doc Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch	Alpha (17th Dec 2020) Beta (05th Aug 2027) Belasse (08th Oct 2021) Melasse (08th Oct 2021) Wer 1:000.00 (16th Dec 2021) Wer 1:000.00 (16th Dec 2021) Wer 1:000.00 (16th Dec 2021) Wer 1:000.00 (16th Dec 2021) Wer 1:000.00 (16th Dec 2022) Wer 1:000.00 (16th Dec 2022) Wer 1:000.00 (16th Dec 2022) Wer 1:000.00 (16th Dec 2022)	No Changes Effect Updated No Changes Effect Updated No Changes Effect Updated Effect Updated	2 Offensive Inventory, -18% Damage Dealt 20 Offensive Inventory, -18% Damage Dealt 20 Offensive Inventory, -18% Damage Dealt 20 Offensive Inventory, -18% Damage Dealt 20 Offensive Inventory, -18% Damage Dealt 20 Offensive Inventory, -18% Damage Dealt 20 Offensive Inventory, -2% New Seed 20 Offensive Inventory, -2% New Seed, -5% Sprint Speed 20 Offensive Inventory, -5% New Seed, -5% Sprint Speed 20 Offensive Inventory, -5% New Seed, -5% Sprint Speed 20 Offensive Inventory	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.e Not in Version 1.000.e Not in Version 1.000.e Not in Version 1.000.e Touble Grenade Pouch Effect Updated No Changes	2 Offensive Inventory, 12 New Speed, -TA Sprint Speed 2 Offensive Inventory 3 Offensive Inventory 3 Offensive Inventory
Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Double Grenade Pouch Down in Front!	Alpha (17th Dec 2020) Bota (05th Aug 2027) Bota (05th Aug 2027) Ver 1.000.003 (09th Nov 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.006 (76th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (17th Jun 2022) Ver 1.000.008 (17th Dec 2022) Ver 1.000.008 (17th Dec 2022) Ver 1.000.008 (17th Dec 2022) Ver 1.000.008 (17th Dec 2022) Ver 1.000.008 (17th Dec 2022)	No Changes No Changes No Changes No Changes No Changes	Mile Crauching, gain 19% Dasage Resistance and you neither take nor deal Friend Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth Mile Crauching you neither take nor deal Friendly Fire dasage, +10 Mealth	Not in Alpha Version Not in Release Version Not in Release Version Not in Release Version Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Down in Frontil Down in Frontil Down in Frontil Down in Frontil Down in Frontil Down in Frontil Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter		Not in Alpha Version Not in Beta Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.007 Not in Version 1.000.007		Not in Alpha Version Not in Beta Version Not in Release Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Drone Spotter Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable	wer I 000.018 (11th Oct 2022) wer I 000.011 (66th Dec 2022)  Alpha (17th Dec 2020) Beta (95th Aug 2021) Release (88th Oct 2021) Ver I 000.003 (95th Nov 2021) Ver I 000.004 (16th Dec 2021) Ver I 000.004 (16th Dec 2021) Ver I 000.007 (12th Apr 2022) Ver I 000.007 (12th Apr 2022) Ver I 000.007 (12th Apr 2022)	Not In Version 1.000.010 "Drone Spotter" added  Not in Alpha Version "Durable" added  No Changes No Changes No Changes No Changes No Changes No Changes	People marking markly Mutations every 7 seconds. Gain 20% chance to negate damage of the control	Not in Version 1.000.0	-58T Trans Relatance -5 No.1th -58T Trans Relatance -5 No.1th -58T Trans Relatance -5 No.1th -58T Trans Relatance -5 No.1th -58T Trans Relatance -5 No.1th -58T Trans Relatance -5 No.1th -58T Trans Relatance -5 No.1th -58T Trans Relatance -5 No.1th
Durable Durable Durable Durable Durable Durable Durable Durable Durable Durable	Ver 1.808.809 (38th Aug 2022) Ver 1.808.818 (11th Oct 2022) Ver 1.808.811 (85th Dec 2022)	No Changes Effect Updated	-MEX Traws Resistance, -18 Health -MEX Traws Resistance, -18 Health, -200 Fire Resistance -MEX Traws Resistance, -18 Health, -200 Fire Resistance	No Changes No Changes No Changes	-SER Traum Resistance -5 Health -SER Traum Resistance -5 Health -SER Traum Resistance -5 Health

Company	Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only (Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
The content of the	Emergency Transfusion Emergency Transfusion	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version Not in Beta Version	
Company	Emergency Transfusion Emergency Transfusion	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	Not in Version 1.000.003 Not in Version 1.000.004	-	Not in Version 1.000.0 Not in Version 1.000.0	
The content of the	Emergency Transfusion Emergency Transfusion	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.007 Not in Version 1.000.008	-	Not in Version 1.000.0 Not in Version 1.000.0	
Company	Emergency Transfusion Emergency Transfusion	Ver 1.000.010 (11th Oct 2022)	"Emergency Transfusion" adde		Not in Version 1.000.0	
### Company of the Co	Emergency Transfusion					
Company   Comp	Empowered Assault Empowered Assault	Beta (05th Aug 2021)	Not in Beta Version	-		
The column	Empowered Assault	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-	Not in Version 1.000.0	
Company	Empowered Assault Empowered Assault	Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	Not in Version 1.808.886 Not in Version 1.808.887	-	Not in Version 1.000.0 Not in Version 1.000.0	
Company	Empowered Assault Empowered Assault	Ver 1.888.889 (38th Aug 2022) Ver 1.888.818 (11th Oct 2022)	Not in Version 1.888.889 Not in Version 1.888.818	-	Not in Version 1.000.0 Not in Version 1.000.0	
The column   The	Empowered Assault Empowered Assault	Wer 1.000.011 (00th Dec 2022)	Empower ed ASSAULT added	After you kill a motation, your mext shot on a mutation is guranteed to cause t	NOT IN VERSION 1.000.0	
Column	Empowered Assault EMT Bag			+30% Healing Efficiency, -10% Stamina Efficiency	Not in Alpha Version	-
The column   Column	EMT Bag EMT Bag	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	No Changes No Changes	+45% Healing Efficiency, -28% Stamina Efficiency +45% Healing Efficiency, -28% Stamina Efficiency	Not in Release Version Not in Version 1.000.0	- -
The column   The	EMT Bag EMT Bag	Ver 1.000.006 (08th Feb 2022)	Effect Updated	+50% Healing Efficiency	Not in Version 1.000.0	•
Column	EMT Bag	Ver 1.000.009 (30th Aug 2022)	No Changes	+50% Healing Efficiency	Not in Version 1.000.0	-
The column   Column	EMT Bag EMT Bag	Ver 1.888.811 (86th Dec 2822)	No Changes	+5%% Healing Efficiency	Not in Version 1.000.0	
Section   Sect	EMT Bag EMT Bag	Alpha (17th Dec 2828)	Not in Alpha Version		Not in Alpha Version	
The color of the	Energy Bar Energy Bar	Beta (05th Aug 2021) Release (08th Oct 2021)	"Energy Bar" added No Changes	+20% Stamina Regeneration, +5 Health	"Energy Bar" added	+60% Stamina Regeneration, +5 Health
Column	Energy Bar Energy Bar	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	Effect Updated No Changes	+30% Stamina Regeneration, +5 Health +30% Stamina Regeneration, +5 Health	No Changes No Changes	+60% Stamina Regeneration, +5 Health +60% Stamina Regeneration, +5 Health
The Content of the	Energy Bar Energy Bar	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	+38% Stamina Regeneration, +5 Health +38% Stamina Regeneration, +5 Health	No Changes No Changes	+60% Stamina Regeneration, +5 Health +60% Stamina Regeneration, +5 Health
Company	Energy Bar				No Changes No Changes	
The color of the	Energy Bar Energy Bar Energy Bar					
Company	Energy Drink	Beta (05th Aug 2021)	"Energy Drink" added		Not in Beta Version	-
The color of the	Energy Drink Energy Drink	Ver 1.808.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	No Changes Effect Updated	+40% Stamina, -5% Damage Resistance +15% Stamina, +25% Weapon Swap Speed, +15% Move Speed while firing, +10% Slow R	Not in Version 1.000.0 Not in Version 1.000.0	
The column   Column	Energy Drink Energy Drink	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	+15% Stamina, +25% Weapon Swap Speed, +15% Move Speed while firing, +10% Slow R +15% Stamina, +25% Weapon Swap Speed, +15% Move Speed while firing, +10% Slow R	"Energy Drink" added No Changes	+15% Stamina, +25% Weapon Swap Speed, +15% Move Speed while firing, +10% Slow Resistance
Company   Comp	Energy Drink Energy Drink	Ver 1.000.010 (11th Oct 2022)	No Changes			
The Control of the	Energy Drink Energy Drink					
The column   1	Ether Bomb Ether Bomb	Beta (05th Aug 2021)	Not in Beta Version	-	Not in Beta Version	-
The column   1	Ether Bomb	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-	Not in Version 1.000.0	
Company   Comp	Ether Bomb	Ver 1.888.887 (12th Apr 2822)	Not in Version 1.000.007	-	Not in Version 1.000.0	
Company   Comp	Ether Bomb Ether Bomb	Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	Not in Version 1.808.889 Not in Version 1.808.818		Not in Version 1.000.0 Not in Version 1.000.0	-
The Society	Ether Bomb Ether Bomb					
Seption (1965) (1965) (1967) (	Ether Bomb Evangelo			Born Slippy: Instantly break out of a grab once every 5 minutes. Stamina Regen: Evangelo can break out of grabs once every 68 Seconds + 75% Breakout Speed +2	Not in Alpha Version "Evangelo" added	Evacello ran break rat of erabs note pury 68 Servinds + 755 Breakinst Seed +255 Statina Rezen +55 Toal Howevert Seed
Expend	Evangelo Evangelo	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Description Updated Description Updated	Evangelo can quickly break out of grabs once every 60 Seconds. +75% Breakout Sp Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Reg	Description Updated Description Updated	Evangelo can quickly break out of grabs once every 60 Seconds. +75% Breakout Speed, +25% Stamina Regen, +5% Team Movement Speed.  Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Regen, Team Effects: +5% Team Movement Speed.
Towns In 19 10 10 10 10 10 10 10 10 10 10 10 10 10	Evangelo Evangelo	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes	Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Reg Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Reg	No Changes No Changes	Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Regen, Team Effects: +5% Team Movement Speed.  Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Regen, Team Effects: +5% Team Movement Speed.
Company  Com	Evangelo Evangelo	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Reg Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Reg	No Changes No Changes	Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Regen, Team Effects: +5% Team Movement Speed.  Evangelo can quickly break out of grabs once every 60 Seconds. +25% Stamina Regen, Team Effects: +5% Team Movement Speed.
Common   C	Evangelo Evangelo	i.eee.dii (86th Dec 2022)	THE CHARGES	terminate cam equitarily or main out of grads once every 60 Seconds. +25% Stamina Reg	Crianges	namenana ya mwan suu uu graan unur every oo anudhoo. +256 Stabila Rogen, loak Effects: +55 Took Hovemont Speed.
Egement EMT (Company 2017) The Company of The Section 1	Evangelo Experienced EMT				Not in Alpha Version	
Egemented EMT wit 1 080 081 (100 to 200) Frietz injeited with page on a Ministral Accessary, the trappet page of the Engineer of the Common Page o	Experienced EMT Experienced EMT	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	No Changes No Changes	When you use a Medical Accessory, the target gains +20% Maximum Health until th When you use a Medical Accessory, the target gains +20% Maximum Health until th	No Changes No Changes	When you use a Medical Accessory, the target gains +20% Maximum Health until the end of the level. When you use a Medical Accessory, the target gains +20% Maximum Health until the end of the level.
Expensed EATT wr 1 68 681 (CPS 2.0.22) to Chappes the you are a feltical accessory, the trapt gain of 18 handers and the Laved.  Expensed EATT wr 1 68 681 (CPS 2.0.22) to Chappes the your are a feltical accessory, the trapt gain of 18 handers and the Laved.  Expensed EATT wr 1 68 681 (CPS 2.0.22) to Chappes the Laved of 18 handers and the Laved.  Expensed EATT wr 1 68 681 (CPS 2.0.22) to Chappes the Laved of 18 handers and the Laved.  Expensed EATT wr 1 68 681 (CPS 2.0.22) to Chappes the Laved of 18 handers and the Laved of 18 h	Experienced EMT  Experienced EMT  Experienced EMT	Ver 1.888.885 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022)	No Changes Icon added	When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina	No Changes Icon added	When you use a Medical Accessory, the target gains +10K Maximan Health, Stamina, and Stamina Regen until the end of the level.  When you use a Medical Accessory, the target gains +10K Maximan Health, Stamina, and Stamina Regen until the end of the level.  When you use a Medical Accessory, the target gains +10K Maximan Health, Stamina, and Stamina Regen until the end of the level.
Experienced EMT	Experienced EMT Experienced EMT	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina	No Changes No Changes	When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina, and Stamina Rogen until the end of the level.  When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina, and Stamina Rogen until the end of the level.
Experienced ENT   Comment Stimulates	Experienced EMT Experienced EMT Experienced EMT	Ver 1.888.811 (86th Dec 2822)	No Changes	When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina	No Changes	When you use a Medical Accessory, the target gains +10% Maximum Health, Stamina, and Stamina Regen until the end of the level.
Experiented Simulates	Experienced EMT  Experienced EMT  Experimental Stimulants	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Experimental Simulateds vor 1.00.0 64 (1910 to 2921) bit 1s Variation 1.00.0 64 (1910 to 2921) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.00.0 65 (1910 to 2922) bit 1s Variation 1.	Experimental Stimulants Experimental Stimulants	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Vers	-	Not in Beta Version Not in Release Version	
Experimental Stimulated   For   1,000 Act   Coll Part   Experimental Stimulated   Fo	Experimental Stimulants Experimental Stimulants	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 Not in Version 1.000.005		Not in Version 1.000.0 Not in Version 1.000.0	
Experimental Stimulants   Companients Stimul	Experimental Stimulants Experimental Stimulants	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.008 "Experimental Stimulants" ad	Create a cloud that grants 15% Damage and 25% Reload Speed. Gadget Cost: 40 Rif	Not in Version 1.000.0 Not in Version 1.000.0	
Experiented Simularies	Experimental Stimulants Experimental Stimulants			Create a cloud that grants 20% Damage and 30% Reload Speed. Gadget Cost: 40 Rif	Not in Version 1.000.0	
Experimental Stur gam   National (Post (PSD Nag 2027)   Not 1 in Nat x Version	Experimental Stimulants Experimental Stimulants					
Experimental Stur gun   Ver 1 - 180 48 (190 to 2021)   Set 1 to Version 1 - 180 482   - 180 5 to Version 1 - 180	Experimental Stun gun Experimental Stun gun	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Vers	-	Not in Beta Version Not in Release Version	
Experimental Stur gam   Ver 1 - 100 469 (120 hz apr 2222)   Not 1 in Version 1 - 100 4697   - 100 4697 (120 hz apr 2222)   Not 1 in Version 1 - 100 4697   - 100 4697   - 100 4699 (120 hz apr 2222)   Version 1 in Version 1 - 100 4699 (120 hz apr 2222)   Version 1 in Version 1 - 100 4699 (120 hz apr 2222)   Version 1 in Version 1 - 100 4699 (120 hz apr 2222)   Version 1 in Version 1 - 100 4699 (120 hz apr 2222)   Version 1 in Version 1 - 100 4699 (120 hz apr 2222)   Version 1 in Version 1 - 100 4699 (120 hz apr 2222)   Version 1 in Version 1 - 100 4699 (120 hz apr 22222)   Version 1 in Version 1 - 100 4699 (120 hz apr 22222)   Version 1 in Version	Experimental Stun gun Experimental Stun gun Experimental Stun gun	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 Not in Version 1.000.006	• •	Not in Version 1.000.0 Not in Version 1.000.0	
Experimental Stur gan	Experimental Stun gun Experimental Stun gun Experimental Stun gun	Ver 1.888.888 (87th Jun 2022) Ver 1.888.889 (38th Aug 2022)	Not in Version 1.000.008 "Experimental Stun Gun" adde		Not in Version 1.000.0 Not in Version 1.000.0	
Experimental Stur gun	Experimental Stun gun Experimental Stun gun Experimental Stun gun	Ver 1.000.010 (11th Oct 2022)	Effect Updated			
Expend T 5	Experimental Stun gun Experimental Stun gun					
	Expired T5	Beta (05th Aug 2021)	Not in Beta Version	-		

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description		Swarm Effect Description
Expired T5 Expired T5 Expired T5	Ver 1.800.803 (09th Nov 2021) Ver 1.800.804 (16th Dec 2021) Ver 1.800.806 (08th Feb 2022) Ver 1.800.807 (12th Apr 2022)	Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006 Not in Version 1.000.007	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Expired T5 Expired T5 Expired T5 Expired T5	Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.008 "Expired T5" added	Create a cloud that deals 8 Fire damage to Weakspots every second. Gadget Cost: Create a powerful blast that deals 20 Fire Damage to Weakspots. After the initia	Not in Version 1.000.0 Not in Version 1.000.0	
Expired T5 Expired T5 Expired T5	Ver 1.000.011 (06th Dec 2022)	No Changes	Create a powerful blast that deals 20 Fire Damage to Weakspots. After the initi	Not in Version 1.000.0	-
Expired T5 Expired T5 Explosive Boils	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version	-	Not in Alpha Version Not in Beta Version	
Explosive Boils Explosive Boils Explosive Boils Explosive Boils	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Beta Version Not in Official Release Versi Not in Version 1.000.003 Not in Version 1.000.003	-	Not in Beta Version Not in Official Releas Not in Version 1.000.0 Not in Version 1.000.0	-
Explosive Boils Explosive Boils Explosive Boils	Ver 1.888.895 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022) Ver 1.888.888 (87th Jun 2022)	Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.008	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Explosive Boils Explosive Boils Explosive Boils	Ver 1.800.809 (38th Aug 2022) Ver 1.800.810 (11th Oct 2022) Ver 1.800.811 (86th Dec 2022)	Not in Version 1.000.009 "Explosive Boils" added No Changes	Team Effects: When your team gets a Precision Kill against a Mutation, a powerfy Team Effects: When your team gets a Precision Kill against a Mutation, a powerfy	Not in Version 1.000.0 Not in Version 1.000.0	- -
Explosive Boils Explosive Boils Explosive Boils Explosive Boils					
Face Your Fears Face Your Fears Face Your Fears	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Face Your Fears" added No Changes	Gain 3 Temporary Health whenever you kill a Ridden within 2 meters. Gain 3 Temporary Health whenever you kill a Ridden within 2 meters.	Not in Alpha Version "Face Your Fears" adde No Changes	Gain 3 Temporary Health whenever you kill a Ridden within 2 meters. Gain 3 Temporary Health whenever you kill a Ridden within 2 meters.
Face Your Fears Face Your Fears Face Your Fears	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated No Changes Effect Updated	Gain 2 Temporary Health whenever you kill a Ridden within 2 meters. Gain 2 Temporary Health whenever you kill a Ridden within 2 meters. Gain 2 Temporary Health whenever you kill a Ridden within 2.5 meters.	Effect Updated No Changes Effect Updated	Gain 2 Temporary Nealth whenever you kill a Ridden within 2 meters. Gain 2 Temporary Nealth whenever you kill a Ridden within 2 meters. Gain 2 Temporary Nealth whenever you kill a Ridden within 2.5 meters.
Face Your Fears Face Your Fears Face Your Fears	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes Effect Updated No Changes	Gain 2 Temporary Health whenever you kill a Ridden within 2.5 meters.  Gain 1 Temporary Health whenever you kill a Ridden within 2.5 meters.  Gain 1 Temporary Health whenever you kill a Ridden within 2.5 meters.	No Changes Effect Updated No Changes	Gain 2 Temporary Health whenever you kill a Ridden within 2.5 meters. Gain 1 Temporary Health whenever you kill a Ridden within 2.5 meters. Gain 1 Temporary Health whenever you kill a Ridden within 2.5 meters.
Face Your Fears Face Your Fears Face Your Fears Face Your Fears	Ver 1.889.818 (11th Oct 2022) Ver 1.889.811 (86th Dec 2022)	Description Updated No Changes	Heal 1 Temporary Health whenever you kill a Ridden within 2.5 meters.  Heal 1 Temporary Health whenever you kill a Ridden within 2.5 meters.	Description Updated No Changes	Heall 1 Temporary Health whenever you kill a Ridden within 2.5 meters. Heal 1 Temporary Health whenever you kill a Ridden within 2.5 meters.
Face Your Fears Face Your Fears Fanny Pack	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Fanny Pack Fanny Pack Fanny Pack	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Fanny Pack" added No Changes No Changes	+1 Support Inventory +1 Support Inventory +1 Support Inventory	"Fanny Pack" added No Changes No Changes	+1 Support Inventory +1 Support Inventory +1 Support Inventory
Fanny Pack Fanny Pack Fanny Pack	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	No Changes Effect Updated No Changes	+1 Support Inventory +1 Support Inventory, +15% Trauma Resistance +1 Support Inventory, +15% Trauma Resistance	No Changes Effect Updated No Changes	+1 Support Inventory +1 Support Inventory +15% Trauma Resistance +1 Support Inventory +15% Trauma Resistance
Fanny Pack Fanny Pack Fanny Pack Fanny Pack	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes No Changes	+1 Support Inventory, +15% Trauma Resistance +1 Support Inventory, +15% Trauma Resistance +1 Support Inventory, +15% Trauma Resistance +1 Support Inventory, +15% Trauma Resistance	No Changes No Changes No Changes	+1 Saport Inventory, +131 Trans Resistance +1 Saport Inventory, +131 Trans Resistance +1 Saport Inventory, +131 Trans Resistance +1 Saport Inventory, +133 Trans Resistance +1 Saport Inventory, +135 Trans Resistance
Fanny Pack Fanny Pack Fanny Pack Fanny Pack			mapping and resistancy of the second contract Lattice	No Changes	1 Seport Inventory, +15% Trauma Resistance
Fanny Pack Field Surgeon Field Surgeon	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Field Surgeon" added	- 475% Healing Efficiency, -25% Use Speed	Not in Alpha Version Not in Beta Version	
Field Surgeon Field Surgeon Field Surgeon Field Surgeon	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated No Changes No Changes Effect Updated	+68% Healing Efficiency, -58% Use Speed +68% Healing Efficiency, -58% Use Speed +68% Healing Efficiency, -58% Use Speed Hohen you use a Medical Accessory, it also restores 3 Trauma to the target.	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Field Surgeon Field Surgeon Field Surgeon	Ver 1.000.005 (85th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	when you use a Medical Accessory, it also restores 3 Trauma to the target. When you use a Medical Accessory, it also restores 3 Trauma to the target. When you use a Medical Accessory, it also restores 3 Trauma to the target. When you use a Medical Accessory, it also restores 3 Trauma to the target.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Field Surgeon Field Surgeon Field Surgeon	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	Description Updated No Changes	When you use a Medical Accessory, it also heals 3 Trauma to the target. When you use a Medical Accessory, it also heals 3 Trauma to the target.	Not in Version 1.000.0 Not in Version 1.000.0	-
Field Surgeon Field Surgeon Field Surgeon					
Fill 'Em Full of Lead Fill 'Em Full of Lead Fill 'Em Full of Lead Fill 'Em Full of Lead	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1,000,003 (09th Nov 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi Not in Version 1.000.003	-	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0	
Fill 'Em Full of Lead Fill 'Em Full of Lead Fill 'Em Full of Lead	Ver 1.888.884 (16th Dec 2021) Ver 1.888.896 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022)	Not in Version 1.000.004 Not in Version 1.000.006 Not in Version 1.000.007	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Fill 'Em Full of Lead Fill 'Em Full of Lead Fill 'Em Full of Lead	Ver 1.800.808 (07th Jun 2022) Ver 1.800.809 (38th Aug 2022) Ver 1.800.818 (11th Oct 2022)	No Changes	While shooting, gain 1% Damage, 1% Fire Rate, and 5% swap speed every 0.25 secon	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Fill 'Em Full of Lead Fill 'Em Full of Lead Fill 'Em Full of Lead Fill 'Em Full of Lead	Ver 1.888.811 (86th Dec 2022)	no Changes	While shooting, gain 1% Damage, 1% Fire Rate, and 5% swap speed every 0.25 second	ADE IN VERSION 1.000.0	
Fill 'Em Full of Lead Fire in the Hole! Fire in the Hole!	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Fire in the Hole!" added	- When you throw an Offensive Accessory, Gain 20 Temporary Health and 20% Move sp	Not in Alpha Version "Fire in the Hole!" ad	When you throw an Offensive Accessory, Gain 20 Temporary Health and 20t Nove speed for 10 Seconds.
Fire in the Hole! Fire in the Hole! Fire in the Hole! Fire in the Hole!	Release (88th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated No Changes No Changes No Changes	When you throw an Offensive Accessory, Gain 20 Temporary Health and 20% Move sp When you throw an Offensive Accessory, Gain 20 Temporary Health and 20% Move sp When you throw an Offensive Accessory, Gain 20 Temporary Health and 20% Move sp When you throw an Offensive Accessory, Gain 20 Temporary Health and 20% Move sp	No Changes No Changes	When you throw an Offensive Accessory, Cain 20 Temperary Health and 20th flow gened for 5 Seconds.  When you throw an Offensive Accessory, Cain 20 Temperary Health and 20th flow gened for 5 Seconds.  When you throw an Offensive Accessory, Cain 20 Temperary Health and 20th flow gened for 5 Seconds.  When you throw an Offensive Accessory, Cain 20 Temperary Health and 20th flow gened for 5 Seconds.
Fire in the Hole! Fire in the Hole! Fire in the Hole!	Ver 1.000.005 (85th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Effect Updated No Changes No Changes	When you throw an Offensive Accessory, Gain 20 Temporary Health and 25% Sprint : When you throw an Offensive Accessory, Gain 20 Temporary Health and 25% Sprint :	Effect Updated No Changes No Changes	Miner you Three as Offensive Accessory, case 28 report years and 28 reverses year or 5 seconds.  Miner you Three as Offensive Accessory, case 28 report years and 28 separate years of 65 Seconds.  Miner you Three as Offensive Accessory, Case 28 report years and 28 separate years goed for 5 Seconds.  Miner you Three as Offensive Accessory, Case 28 report years and 28 separate years goed for 5 Seconds.  Miner you Three as Offensive Accessory, Case 28 report years and 28 separate years goed for 5 Seconds.
Fire in the Hole! Fire in the Hole! Fire in the Hole!		No Changes No Changes	When you throw an Offensive Accessory, Gain 20 Temporary Health and 25% Sprint :	No Changes No Changes	When you throw an Offensive Accessory, Gain 20 Temporary Health and 25% Sprint speed for 5 Seconds. When you throw an Offensive Accessory, Gain 20 Temporary Health and 25% Sprint speed for 5 Seconds.
Fire in the Hole! Fire in the Hole! Fire in the Hole!	alpha (17th Pro- 2007)	Not to allow Years		Not to Alaba V	
Fit as a Fiddle Fit as a Fiddle Fit as a Fiddle Fit as a Fiddle	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi Not in Version 1.000.003	-	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0	
Fit as a Fiddle Fit as a Fiddle Fit as a Fiddle	Ver 1.808.884 (16th Dec 2821) Ver 1.888.896 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	Not in Version 1.000.004 Not in Version 1.000.006 "Fit as a Fiddle" added	- - Toam Effects: +20% Team Bolstered Health. +5 Team Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Fit as a Fiddle Fit as a Fiddle Fit as a Fiddle	Ver 1.800.008 (07th Jun 2022) Ver 1.800.009 (38th Aug 2022) Ver 1.800.010 (11th Oct 2022)	No Changes No Changes No Changes	Team Effects: +20% Team Bolstered Health. +5 Team Health Team Effects: +20% Team Bolstered Health. +5 Team Health Team Effects: +20% Team Bolstered Health. +5 Team Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Fit as a Fiddle Fit as a Fiddle Fit as a Fiddle Fit as a Fiddle	Ver 1.889.811 (86th Dec 2822)	No Changes	Team Effects: +20% Team Bolstered Health. +5 Team Health	Not in Version 1.000.0	
Fit as a Fiddle Fit as a Fiddle Fleet of Foot Fleet of Foot	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Fleet of Foot" added	- HRX Move Speed, -SX Damage Resistance	Not in Alpha Version Not in Beta Version	
Fleet of Foot Fleet of Foot	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes Effect Updated	+10% Move Speed, -5% Damage Resistance +10% Move Speed, -5% Damage Resistance +8% Move Speed, -7% Damage Resistance	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Fleet of Foot Fleet of Foot Fleet of Foot	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes Effect Updated No Changes	+8% Move Speed, -7% Damage Resistance +8% Move Speed +8% Move Speed	No Changes	- ** - **El Rove Speed - ** - **El Your Speed
Fleet of Foot Fleet of Foot Fleet of Foot Fleet of Foot	Ver 1.800.809 (30th Aug 2022) Ver 1.800.810 (11th Oct 2022) Ver 1.800.811 (86th Dec 2022)	No Changes No Changes No Changes	-8% Move Speed -8% Move Speed -8% Move Speed	No Changes No Changes No Changes	#\$ Nov Speed #\$ Nov Speed #\$ Nov Speed #\$ Nov Speed
Fleet of Foot Fleet of Foot Fleet of Foot					
Food Scavenger Food Scavenger Food Scavenger	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi	-	Not in Alpha Version Not in Beta Version Not in Release Version	
Food Scavenger Food Scavenger Food Scavenger Food Scavenger	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)		-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Food Scavenger Food Scavenger Food Scavenger Food Scavenger	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.008 "Food Scavenger" added	- Adds a moderate amount of Food Items to the world. Food items restore an addition You can sense nearby Food Items. Adds a moderate amount of Food Items to the wo	Not in Version 1.000.0 Not in Version 1.000.0	
Food Scavenger Food Scavenger Food Scavenger	Ver 1.000.011 (06th Dec 2022)		You can sense nearby Food Items. Adds a moderate amount of Food Items to the wor		You can sense nearby Food Items. Adds a moderate amount of Food Items to the world. Food Items restore an additional 3 Health.
Food Scavenger Food Scavenger Fortune	Alpha (17th Dec 2820)	777	222	Not in Alpha Version	
Fortune Fortune Fortune Fortune	Beta (85th Aug 2021) Release (88th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)		Gain 25 to 50 Copper at the start of each level. Gain 25 to 50 Copper at the start of each level. Gain 25 to 50 Copper at the start of each level. Gain 25 to 50 Copper at the start of each level.	Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Fortune Fortune	Ver 1.888.884 (16th Dec 2021) Ver 1.888.886 (88th Feb 2022)		Gain 25 to 50 Copper at the start of each level. Gain 25 to 50 Copper at the start of each level.	Not in Version 1.000.0 Not in Version 1.000.0	-

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Suarus Effect Description
Fortune Fortune Fortune	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822) Ver 1.888.889 (38th Aug 2822)	Effect Updated No Changes No Changes	Gain 50 Copper at the start of each level. Gain 50 Copper at the start of each level. Gain 50 Copper at the start of each level.	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Fortune Fortune Fortune	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	Gain 50 Copper at the start of each level. Gain 50 Copper at the start of each level.	Not in Version 1.000.0 Not in Version 1.000.0	
Fortune Fortune Fortune					
Fresh Bandage Fresh Bandage Fresh Bandage	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Fresh Bandage" added No Changes	Heal 10 Trauma Damage at the start of each level. Heal 10 Trauma Damage at the start of each level.	Not in Alpha Version Not in Beta Version Not in Release Version	
Fresh Bandage Fresh Bandage Fresh Bandage	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	No Changes Effect Updated Effect Updated	Heal 10 Trauma Damage at the start of each level. Heal 15 Trauma Damage at the start of each level.	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Fresh Bandage Fresh Bandage Fresh Bandage Fresh Bandage	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	At the start of each level, heal 15 Trauma Damage, then restore any missing Heal At the start of each level, heal 15 Trauma Damage, then restore any missing Heal At the start of each level, heal 15 Trauma Damage, then restore any missing Heal At the start of each level, heal 15 Trauma Damage, then restore any missing Heal	Not in Version 1.000.0 Not in Version 1.000.0	
Fresh Bandage Fresh Bandage	Ver 1.800.009 (38th Aug 2022) Ver 1.800.010 (11th Oct 2022) Ver 1.800.011 (86th Dec 2022)	No Changes Description Updated No Changes	At the start of each level, recour 15 Trauma Damage, then restore any missing Hea. At the start of each level, recover 15 Trauma Damage, then restore any missing if At the start of each level, recover 15 Trauma Damage, then restore any missing if	Not in Version 1.000.0	
Fresh Bandage Fresh Bandage Fresh Bandage					
Fresh Bandage Front Sight Focus Front Sight Focus	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Front Sight Focus" added	- +28% Accuracy	Not in Alpha Version "Front Sight Focus" ac	- -38% Accuracy
Front Sight Focus Front Sight Focus Front Sight Focus	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes No Changes	+28% Accuracy +28% Accuracy +28% Accuracy	No Changes No Changes No Changes	-98X Accuracy -98X Accuracy -98X Accuracy
Front Sight Focus Front Sight Focus Front Sight Focus	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Effect Updated No Changes No Changes	+28% Accuracy, +18% Weakspot Damage, +15% Alm Speed +28% Accuracy, +18% Weakspot Damage, +15% Alm Speed +28% Accuracy, +18% Weakspot Damage, +15% Alm Speed	Effect Updated No Changes No Changes	-20% Accuracy, +10% Weekpoot Emange, +15% Ais Speed -20% Accuracy, +10% Weekpoot Emange, +15% Ais Speed -20% Accuracy, +10% Weekpoot Emange, +15% Ais Speed
Front Sight Focus Front Sight Focus Front Sight Focus	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	Effect Updated	+20% Accuracy, +10% Weakspot Damage, +15% Aim Speed +20% Accuracy, +10% Weakspot Damage, +15% Aim Speed, +15% Recoil Control +20% Accuracy, +10% Weakspot Damage, +15% Aim Speed, +15% Recoil Control	No Changes Effect Updated No Changes	-28% Accuracy, +8% Newlopet Change, +95% Aim Speed -29% Accuracy, +8% Newlopet Change, +95% Aim Speed, +95% Recoil Centrol -20% Accuracy, +8% Newlopet Change, +95% Aim Speed, +95% Recoil Centrol
Front Sight Focus Front Sight Focus Front Sight Focus					
Front Sight Focus Glass Cannon Glass Cannon	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Effect Updated	- +50% Weakspot Damage, -30 Health	Not in Alpha Version Not in Beta Version	
Glass Cannon Glass Cannon Glass Cannon	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes	+25% Damage, -30% Health +25% Damage, -30% Health +25% Damage, -30% Health	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Glass Cannon Glass Cannon Glass Cannon	Ver 1.888.896 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)		+25% Damage, -30% Health +25% Damage, -30% Health +25% Damage, -30% Health	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Glass Cannon Glass Cannon Glass Cannon	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	-25% Damage, -30% Health +25% Damage, -30% Health +25% Damage, -30% Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Glass Cannon Glass Cannon Glass Cannon	(0001 000 2022)			3.000	
Glass Cannon Glass Cannon Grenade Pouch Grenade Pouch	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Grenade Pouch" added	- +1 Offensive Inventory	Not in Alpha Version "Grenade Pouch" added	A) Official Transferor
Grenade Pouch Grenade Pouch Grenade Pouch Grenade Pouch	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes	+1 Offensive Inventory +1 Offensive Inventory +1 Offensive Inventory +1 Offensive Inventory	No Changes No Changes	4 Offensive Inventory 3 Offensive Inventory 4) Offensive Inventory
Grenade Pouch Grenade Pouch	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes	+1 Offensive Inventory, +25% Swap Speed +1 Offensive Inventory, +25% Swap Speed	No Changes Effect Updated No Changes	-1 Offensive Inventory -1 Offensive Inventory -275 Supp Speed -1 Offensive Inventory -275 Supp Speed -1 Offensive Inventory -275 Supp Speed
Grenade Pouch Grenade Pouch Grenade Pouch	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes Effect Updated	+1 Offensive Inventory, +25% Swap Speed +1 Offensive Inventory, +25% Swap Speed +1 Offensive Inventory, +25% Swap Speed, -5% Offensive Accessory Cost	No Changes No Changes Effect Updated	-1 Offensive Inventory, -29S Supp Speed -1 Offensive Inventory, -29S Supp Speed -1 Offensive Inventory, -29S Supp Speed, -55 Offensive Accessory Cost
Grenade Pouch Grenade Pouch Grenade Pouch	Ver 1.000.011 (06th Dec 2022)	No Changes	+1 Offensive Inventory, +25% Swap Speed, -5% Offensive Accessory Cost	No Changes	+) Offensive Inventory, +255 Suop Speed, -5t Offensive Accessory Cost
Grenade Pouch Grenade Pouch Grenade Training	Alpha (17th Dec 2820)	Not in Alpha Version	-	Not in Alpha Version	-
Grenade Training Grenade Training Grenade Training	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Grenade Training" added No Changes No Changes	+25% Accessory Damage +25% Accessory Damage +25% Accessory Damage	Not in Beta Version Not in Release Version Not in Version 1.000.0	- -
Grenade Training Grenade Training Grenade Training	Ver 1.888.884 (16th Dec 2821) Ver 1.888.885 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	No Changes No Changes No Changes	+25% Accessory Damage +25% Accessory Damage +25% Accessory Damage	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Grenade Training Grenade Training Grenade Training	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	+25% Accessory Damage +25% Accessory Damage +25% Accessory Damage	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Grenade Training Grenade Training Grenade Training	Ver 1.889.811 (86th Dec 2022)	No Changes	+25% Accessory Damage	Not in Version 1.000.0	
Grenade Training Grenade Training Group Therapy	Alpha (17th Dec 2820)	Not in Alpha Version	-	Not in Alpha Version	
Group Therapy Group Therapy Group Therapy	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)		When you use a Medical Accessory, all teammates heal for 10 Health. When you use a Medical Accessory, all teammates heal for 5 Health. When you use a Medical Accessory, all teammates heal for 5 Health.	"Group Therapy" added Effect Updated No Changes	When you us a Medical Accessory, all teammates heal for 10 Health. When you us a Medical Accessory, all teammates heal rafe B Health. When you use a Medical Accessory, all teammates heal and the Mean you use a Medical Accessory, all teammates heal for 8 Health.
Group Therapy Group Therapy Group Therapy	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Effect Updated No Changes No Changes	When you use a Medical Accessory, all teammates heal for 8 Health. When you use a Medical Accessory, all teammates heal for 8 Health. When you use a Medical Accessory, all teammates heal for 8 Health.	No Changes No Changes No Changes	When you use a Medical Accessory, all teammates heal for 8 Health. When you use a Medical Accessory, all teammates heal for 8 Health. When you use a Medical Accessory, all teammates heal for 8 Health.
Group Therapy Group Therapy Group Therapy	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	When you use a Medical Accessory, all teammates heal for 8 Health. When you use a Medical Accessory, all teammates heal for 8 Health. When you use a Medical Accessory, all teammates heal for 8 Health.	No Changes No Changes No Changes	When you use a Medical Accessory, all teammates heal for 8 Health.  Mhen you use a Medical Accessory, all teammates hall for 8 Health.  When you use a Medical Accessory, all teammates hall for 8 Health.
Group Therapy Group Therapy Group Therapy	Ver 1.888.811 (86th Dec 2822)	No Changes	When you use a Medical Accessory, all teammates heal for 8 Health.	No Changes	When you use a Medical Accessory, all teammates heal for 8 Health.
Group Therapy Group Therapy Guns Out	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Guns Out Guns Out Guns Out	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Guns Out" added No Changes No Changes	+50% Weapon Swap Speed, -5% Damage Resistance +50% Weapon Swap Speed, -5% Damage Resistance +50% Weapon Swap Speed, -5% Damage Resistance	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Guns Out Guns Out Guns Out	Ver 1.800.804 (16th Dec 2021) Ver 1.800.806 (88th Feb 2022) Ver 1.800.807 (12th Apr 2022)	No Changes No Changes No Changes	+58% Weapon Swap Speed, -5% Damage Resistance +58% Weapon Swap Speed, -5% Damage Resistance +58% Weapon Swap Speed, -5% Damage Resistance	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Guns Out Guns Out Guns Out	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	+58% Weapon Swap Speed, -5% Damage Resistance +58% Weapon Swap Speed, -5% Damage Resistance +58% Weapon Swap Speed, -5% Damage Resistance	Not in Version 1.000.0 "Guns Out" added No Changes	This Weapon Saap Speed, -St Canage Resistance -SET Weapon Saap Speed, -St Canage Resistance
Guns Out Guns Out Guns Out	Ver 1.000.011 (06th Dec 2022)	No Changes	+50% Weapon Swap Speed, -5% Dawage Resistance	No Changes	+SSI Weapon Seep Speed, -SI Damage Resistance
Guns Out Guns Out Hazard Pay	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Hazard Pay Hazard Pay Hazard Pay	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Beta Version "Hazard Pay" added No Changes	- Gain 250 Bonus Copper at the start of Each level. Gain 250 Bonus Copper at the start of Each level.	Not in Beta Version Not in Release Version Not in Version 1.000.6	
Hazard Pay Hazard Pay Hazard Pay	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	No Changes No Changes No Changes	Gain 250 Bonus Copper at the start of Each level. Gain 250 Bonus Copper at the start of Each level. Gain 250 Bonus Copper at the start of Each level.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Hazard Pay Hazard Pay Hazard Pay	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	Gain 250 Bonus Copper at the start of Each level. Gain 250 Bonus Copper at the start of Each level. Gain 250 Bonus Copper at the start of Each level.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Hazard Pay Hazard Pay Hazard Pay	Ver 1.888.811 (86th Dec 2822)	No Changes	Gain 250 Bonus Copper at the start of Each level.	Not in Version 1.000.0	
Hazard Pay Hazard Pay Hazard Specialist	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Hazard Specialist Hazard Specialist Hazard Specialist Hazard Specialist	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Beta Version Not in Official Release Vers Not in Version 1.000.003	-	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Hazard Specialist Hazard Specialist Hazard Specialist	Ver 1.889.884 (16th Dec 2021) Ver 1.889.886 (88th Feb 2022) Ver 1.889.887 (12th Apr 2022)	Not in Version 1.000.004 Not in Version 1.000.005 Not in Version 1.000.007	-	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Hazard Specialist Hazard Specialist Hazard Specialist	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.008 Not in Version 1.000.009 Not in Version 1.000.010	-	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Hazard Specialist Hazard Specialist Hazard Specialist	Ver 1.888.811 (86th Dec 2822)	"Hazard Specialist" added	+35% Acid Resistance. Your Bait Jars do direct damage to targets and can hit Wes	Not in Version 1.000.6	
Hazard Specialist Hazard Specialist Hazard Specialist Headband Magnifier	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Headband Magnifier Headband Magnifier Headband Magnifier	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Headband Magnifier" added Effect Updated No Changes	+75% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Sec +125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Sec +125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Sec	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Headband Magnifier Headband Magnifier Headband Magnifier	Ver 1.800.884 (16th Dec 2021) Ver 1.800.886 (88th Feb 2022) Ver 1.800.887 (12th Apr 2022)	No Changes No Changes No Changes	+125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Se +125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Se +125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Se	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Headband Magnifier Headband Magnifier	Ver 1.800.808 (87th Jun 2022) Ver 1.800.809 (38th Aug 2022)	No Changes	+125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Se +125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Se	Not in Version 1.000.6 "Headband Magnifier" :	- +125% Use Speed. When you take Dunage, you have a chance to be Blinded for 1 Second.

3-7-23	Card History: Campaign and Swarm Mode		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only		
Name Headband Magnifier	Version Ver 1.000.010 (11th Oct 2022)	Campaign Version Descripti Icon added	Campaign Effect Description +125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Se	Icon added	Swarm Effect Description  +125% Use Speed, When you take Damage, you have a chance to be Blinded for 1 Second.
Headband Magnifier Headband Magnifier	Ver 1.888.811 (86th Dec 2022)	No Changes	+125% Use Speed. When you take Damage, you have a chance to be Blinded for 1 Se	No Changes	-125% Use Speed. When you take Danage, you have a chance to be Blinded for 1 Second.
Headband Magnifier Headband Magnifier					
Headband Magnifier Heads, You Lose Heads, You Lose	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version Not in Beta Version	-
Heads, You Lose Heads, You Lose	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Official Release Vers	-	Not in Official Release Not in Version 1.000.0	-
Heads, You Lose Heads, You Lose	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	Not in Version 1.000.004	-	Not in Version 1.000.0 Not in Version 1.000.0	
Heads, You Lose Heads, You Lose	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.007	-	Not in Version 1.000.0 Not in Version 1.000.0	
Heads, You Lose Heads, You Lose	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.009	- Each time you pick up copper, a coin flips. If you win, gain a stack of 5% extr	Not in Version 1.000.0	
Heads, You Lose Heads, You Lose	Ver 1.000.011 (06th Dec 2022)		Team Effects: Each time you pick up copper, a coin flips. If you win, gain a st		
Heads, You Lose Heads, You Lose					
Heads, You Lose Health	Alpha (17th Dec 2020)	777	???	???	m
Health Health	Beta (05th Aug 2021) Release (08th Oct 2021)	"Health" added No Changes	+5 Health +5 Health	"Health" added No Changes	+5 Health
Health Health	Ver 1.888.883 (89th Nov 2021) Ver 1.888.884 (16th Dec 2021)		+5 Health	No Changes No Changes	+5 Health +5 Health
Health Health	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes	+5 Health +5 Health	No Changes No Changes	45 Health 45 Health
Health Health	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	+5 Health +5 Health	No Changes No Changes	45 Health 45 Health
Health Health Health	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	+5 Health +5 Health	No Changes No Changes	45 Health 45 Health
Health Health					
Health Heavy Attack	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Heavy Attack Heavy Attack	Beta (05th Aug 2021) Release (08th Oct 2021)	"Heavy Attack" added No Changes	Hold [LEFTCLICK/R2/RT] with Melee weapons to Burst Forward. Charge Attacks deal Hold [LEFTCLICK/R2/RT] with Melee weapons to Burst Forward. Charge Attacks deal	Not in Beta Version	
Heavy Attack Heavy Attack	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	No Changes	Hold [LEFTCLICK/R2/RT] with Melee weapons to Burst Forward. Charge Attacks deal Hold [LEFTCLICK/R2/RT] with Melee weapons to Burst Forward. Charge Attacks deal		
Heavy Attack Heavy Attack	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes	Hold [LEFTCLICK/R2/RT] with Melee weapons to Burst Forward. Charge Attacks deal Hold [LEFTCLICK/R2/RT] with Melee weapons to Burst Forward. Charge Attacks deal	Not in Version 1.000.0	
Heavy Attack Heavy Attack	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Effect Updated No Changes	Hold [LEFTCLICK/R2/RT] with Melee weapons to perform a Heavy Attack. Heavy Atta Hold [LEFTCLICK/R2/RT] with Melee weapons to perform a Heavy Attack. Heavy Atta	Not in Version 1.000.0 Not in Version 1.000.0	-
Heavy Attack Heavy Attack	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	Hold [LEFTCLICK/R2/RT] with Melee weapons to perform a Heavy Attack. Heavy Atta Press [RIGHTCLICK/L2/LT] with Melee weapons to perform a Heavy Attack. Heavy At	Not in Version 1.000.0	
Heavy Attack Heavy Attack					
Heavy Attack Heavy Attack					
Heavy Hitter Heavy Hitter	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Heavy Hitter" added		Not in Alpha Version Not in Beta Version	
Heavy Hitter Heavy Hitter Heavy Hitter	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes	Melee hits against Weakspots deal +20 additional Stumble Damage. Melee hits against Weakspots deal +20 additional Stumble Damage.	Not in Release Version Not in Version 1.000.0	
Heavy Hitter	Ver 1.000.005 (08th Feb 2022)	No Changes	Melee hits against Weakspots deal +20 additional Stumble Damage. Melee hits against Weakspots deal +20 additional Stumble Damage.	Not in Version 1.000.0 Not in Version 1.000.0	•
Heavy Hitter Heavy Hitter Heavy Hitter	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Effect Updated	Melee hits against Weakspots deal +20 additional Stumble Damage. Melee hits always Stumble Ridden the first time they are hit. This effect can o Melee hits always Stumble Ridden the first time they are hit. This effect can o		•
Heavy Hitter Heavy Hitter	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	Moleo hits always Stumble Ridden the first time they are hit. This effect can o Meleo hits always Stumble Ridden the first time they are hit. This effect can o	Not in Version 1.000.0	
Heavy Hitter Heavy Hitter	ver 1.000.011 (00th Dec 2022)	No Charges	Medievints always stomble kroden the first time they are hit. This effect can o	NOT IN VERSION 1.000.0	
Heavy Hitter Heavy Hitter					
Hellfire Hellfire	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Hellfire" added	- +50% Movement Speed while firing with SMGs. +10% Damage with SMGs.	Not in Alpha Version Not in Beta Version	
Hellfire Hellfire	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Effect Updated No Changes	+45% Movement Speed while firing. +5% Move Speed while not firing. +45% Movement Speed while firing. +5% Move Speed while not firing.	"Hellfire" added No Changes	445% Movement Speed while firing. +5% Move Speed while not firing. 445% Movement Speed while firing. +5% Move Speed while not firing.
Hellfire Hellfire	Ver 1.888.884 (16th Dec 2021) Ver 1.888.886 (88th Feb 2022)	No Changes Effect Updated	+45% Movement Speed while firing. +5% Move Speed while not firing. +45% Movement Speed while firing. +3% Move Speed while not firing.	No Changes Effect Updated	-45% Movement Speed while firing. +5% Move Speed while not firing45% Movement Speed while firing. +3% Move Speed while not firing.
Hellfire Hellfire	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	+45% Movement Speed while firing. +3% Move Speed while not firing. +45% Movement Speed while firing. +3% Move Speed while not firing.	No Changes No Changes	-45% Movement Speed while firing. +3% Move Speed while not firing45% Movement Speed while firing. +3% Move Speed while not firing.
Hellfire Hellfire	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	+45% Movement Speed while firing. +3% Move Speed while not firing. +45% Movement Speed while firing. +3% Move Speed while not firing.	No Changes No Changes	-45% Movement Speed while firing. +2% Move Speed while not firing. +45% Movement Speed while firing. +3% Move Speed while not firing.
Hellfire Hellfire	Ver 1.000.011 (06th Dec 2022)	No Changes	+45% Movement Speed while firing. +3% Move Speed while not firing.	No Changes	+45% Movement Speed while firing. +3% Move Speed while not firing.
Hellfire Hellfire Hellfire					
	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version		Not in Alpha Version	
Heng Heng	Release (08th Oct 2021)			Not in Bota Version	
Heng Heng	Ver 1 888 883 (89th Nov 2821)	Not in Beta Version Not in Release Version Not in Version 1 888 883		Not in Beta Version Not in Release Version Not in Version 1 888 6	
	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Release Version Not in Version 1.000.003 Not in Version 1.000.004			
Heng Heng	Ver 1.000.084 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006 "Heng" added Effect Updated	Heng can sense and ping mearby Hive Entrances, Propper Stach doors and Attachme Hong can sense and ping mearby Hive Entrances, Propper Stach doors and Attachme	Not in Release Version Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 "Heng" added	
Heng Heng	Ver 1.000.004 (15th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.005 "Heng" added Effect Updated No Changes Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachme Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachme Heng restores an additional 1 Trauma when consuming Food and gains the effects	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 "Heng" added Ffect Updated No Changes Effect Updated	Hong can sense and ping nearby Hive Entrances, Propper Stash doors and Attachments. When hit by a Ridden, there is a chance that Heng will create an Acces Heng can sense and ping nearby Hive Entrances, Propper Stash doors and Attachments. When hit by a Ridden, there is a chance that Heng will create an Acces Heng restores an additional Trauma when consuming Food and gains the effects of food consumed by other Cleaners. Frood Spawns. Team Effects: He Health a
Heng Heng Heng Heng Heng	Ver 1.000.084 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.005 "Heng" added Effect Updated No Changes Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachme Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachme	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 "Heng" added Ffect Updated No Changes Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments. When hit by a Riddom, there is a chance that Heng will create an Acces Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachments. When hit by a Riddom, there is a chance that Heng will create an Acces
Heng Heng Heng Heng Heng Heng Heng Heng	Ver 1.000.004 (15th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.005 "Heng" added Effect Updated No Changes Effect Updated	Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachme Heng can sense and ping nearby Hive Entrances, Prepper Stash doors and Attachme Heng restores an additional 1 Trauma when consuming Food and gains the effects	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 "Heng" added Ffect Updated No Changes Effect Updated	Hong can sense and ping nearby Hive Entrances, Propper Stash doors and Attachments. When hit by a Ridden, there is a chance that Heng will create an Acces Heng can sense and ping nearby Hive Entrances, Propper Stash doors and Attachments. When hit by a Ridden, there is a chance that Heng will create an Acces Heng restores an additional Trauma when consuming Food and gains the effects of food consumed by other Cleaners. Frood Spawns. Team Effects: He Health a
Heng Heng Heng Heng Heng Heng Heng Heng	Wor 1.000.004 (16th Dec 2021) Wor 1.000.005 (88th Feb 2022) Wor 1.000.005 (07th Apr 2022) Wor 1.000.005 (07th Jun 2022) Wor 1.000.005 (07th Jun 2022) Wor 1.000.005 (07th Jun 2022) Wor 1.000.005 (07th Jun 2022) Wor 1.000.01	Not In Release Version Not In Version 1.000.003 Not in Version 1.000.0084 Not in Version 1.000.006 Fiend Version 1.000.006 Ffect Updated No Changes  Effect Updated No Changes  Not In Alpha Version	New Can sense and ping morthy live Entrances, Propert Stath doors and Attaches Reng can sense and ping marby lives Entrance, Propert Stath doors and Attaches Reng restores an additional 1 Transa when communing food and gains the effects many restores an additional 1 Transa when communing food and gains the effects of th	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Heng" added Effect Updated No Changes Effect Updated No Changes	lang can seem and ring martly Hive Cetrances, Proper Staak doors and Attachments. When hit by a Hidden, there is a chance that Heng Hill create an Account good can seem and ring martly Hive Cetrances, Proper Staak doors and Attachments. When hit by a Hidden, there is a chance that Heng Hill create an Account of the Cetrances and Acco
Heng Heng Heng Heng Heng Heng Heng Heng	Wer 1.000.004 (18th Dec 2021) Wer 1.000.005 (68th Feb 2022) Wer 1.000.007 (12th Apr 2022) Wer 1.000.007 (12th Apr 2022) Wer 1.000.007 (38th Aug 2022) Wer 1.000.009 (38th Aug 2022) Wer 1.000.001 (18th Dec 2022) Wer 1.000.001 (18th Dec 2022) Wer 1.000.001 (18th Dec 2022) Wer 1.000.001 (18th Dec 2022) Wer 1.000.001 (18th Dec 2022) Wer 1.000.001 (18th Dec 2022) Wer 1.000.001 (18th Dec 2022) Wer 1.000.001 (18th Dec 2022)	Not in Release Version Not in Version 1.080.893 Not in Version 1.080.893 Not in Version 1.080.894 Not in Version 1.080.894 First Updated Not in Version 1.080.896 First Updated No Changes First Updated No Changes Otherwise 1.080.894 Not in Alpha Version Fill Vis Sights* added	New Can sense and ping morthy live Entrances, Propper Stath doors and Attaches Reing can sense and ping morthy lives Entrance, Propper Stath doors and Attaches Reing restores an additional 1 Trawas when consusing Tood and gains the effects Reing restores an additional 1 Trawas when consusing Tood and gains the effects are proposed to the effects of	Not In Release Version Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Ve	lang can seem and ring marrly Hive Detrances, Proper Stand doors and Attachments. When hit by a Hidden, there is a chance that Heng Hill create an According can seem and ring marrly Hive Detrances, Proper Stand doors and Attachments. When hit by a Hidden, there is a chance that Heng Hill create an According can be seen as a second to the seem of the second seem of the second seems of the second second seems of the second seems of the second seems of the second seems of the second seems of the second seems of the second seems of the second seems of the second seems of the second seems of the second seems of the second s
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Compendium Ver: 3-7-23	Card History: Campaign and Swarm Mode		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only		
Name Holly	Version	Campaign Version Descripti	Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Holly Holly					
Hunker Down Hunker Down	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Hunker Down" added No Changes	While Crouching, gain 20% Damage Resistance and 12.5% Accuracy While Crouching, gain 20% Damage Resistance and 12.5% Accuracy	Not in Alpha Version "Hunker Down" added	- While Crouching, gain 20% Damage Resistance and 12.5% Accuracy
Hunker Down Hunker Down	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Effect Updated No Changes	While Crouching, gain 10% Damage Resistance and 40% Accuracy While Crouching, gain 10% Damage Resistance and 40% Accuracy	Effect Updated No Changes	While Crouching, gain 10% Damage Resistance and 40% Accuracy While Crouching, gain 10% Damage Resistance and 40% Accuracy
Hunker Down Hunker Down	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes	While Crouching, gain 10% Damage Resistance and 40% Accuracy While Crouching, gain 10% Damage Resistance and 40% Accuracy	No Changes No Changes	While Crouching, gain 10% Damage Resistance and 40% Accuracy While Crouching, gain 10% Damage Resistance and 40% Accuracy
Hunker Down Hunker Down	Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (87th Jun 2022) Ver 1.800.809 (38th Aug 2022)	No Changes No Changes	Mbile Crouching, gain 10% Damage Resistance and 40% Accuracy Mbile Crouching, gain 10% Damage Resistance and 40% Accuracy Mbile Crouching, gain 10% Damage Resistance and 40% Accuracy	No Changes No Changes	While Crouching, gain 10% Damage Resistance and 40% Accuracy While Crouching, gain 10% Damage Resistance and 40% Accuracy
Hunker Down Hunker Down	Ver 1.888.818 (11th Oct 2022)		While Crouching, gain 10% Damage Resistance and 40% Accuracy	No Changes No Changes	while Crouching, gain 10% Damage Resistance and 40% Accuracy While Crouching, gain 10% Damage Resistance and 40% Accuracy
Hunker Down Hunker Down Hunker Down	Ver 1.888.811 (86th Dec 2822)	No Changes	While Crouching, gain 10% Damage Resistance and 40% Accuracy	No Changes	While Crouching, gain 10% Damage Resistance and 40% Accuracy
Hunker Down Hunker Down					
Hydration Pack Hydration Pack	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Hydration Pack" added	+25 Health, -20% Ammo Capacity	Not in Alpha Version Not in Beta Version	
Hydration Pack Hydration Pack	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Effect Updated No Changes	+25 Health, -15% Ammo Capacity +25 Health, -15% Ammo Capacity	Not in Release Version Not in Version 1.000.0	
Hydration Pack Hydration Pack	Ver 1.888.884 (16th Dec 2821)	No Changes No Changes	+25 Health, -15% Ammo Capacity +25 Health, -15% Ammo Capacity	Not in Version 1.000.0 Not in Version 1.000.0	
Hydration Pack Hydration Pack	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	No Changes No Changes	+25 Health, -15% Amo Capacity +25 Health, -15% Amo Capacity	Not in Version 1.000.0 Not in Version 1.000.0	
Hydration Pack Hydration Pack	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	+25 Health, -15% Ammo Capacity +35 Health, -15% Ammo Capacity	Not in Version 1.000.0 Not in Version 1.000.0	
Hydration Pack Hydration Pack	Ver 1.000.011 (05th Dec 2022)	No Changes	+35 Health, -15% Ammo Capacity	Not in Version 1.000.0	
Hydration Pack Hydration Pack					
Hydration Pack Hyper-Focused	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	•
Hyper-Focused Hyper-Focused	Beta (05th Aug 2021) Release (08th Oct 2021)	"Hyper-Focused" added Effect Updated	+50% Weakspot Damage, -20% Damage. +50% Weakspot Damage, -75% ADS Move Speed.	Not in Beta Version Not in Release Version	
Hyper-Focused Hyper-Focused	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	No Changes Effect Updated	+50% Weakspot Damage, -75% ADS Move Speed. +50% Weakspot Damage, -40% Move Speed while shooting or melee attacking.	Not in Version 1.000.0 Not in Version 1.000.0	•
Hyper-Focused Hyper-Focused	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes	+50% Weakspot Damage, -40% Move Speed while shooting or melee attacking. +50% Weakspot Damage, -40% Move Speed while shooting or melee attacking.	Not in Version 1.000.0 Not in Version 1.000.0	•
Hyper-Focused Hyper-Focused	Ver 1.888.888 (87th Jun 2022) Ver 1.888.889 (38th Aug 2022)	No Changes No Changes	+50% Weakspot Damage, -40% Move Speed while shooting or melee attacking. +50% Weakspot Damage, -40% Move Speed while shooting or melee attacking.	Not in Version 1.000.0 Not in Version 1.000.0	
Hyper-Focused Hyper-Focused	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	+50% Weakspot Damage, -40% Move Speed while shooting or melee attacking. +50% Weakspot Damage, -40% Move Speed while shooting or melee attacking.	Not in Version 1.000.0 Not in Version 1.000.0	
Hyper-Focused Hyper-Focused					
Hyper-Focused Hyper-Focused	Alpha (17th Dec 2020)	Not to alpha V		Nee de alleb III	
Ignore the Pain Ignore the Pain Ignore the Pain	Beta (05th Aug 2021)	Not in Alpha Version "Ignore the Pain" added Effect Updated	Gain 20% Damage Resistance against Mutations while using a Melee Weapon.	Not in Alpha Version Not in Beta Version "Ignore the Pain" adde	A399 Maloo Denno perfect Mitation, Woo you don't Maloo deepen to a Mitation had a second final formation of the second final f
Ignore the Pain Ignore the Pain Ignore the Pain	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Effect Updated Effect Updated No Changes	-28% Melee Damage against Mutations. When you deal Melee damage to a Mutation he +28% Melee Damage against Mutations. When you deal Melee damage to a Mutation h +28% Melee Damage against Mutations, When you deal Melee damage to a Mutation h	Effect Updated	-20% Molec Damage against Mutations. When you deal Melec damage to a Mutation heal 1 Temporary Health and recover 3 Stamina20% Molec Damage against Mutations. When you deal Melec damage to a Mutation heal 1 Health and recover 3 Stamina20% Molec Damage against Mutations. When you deal Melec damage to a Mutation heal 1 Health and recover 3 Stamina.
Ignore the Pain Ignore the Pain Ignore the Pain	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes	+20% Melee Damage against Mutations. When you deal Melee damage to a Mutation hi +20% Melee Damage against Mutations. When you deal Melee damage to a Mutation hi +20% Melee Damage against Mutations. When you deal Melee damage to a Mutation hi	No Changes	-2RX Moleo Duange against Mitations. When you deal Moleo duange to a Mitation heal 1 Health and recover 3 Stamina.  -2RX Moleo Duange against Mitations. When you deal Moleo duange to a Mitation heal 1 Health and recover 3 Stamina.  -2RX Moleo Duange against Mitations. When you deal Moleo duange to a Mitation heal 1 Health and recover 3 Stamina.
Ignore the Pain Ignore the Pain	Ver 1.888.888 (87th Jun 2822) Ver 1.888.889 (38th Aug 2822)	No Changes No Changes	+28% Melee Damage against Mutations. When you deal Melee damage to a Mutation hi +28% Melee Damage against Mutations. When you deal Melee damage to a Mutation hi	No Changes	-28% Moleo Danage against Mutations. When you deal Moleo danage to a Mutation heal 1 Health and recover 3 Stamina.  -28% Moleo Danage against Mutations. When you deal Moleo danage to a Mutation heal 1 Health and recover 3 Stamina.
Ignore the Pain Ignore the Pain	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (85th Dec 2822)	Effect Updated No Changes	+28% Melee Damage against Mutations. When you deal Melee damage to a Mutation h +28% Melee Damage against Mutations. When you deal Melee damage to a Mutation h	Effect Updated	-28% Melee Damage against Mutations. When you deal Melee damage to a Mutation heal 2 Health and recover 3 Stamina.  -28% Melee Damage against Mutations. When you deal Melee damage to a Mutation heal 2 Health and recover 3 Stamina.
Ignore the Pain Ignore the Pain	,				
Ignore the Pain					
Improvised Explosives Improvised Explosives	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Improvised Explosives" adde	- +75% Accessory Damage, -25% Swap Speed	Not in Alpha Version Not in Beta Version	
	Release (88th Oct 2021) Ver 1.000.003 (09th Nov 2021)	No Changes No Changes	+75% Accessory Damage, -25% Swap Speed +75% Accessory Damage, -25% Swap Speed	Not in Release Version Not in Version 1.000.0	
Improvised Explosives Improvised Explosives	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes	+75% Accessory Damage, -25% Swap Speed +75% Accessory Damage, -25% Swap Speed	Not in Version 1.000.0 Not in Version 1.000.0	
Improvised Explosives Improvised Explosives	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	+75% Accessory Damage, -25% Swap Speed +75% Accessory Damage, -25% Swap Speed	Not in Version 1.000.0 Not in Version 1.000.0	•
Improvised Explosives Improvised Explosives	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	+75% Accessory Damage, -25% Swap Speed +75% Accessory Damage, -25% Swap Speed	Not in Version 1.000.0 Not in Version 1.000.0	
Improvised Explosives Improvised Explosives	Ver 1.888.811 (86th Dec 2822)	No Changes	+75% Accessory Damage, -25% Swap Speed	Not in Version 1.000.0	
Improvised Explosives Improvised Explosives					
Improvised Explosives In the Zone	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	A CONTRACTOR OF THE CONTRACTOR
In the Zone In the Zone	Beta (05th Aug 2021) Release (08th Oct 2021)	"In the Zone" added No Changes	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times). Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	"In the Zone" added No Changes	Precision Kills grant St Reload Speed for 5 Seconds (stacking up to 10 times). Precision Kills grant St Reload Speed for 5 Seconds (stacking up to 10 times).
In the Zone In the Zone	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times). Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	No Changes No Changes	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).  Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).
In the Zone In the Zone	Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	Icon added No Changes	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times). Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	Icon added No Changes	Precision Kills grant St Reload Speed for 5 Seconds (stacking up to 10 times). Precision Kills grant St Reload Speed for 5 Seconds (stacking up to 10 times).
In the Zone In the Zone In the Zone	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.019 (11th Oct 2022)	No Changes No Changes No Changes	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).	No Changes No Changes No Changes	Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times). Precision Kills grant 5% Reload Speed for 5 Seconds (stacking up to 10 times).
In the Zone In the Zone	Ver 1.888.811 (85th Dec 2022)	No Changes		No Changes	Precision Kills grant St Reload Speed for 5 Seconds (stacking up to 10 times). Precision Kills grant St Reload Speed for 5 Seconds (stacking up to 10 times).
In the Zone In the Zone					
In the Zone Inspiring Sacrifice	Alpha (17th Dec 2020)	"Blood Donor" added	When you or a teammate becomes incapacitated, All teammates heal for 45 Health	Not in Alpha Version	-
Inspiring Sacrifice Inspiring Sacrifice	Beta (05th Aug 2021) Release (08th Oct 2021)	Renamed to "Inspiring Sacrif Effect Updated	Team Effects: Mhen you or a teammate becomes incapacitated, All teammates heal to Team Effects: Mhen you or a teammate becomes incapacitated, All teammates heal to team the team team team team team team team tea	"Inspiring Sacrifice"	Team Effects: When you or a teammate becomes incapacitated, All teammates heal for 25 Health over 10 Seconds. Team Effects: When you or a teammate becomes incapacitated, All teammates heal for 25 Health over 20 Seconds.
Inspiring Sacrifice Inspiring Sacrifice	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Effect Updated Sound Effect Updated	Team Effects: When you or a teammate becomes incapacitated, All teammates heal to team Effects: When you or a teammate becomes incapacitated, All teammates heal to team the second second second second second second seco	Effect Updated Sound Effect Updated	Toam Effects: When you or a teammate becomes incapacitated, All teammates heal for 20 Health over 15 Seconds. Team Effects: When you or a teammate becomes incapacitated, All teammates heal for 20 Health over 15 Seconds.
Inspiring Sacrifice Inspiring Sacrifice	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes	Team Effects: When you or a teammate becomes incapacitated, All teammates heal team Effects: When you or a teammate becomes incapacitated, All teammates heal teams.	No Changes No Changes	Team Effects: When you or a teammate becomes incapacitated, All teammates heal for 20 Health over 15 Seconds. Team Effects: When you or a teammate becomes incapacitated, All teammates heal for 20 Health over 15 Seconds.
Inspiring Sacrifice Inspiring Sacrifice	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)		Team Effects: When you or a teammate becomes incapacitated, All teammates heal team Effects: When you or a teammate becomes incapacitated, All teammates heal teams.	No Changes	Team Effects: When you or a teammate becomes incapacitated, All teammates heal for 20 Health over 15 Seconds. Team Effects: When you or a teammate becomes incapacitated, All teammates heal for 20 Health over 15 Seconds.
Inspiring Sacrifice Inspiring Sacrifice	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	Effect Updated No Changes	Team Effects: When you or a teammate becomes incapacitated, All teammates recove Team Effects: When you or a teammate becomes incapacitated, All teammates recove		Team Effects: When you or a teammate becomes incapacitated. All teammates recover 20 Health over 15 Seconds. Team Effects: When you or a teammate becomes incapacitated. All teammates recover 20 Health over 15 Seconds.
Inspiring Sacrifice Inspiring Sacrifice					
Inspiring Sacrifice Inspiring Sacrifice	11-h- (17h	W-1 /- 11-		Net de la la	
Jim Jim	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Jim" added Effect Updated	Precision kills grant Jim SX damage up to 50%. Lose all stacks on taking damage Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim [		Precision kills grant Jim SX damage up to 50%. Lose all stacks on taking damage. +25% Aim Down Sights speed, +10% Team weakspot damage  Precision kills grant Jim 2.5% stacking damage until be taken damage. +25% Aim Down Sights speed, +10% Team weakspot damage
Jim Jim Jim	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes Description Updated	Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim E Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim E Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim E	No Changes	Procision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim Down Sights speed, +10% Team weakspot damage.  Procision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim Down Sights speed, +10% Team weakspot damage.  Procision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim Down Sights speed, Team Effects: +10% Team weakspot damage.
Jim Jim	Ver 1.800.804 (16th Dec 2021) Ver 1.800.806 (88th Feb 2022) Ver 1.800.807 (12th Apr 2022)	No Changes	Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim E Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim E Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim E	No Changes	Precision kills grant JHm 2.5% stacking damage until he takes damage05% Aim Down Sights speed. Team Effects: +10% Team weakspot damage.  Precision kills grant JHm 2.5% stacking damage until he takes damage05% Aim Down Sights speed. Team Effects: +10% Team weakspot damage.  Precision kills grant JHm 2.5% stacking damage until he takes damage05% Aim Down Sights speed. Team Effects: +10% Team weakspot damage.
Jim Jim	Ver 1.888.888 (87th Jun 2822) Ver 1.888.889 (38th Aug 2822)	No Changes No Changes	Precision kills grant Jim 2.5% stacking damage until he takes damage. +25% Aim D	No Changes No Changes	Precision kills grant Jim 2.5% stacking damage until he takes damage. *25% Aim Down Sights speed. Team Effects: *10% Team weakspot damage.  Precision kills grant Jim 2.5% stacking damage until he takes damage. *25% Aim Down Sights speed. Team Effects: *10% Team weakspot damage.  Precision kills grant Jim 2.5% stacking damage until he takes damage. *25% Aim Down Sights speed. Team Effects: *10% Team weakspot damage.
Jim Jim	Ver 1.000.010 (11th Oct 2022)	Effect Updated No Changes	Precision kills grant Jim 2.5% stacking damage until he takes damage. 425% Reloi Precision kills grant Jim 2.5% stacking damage until he takes damage. 425% Reloi Precision kills grant Jim 2.5% stacking damage until he takes damage. 425% Reloi	Effect Updated	Precision Kills grant Jim 2.5% stacking damage until he takes damage. +25% Reload speed. Team Effects: +10% Team weekspot damage.  Precision Kills grant Jim 2.5% stacking damage until he takes damage. +25% Reload speed. Team Effects: +10% Team weekspot damage.  Precision Kills grant Jim 2.5% stacking damage until he takes damage. +25% Reload speed. Team Effects: +10% Team weekspot damage.
Jim Jim	(		ge. *Ass 19200		
Jim Jim					
Karlee Karlee	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Karlee" added	- Karlee can sense nearby hazards, +1 Quick Inventory, +25% Team Use Speed	Not in Alpha Version "Karlee" added	- Karlee can sense nearby hazards, +1 Quick Inventory, +25% Team Use Speed
Karlee Karlee	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Effect Updated No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory, +50% Team Use Karlee can sense nearby hazards and Mutations. +1 Quick Inventory, +50% Team Use	No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory, +50% Team Use Speed. Karlee can sense nearby hazards and Mutations. +1 Quick Inventory, +50% Team Use Speed.
Karlee Karlee	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Description Updated No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects. Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects.	No Changes	Carloe can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: +50% Team Use Speed. Karloe can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: +50% Team Use Speed.
Karlee Karlee	Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects:	No Changes No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: +50% Team Use Speed. Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: +50% Team Use Speed.
Karlee Karlee	Ver 1.888.889 (38th Aug 2022) Ver 1.888.818 (11th Oct 2022)	No Changes No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects	No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: +50% Team Use Speed.  Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: +50% Team Use Speed.
Karlee Karlee	Ver 1.888.811 (86th Dec 2822)	No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects	No Changes	Karlee can sense nearby hazards and Mutations. +1 Quick Inventory. Team Effects: +50% Team Use Speed.
Karlee Karlee Karlee					
Killer's Instinct Killer's Instinct	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Killer's Instinct" added	+30% Weakspot Damage. DISABLES: Aim Down Sights	Not in Alpha Version Not in Beta Version	
Killer's Instinct Killer's Instinct Killer's Instinct	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Killer's Instinct" added No Changes No Changes	+30% Weakspot Damage. DISABLES: Aim Down Sights +30% Weakspot Damage. DISABLES: Aim Down Sights +30% Weakspot Damage. DISABLES: Aim Down Sights	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Killer's Instinct Killer's Instinct Killer's Instinct	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	No Changes No Changes No Changes	+30% Weakspot Damage. DISABLES: Aim Down Sights +30% Weakspot Damage. DISABLES: Aim Down Sights +30% Weakspot Damage. DISABLES: Aim Down Sights	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Killer's Instinct Killer's Instinct	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	+30% Weakspot Damage. DISABLES: Aim Down Sights +30% Weakspot Damage. DISABLES: Aim Down Sights	Not in Version 1.000.0 Not in Version 1.000.0	
Killer's Instinct Killer's Instinct	Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	No Changes	+38K Weakspot Damage. DISABLES: Aim Down Sights +38K Weakspot Damage. DISABLES: Aim Down Sights	Not in Version 1.000.0 Not in Version 1.000.0	
Killer's Instinct Killer's Instinct	Ver 1.000.011 (06th Dec 2022)	No Changes	+38% Weakspot Damage. DISABLES: Aim Down Sights	Not in Version 1.000.0	
Killer's Instinct Killer's Instinct					
Killer's Instinct					

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Suara Effect Description
Knowledge is Power Knowledge is Power Knowledge is Power	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Knowledge is Power" added No Changes	- +10% Weakspot Damage, Allows Player to see values for damage they deal and enemy +10% Weakspot Damage, Allows Player to see values for damage they deal and enemy	Not in Alpha Version Not in Beta Version Not in Release Version	-
Knowledge is Power Knowledge is Power Knowledge is Power Knowledge is Power	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes	+10% Weakspot Damage, Allows Player to see values for damage they deal and enemy	Not in Version 1.000.0	
Knowledge is Power Knowledge is Power Knowledge is Power	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	+10% Weakspot Damage, Allows Player to see values for damage they deal and enemy +10% Weakspot Damage, Allows Player to see values for damage they deal and enemy	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Knowledge is Power Knowledge is Power Knowledge is Power	Ver 1.000.011 (06th Dec 2022)	No Changes	+18% Weakspot Damage, Allows Player to see values for damage they deal and enemy	Not in Version 1.000.0	
Knowledge is Power Knowledge is Power Large Caliber Rounds Large Caliber Rounds	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Large Caliber Rounds" added	- +10% Damage Dealt, +100% Bullet Penetration, -20% Stamina Efficiency	Not in Alpha Version Not in Beta Version	
Large Caliber Rounds Large Caliber Rounds Large Caliber Rounds Large Caliber Rounds	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Effect Updated	+7.5% Bullet Damage, +100% Bullet Penetration, -20% Stamina Efficiency +7.5% Bullet Damage, +100% Bullet Penetration, -20% Stamina Efficiency +7.5% Bullet Damage, +200% Bullet Penetration	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Large Caliber Rounds Large Caliber Rounds Large Caliber Rounds	Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	+7.5% Bullet Damage, +200% Bullet Penetration +7.5% Bullet Damage, +200% Bullet Penetration +7.5% Bullet Damage, +200% Bullet Penetration	Not in Version 1.000.0 "Large Caliber Rounds" No Changes	- -7.5% Bullet Dunage, +200% Bullet Penetration -7.5% Bullet Dunage, +200% Bullet Penetration
Large Caliber Rounds Large Caliber Rounds Large Caliber Rounds	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes	+7.5% Bullet Damage, +280% Bullet Penetration +7.5% Bullet Damage, +280% Bullet Penetration +7.5% Bullet Damage, +280% Bullet Penetration	No Changes No Changes No Changes	7.5% Bullet Comage, 2008 Bullet Ponetration 7.5% Bullet Comage, 2008 Bullet Ponetration 7.5% Bullet Comage, 2008 Bullet Ponetration
Large Caliber Rounds Large Caliber Rounds Large Caliber Rounds Large Caliber Rounds					
Life Insurance Life Insurance Life Insurance	Release (08th Oct 2021)	No Changes	+1 Extra Life, Lose 50 Copper at each Saferoom. +2 Extra Life, Lose 50 Copper at the start of each level. +2 Extra Life, Lose 50 Copper at the start of each level.	Not in Alpha Version Not in Beta Version Not in Release Version	-
Life Insurance Life Insurance Life Insurance	Ver 1.808.883 (89th Nov 2821) Ver 1.808.884 (16th Dec 2821) Ver 1.808.886 (88th Feb 2822)	Effect Updated No Changes	+2 Extra Life, Lose 50 Copper at the start of each level. +1 Extra Life. Team Effects: +15% Reduced Incap Trauma +1 Extra Life. Team Effects: +15% Reduced Incap Trauma	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Life Insurance Life Insurance Life Insurance	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	+1 Extra Life. Team Effects: +15% Reduced Incap Trauma +1 Extra Life. Team Effects: +15% Reduced Incap Trauma +1 Extra Life. Team Effects: +15% Reduced Incap Trauma		- +1 Extra Life. Town Effects: +15% Reduced Incap Trauma
Life Insurance Life Insurance Life Insurance Life Insurance	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes	+2 Extra Life. Team Effects: +10% Reduced Incap Trauma +2 Extra Life. Team Effects: +10% Reduced Incap Trauma	Effect Updated No Changes	+2 Extra Life, Team Effects: +10% Reduced Incap Trauma -2 Extra Life, Team Effects: +10% Reduced Incap Trauma
Life Insurance Life Insurance Line 'em Up		Not in Alpha Version		Not in Alpha Version	
Line 'em Up Line 'em Up Line 'em Up	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Line 'em Up" added No Changes No Changes	+100% Bullet Penetration with Assault Rifles. +100% Bullet Penetration with Assault Rifles. +100% Bullet Penetration with Assault Rifles.	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Line 'em Up Line 'em Up Line 'em Up Line 'em Up	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	+16% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% +16% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% +16% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% +16% Effective Bullet Bange, +15% Bullet Penetration, +25%	Not in Version 1.000.0 "Line 'em Up" added	- 19E Effective Bullet Range, +1SE Secoli Control, +2SE Bullet Fenetration, +2SE Aim Speed -1SE Effective Bullet Range, +1SE Secoli Control, +2SE Aim Speed -1SE Effective Bullet Range, +1SE Secoli Control, +2SE Aim Speed
Line 'em Up Line 'em Up Line 'em Up Line 'em Up	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes	+16% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% +16% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% +16% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25% +16% Effective Bullet Range, +15% Recoil Control, +25% Bullet Penetration, +25%	No Changes	- His Effective Ballet Range, 1978 Recil Control, 2578 Ballet Production, 2578 Asia Speed  188 Effective Ballet Range, 1978 Recil Control, 2578 Ballet Production, 2578 Asia Speed  188 Effective Ballet Range, 1978 Recil Control, 2578 Ballet Production, 2578 Asia Speed  188 Effective Ballet Range, 1978 Recil Control, 2578 Ballet Production, 2578 Asia Speed  188 Effective Ballet Range, 1978 Recil Control, 2578 Ballet Production, 2578 Asia Speed
Line 'em Up Line 'em Up Line 'em Up			y		
Line 'em Up Lucky Pennies Lucky Pennies	Beta (05th Aug 2021)	"Lucky Duck" added Renamed to "Lucky Pennies"	Whenever your team loots Copper, you have a 35% chance to find 35% additional Co Whenever your team loots Copper, you have a 35% chance to find 35% additional Co Whenever your team loots Copper, you have a 35% chance to find 35% additional Co	Not in Alpha Version Not in Beta Version	
Lucky Pennies Lucky Pennies Lucky Pennies Lucky Pennies	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	Whenever your team loots Copper, you have a 35% chance to find 35% additional Co Whenever your team loots Copper, you have a 35% chance to find 35% additional Co Whenever your team loots Copper, you have a 35% chance to find 35% additional Co Whenever your team loots Copper, you have a 35% chance to find 35% additional Co	Not in Version 1.000.0 Not in Version 1.000.0	
Lucky Pennies Lucky Pennies Lucky Pennies Lucky Pennies	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	Whenever your team loots Copper, you have a 35% chance to find 35% additional Co Whenever your team loots Copper, you have a 35% chance to find 35% additional Co Whenever your team loots Copper, you have a 35% chance to find 100% additional (	Not in Version 1.000.0 Not in Version 1.000.0	
Lucky Pennies Lucky Pennies Lucky Pennies	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	Whenever your team loots Copper, you have a 35% chance to find 100% additional ( Whenever your team loots Copper, you have a 35% chance to find 100% additional (	Not in Version 1.000.0	-
Lucky Pennies Lucky Pennies Lucky Pennies	Alpha (17th Dec 2020)				
Mad Dash Mad Dash Mad Dash Mad Dash	Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version "Mad Dash" added	+20% Sprint Speed, -30% Sprint Stamina Efficiency +20% Sprint Speed, -30% Sprint Stamina Efficiency	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0	
Mad Dash Mad Dash Mad Dash	Ver 1.808.884 (16th Dec 2821) Ver 1.808.886 (88th Feb 2822) Ver 1.808.887 (12th Apr 2822)	Effect Updated No Changes No Changes	+20% Sprint Speed, -40% Sprint Stamina Efficiency +20% Sprint Speed, -40% Sprint Stamina Efficiency +20% Sprint Speed, -40% Sprint Stamina Efficiency	Not in Version 1.000.0 Not in Version 1.000.0 "Mad Dash" added	
Mad Dash Mad Dash Mad Dash Mad Dash	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	+20% Sprint Speed, -40% Sprint Stamina Efficiency +20% Sprint Speed, -40% Sprint Stamina Efficiency +20% Sprint Speed, -40% Sprint Stamina Efficiency +20% Sprint Speed, -40% Sprint Stamina Efficiency	No Changes No Changes No Changes	-200 Sprint Speed, -480 Sprint Stanian Efficiency -200 Sprint Speed, -480 Sprint Stanian Efficiency -200 Sprint Speed, -480 Sprint Stanian Efficiency
Mad Dash Mad Dash Mad Dash	Ver 1.000.011 (0501 Dec 2022)	no changes	Year Sprint Speed, "40% Sprint Scattina Efficiency	No Changes	-WE Sprint Speed, -WE Sprint Stamina Efficiency
Mad Dash Mag Carrier Mag Carrier	Beta (05th Aug 2021)	Not in Alpha Version "Mag Carrier" added	- +30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs	Not in Alpha Version Not in Beta Version	-
Mag Carrier Mag Carrier Mag Carrier Mag Carrier	Ver 1.888.883 (89th Nov 2821)	No Changes	+30% Pistol/SMS Ammo Capacity, +10% Damage with Pistols and SMSs +30% Pistol/SMS Ammo Capacity, +10% Damage with Pistols and SMSs +30% Pistol/SMS Ammo Capacity, +10% Damage with Pistols and SMSs +30% Pistol/SMS Ammo Capacity, +10% Damage with Pistols and SMSs	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Mag Carrier Mag Carrier Mag Carrier	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	+30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs +30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs +30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs +30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs		-NET Pistol/SMC Ammo Capacity, -18t Damage with Pistols and SMCs -NET Pistol/SMC Ammo Capacity, -18t Damage with Pistols and SMCs -NET Pistol/SMC Ammo Capacity, -18t Damage with Pistols and SMCs -18t Pistol/SMC Ammo Capacity, -18t Damage with Pistols and SMCs -18t Pistol/SMC Ammo Capacity, -18t Damage with Pistols and SMCs
Mag Carrier Mag Carrier Mag Carrier	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	+30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs +30% Pistol/SMG Ammo Capacity, +10% Damage with Pistols and SMGs	No Changes No Changes	-NEF Fittol/NEF Amma Capacity, -IEE Comage with Pistols and SMES -NEF Fittol/NEF Amma Capacity, -IEE Comage with Pistols and SMES
Mag Carrier Mag Carrier Mag Carrier Mag Counter	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Versia	
Mag Coupler Mag Coupler Mag Coupler Mag Coupler	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Mag Coupler" added No Changes No Changes	- +5ex Reload Speed, DISABLES: Aim Down Sights +5ex Reload Speed, DISABLES: Aim Down Sights +5ex Reload Speed, DISABLES: Aim Down Sights	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0	
Mag Coupler Mag Coupler Mag Coupler	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes No Changes	+50% Reload Speed, DISABLES: Aim Down Sights +50% Reload Speed, DISABLES: Aim Down Sights +50% Reload Speed, DISABLES: Aim Down Sights	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Mag Coupler Mag Coupler Mag Coupler	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	+50% Reload Speed, DISABLES: Aim Down Sights +50% Reload Speed, DISABLES: Aim Down Sights +50% Reload Speed, DISABLES: Aim Down Sights	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Mag Coupler Mag Coupler Mag Coupler Mag Coupler	Ver 1.000.011 (05th Dec 2022)	No Changes	+50% Reload Speed, DISABLES: Aim Down Sights	Not in Version 1.000.0	
Mag Coupler Magician's Apprentice Magician's Apprentice	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	·	Not in Alpha Version Not in Beta Version	
Magician's Apprentice Magician's Apprentice Magician's Apprentice	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	Not in Version 1.000.004		Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Magician's Apprentice Magician's Apprentice Magician's Apprentice Magician's Apprentice	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	"Magician's Apprentice" added No Changes	You have an additional 10% chance to not consume Accessories when used. You have an additional 10% chance to not consume Accessories when used. You have an additional 10% chance to not consume Accessories when used.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Magician's Apprentice Magician's Apprentice Magician's Apprentice	Ver 1.888.818 (36th Aug 2022) Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes	You have an additional 10% chance to not consume Accessories when used.  You have an additional 10% chance to not consume Accessories when used.  You have an additional 10% chance to not consume Accessories when used.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Magician's Apprentice Magician's Apprentice Magician's Apprentice					
Mandatory PT Mandatory PT Mandatory PT Mandatory PT Mandatory PT	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Mandatory PT" added Effect Updated No Changes	- Team Effects: +18% Team Stamina Team Effects: +18% Team Stamina Team Effects: +18% Team Stamina	"Mandatory PT" removed	- Toma Effects: +10% Team Stanina
Mandatory PT Mandatory PT Mandatory PT Mandatory PT	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Effect Updated No Changes	Toam Effects: +15% Toam Stamina, +16% Team Stamina Regen Team Effects: +16% Team Stamina, +16% Team Stamina Regen Team Effects: +16% Team Stamina, +16% Team Stamina Regen Team Effects: +16% Team Stamina, +16% Team Stamina Regen	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Mandatory PT Mandatory PT Mandatory PT	Ver 1.800.008 (87th Jun 2022) Ver 1.800.009 (30th Aug 2022) Ver 1.800.010 (11th Oct 2022)	No Changes No Changes No Changes	Toam Effects: +10% Team Stamina, +10% Team Stamina Regen Team Effects: +10% Team Stamina, +10% Team Stamina Regen Team Effects: +10% Team Stamina, +10% Team Stamina Regen	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Mandatory PT Mandatory PT Mandatory PT	Ver 1.888.811 (86th Dec 2822)	No Changes	Toam Effects: +10% Team Stamina, +10% Team Stamina Regen	Not in Version 1.000.0	
Mandatory PT Mandatory PT Marathon Runner Marathon Runner		Not in Alpha Version "Marathon Runner" added	- No Movement Penalty for Strafe or Backpedal. DISABLES: Sprint	Not in Alpha Version	AT Names Coal to Names Suits for stafe and halosols
Marathon Runner Marathon Runner					+SX Novement Speed. No Novement Penalty for strafe and backpools.  No Novement Penalty for Strafe or Backpools, OISANESS Sprint

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description		Swarm Effect Description
Marathon Runner Marathon Runner Marathon Runner Marathon Runner	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes Effect Updated No Changes No Changes	No Movement Penalty for Strafe or Backpedal. DISABLES: Sprint No Movement Penalty for Strafe or Backpedal. No Movement Penalty for Strafe or Backpedal. No Movement Penalty for Strafe or Backpedal.	No Changes No Changes No Changes Effect Updated	No Novement Possality for Strafe or Backpools, ISSUARES Sprints  5% Nove Speed, No Novement Penality for Strafe or Backpools.  5% Nove Speed, No Novement Penality for Strafe or Backpools.  5% Nove Speed, No Novement Penality for Strafe or Backpools.  5% Nove Speed, No Novement Penality for Strafe or Backpools.
Marathon Runner Marathon Runner Marathon Runner Marathon Runner	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes No Changes	No Movement Penalty for Strafe or Backpedal.  No Movement Penalty for Strafe or Backpedal.  No Movement Penalty for Strafe or Backpedal.  No Movement Penalty for Strafe or Backpedal.	No Changes No Changes No Changes No Changes	-1% New Speed. No Newment Penalty for Strafe or Badopedal1% New Speed. No Newment Penalty for Strafe or Badopedal1% New Speed. No Newment Penalty for Strafe or Badopedal1% New Speed. No Newment Penalty for Strafe or Badopedal.
Marathon Runner Marathon Runner Marathon Runner					
Marathon Runner Marked for Death Marked for Death Marked for Death Marked for Death	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Marked for Death" added No Changes	- Hutations you Ping are highlighted and your team deals 10% increased damage to Mutations you Ping are highlighted and your team deals 10% increased damage to	Not in Alpha Version "Marked for Death" add No Changes	**Rivations you Ping are highlighted and your team doals 10% increased damage to highlighted ememies.  **Mirations you Ping are highlighted and your team doals 10% increased damage to highlighted ememies.  **The company of the
Marked for Death Marked for Death Marked for Death	Ver 1.800.803 (89th Nov 2021) Ver 1.800.804 (16th Dec 2021) Ver 1.800.805 (88th Feb 2022)	No Changes No Changes No Changes	Nutations you Ping are highlighted and your team deals 10% increased damage to Nutations you Ping are highlighted and your team deals 10% increased damage to Mutations you Ping are highlighted and your team deals 10% increased damage to Nutations you Ping are highlighted and your team deals 10% increased damage to	No Changes No Changes	Mutations you Ping are highlighted and your team deals 10% increased damage to highlighted ememies.  Mutations you Ping are highlighted and your team deals 10% increased damage to highlighted ememies.  Mutations you Ping are highlighted and your team deals 10% increased damage to highlighted ememies.
Marked for Death Marked for Death Marked for Death Marked for Death Marked for Death	Ver 1.888.887 (12th Apr 2022) Ver 1.888.888 (07th Jun 2022) Ver 1.888.889 (30th Aug 2022) Ver 1.888.889 (11th Oct 2022)	No Changes No Changes No Changes No Changes	Nutations you Ping are highlighted and your team deals 10% increased damage to I Mutations you Ping are highlighted and your team deals 10% increased damage to I Mutations you Ping are highlighted and your team deals 10% increased damage to I	No Changes No Changes No Changes No Changes	Milations you Fing are highlighted and your team doals 10% increased damage to highlighted enterior.  Milations you Fing are highlighted and your team doals 10% increased damage to highlighted enterior.  Milations you Fing are highlighted and your team doals 10% increased damage to highlighted enterior.  Milations you Fing are highlighted and your team doals 10% correcased damage to highlighted enterior.
Marked for Death Marked for Death Marked for Death	Ver 1.888.811 (86th Dec 2822)	No Changes	Mutations you Ping are highlighted and your team deals 10% increased damage to 0	No Changes	Mutations you Ping are highlighted and your team deals 10% increased damage to highlighted enemies.
Marked for Death Marked for Death Mean Drunk Mean Drunk	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Mean Drunk" added	- +75% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damage.	Not in Alpha Version Not in Beta Version	
Mean Drunk Mean Drunk Mean Drunk	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022)	No Changes Effect Updated No Changes No Changes	+68% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damag +68% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damag	Not in Release Version Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Mean Drunk Mean Drunk Mean Drunk Mean Drunk Mean Drunk	Ver 1.000.000 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes Effect Updated No Changes	+68% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damag +48% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damag	Not in Version 1.000.0	
Mean Drunk Mean Drunk Mean Drunk	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	+40% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damage.  +40% Melee Damage. Your Melee Attacks cause cleave through enemies dealing damage.		
Mean Drunk Mean Drunk Mean Drunk Meatgrinder	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Meatgrinder Meatgrinder Meatgrinder	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Meatgrinder" added No Changes No Changes	Gain 38% Move Speed and Accuracy while crouched and using an LMG. Gain 38% Move Speed and Accuracy while crouched and using an LMG. Gain 38% Move Speed and Accuracy while crouched and using an LMG.	Not in Beta Version Not in Release Version Not in Version 1.000.0	-
Meatgrinder Meatgrinder Meatgrinder Meatgrinder	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes No Changes No Changes	Gain 30% Move Speed and Accuracy while crouched and using an LMG. Gain 30% Move Speed and Accuracy while crouched and using an LMG. Gain 30% Move Speed and Accuracy while crouched and using an LMG. Gain 30% Move Speed and Accuracy while crouched and using an LMG.	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Meatgrinder Meatgrinder Meatgrinder	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)		Gain 30% Move Speed and Accuracy while crouched and using an LMG. Gain 30% Move Speed and Accuracy while crouched and using an LMG. Gain 30% Move Speed and Accuracy while crouched and using an LMG.	"Meatgrinder" added No Changes No Changes	Cain 181 New Speed and Accuracy while crouched and using an UM.  Gain 188 New Speed and Accuracy while crouched and using an UM.  Gain 188 New Speed and Accuracy while crouched and using an UM.
Meatgrinder Meatgrinder Meatgrinder Meatgrinder Meatgrinder					
Medical Expert Medical Expert Medical Expert	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Medical Expert" added No Changes	15% Healing Efficiency. When you use a Medical Accessory, you gain 15% Movement -15% Healing Efficiency. When you use a Medical Accessory, you gain 15% Movement	Not in Alpha Version "Medical Expert" added "Medical Expert" remov	+15 Nualing Efficiency. When you use a Medical Accessory, you gain 15% Novement Speed for 15 Seconds.
Medical Expert Medical Expert Medical Expert Medical Expert Medical Expert	Ver 1.888.883 (89th Nov 2021) Ver 1.888.884 (16th Dec 2021) Ver 1.888.885 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022)	No Changes No Changes Effect Updated Icon added + Description Upd	+50% Revive Speed. When you use a Medical Accessory, it also restores 1 Trauma 1	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	5 5 6
Medical Expert Medical Expert Medical Expert	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	+56% Revive Speed. When you use a Medical Accessory, it also heals 1 Trauma to 1 +56% Revive Speed. When you use a Medical Accessory, it also heals 1 Trauma to 1 +56% Revive Speed. When you use a Medical Accessory, it also heals 1 Trauma to 1	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Medical Expert Medical Expert Medical Expert Medical Expert Medical Expert	Ver 1.888.811 (86th Dec 2022)	No Changes	+50% Revive Speed. When you use a Medical Accessory, it also heals   Trauma to !	Not in Version 1.000.6	-
Medical Expert  Medical Professional  Medical Professional	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Medical Professional" added	- First Aids and Defibrillators also recover 10 Trauma Damage and 1 Extra Life.	Not in Alpha Version "Medical Professional"	- First Aid and Defibrillators also recover 10 Trauma Damage and 1 Extra Life.
Medical Professional Medical Professional Medical Professional Medical Professional	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated No Changes No Changes No Changes	First Aids and Defibrillators also recover 15 Trauma Damage and 1 Extra Life. First Aids and Defibrillators also recover 15 Trauma Damage and 1 Extra Life. First Aids and Defibrillators also recover 15 Trauma Damage and 1 Extra Life. First Aids and Defibrillators also recover 15 Trauma Damage and 1 Extra Life.	"Medical Professional" Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Medical Professional Medical Professional Medical Professional	Ver 1.888.887 (12th Apr 2022) Ver 1.888.888 (07th Jun 2022) Ver 1.888.889 (38th Aug 2022)	No Changes Description Updated No Changes	First Aids and Defibrillators also recover 15 Trauma Damage and 1 Extra Life. Defibrillators and First Aid recover 15 additional Trauma Damage and 1 Extra Lif Defibrillators and First Aid recover 15 additional Trauma Damage and 1 Extra Lif	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Medical Professional Medical Professional Medical Professional Medical Professional	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	Effect Updated Effect Updated	Defibrillators and First Aid heal 10 additional Trauma Damage and 1 Extra Life, Defibrillators and First Aid heal 10 additional Trauma Damage and 1 Extra Life,	Not in Version 1.000.6 Not in Version 1.000.6	
Medical Professional Medical Professional Meth Head	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	-
Meth Head Meth Head Meth Head Meth Head	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	"Meth Head" added No Changes Effect Updated No Changes	+40% Melee Attack Speed, +40% Melee Stamina Efficiency. Your Melee Attacks no le +40% Melee Attack Speed, +40% Melee Stamina Efficiency. Your Melee Attacks no le +40% Melee Attack Speed, +30% Melee Stamina Efficiency. Your Melee Attacks no le +40% Melee Attack Speed, +30% Melee Stamina Efficiency. Your Melee Attacks no le	Not in Release Version "Meth Head" added	
Meth Head Meth Head Meth Head	Ver 1.888.885 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022) Ver 1.888.888 (87th Jun 2022)	No Changes No Changes Icon added + Effect Updated	+40% Melee Attack Speed, +30% Melee Stamina Efficiency. Your Melee Attacks no le +40% Melee Attack Speed, +30% Melee Stamina Efficiency. Your Melee Attacks no le Each Melee swing grants 5% Melee Speed and 5% Melee Stamina Efficiency for 6 See	No Changes No Changes Icon added + Effect Up	-4RT Noice Attack Speed, -1RT Noice Stamins Efficiency. Your Noice Attacks no longer stick in tough censies. DISAMES: Alm Done Sights -4RT Noice Attack Speed, -1RT Noice Stamins Efficiency. Your Noice Attacks no longer stick in tough censies. DISAMES: Alm Done Sights -Each Noice swing grants ST Noice Speed and ST Noice Stamins Efficiency for 6 Seconds. Stacking up to 10 times. Your Noice Attacks no longer stick in tough
Meth Head Meth Head Meth Head Meth Head	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	Each Melee swing grants S% Melee Speed and S% Melee Stamina Efficiency for 6 See Each Melee swing grants S% Melee Speed and 5% Melee Stamina Efficiency for 6 See Each Melee swing grants S% Melee Speed and 5% Melee Stamina Efficiency for 6 See	No Changes No Changes No Changes	Each Noles using grants IX Noles Speed and IX Noles Taxates Efficiency for 6 Seconds. Stacking up to 10 times. Your Mode Attacks no longer titls in tough Loach Noles using prants IX Noles Speed and IX Noles Issains (Efficiency for 6 Seconds, Stacking up to 10 times, Your Mode Attacks no longer titls in tough Each Modes using grants IX Noles Speed and IX Noles Stamins Efficiency for 6 Seconds, Stacking up to 10 times, Your Modes Attacks no longer stick in tough
Meth Head Meth Head Meth Head	11aba (1781			No. 10 12	
Miraculous Recovery Miraculous Recovery Miraculous Recovery Miraculous Recovery	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Alpha Version "Miraculous Recovery" added No Changes No Changes	** When you use a Medical Accessory, it has a 25% chance to have 100% increased of them you use a Medical Accessory, it has a 25% chance to have 100% increased of them you use a Medical Accessory, it has a 25% chance to have 100% increased of them you use a Medical Accessory, it has a 25% chance to have 100% increased of	"Miraculous Recovery"	- Man you use a Medical Accessory, it has a 25% chance to have 180% increased effect.
Miraculous Recovery Miraculous Recovery Miraculous Recovery	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes No Changes	When you use a Medical Accessory, it has a 25% chance to have 100% increased off When you use a Medical Accessory, it has a 25% chance to have 100% increased off When you use a Medical Accessory, it has a 25% chance to have 100% increased off	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Miraculous Recovery Miraculous Recovery Miraculous Recovery Miraculous Recovery	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes No Changes	When you use a Medical Accessory, it has a 25% chance to have 100% increased off When you use a Medical Accessory, it has a 25% chance to have 100% increased off When you use a Medical Accessory, it has a 25% chance to have 100% increased off When you use a Medical Accessory, it has a 25% chance to have 100% increased off when you use a Medical Accessory.	Not in Version 1.000.0 Not in Version 1.000.0	
Miraculous Recovery Miraculous Recovery Miraculous Recovery					
Miraculous Recovery Mom Mom Mom	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Mom" added Description Updated		Description Updated	.  "Mos can instantly Revive an incapacitated towards once per level. +1 Support Inventory, +1 Team Extra Life.  Mos can instantly Revive a towards once per level. +1 Support Inventory, +1 Team Extra Life.
Mom Mom Mom	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821) Ver 1.888.885 (88th Feb 2822)	No Changes No Changes Effect Boosted	Mom can instantly Revive a teammate once per level. +1 Support Inventory, +1 Te: Nom can instantly Revive a teammate once per level. +1 Support Inventory, +1 Te: Mom can instantly Revive a teammate once per level. +1 Support Inventory, +1 Te:	No Changes Effect Boosted	Mos can instantly Revive a teammate once per level. +1 Support Inventory, +1 Team Extra Life. Mos can instantly Revive a teammate once per level. +1 Support Inventory, +1 Team Extra Life. Mos can instantly Revive a teammate once per level. +1 Support Inventory, +1 Team Extra Life.
Mom Mom Mom Mom	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Effect Updated Bug Fixed No Changes No Changes	Mom grants her team 25 Temporary Health when a teammate is Incapped. +1 Support Mom grants her team 25 Temporary Health when a teammate is Incapped. +1 Support Mom grants her team 25 Temporary Health when a teammate is Incapped. +1 Support Mom grants her team 25 Temporary Health when a teammate is Incapped. +1 Support	Bug Fixed	Now greats her team 25 Temperary Health when a teammet is Incapped. "I Support Enventory, Tama Effects: "48% Team Review Speed, 20% Slower Team Temp Nas Name greats her team 25 Temperary Health when a teammet is Incapped. "Support Enventory, Team Effects: "48% Team Review Speed, 20% Slower Team Temp Nas Name greats her team 25 Temperary Health when a teammet is Incapped. "Support Enventory, Team Effects: "48% Team Review Speed, 20% Slower Team Temp Nas Name greats her team 25 Temperary Health when a teammet is Incapped. "Support Enventory, Team Effects: "48% Team Review Speed, 20% Slower Team Temp Nas Name greats her team 25 Temperary Health when a teammet is Incapped. "Support Enventory, Team Effects: "48% Team Review Speed, 20% Slower Team Temp Nas
Mom Mom Mom	Ver 1.888.811 (86th Dec 2822)	No Changes		No Changes	Mos grants her team 25 Temporary Health when a teammate is Incapped. +1 Support Inventory. Team Effects: +180% Team Revive Speed, 20% Slower Team Temp Hea
Mom Mom Money Grubbers Money Grubbers	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Money Grubbers" added		Not in Alpha Version Not in Beta Version	
Money Grubbers Money Grubbers Money Grubbers Maney Crubbers	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes Effect Updated	Each time your team loots Copper, you gain 3 additional Copper, stacking up to Each time your team loots Copper, you gain 3 additional Copper, stacking up to Each time your team loots Copper, you gain 3 additional Copper, stacking up to 3	Not in Version 1.000.0	
Money Grubbers Money Grubbers Money Grubbers Money Grubbers	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Description Updated No Changes No Changes		Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Money Grubbers Money Grubbers Money Grubbers Money Grubbers Money Grubbers	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	Each time your team loots Copper, you gain 3 additional Copper, up to 25 times.	Not in Version 1.000.6 Not in Version 1.000.6	
Money Grubbers Money Grubbers Motorcycle Helmet	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Motorcycle Helmet Motorcycle Helmet Motorcycle Helmet	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Motorcycle Helmet" added Effect Updated No Changes	+25% Damage Resistance, DISABLES: Aim Down Sights +15% Damage Resistance, +10 Health, DISABLES: Aim Down Sights +15% Damage Resistance, +10 Health, DISABLES: Aim Down Sights	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Motorcycle Helmet Motorcycle Helmet	Ver 1.888.884 (16th Dec 2021) Ver 1.888.886 (88th Feb 2022)		+15% Damage Resistance, +10 Health, DISABLES: Alm Down Sights +15% Damage Resistance, +10 Health, DISABLES: Alm Down Sights	Not in Version 1.000.6 Not in Version 1.000.6	-

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Motorcycle Helmet Motorcycle Helmet Motorcycle Helmet Motorcycle Helmet	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (11th Oct 2022)	No Changes No Changes No Changes	+15% Damage Resistance, +10 Health, DISABLES: Alm Down Sights +15% Damage Resistance, +10 Health, DISABLES: Alm Down Sights +15% Damage Resistance, +10 Health, DISABLES: Alm Down Sights +15% Damage Resistance, +10 Health, DISABLES: Alm Down Sights	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Motorcycle Helmet Motorcycle Helmet Motorcycle Helmet	Ver 1.888.811 (86th Dec 2822)	No Changes	+15% Damage Resistance, +10 Health, DISABLES: Aim Down Sights	Not in Version 1.000.0	
Motorcycle Helmet Motorcycle Helmet Motorcycle Jacket	Alpha (17th Dec 2828)	Not in Alpha Version		Not in Alpha Version	
Motorcycle Jacket Motorcycle Jacket	Beta (05th Aug 2021) Release (08th Oct 2021)	"Motorcycle Jacket" added Effect Updated	+10% Damage Resistance, +5 Health	Not in Beta Version Not in Release Version	
Motorcycle Jacket Motorcycle Jacket Motorcycle Jacket	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	+5% Damage Resistance, +5 Health +5% Damage Resistance, +5 Health +5% Damage Resistance, +5 Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Motorcycle Jacket Motorcycle Jacket Motorcycle Jacket	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	+5% Damage Resistance, +5 Health +5% Damage Resistance, +5 Health +5% Damage Resistance, +5 Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	•
Motorcycle Jacket Motorcycle Jacket Motorcycle Jacket	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	+5% Damage Resistance, +5 Health +5% Damage Resistance, +5 Health	Not in Version 1.000.0 Not in Version 1.000.0	-
Motorcycle Jacket Motorcycle Jacket Motorcycle Jacket					
Mugger Mugger Mugger	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Mugger" added No Changes	- Melee Kills have a 2% chance to spawn ammo. Melee Kills have a 2% chance to spawn ammo.	Not in Alpha Version Not in Beta Version Not in Release Version	
Mugger Mugger	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	No Changes Effect Updated	Melee Kills have a 2% chance to spawn ammo. Kills with Melee weapons have a 3% chance to spawn ammo or Razor Wire.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Mugger Mugger Mugger	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes Effect Updated	Kills with Melee weapons have a 3% chance to spawn ammo or Razor Mire. Kills with Melee weapons have a 3% chance to spawn ammo or Razor Mire. Kills with Melee weapons have a 5% chance to spawn ammo or Razor Mire.	"Mugger" added Effect Updated	- Kills with Melee weapons have a 3% chance to spawn ammo or Razor Wire. Kills with Melee weapons have a 5% chance to spawn ammo or Razor Wire.
Mugger Mugger Mugger	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	Effect Updated No Changes No Changes	Kills with Melee weapons have a 5% chance to spawn ammo, Razor Mire or a Bear T Kills with Melee weapons have a 5% chance to spawn ammo, Razor Mire or a Bear T Kills with Melee weapons have a 5% chance to spawn ammo, Razor Mire or a Bear T	Effect Updated No Changes No Changes	Kills with Melee waapons have a St chance to gamen amen, Razor Wire or a Bear Trap. Kills with Melee waapons have a St chance to spame amen, Razor Wire or a Bear Trap. Kills with Melee waapons have a St chance to spame amen, Razor Wire or a Bear Trap.
Mugger Mugger Mugger					
Mugger Multitool Multitool	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Multitool" added	+50X Use Speed, -5X Damage Resistance	Not in Alpha Version Not in Beta Version	
Multitool Multitool	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Effect Updated No Changes	+75% Use Speed, -5% Damage Resistance +75% Use Speed, -5% Damage Resistance +75% Use Speed, -5% Damage Resistance	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Multitool Multitool Multitool	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes No Changes	+75% Use Speed, -5% Damage Resistance +75% Use Speed, -5% Damage Resistance	Not in Version 1.000.0 Not in Version 1.000.0	
Multitool Multitool Multitool	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	+75% Use Speed, -5% Damage Resistance +75% Use Speed, -5% Damage Resistance +75% Use Speed, -5% Damage Resistance	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Multitool Multitool Multitool	Ver 1.888.811 (86th Dec 2822)	No Changes	+75% Use Speed, -5% Damage Resistance	Not in Version 1.000.0	
Multitool Multitool Natural Sprinter	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Natural Sprinter Natural Sprinter Natural Sprinter	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Natural Sprinter" added No Changes No Changes	+100% Stamina Regeneration, -50% Maximum Stamina +100% Stamina Regeneration, -50% Maximum Stamina +100% Stamina Regeneration, -50% Maximum Stamina	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Natural Sprinter Natural Sprinter Natural Sprinter	Ver 1.888.884 (16th Dec 2021) Ver 1.888.886 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022)	No Changes No Changes No Changes	+100% Stamina Regeneration, -50% Maximum Stamina +100% Stamina Regeneration, -50% Maximum Stamina +100% Stamina Regeneration, -50% Maximum Stamina	Not in Version 1.000.0 Not in Version 1.000.0 "Natural Sprinter" add	
Natural Sprinter Natural Sprinter	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	+180% Stamina Regeneration, -50% Maximum Stamina +180% Stamina Regeneration, -50% Maximum Stamina	No Changes No Changes	-100: Statina Repeneration, -50: Natimu Statina -100: Statina Repeneration, -50: Natimu Statina -100: Statina Repeneration, -50: Natimu Statina
Natural Sprinter Natural Sprinter Natural Sprinter	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	+100% Stamina Regeneration, -50% Maximum Stamina +100% Stamina Regeneration, -50% Maximum Stamina	No Changes No Changes	-180% Stanina Regeneration, -50% Maximum Stanina -180% Stanina Regeneration, -50% Maximum Stanina
Natural Sprinter Natural Sprinter Natural Sprinter					
Needs of the Many Needs of the Many Needs of the Many	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Needs of the Many" added No Changes	20% Health. Team Effects: +1 Team Extra Life - 20% Health. Team Effects: +1 Team Extra Life	Not in Alpha Version Not in Beta Version Not in Release Version	-
Needs of the Many Needs of the Many Needs of the Many	Ver 1.808.803 (89th Nov 2821) Ver 1.808.804 (16th Dec 2821) Ver 1.808.806 (88th Feb 2822)	No Changes	-20% Health. Team Effects: +1 Team Extra Life -10% Health. Team Effects: +1 Team Extra Life -10% Health. Team Effects: +1 Team Extra Life	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Needs of the Many Needs of the Many Needs of the Many	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	No Changes No Changes	-10% Health. Team Effects: +1 Team Extra Life -10% Health. Team Effects: +1 Team Extra Life	Not in Version 1.000.0 Not in Version 1.000.0	
Needs of the Many Needs of the Many	Ver 1.800.809 (30th Aug 2022) Ver 1.800.818 (11th Oct 2022) Ver 1.800.811 (86th Dec 2022)	No Changes No Changes No Changes	-18% Health. Team Effects: +1 Team Extra Life -18% Health. Team Effects: +1 Team Extra Life -18% Health. Team Effects: +1 Team Extra Life	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Needs of the Many Needs of the Many Needs of the Many Needs of the Many					
Numb Numb	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Numb" added	- Gain +15% Damage Resistance while you have Temporary Health	Not in Alpha Version "Numb" added	- Cain +1St Dange Resistance while you have Temporary Health
Numb Numb	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)		Gain +15% Damage Resistance while you have Temporary Health Gain +15% Damage Resistance while you have Temporary Health Gain +15% Damage Resistance while you have Temporary Health	No Changes No Changes No Changes	Gain +15% Damage Resistance while you have Temporary Health Gain +15% Damage Resistance while you have Temporary Health Gain +15% Damage Resistance while you have Temporary Health
Numb Numb	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes Icon added + Effect Updated No Changes	Gain +15% Damage Resistance while you have Temporary Health Gain +16% Damage Resistance while you have Temporary Health Gain +16% Damage Resistance while you have Temporary Health	No Changes Icon added + Effect Up No Changes	Gain -19K Dunage Resistance while you have Temporary Health Gain -10K Dunage Resistance while you have Temporary Health Gain -10K Dunage Resistance while you have Temporary Health
Numb Numb	Ver 1.800.809 (38th Aug 2822) Ver 1.800.810 (11th Oct 2822) Ver 1.800.811 (86th Dec 2822)	No Changes No Changes No Changes	Gain +10% Damage Resistance while you have Temporary Health Gain +10% Damage Resistance while you have Temporary Health Gain +10% Damage Resistance while you have Temporary Health	No Changes No Changes No Changes	Gain -18% Dunage Resistance while you have Temporary Health Gain -18% Dunage Resistance while you have Temporary Health
Numb Numb					
Numb Numb Offensive Scavenger Offensive Scavenger	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Offensive Scavenger" added	- You can sense nearby Offensive Accessories. More Offensive Accessories spawn.	Not in Alpha Version Not in Beta Version	
Offensive Scavenger Offensive Scavenger Offensive Scavenger Offensive Scavenger	Release (88th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spann. You can sense nearby Offensive Accessories More Offensive Accessories spann. You can sense nearby Offensive Accessories. More Offensive Accessories spann.	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Offensive Scavenger Offensive Scavenger Offensive Scavenger Offensive Scavenger	Ver 1.889.884 (16th Dac 2021) Ver 1.889.886 (88th Feb 2022) Ver 1.889.887 (12th Apr 2022) Ver 1.889.888 (87th Jun 2022)	No Changes No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn. You can sense nearby Offensive Accessories More Offensive Accessories spawn. You can sense nearby Offensive Accessories. More Offensive Accessories spawn. You can sense nearby Offensive Accessories. More Offensive Accessories spawn.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Offensive Scavenger Offensive Scavenger	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes Spawns increased to 5 from 4	You can sense nearby Offensive Accessories. More Offensive Accessories spawn. You can sense nearby Offensive Accessories. More Offensive Accessories spawn.	Not in Version 1.000.0 Not in Version 1.000.0	
Offensive Scavenger Offensive Scavenger Offensive Scavenger	Ver 1.888.811 (86th Dec 2822)	No Changes	You can sense nearby Offensive Accessories. More Offensive Accessories spawn.	Not in Version 1.000.0	
Offensive Scavenger Offensive Scavenger Olympic Sprinter	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Olympic Sprinter Olympic Sprinter Olympic Sprinter	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Olympic Sprinter" added No Changes No Changes	+38% Sprint Efficiency, -5% Damage Resistance +38% Sprint Efficiency, -5% Damage Resistance +38% Sprint Efficiency, -5% Damage Resistance	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Olympic Sprinter Olympic Sprinter Olympic Sprinter	Ver 1.808.884 (16th Dec 2821) Ver 1.808.886 (88th Feb 2822) Ver 1.808.887 (12th Apr 2822)	Effect Updated No Changes	+30% Sprint Efficiency, -7% Damage Resistance +30% Sprint Efficiency, -7% Damage Resistance +30% Sprint Efficiency, -7% Damage Resistance	Not in Version 1.000.0 Not in Version 1.000.0	
Olympic Sprinter Olympic Sprinter Olympic Sprinter	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	+30% Sprint Efficiency, -7% Damage Resistance +30% Sprint Efficiency, -7% Damage Resistance +30% Sprint Efficiency, -7% Damage Resistance	No Changes No Changes No Changes	Own Agricus Cfficiency, "To Dough Destances  Mis Sprint Efficiency, "To Dough Sestance  - Mis Sprint Efficiency, "To Dough Sestance  - Mis Sprint Efficiency, "To Dough Sestance  - Mis Sprint Efficiency, "To Dough Sestance  - Mis Sprint Efficiency, "To Dough Sestance  - Mis Sprint Efficiency, "To Dough Sestance
Olympic Sprinter Olympic Sprinter	Ver 1.888.811 (86th Dec 2822)	No Changes	+38% Sprint Efficiency, -7% Damage Resistance	No Changes	The print Efficiency, -7% Damage Resistance -38% Sprint Efficiency, -7% Damage Resistance
Olympic Sprinter Olympic Sprinter Olympic Sprinter	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alaka Warra	
On your Mark On your Mark On your Mark	Beta (05th Aug 2021) Release (08th Oct 2021)	"On Your Mark" added No Changes	Then you exit a Saferoom your team gains +15% Movement Speed for 30 seconds.  When you exit a Saferoom your team gains +15% Movement Speed for 30 seconds.	Not in Alpha Version Not in Beta Version Not in Release Version	
On your Mark On your Mark On your Mark On your Mark	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes Effect Updated Effect Updated	Nhen you exit a Saferoom your taam gains +15% Movement Speed for 30 seconds. Nhen you exit a Saferoom your taam gains +15% Movement Speed for 30 seconds. Team Effects: When a horde is triggered, your team restores 15% Ammo and gains Team Effects: When a horde is triggered, your team restores 16% Ammo and gains	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 "On Your Mark" adde	:
On your Mark On your Mark On your Mark	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 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 7.5% Ammo and gains Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains	No Changes (Bug - only Effect Updated Effect Updated	Toam Effects: NHen a hords is triggered, your team restores TOK Amen and gains 10% Nove Speed while firing, 15% Reload Speed, and 25% Saup Speed for 30 set Toam Effects: NHen a hords is triggered, your team restores 7.5% Amen and gains 10% Nove Speed while firing, 15% Reload Speed, and 25% Saup Speed for 30 set Toam Effects: NHen a hords is triggered, your team restores 7.5% Amen and gains 10% Nove Speed while firing, 15% Reload Speed, and 25% Saup Speed for 30 set Toam Effects when a hords is triggered, your team restores 7.5% Amen and gains 10% Nove Speed while firing, 15% Reload Speed, and 25% Saup Speed for 30 set Toam Effects NHen a hords is triggered, your team restores 7.5% Amen and gains 10% Nove Speed while firing, 15% Reload Speed, and 25% Saup Speed for 30 set Toam Effects NHen a hords is triggered, your team restores 7.5% Amen and gains 10% Nove Speed while firing, 15% Reload Speed, and 25% Saup Speed for 30 set Toam Effects NHen a hords is triggered, your team restores 7.5% Amen and gains 10% Nove Speed while firing, 15% Reload Speed, and 25% Saup Speed for 30 set Toam Effects NHEN SPEED NHEN
On your Mark On your Mark On your Mark	Ver 1.888.811 (86th Dec 2822)	No Changes	Team Effects: When a horde is triggered, your team restores 7.5% Ammo and gains	No Changes	Town Effects: When a horde is triggered, your team restores 7.5% Amno and galms 10% Move Speed while firing, 15% Reload Speed, and 25% Swap Speed for 30 s
On your Mark On your Mark Optics Enthusiast	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Optics Enthusiast Optics Enthusiast Optics Enthusiast Optics Enthusiast	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Optics Enthusiast" added No Changes No Changes	+30% Accuracy, -20% Stamina Efficiency +30% Accuracy, -20% Stamina Efficiency +30% Accuracy, -20% Stamina Efficiency	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Optics Enthusiast Optics Enthusiast	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	No Changes Effect Updated	+38% Accuracy, -20% Stamina Efficiency +38% Accuracy	Not in Version 1.000.0 Not in Version 1.000.0	
Optics Enthusiast Optics Enthusiast Optics Enthusiast	Ver 1.800.007 (12th Apr 2022) Ver 1.800.008 (07th Jun 2022) Ver 1.800.009 (30th Aug 2022)	No Changes No Changes No Changes	+38% Accuracy +38% Accuracy +38% Accuracy	Not in Version 1.000.0 Not in Version 1.000.0 "Optics Enthusiast" ad	- 1985 Accuracy
	( rug 2022)				

Compendium Ver: 3-7-23	Card History: Campaign and Swarm Mode		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only		
Name Optics Enthusiast	Version Ver 1.000.010 (11th Oct 2022)	No Changes	Campaign Effect Description +30% Accuracy	No Changes	Swarm Effect Description +38% Accuracy
Optics Enthusiast Optics Enthusiast	Ver 1.888.811 (86th Dec 2822)	No Changes	+38% Accuracy	No Changes	+38% Accuracy
Optics Enthusiast Optics Enthusiast Optics Enthusiast					
Out with a Bang Out with a Bang	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version Not in Beta Version	
Out with a Bang Out with a Bang	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Official Release Versi	-	Not in Official Relea Not in Version 1.000.	
Out with a Bang Out with a Bang	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 Not in Version 1.000.006	-	Not in Version 1.000. Not in Version 1.000.	- -
Out with a Bang Out with a Bang	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008	E	Not in Version 1.000.0 Not in Version 1.000.0	
Out with a Bang Out with a Bang	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	Effect Updated	+1 Extra Life. Team Effects: when a teammate is incapacitated or dies, they dro Team Effects: when a teammate is incapacitated or dies, they drop an active Pip Team Effects: when a teammate is incapacitated or dies, they drop an active Pip	Not in Version 1.000.	-
Out with a Bang Out with a Bang Out with a Bang	ver 1.000.011 (00til Dec 2022)	No Charges	Team errects: when a teammate is incapacitated or dies, they drop an active rip	NOC IN VERSION 1. 666.1	
Out with a Bang Out with a Bang					
Over-Protective Over-Protective	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version Not in Beta Version	-
Over-Protective Over-Protective	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)		-	Not in Official Relea Not in Version 1.000.	
Over-Protective Over-Protective Over-Protective	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006	- - When a teammate within 15 meters recieves 5 or more damage, gain 20% increased	Not in Version 1.000.	-
Over-Protective Over-Protective	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822) Ver 1.888.889 (38th Aug 2822)	No Changes	When a teammate within 15 meters recieves 5 or more damage, gain 20% increased. When a teammate within 15 meters recieves 5 or more damage, gain 20% increased.	Not in Version 1.000.	
Over-Protective Over-Protective	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (05th Dec 2022)	No Changes	When a teammate within 15 meters recieves 5 or more damage, gain 20% increased When a teammate within 15 meters recieves 5 or more damage, gain 20% increased	Not in Version 1.000.	-
Over-Protective Over-Protective					
Over-Protective Over-Protective					
Overwatch Overwatch Overwatch	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Overwatch" added No Changes	Kills from greater than 15 meters grant 5 Temporary Health to teammates within Kills from greater than 15 meters grant 5 Temporary Health to teammates within	Not in Alpha Version "Overwatch" added "Overwatch" removed	Kills from greater than 15 meters grant 5 Temporary Health to teammates within 10 meters of the target.
Overwatch Overwatch	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes		Not in Version 1.000.	
Overwatch Overwatch	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Effect Updated	Kills from greater than 15 meters grant 5 Temporary Health to teammates within Kills from greater than 15 meters grant 5 Temporary Health to teammates within	Not in Version 1.000.	- Kills from greater than 15 meters grant 5 Temporary Health to teammates within 15 meters of the target.
Overwatch Overwatch	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	Kills from greater than 15 meters grant 5 Temporary Health to teammates within Kills from greater than 15 meters grant 5 Temporary Health to teammates within	No Changes No Changes	Kills from greater than 15 meters grant 5 Temporary Health to teammates within 15 meters of the target.  Kills from greater than 15 meters grant 5 Temporary Health to teammates within 15 meters of the target.
Overwatch Overwatch	Ver 1.808.818 (11th Oct 2022) Ver 1.808.811 (86th Dec 2022)		Kills from greater than 15 meters grant 5 Temporary Health to teammates within Kills from greater than 15 meters grant 5 Temporary Health to teammates within	No Changes No Changes	Kills from greater than 15 meters grant 5 Temporary Health to teammates within 15 meters of the target.  Kills from greater than 15 meters grant 5 Temporary Health to teammates within 15 meters of the target.
Overwatch Overwatch Overwatch					
Overwatch Overwatch Padded Suit	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Padded Suit Padded Suit	Beta (05th Aug 2021) Release (08th Oct 2021)	"Padded Suit" added Effect Updated	+15% Damage Resistance, -20% Stamina Efficiency +10% Damage Resistance, +5 Health, -20% Stamina Efficiency	Not in Beta Version Not in Release Version	
Padded Suit Padded Suit	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes	+18% Damage Resistance, +5 Health, -20% Stamina Efficiency +18% Damage Resistance, +5 Health, -20% Stamina Efficiency	Not in Version 1.000.	-
Padded Suit Padded Suit	Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	No Changes	+10% Damage Resistance, +5 Health, -20% Stamina Efficiency +10% Damage Resistance, +5 Health, -20% Stamina Efficiency	Not in Version 1.000. Not in Version 1.000.	- -
Padded Suit Padded Suit	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	+10% Damage Resistance, +5 Health, -20% Stamina Efficiency +10% Damage Resistance, +5 Health, -20% Stamina Efficiency	Not in Version 1.000. "Padded Suit" added	- +10% Damage Resistance, +5 Health, -20% Stamina Efficiency
Padded Suit Padded Suit	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)		+10% Damage Resistance, +5 Health, -20% Stamina Efficiency +10% Damage Resistance, +5 Health, -20% Stamina Efficiency	No Changes No Changes	+10% Danage Resistance, +5 Health, -20% Stamina Efficiency +10% Danage Resistance, +5 Health, -20% Stamina Efficiency
Padded Suit Padded Suit Padded Suit					
Padded Suit Patient Hunter	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	-
Patient Hunter Patient Hunter	Beta (05th Aug 2021) Release (08th Oct 2021)	"Patient Hunter" added No Changes	Each second you Aim Down Sights increases your Damage by 10% (up to 3 stacks). Each second you Aim Down Sights increases your Damage by 10% (up to 3 stacks).	"Patient Hunter" adde No Changes	Each second you Aim Down Sights increases your Damage by 10% (up to 3 stacks). Each second you Aim Down Sights increases your Damage by 10% (up to 3 stacks).
Patient Hunter Patient Hunter	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Effect Updated	Each second you Aim Down Sights increases your Damage by 10% (up to 3 stacks). Every 0.75 seconds you Aim Down Sights increases your Damage by 10% (up to 3 st		Each second you Aim Down Sights increases your Damage by 10% (up to 3 stacks).  Every 0.75 seconds you Aim Down Sights increases your Damage by 10% (up to 3 stacks).
Patient Hunter Patient Hunter	Ver 1.800.006 (08th Feb 2022) Ver 1.800.007 (12th Apr 2022) Ver 1.800.008 (07th Jun 2022)	Icon changed + Effect Updated	Every 0.75 seconds you Aim Down Sights increases your Damage by 10% (up to 3 st Every 0.75 seconds you Aim Down Sights increases your Bullet Damage by 10% (up	Icon added Icon changed + Effect No Changes	Every 0.75 seconds you Aim Down Sights increases your Damage by 10% (up to 3 stacks).  Every 0.75 seconds you Aim Down Sights increases your Bullet Damage by 10% (up to 3 stacks).
Patient Hunter Patient Hunter Patient Hunter	Ver 1.888.888 (87th 3dh 2822) Ver 1.888.888 (87th 3dh 2822) Ver 1.888.818 (11th Oct 2822)	No Changes	Every 0.75 seconds you Alm Down Sights Increases your Bullet Damage by 10% (up Every 0.75 seconds you Alm Down Sights increases your Bullet Damage by 10% (up Every 0.75 seconds you Alm Down Sights Increases your Bullet Damage by 10% (up	No Changes No Changes	Every 0.75 seconds you Alm Doom Sights Increases your Bullet Danage by 10% (up to 3 stacks).  Every 0.75 seconds you Alm Doom Sights Increases your Bullet Danage by 10% (up to 3 stacks).  Every 0.75 seconds you Alm Doom Sights Increases your Bullet Danage by 10% (up to 3 stacks).
Patient Hunter Patient Hunter	Ver 1.000.011 (05th Dec 2022)		Every 0.75 seconds you Aim Down Sights increases your Bullet Damage by 10% (up	No Changes	Every 0.75 seconds you Aim Down Sights increases your Bullet Comage by 10% (up to 3 stacks).
Patient Hunter Patient Hunter					
Patient Hunter Pep in your Step	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Pep in your Step Pep in your Step Pep in your Step	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Pep in your Step" added No Changes	Precision Kills grant you 10% Movement Speed for 5 Seconds.  Precision Kills grant you 10% Movement Speed for 5 Seconds.  Precision Kills grant you 10% Movement Speed for 5 Seconds.	"Pep in your Step" ad No Changes No Changes	Precision Kills grant you IRM Movement Speed for 5 Seconds.  Precision Kills grant you TRM Movement Speed for 5 Seconds.  Precision Kills grant you TRM Movement Speed for 5 Seconds.
Pep in your Step Pep in your Step	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated	Precision Kills grant you 8% Movement Speed for 5 Seconds. Precision Kills grant you 8% Movement Speed for 5 Seconds.	Effect Updated No Changes	Precision Kills grant you 8% Novement Speed for 5 Seconds.  Precision Kills grant you 8% Novement Speed for 5 Seconds.
Pep in your Step Pep in your Step	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	No Changes No Changes	Precision Kills grant you 8% Movement Speed for 5 Seconds. Precision Kills grant you 8% Movement Speed for 5 Seconds.	No Changes No Changes	Precision Kills grant you &t Movement Speed for 5 Seconds.  Precision Kills grant you &t Movement Speed for 5 Seconds.
Pep in your Step Pep in your Step	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Description Updated	Precision Kills grant you 8% Movement Speed for 5 Seconds.  Precision Kills grant you 8% Move Speed for 5 Seconds.	No Changes Description Updated	Precision Kills grant you &t Movement Speed for 5 Seconds.  Precision Kills grant you &t Move Speed for 5 Seconds.
Pep in your Step Pep in your Step Pep in your Step	Ver 1.000.011 (06th Dec 2022)	No Changes	Precision Kills grant you 8% Move Speed for 5 Seconds.	No Changes	Precision Kills grant you BT Move Speed for 5 Seconds.
Pep in your Step Pep in your Step Pep in your Step					
Pep Talk Pep Talk	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Pep Talk" added	- +100% Revive Speed, -5% Damage Resistance	Not in Alpha Version Not in Beta Version	-
Pep Talk Pep Talk	Ver 1.000.003 (09th Nov 2021)		+150% Revive Speed, -5% Damage Resistance +150% Revive Speed, -5% Damage Resistance	Not in Release Version Not in Version 1.000.	
Pep Talk Pep Talk	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	While reviving teammates, take 3 less damage from all Ridden. Heals teammates for While reviving teammates, take 3 less damage from all Ridden. Heals teammates f	Not in Version 1.000.	
Pep Talk Pep Talk	Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	No Changes	While reviving teammates, take 3 less damage from all Ridden. Heals teammates for While reviving teammates, take 3 less damage from all Ridden. Heals teammates for	No Changes	while reviving teammates, take 3 less damage from all Ridden. Heals teammates for an additional 10 Health when you revive them.  While reviving teammates, take 3 less damage from all Ridden. Heals teammates for an additional 10 Health when you revive them.
Pep Talk Pep Talk Pep Talk	Ver 1.800.809 (38th Aug 2022) Ver 1.800.810 (11th Oct 2022) Ver 1.800.811 (86th Dec 2022)	Description Updated	While reviving tearmates, take 3 less damage from all Ridden. Heals tearmates f While reviving tearmates, take 3 less damage from all Ridden. Tearmates recover While reviving tearmates, take 3 less damage from all Ridden. Tearmates recover	Description Updated	While reviving teammates, take 3 less damage from all Ridden. Meals teammates for an additional 10 Health when you revive them.  While reviving teammates, take 3 less damage from all Ridden. Teammates recover an additional 10 Health when you revive them.  While reviving teammates, take 3 less damage from all Ridden. Teammates recover an additional 10 Health when you revive them.
Pep Talk Pen Talk					
Pep Talk Pep Talk					
Phosphorus Tipped	Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi	-	Not in Alpha Version Not in Beta Version	
Phosphorus Tipped Phosphorus Tipped Phosphorus Tipped	Release (08th Oct 2021)  Ver 1.000.003 (09th Nov 2021)  Ver 1.000.004 (16th Dec 2021)		-	Not in Release Version Not in Version 1.000. Not in Version 1.000.	-
Phosphorus Tipped Phosphorus Tipped Phosphorus Tipped	Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	Not in Version 1.000.006 Not in Version 1.000.007	-	Not in Version 1.000.	-
Phosphorus Tipped Phosphorus Tipped	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.008 Not in Version 1.000.009	-	Not in Version 1.000. Not in Version 1.000.	
Phosphorus Tipped Phosphorus Tipped	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	Not in Version 1.000.010 "Phosphorus Tipped" added	- Continuous gunfire gives an escalating chance to set targets on fire.	Not in Version 1.000. Not in Version 1.000.	-
Phosphorus Tipped Phosphorus Tipped Phosphorus Tipped					
Phosphorus Tipped Phosphorus Tipped Pinata	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	•
Pinata Pinata	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Versi	-	Not in Beta Version Not in Release Version	-
Pinata Pinata	Ver 1.888.883 (89th Nov 2821) Ver 1.888.884 (16th Dec 2821)	Not in Version 1.000.003 Not in Version 1.000.004	-	Not in Version 1.000. Not in Version 1.000.	
Pinata Pinata	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	"Pinata" added	Killing Ridden with an Accessory has 15% chance to drop an Accessory.	Not in Version 1.000.	
Pinata Pinata Pinata	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Effect Updated	Killing Ridden with an Accessory has 15% chance to drop an Accessory. Killing Ridden with an Accessory has 10% chance to drop an Accessory. Killing Ridden with an Accessory has 10% chance to drop an Accessory.	Not in Version 1.000. Not in Version 1.000. Not in Version 1.000.	
Pinata Pinata Pinata	Ver 1.888.811 (86th Dec 2022)	No Changes	Killing Midden with an Accessory has let chance to drop an Accessory.  Killing Ridden with an Accessory has 10% chance to drop an Accessory.	Not in Version 1.000.	
Pinata Pinata					
Pinata Poultice	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Poultice Poultice Poultice		"Poultice" added Effect Updated	When you heal a teammate, they heal for an additional 15 Health over 30 seconds When you use a medical accessory, the target heals for an additional 20 Health		When you heal a teammate, they heal for an additional 15 Health over 30 Seconds. When you use a medical accessory, the target heals for an additional 20 Health and 20 Trauma over 30 Seconds.
Poultice Poultice Poultice	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	When you use a medical accessory, the target heals for an additional 20 Health when you use a medical accessory, the target heals for an additional 20 Health When you use a medical accessory, the target heals for an additional 20 Health	No Changes	When you use a medical accessory, the target heals for an additional 20 Health and 20 Trawma over 30 Seconds.  When you use a medical accessory, the target heals for an additional 20 Health and 20 Trawma over 30 Seconds.  When you use a medical accessory, the target heals for an additional 20 Health and 20 Trawma over 30 Seconds.
Poultice Poultice	Ver 1.888.885 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022) Ver 1.888.888 (87th Jun 2022)	Icon added	Mean you use a medical accessory, the target heals for an additional 20 Health Mean you use a medical accessory, the target heals for an additional 20 Health When you use a medical accessory, the target heals for an additional 20 Health		men you use a medical accessory, the target heals for an additional 20 Health and 20 Traums over 30 Seconds.  When you use a medical accessory, the target heals for an additional 20 Health and 20 Traums over 30 Seconds.  When you use a medical accessory, the target heals for an additional 20 Health and 20 Traums over 30 Seconds.
Poultice Poultice	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes Description Updated	When you use a medical accessory, the target heals for an additional 20 Health When you use a medical accessory, the target recovers an additional 20 Health o	No Changes Description Updated	When you use a medical accessory, the target heals for an additional 20 Health and 20 Trauma over 30 Seconds. When you use a medical accessory, the target recovers an additional 20 Health and 20 Trauma over 30 Seconds.
Poultice Poultice	Ver 1.888.811 (86th Dec 2822)	No Changes	When you use a medical accessory, the target recovers an additional 20 Health o	No Changes	When you use a medical accessory, the target recovers an additional 20 Health and 20 Trauma over 30 Seconds.

Conpendium Ver: 3-7-23 Name Pouttice Pouttice Pouttice Power Reload	Card History: Campaign and Swarm Mode Version  Alpha (17th Dec 2020)	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hoffixes only Capasign Effect Description	Swarm Version Descri	Swarn Effect Description
Power Reload Power Reload Power Reload Power Reload Power Reload Power Reload Power Reload Power Reload Power Reload Power Reload	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (37th Jun 2022)	"Power Reload" added No Changes No Changes Effect Updated No Changes No Changes No Changes No Changes	Bolosting a pow within 0.75 Seconds of reaching low amos will increase its magazine Molosting a pow within 0.75 Seconds of reaching low amos will increase its magazine Molosting a pow within 1.5 Second of reaching low amos will increase its magazine Molosting a pow within 1.5 Second of reaching low amos will increase its magazine Rolosting a pow within 1.5 Second of reaching low amos will increase its magazine Molosting a pow within 1.5 Second of reaching low amos will increase its magazine Molosting a pow within 1.5 Second of reaching low amos will increase its magazine.	"Power Reload" added "Power Reload" removed Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 The Version 1.000.0 Not in Version 1.000.0 "Power Reload" added	Malazating a gar within 8.78% seconds of reaching low amon will increase the magazine size by 30% until the next reload.
Power Reload Power Reload Power Reload Power Reload Power Reload Power Reload Power Strike Power Strike	Beta (05th Aug 2021)	No Changes  Not in Alpha Version Not in Beta Version	Molading a pur within 1 Second of reaching low amo will increase its magazine Molading a pur within 1 Second of reaching low amo will increase its magazine are second or second of reaching low amo will increase its magazine.	No Changes  Not in Alpha Version Not in Beta Version	Reloading a gaw within 1 Second of reaching low amow will increase its agazine size by 385 until the next reload.  Reloading a gaw within 1 Second of reaching low amow will increase its agazine size by 385 until the next reload.
Power Strike Power Strike Power Strike Power Strike Power Strike Power Strike Power Strike Power Strike Power Strike Power Strike Power Strike		Not in Version 1.000.006 "Power Strike" added No Changes No Changes No Changes		Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Power Strike Power Strike Power Strike Power Strike Power Strike Power Swap Power Swap Power Swap Power Swap Power Swap		Not in Alpha Version "Power Swap" added No Changes	Changing Managons within 0.75 Seconds of reaching low amon grants +20% Damage For Changing Managons within 0.75 Seconds of reaching low amon grants +20% Damage Managon Second Seconds of reaching low among prants +20% Damage Managon Managing Managons within 0.75 Seconds for reaching low among prants +20% Damage Managon Managing Managons within 0.75 Seconds for reaching low among prants +20% Damage Managons Managing Managons may be seen to be a second managing	Not in Alpha Version "Power Swap" added	Changing Maspons within 0.75 Seconds of reaching low amon grants +20% Dawage for 5 Seconds. Changing Maspons within 0.75 Seconds of reaching low amon grants +20% Dawage for 5 Seconds. Changing Maspons within 0.75 Seconds of reaching low amon grants -20% Dawage for 5 Seconds.
Power Swap Power Swap Power Swap Power Swap Power Swap Power Swap Power Swap Power Swap Power Swap Power Swap Power Swap	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes Effect Updated No Changes No Changes	Counting Reasons within 1 Second of reaching loss own grants 2928 Damage for 3 1 Owniging Reasons within 1 Second of reaching loss own grants 2928 Damage for 5 1 Owniging Reasons within 1 Second of reaching loss own grants 2928 Damage for 5 3 Owniging Reasons within 1 Second of reaching loss own grants 2928 Damage for 5 1 Owniging Reasons within 1 Second of reaching loss own grants 2928 Damage for 5 3 Owniging Reasons within 1 Second of reaching loss own grants 2928 Damage for 5 Owniging Reasons within 1 Second of reaching loss own grants 2928 Damage for 5 Owniging Reasons within 1 Second of reaching loss among grants 2928 Damage for 5 Owniging Reasons within 1 Second of reaching loss among grants 2928 Damage for 5 Owniging Reasons within 1 Second or reaching loss among grants 2928 Damage for 5 Owniging Reasons within 1 Second or reaching loss among grants 2928 Damage for 5	No Changes No Changes Effect Updated No Changes No Changes	Charging Meapons within 1 Second of reaching loss among prants - 20% Enamps for 5 Seconds.  Charging Meapons within 1 Second of reaching loss among prants - 20% Enamps for 5 Seconds.  Charging Meapons within 1 Second of reaching loss among prants - 20% Enamps for 5 Seconds.  Charging Meapons within 1 Second of reaching loss among prants - 20% Enables and well-so Enamps for 5 Seconds.  Charging Meapons within 1 Second of reaching loss among prants - 20% Enables and well-so Enamps for 5 Seconds.  Charging Meapons within 1 Second of reaching loss among prants - 20% Enables and Welson Enamps for 5 Seconds.  Charging Meapons within 1 Second of reaching loss among prants - 20% Enables and Welson Enamps for 5 Seconds.
Power Swap Power Swap Power Swap Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up	Beta (05th Aug 2021)	Not in Version 1.888.884 Not in Version 1.888.886		Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up Pumped Up	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	Your Temporary Neal Th decays 20% Islamer. 1 Additional Pain Meds spains: in each Your Temporary Mod Medseys 20% Islamer. 1 Additional Pain Meds spains: in each Your Temporary Neal Th decays 20% Islamer. 1 Additional Pain Meds spains in each Your Temporary Neal Th decays 20% Islamer. 1 Additional Pain Meds spains in each in the Company Neal Th decays 20% Islamer. 1 Additional Pain Meds spains in each in the Company Neal Through Pain Med Spains in each in the Company Neal Through Pain Med Spains in each in the Company Neal Through Neal Through Neal Through Neal Through Neal Through Neal Through Neal Through Neal Through Neal Through Neal Through Neal Through Ne	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Руго Руго Руго Руго Руго Руго Руго Руго	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes No Changes No Changes No Changes	+100% Fire Damage, Kills with fire grant you 3 Temporary Health. You can sense the Hook Fire Damage, Kills with fire grant you 3 Temporary Health. You can sense the sense that the sense	Effect Updated No Changes No Changes No Changes No Changes No Changes No Changes	These Fire Damage, +755 Fire Resistance, Kills with fire great you 3 Temporary Health.  - THEN FIRE Damage, Kills with Fire great you 1 Temporary Health. Two can sense frameable objects meanly.  - THEN FIRE Damage, Kills with Fire great you 1 Temporary Health. Two can sense frameable objects meanly.  - THEN FIRE Damage, Kills with Fire great you 1 Temporary Health. Two can sense frameable objects meanly.  - THEN FIRE Damage, Kills with Fire great you 1 Temporary Health. Two can sense frameable objects meanly.  - THEN FIRE Damage, Kills with Fire great you 1 Temporary Health. Two can sense frameable objects meanly.  - THEN FIRE Damage, Kills with Fire great you 1 Temporary Health. Two can sense frameable objects meanly.  - THEN FIRE Damage, Kills with Fire great you 2 Temporary Health. Two can sense frameable objects meanly.
Pyro Pyro Pyro Pyro Pyro Pyro Ouick Kill Ouick Kill	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (05th Dec 2022) Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Description Updated No Changes  Not in Alpha Version  "Quick Kill" added No Changes	-190E Fire Damage, Cain 3 Temporary Nealth for each kill with fire. You can sen -190E Fire Damage, Cain 3 Temporary Nealth for each kill with fire. You can sen -190E Fire Damage, Cain 3 Temporary Nealth for each kill with fire. You can sen -190E Accordancy, DISMAILS AIM Down Sights	Description Updated No Changes Not in Alpha Version Not in Beta Version Not in Release Version	-188K Fire Danage, Caio 3 Temporary Health for each kill with Fire. You can sense flammable objects nearby.  -188K Fire Danage, Caio 3 Temporary Health for each kill with Fire. You can sense flammable objects nearby.
Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill Carick Kill	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes	SER ACCORD, DISMETS AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS  FOR ACCORD, DESIRES AIR DON SIGHTS	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Cutick Kill Cutick Kill Cutick Kill Reckless Reckless Reckless Reckless Reckless Reckless Reckless	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Alpha Version "Reckless" added No Changes No Changes No Changes	-44% Sprint Efficiency, When you take Damage while Sprinting you lose all Stantant Sprint Efficiency, When you take Damage while Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose all Stantant Sprinting you lose you lose all Stantant Sprinting you lose you lose all Stantant Sprinting you lose you lose all Stantant Sprinting you lose you los	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Reckless Reckless Reckless Reckless Reckless Reckless Reckless Reckless Reckless Reckless Reckless Reckless Reckless	Ver 1.000.005 (08th Feb 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	-48% Eprint Efficiency, When you take Comage while Sprinting you lose all State forms Sprint Efficiency, When you take Comage while Sprinting you lose all State 44% Eprint Efficiency, When you take Comage while Sprinting you lose all State and Sprint Efficiency, When you take Comage while Sprinting you lose all State and Sprint Efficiency, When you take Comage while Sprinting you lose all State 44% Sprint Efficiency, When you take Comage while Sprinting you lose all State takes Sprint Efficiency, When you take Comage while Sprinting you lose all State and Sprint Efficiency.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Reckless Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy	Alpha (17th Dec 2020) Beta (05th Aug 2021) Belease (08th Otc 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (15th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes No Changes	-31% Weakport Chamage, -35 Chamage Resistance -380% Weakport Chamage, -35 Chamage Resistance -380% Weakport Chamage, -35 Chamage Resistance -380% Weakport Chamage, -35 Chamage Resistance -380% Weakport Chamage, -35 Chamage Resistance -380% Weakport Chamage, -35 Chamage Resistance -380% Weakport Chamage, -35 Chamage Resistance	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reckless Strategy Reload Drills	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022) Alpha (17th Dec 2020)	No Changes No Changes No Changes "Reload Drills" added	SME Navigor Damage, 25 Ownige Resistance  SME Navigor Damage, 25 Ownige Resistance  SME Navigor Damage, 25 Ownige Resistance  SME Navigor Damage, 25 Ownige Resistance  ALEK Navigor Damage, 25 Ownige Resistance	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills	Release (08th Oct 2021) Yer 1.000.003 (09th Nov 2021) Yer 1.000.003 (09th Nov 2021) Yer 1.000.006 (08th Feb 2022) Yer 1.000.006 (08th Feb 2022) Yer 1.000.008 (07th Jun 2022) Yer 1.000.008 (07th Jun 2022) Yer 1.000.009 (30th Aug 2022) Yer 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes No Changes Effect Updated	JARK Raload Speed  FARK Raload Speed  FARK Raload Speed  FARK Raload Speed  FARK Raload Speed  FARK Raload Speed  FARK Raload Speed  FARK Raload Speed  FARK Raload Speed  FARK Raload Speed	"Reload Drills" added No Changes No Changes No Changes No Changes No Changes No Changes No Changes No Changes	- PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed - PAR Rainot Speed
Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Reload Drills Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing	Ver 1.800.011 (06th Dec 2022)  Alpha (17th Dec 2020)  Beta (05th Aug 2021)  Rolease (08th Oct 2021)  Ver 1.000.03 (09th Nov 2021)	Not in Alpha Version "Rhythmic Breathing" added No Changes	-225 Muland Speed, -225 Mugaon Suap Speed  -425 Station, -225 Sile Mulantee -445 Station, -225 Sile Mulantee -445 Station, -255 Sile Mulantee -445 Station, -255 Sile Mulantee	No Changes  Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.8	- HES Relocal Speed
Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2022) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.01	Effect Updated No Changes No Changes No Changes No Changes No Changes No Changes	- HAR STANIAN, - OMN Now Resistance - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN - HAR STANIAN	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Rhythmic Breathing Rhythmic Breathing Rhythmic Breathing					

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description		Swarm Effect Description
Ridden Slayer Ridden Slayer Ridden Slayer Ridden Slayer	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Alpha Version "Ridden Slayer" added No Changes No Changes		Not in Alpha Version "Ridden Slayer" added No Changes No Changes	-19% Wakapot Eurago -19% Wakapot Eurago -19% Wakapot Eurago
Ridden Slayer Ridden Slayer Ridden Slayer Ridden Slayer	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (88th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	+28% Weakspot Damage +28% Weakspot Damage +28% Weakspot Damage +28% Weakspot Damage	No Changes No Changes No Changes	-95X Waxdood Dange -95X Waxdood Dange -95X Waxdood Dange
Ridden Slayer Ridden Slayer Ridden Slayer Ridden Slayer	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	+28ft Weakspot Damage +28ft Weakspot Damage +28ft Weakspot Damage	No Changes No Changes No Changes	- 25% Weekspot Damage - 25% Weekspot Damage - 25% Weekspot Damage
Ridden Slayer Ridden Slayer Ridden Slayer Rolling Thunder	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Rolling Thunder Rolling Thunder Rolling Thunder	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Rolling Thunder" added Effect Updated No Changes	+56% Movement Speed while firing with Shotguns, +18% Damage with shotguns. +35% Move Speed while firing with Shotguns, +18% Damage with shotguns. +35% Move Speed while firing with Shotguns, +18% Damage with shotguns.	Not in Beta Version Not in Release Version Not in Version 1.000.0	7 7 8
Rolling Thunder Rolling Thunder Rolling Thunder Rolling Thunder	Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes No Changes No Changes	+35% Move Speed while firing with Shotgums, +18% Damage with shotgums. +35% Move Speed while firing with Shotgums, +18% Damage with shotgums. +35% Move Speed while firing with Shotgums, +18% Damage with shotgums. +35% Move Speed while firing with Shotgums, +18% Damage with shotgums.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Rolling Thunder Rolling Thunder Rolling Thunder Rolling Thunder	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	+35% Move Speed while firing with Shotguns, +18% Damage with shotguns. +35% Move Speed while firing with Shotguns, +18% Damage with shotguns. +35% Move Speed while firing with Shotguns, +18% Damage with shotguns.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Rolling Thunder Rolling Thunder Rolling Thunder Rousing Speech	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Rousing Speech Rousing Speech Rousing Speech	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	"Rousing Speech" added Effect Updated No Changes		Not in Beta Version Not in Release Version Not in Version 1.000.0	
Rousing Speech Rousing Speech Rousing Speech Rousing Speech	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes Effect Updated	+225% Revive Speed, DISABLES: Offensive Accessories, Team Effects: +20% Reduced +225% Revive Speed, DISABLES: Offensive Accessories, Team Effects: +20% Reduced Feam Effects: Teammates are healed for an additional 10 Health when revived. +5%	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Rousing Speech Rousing Speech Rousing Speech Rousing Speech	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)		Team Effects: Teammates are healed for an additional 10 Health when revived. +50 Team Effects: Teammates recover an additional 10 Health when revived. +50% Team Team Effects: Teammates recover an additional 10 Health when revived. +50% Team	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	7 
Rousing Speech Rousing Speech Rousing Speech Run and Gun	Alpha (17th Dec 2020)	"Wake of Death" added	You can shoot while Sprinting.	Not in Alpha Version	
Run and Gun Run and Gun Run and Gun Run and Gun	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Renamed to "Run and Gun" No Changes No Changes	You can shoot while Sprinting. You can shoot while Sprinting. You can shoot while Sprinting. You can shoot while Sprinting.	"Run and Gun" added "Run and Gun" removed Not in Version 1.000.0 Not in Version 1.000.0	Tex can shoot while Sprinting.
Run and Gun Run and Gun Run and Gun	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes No Changes	You can shoot while Sprinting. You can shoot while Sprinting. You can shoot while Sprinting.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Run and Gun Run and Gun Run and Gun Run and Gun	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	You can shoot while Sprinting. You can shoot while Sprinting. You can shoot while Sprinting.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Run and Gun Run and Gun Run and Gun Run like Hell	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Run like Hell Run like Hell Run like Hell Run like Hell	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	"Run like Hell" added No Changes No Changes Effect Updated	-15% Move Speed, When you take Danage, your Accuracy is reduced by 28% for 3 Set +15% Move Speed, When you take Danage, your Accuracy is reduced by 28% for 3 Set -15% Move Speed, When you take Danage, your Accuracy is reduced by 28% for 3 Set +12% Move Speed, When you take Danage, your Move Speed is reduced by 12% for 3:	Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Run like Hell Run like Hell Run like Hell Run like Hell	Ver 1.888.895 (88th Feb 2022) Ver 1.888.897 (12th Apr 2022) Ver 1.888.898 (87th Jun 2022) Ver 1.888.899 (30th Aug 2022)	No Changes Effect Updated No Changes No Changes	+12% Move Speed, When you take Damage, your Move Speed is reduced by 12% for 3 +12% Move Speed, +15% Sprint Speed. When you take Damage, your lose the benefit: +12% Move Speed, +15% Sprint Speed. When you take Damage, your lose the benefit: +12% Move Speed, +15% Sprint Speed. When you take Damage, your lose the benefit:	Not in Version 1.000.0 "Run like Hell" added No Changes No Changes	17% New Spend, +1%% Sprint Speed, When you take Damage, your less the hearfits of New like Well for 3 Seconds, +12% News Spend, +1%% Sprint Speed, When you take Damage, your less the hearfits of New like Well for 3 Seconds, +12% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearfit of New like Well for 5 Seconds, +12% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearfit of New like Well for 5 Seconds, +10% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearfit of New like Well for 5 Seconds, +10% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearfit of New like Well for 5 Seconds, +10% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearfit of New like Well for 5 Seconds, +10% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearfit of New like Well for 5 Seconds, +10% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearfit of New like Well for 5 Seconds, +10% News Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearting of New like Well for 5 Seconds, +10% New Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearting of New like Well for 5 Seconds, +10% New Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearting of New like Well for 5 Seconds, +10% New Speed, +1%% Sprint Speed, Wenn you take Damage, your less the hearting of New Speed, +1%% Sp
Run like Hell Run like Hell Run like Hell	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes	12X Nove Speed, +15X Sprint Speed. When you take Damage, your lose the benefit: +12X Nove Speed, +15X Sprint Speed. When you take Damage, your lose the benefit:	No Changes No Changes	1-TX Now Speed, 1-TX Sprint Speed, Mean you had Campe, you look the boarding of the Speed Speed, 1-TX Now Speed, 1-TX Now Speed, 1-TX Now Speed, 1-TX Now Speed, 1-TX Now Speed, 1-TX Now Speed, 1-TX Sprint Speed, Mean you take Campe, your look the boarding of the liber mill for 3 Seconds.  1-TX Now Speed, 1-TX Sprint Speed, Mean you take Campe, your look the boarding of the liber mill for 3 Seconds.
Run like Hell Run like Hell Run like Hell Sadist	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Sadist Sadist Sadist Sadist	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Beta Version Not in Official Release Vers Not in Version 1.000.003 Not in Version 1.000.004	•	Not in Beta Version Not in Official Releas Not in Version 1.000.0 Not in Version 1.000.0	7 
Sadist Sadist Sadist Sadist	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	"Sadist" added	hen a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dam when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dam when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate within 15 meters recieves 5 or more damage, gain 20% of the dams when a teammate when a teammate when a teammate when a teammate when a teammate when a teammate when a teammate when a teammate when a team a team a team a team a team a team a team a te	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Sadist Sadist Sadist Sadist	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	When a teammate within 15 meters recieves 5 or more damage, gain 20% of the dama When a teammate within 15 meters recieves 5 or more damage, gain 20% of the dama	Not in Version 1.000.0 Not in Version 1.000.0	
Sadist Sadist Sadistic Sadistic	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Sadistic" added	 +48% Weakspot Danage, -18% Danage	Not in Alpha Version Not in Beta Version	
Sadistic Sadistic Sadistic	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Effect Updated No Changes No Changes	Gain 5% Weakspot Damage for Each Precision Kill in the last 10 Seconds.  Gain 5% Weakspot Damage for Each Precision Kill in the last 10 Seconds.  Gain 5% Weakspot Damage for Each Precision Kill in the last 10 Seconds.	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Sadistic Sadistic Sadistic Sadistic	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Desciption Updated No Changes	Cain 5% Weakspot Damage for Each Precision Kill in the last 10 Seconds.  Gain 5% Weakspot Damage for Each Precision Kill in the last 10 Seconds.  Each Precision Kill gives 5% increased Weakspot Damage for 10 Seconds.  Each Precision Kill gives 5% increased Weakspot Damage for 10 Seconds.	Not in Version 1.000.0 Not in Version 1.000.0 "Sadistic" added	
Sadistic Sadistic Sadistic Sadistic	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes	Each Precision Kill gives S% increased Weakspot Damage for 10 Seconds.  Each Precision Kill gives S% increased Weakspot Damage for 10 Seconds.	No Changes No Changes	[Sach Precision Kill gives 5% Increased Weakspot Change for 10 Seconds.  Sach Precision Kill gives 5% Increased Weakspot Change for 10 Seconds.
Sadistic Sadistic Saferoom Recovery Saferoom Recovery	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Saferoom Recovery" added Description Updated	Your team heals 5 Trauma Damage and refills 10% Ammo in each Saferoom. This care Your team heals 5 Trauma Damage and refills 10% Ammo in each Saferoom.	Not in Alpha Version	
Saferoom Recovery Saferoom Recovery Saferoom Recovery Saferoom Recovery	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes	Your team heals 5 Trauma Damage and refills 10% Ammo in each Saferoom.  Your team heals 5 Trauma Damage and refills 10% Ammo in each Saferoom.  Your team heals 15 Health, 7 Trauma Damage and refills 10% Ammo at the start of  Your team heals 15 Health, 7 Trauma Damage and refills 10% Ammo at the start of	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Saferoom Recovery Saferoom Recovery Saferoom Recovery Saferoom Recovery Saferoom Recovery	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes Bug Fixed No Changes	Your team heals 15 Health, 7 Trauma Danage and refills 10% Amen at the start of Your team heals 15 Health, 7 Trauma Danage and refills 10% Amen at the start of Your team heals 15 Health, 7 Trauma Danage and refills 10% Amen at the start of Your team heals 15 Health, 7 Trauma Danage and refills 10% Amen at the start of Your team heals 15 Health, 7 Trauma Danage and refills 10% Amen at the start of	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Saferoom Recovery Saferoom Recovery Saferoom Recovery	Ver 1.888.811 (86th Dec 2822)	No Changes	Your team heals 15 Health, / Trauma Damage and refills 10% Ammo at the start of Your team heals 15 Health, 7 Trauma Damage and refills 10% Ammo at the start of	Not in Version 1.000.0	
Saferoom Recovery Saferoom Recovery Scar Tissue Scar Tissue	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Scar Tissue" added	- Take 1 less damage from all Ridden.	Not in Alpha Version "Scar Tissue" added	Take 1 less damage from all Riddon.
Scar Tissue Scar Tissue Scar Tissue Scar Tissue	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	Take 1 less damage from all Ridden. Take 1 less damage from all Ridden. Take 1 less damage from all Ridden. Take 1 less damage from all Ridden.	No Changes No Changes No Changes	Take 1 less damage from all Riddom. Take 1 less damage from all Riddom. Take 1 less damage from all Riddom. Take 1 less damage from all Riddom.
Scar Tissue Scar Tissue Scar Tissue Scar Tissue	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (11th Oct 2022)	No Changes No Changes Description Updated	Take 1 less damage from all Ridden.  Take 1 less damage from all Ridden.  Take 1 less damage from all Ridden. +50% Acid Resistance.  Take 1 less damage from all Ridden. +50% Acid Resistance.	No Changes No Changes Description Updated No Changes	Take I less danage from all Riddon. Take I less danage from all Riddon. Take I less danage from all Riddon. +MER Acid Resistance. Take I less danage from all Riddon. +MER Acid Resistance.
Scar Tissue Scar Tissue Scar Tissue Scar Tissue	Ver 1.000.011 (06th Dec 2022)		Take 1 less damage from all Ridden. +50% Acid Resistance.	No Changes	Take 1 less damage from all Riddom. +MET Acid Resistance.
Scar Tissue Scattergun Skills Scattergun Skills	Alpha (17th Dec 2020) Bota (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Scattergun Skills" added No Changes	-48% Reload Speed with Shotguns. +48% Reload Speed with Shotguns.	Not in Alpha Version Not in Beta Version Not in Release Version	
Scattergun Skills Scattergun Skills Scattergun Skills Scattergun Skills	Ver 1.800.803 (89th Nov 2021) Ver 1.800.804 (16th Dec 2021) Ver 1.800.806 (88th Feb 2022)	No Changes No Changes No Changes	+48% Reload Speed with Shotguns.  +48% Reload Speed with Shotguns.  +48% Reload Speed with Shotguns.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Scattergun Skills Scattergun Skills Scattergun Skills Scattergun Skills	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)		+40% Reload Speed with Shotguns. +40% Reload Speed with Shotguns. +40% Reload Speed with Shotguns. +40% Reload Speed with Shotguns.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Scattergun Skills Scattergun Skills Scattergun Skills Scattergun Skills	Ver 1.888.811 (86th Dec 2022)		+40% Reload Speed with Shotguns.	Not in Version 1.000.0	
Scattergun Skills Screwdriver Screwdriver Screwdriver	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Screwdriver" added No Changes	25% Use Speed +56% Use Speed, +16% Stamina	Not in Alpha Version "Screwdriver" added Effect Updated	- 1988 Use Speed

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description		Swarm Effect Description
Screwdriver Screwdriver Screwdriver	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes No Changes No Changes	+50% Use Speed, +10% Stamina +50% Use Speed, +10% Stamina +50% Use Speed, +10% Stamina	No Changes No Changes No Changes No Changes	- 1887. Use Speed - 1887. Use Speed - 1887. Use Speed
Screwdriver Screwdriver Screwdriver Screwdriver	Ver 1.000.009 (12th Apr 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	+56% Use Speed, +16% Stamina +56% Use Speed, +16% Stamina +56% Use Speed, +16% Stamina +56% Use Speed, +16% Stamina	No Changes No Changes No Changes	**************************************
Screwdriver Screwdriver Screwdriver	Ver 1.888.811 (86th Dec 2822)	No Changes	+50% Use Speed, +10% Stamina	No Changes	+100% Use Speed
Screwdriver Screwdriver Second Chance	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Second Chance Second Chance Second Chance Second Chance	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	"Second Chance" added No Changes No Changes No Changes	+1 Extra Life, +5 Health +1 Extra Life, +5 Health +1 Extra Life, +5 Health +1 Extra Life, +5 Health	"Second Chance" added No Changes No Changes No Changes	-1 Extra (Iff., 418 Wealth -1 Extra (Iff., 418 W
Second Chance Second Chance Second Chance Second Chance	Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes No Changes	+  Extra Life, +5 Health +  Extra Life, +5 Health +  Extra Life, +5 Health +  Extra Life, +5 Health	No Changes No Changes No Changes	's Extra Life, 'ste modals  - Extra Life, 'ste Modals  - Extra Life, 'ste Modals  - Extra Life, 'ste Modals  - Extra Life, 'ste Modals  - Extra Life, 'ste Modals  - Extra Life, 'ste Modals
Second Chance Second Chance Second Chance	Ver 1.800.809 (38th Aug 2022) Ver 1.800.818 (11th Oct 2022) Ver 1.800.811 (86th Dec 2022)	No Changes Effect Updated No Changes	+1 Extra Life, +5 Health +1 Extra Life, +15 Health, +25% Bleed out Resistance +1 Extra Life, +15 Health, +25% Bleed out Resistance	No Changes No Changes No Changes	-1 Extra Life, +10 Health -1 Extra Life, +10 Health -1 Extra Life, +10 Health -1 Extra Life, +10 Health -1 Extra Life, +10 Health
Second Chance Second Chance Second Chance					
Second Chance Share the Wealth Share the Wealth	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Share the Wealth" added	- Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.	Not in Alpha Version Not in Beta Version	-
Share the Wealth Share the Wealth Share the Wealth Share the Wealth	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022)	No Changes No Changes No Changes	Toam Effects: Each teammate gets 100 Bonus Copper at the start of each level.  Toam Effects: Each teammate gets 100 Bonus Copper at the start of each level.  Toam Effects: Each teammate gets 100 Bonus Copper at the start of each level.  Toam Effects: Each teammate gets 100 Bonus Copper at the start of each level.	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Share the Wealth Share the Wealth Share the Wealth	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.  Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.  Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Share the Wealth Share the Wealth Share the Wealth	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.  Team Effects: Each teammate gets 100 Bonus Copper at the start of each level.	Not in Version 1.000.0 Not in Version 1.000.0	
Share the Wealth Share the Wealth Share the Wealth					
Sharice Sharice Sharice Sharice	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.003	-	Not in Alpha Version Not in Beta Version Not in Release Version	
Sharice Sharice Sharice	Ver 1.888.883 (89th Nov 2021) Ver 1.888.884 (16th Dec 2021) Ver 1.888.885 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022)	Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006 "Sharice" added		Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 "Sharice" added	- 
Sharice Sharice Sharice	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	Armor pieces shot off Ridden have a chance to become Makeshift Armor. +25% Traum Armor pieces shot off Ridden have a chance to become Makeshift Armor. +25% Traum Armor pieces shot off Ridden have a chance to become Makeshift Armor. +25% Traum	No Changes No Changes No Changes	Amonr pieces shot off Ridden have a chance to become Nakeshiff Armor. +25% Trauma Resistance. Toam Effects: +25% Toam Bolstered Health.  Armor pieces shot off Ridden have a chance to become Nakeshiff Armor. +25% Trauma Resistance. Team Effects: +25% Toam Bolstered Health.  Armor pieces shot off Ridden have a chance to become Nakeshiff Armor. +25% Trauma Resistance. Team Effects: +25% Toam Bolstered Health.
Sharice Sharice	Ver 1.888.811 (86th Dec 2822)	No Changes	Armor pieces shot off Ridden have a chance to become Makeshift Armor. +25% Traus	No Changes	Armor pieces shot off Ridden have a chance to become Makeshift Armor. +25% Trauma Resistance. Team Effects: +25% Team Bolstered Health.
Sharice Sharice Shell Carrier	Alpha (17th Dec 2020)	Not in Alpha Version "Shell Carrier" added	- Company of the Comp	Not in Alpha Version	
Shell Carrier Shell Carrier Shell Carrier Shell Carrier	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes No Changes	+38% Shotgum Ammo Capacity, +18% Damage with Shotguns. +38% Shotgum Ammo Capacity, +18% Damage with Shotguns. +38% Shotgum Ammo Capacity, +18% Damage with Shotguns. +38% Shotgum Ammo Capacity, +18% Damage with Shotguns.	Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Shell Carrier Shell Carrier Shell Carrier	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes No Changes	+30% Shotgun Ammo Capacity, +10% Damage with Shotguns. +30% Shotgun Ammo Capacity, +10% Damage with Shotguns. +30% Shotgun Ammo Capacity, +10% Damage with Shotguns.	Not in Version 1.000.0 "Shell Carrier" added No Changes	- 38% Shotgan Amno Capacity, +18% Chanage with Shotgans38% Shotgan Amno Capacity, -18% Chanage with Shotgans.
Shell Carrier Shell Carrier Shell Carrier	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	+38% Shotgun Ammo Capacity, +18% Damage with Shotguns. +38% Shotgun Ammo Capacity, +18% Damage with Shotguns. +38% Shotgun Ammo Capacity, +18% Damage with Shotguns.	No Changes No Changes No Changes	-BRE Shotgan Amon Capacity, -BRE Danage with ShotgansSHE Shotgan Amon Capacity, -BRE Danage with ShotgansSHE Shotgan Amon Capacity, -BRE Danage with Shotgans.
Shell Carrier Shell Carrier Shell Carrier Shell Carrier					
Shooting Gloves Shooting Gloves Shooting Gloves	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	"Shooting Gloves" added Effect Updated No Changes	+18% Weapon Swap Speed +25% Weapon Swap Speed +25% Weapon Swap Speed	Not in Alpha Version "Shooting Gloves" adde No Changes	-SST Wagnon Suip Speed -SST Wagnon Suip Speed
Shooting Gloves Shooting Gloves Shooting Gloves	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated	+25% Weapon Swap Speed +25% Weapon Swap Speed +25% Weapon Swap Speed, +15% Recoil Control, +15% Accuracy	No Changes No Changes Effect Updated	+58% Neopon Saap Speed +58% Neopon Saap Speed +25% Neopon Saap Speed, +15% Recoil Control, +15% Accuracy
Shooting Gloves Shooting Gloves Shooting Gloves Shooting Gloves	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	+25% Waapon Swap Speed, +15% Recoil Control, +15% Accuracy +25% Waapon Swap Speed, +15% Recoil Control, +15% Accuracy +25% Waapon Swap Speed, +15% Recoil Control, +15% Accuracy +25% Waapon Swap Speed, +15% Recoil Control, +15% Accuracy	No Changes No Changes No Changes No Changes	-25% Magnon Sang Speed, +15% Recoll Control, +15% Accuracy -25% Magnon Sang Speed, +15% Recoll Control, +15% Accuracy -25% Magnon Sang Speed, +15% Recoll Control, +15% Accuracy -25% Magnon Sang Speed, +15% Recoll Control, +15% Accuracy -25% Magnon Sang Speed, +15% Recoll Control, +15% Accuracy -25% Magnon Sang Speed, +15% Recoll Control, +15% Accuracy
Shooting Gloves Shooting Gloves Shooting Gloves	Ver 1.888.811 (86th Dec 2822)	No Changes	+25% Weapon Swap Speed, +15% Recoil Control, +15% Accuracy	No Changes	-25% Weapon Swap Speed, +15% Recoil Control, +15% Accuracy
Shooting Gloves Shooting Gloves Shoulder Bag	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Shoulder Bag Shoulder Bag Shoulder Bag Shoulder Bag	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	"Shoulder Bag" added No Changes No Changes No Changes	+2 Support Inventory, -10% Damage Dealt +2 Support Inventory, -10% Damage Dealt +2 Support Inventory, -10% Damage Dealt +2 Support Inventory, -10% Damage Dealt	Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Shoulder Bag Shoulder Bag Shoulder Bag	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Effect Updated No Changes No Changes	+2 Support Inventory, -5% Nove Speed +2 Support Inventory, -5% Nove Speed +2 Support Inventory, -5% Nove Speed	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Shoulder Bag Shoulder Bag Shoulder Bag	Ver 1.808.809 (38th Aug 2022) Ver 1.808.818 (11th Oct 2022) Ver 1.808.811 (86th Dec 2022)	No Changes Effect Updated No Changes	+2 Support Inventory, -5% Move Speed +2 Support Inventory +2 Support Inventory	"Shoulder Bag" added Effect Updated No Changes	2 Support Inventory, -51 Nove Speed -2 Support Inventory -2 Support Inventory
Shoulder Bag Shoulder Bag Shoulder Bag Shoulder Bag					
Shoulder Bag Shredder Shredder Shredder	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Shredder" added Effect Updated	Each bullet hit causes the target to take T% increased damage for 3 Seconds (St. Each bullet hit causes the target to take T% increased damage for 3 Seconds (St.	Not in Alpha Version Not in Beta Version "Shredder" added	
Shredder Shredder Shredder	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes No Changes	Each bullet hit causes the target to take 1% increased damage for 3 Seconds (St. Each bullet hit causes the target to take 1% increased damage for 3 Seconds (St. Each bullet hit causes the target to take 1% increased damage for 3 Seconds (St.	No Changes No Changes No Changes	Each bullet hit causes the target to take IX increased damage for 3 Seconds (Stacks up to 155).  Each bullet hit causes the target to take IX increased damage for 3 Seconds (Stacks up to 150).  Each bullet hit causes the target to take IX increased damage for 3 Seconds (Stacks up to 150).
Shredder Shredder Shredder	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	Each bullet hit causes the target to take T% increased damage for 3 Seconds (St. Each bullet hit causes the target to take T% increased damage for 3 Seconds (St. Each bullet hit causes the target to take T% increased damage for 3 Seconds (St.	No Changes No Changes No Changes	Each bullet hit causes the target to take 1% increased damage for 3 Seconds (Stacks up to 19%).  Each bullet hit causes the target to take 1% increased damage for 3 Seconds (Stacks up to 19%).  Each bullet hit causes the target to take 1% increased damage for 3 Seconds (Stacks up to 19%).
Shredder Shredder Shredder Shredder	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Each bullet hit causes the target to take 1% increased damage for 3 Seconds (St. Each bullet hit causes the target to take 1% increased damage for 3 Seconds (St.		Each bullet hit causes the target to take it increased damage for 3 Seconds (Stacks up to 193).  Each bullet hit causes the target to take it increased damage for 3 Seconds (Stacks up to 195).
Shredder Shredder Silver Bullets	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Silver Bullets Silver Bullets Silver Bullets	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Silver Bullets" added Effect Updated No Changes	+15% Bullet Damage, +150% Bullet Penetration. When you kill a Mutation, you loss +10% Bullet Damage, +150% Bullet Penetration. When you kill a Mutation, you loss +10% Bullet Damage, +150% Bullet Penetration. When you kill a Mutation, you loss	Not in Beta Version Not in Release Version Not in Ver 1.000.003	
Silver Bullets Silver Bullets Silver Bullets	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)	Effect Updated Effect Updated Effect Updated	+18% Bullet Damage, +15% Effective Range +7.5% Bullet Damage, +15% Effective Range +18% Bullet Damage, +15% Effective Range	Not in Ver 1.000.004 Not in Ver 1.000.006 "Silver Bullets" added	
Silver Bullets Silver Bullets Silver Bullets Silver Bullets	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	+18% Bullet Damage, +15% Effective Range +16% Bullet Damage, +15% Effective Range +16% Bullet Damage, +15% Effective Range +16% Bullet Damage, +15% Effective Range	No Changes No Changes No Changes	- HR Bulle Damage, - 195 Effective Range - HR Bullet Damage, - 195 Effective Range - HR Bullet Damage, - 195 Effective Range - HR Bullet Damage, - 195 Effective Range
Silver Bullets Silver Bullets Silver Bullets	(court tree and )				
Silver Bullets Slugger Slugger	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Slugger" added	- +5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed	Not in Alpha Version Not in Beta Version	
Slugger Slugger Slugger	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Ech 2022)	No Changes No Changes No Changes	+5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed +5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed +5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed	Not in Release Version Not in Ver 1.000.003 Not in Ver 1.000.004	
Slugger Slugger Slugger Slugger	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes No Changes	+5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed +5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed +5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed +5 Health, +10% Melee Stamina Efficiency, +20% Melee Attack Speed	Not in Ver 1.000.005 Not in Ver 1.000.007 Not in Ver 1.000.008 "Slugger" added	
Slugger Slugger Slugger Slugger	Ver 1.000.011 (06th Dec 2022) Ver 1.000.011 (06th Dec 2022)	No Changes Effect Updated	** Health, *10% Melee Stamina Efficiency, *20% Melee Attack Speed +5 Health, +10% Melee Stamina Efficiency, *20% Melee Attack Speed, *10% Bow Stamina +5 Health, +10% Melee Stamina Efficiency, *20% Melee Attack Speed, *10% Bow Stamina **The Company of the Com	No Changes	"TS mails," Yes with Stanian Efficiency, "Too movin Altaba Speed  "Smalth, "HER Micho Stanian Efficiency," "The New Artaba Speed  55 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Attack Speed  55 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  56 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  57 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  58 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  59 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  50 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  50 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  50 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  50 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  50 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  51 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  52 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  53 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  54 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  55 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  56 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  57 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  57 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  58 Health, "16% Thelee Stanian Efficiency, "20% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health, "16% New Artaba Speed  58 Health,
Slugger Slugger Slugger					
Smelling Salts Smelling Salts Smelling Salts	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Smelling Salts" added Effect Updated Effect Updated No Changes	+25% Revive Speed +56% Revive Speed +106% Revive Speed +106% Revive Speed	Not in Alpha Version Not in Beta Version "Smelling Salts" added No Changes	- 118E Review Speed
Smelling Salts Smelling Salts Smelling Salts	Ver 1.800.003 (09th Nov 2021) Ver 1.800.004 (16th Dec 2021) Ver 1.800.006 (08th Feb 2022)	Effect Updated	+100% Revive Speed +200% Revive Speed +200% Revive Speed	No Changes Effect Updated No Changes	*1586 Revive Speed  *2086 Revive Speed  *2086 Revive Speed

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Smelling Salts Smelling Salts Smelling Salts	Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (07th Jun 2022) Ver 1.800.809 (30th Aug 2022)	No Changes No Changes No Changes	+200% Revive Speed +200% Revive Speed +200% Revive Speed	No Changes No Changes No Changes	-2001 Revive Speed
Smelling Salts Smelling Salts Smelling Salts	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	+200% Revive Speed +200% Revive Speed	No Changes No Changes	+2001 Revive Speed +2001 Revive Speed
Smelling Salts Smelling Salts Smelling Salts					
Smells Like Victory Smells Like Victory	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version		Not in Alpha Version Not in Beta Version	
Smells Like Victory Smells Like Victory Smells Like Victory	Release (08th Oct 2021)  Ver 1.000.003 (09th Nov 2021)  Ver 1.000.004 (16th Dec 2021)		- -	Not in Official Releas Not in Version 1.000.0 Not in Version 1.000.0	
Smells Like Victory Smells Like Victory Smells Like Victory	Ver 1.800.806 (88th Feb 2022) Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (87th Jun 2022)	Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.008	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Smells Like Victory Smells Like Victory	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.009 "Smells Like Victory" added	- Mutations that you kill have a 50% chance to spawn a healing cloud for the team	Not in Version 1.000.0 Not in Version 1.000.0	
Smells Like Victory Smells Like Victory Smells Like Victory	Ver 1.000.011 (06th Dec 2022)	Effect Updated	Team Effects: Mutations that you kill have a 50% chance to spawn a healing cloud	Not in Version 1.000.0	
Smells Like Victory Smells Like Victory Soften Up	Alpha (17th Dec 2020)	"Batter Up" added	+25% Melce Damage, +25% Melce Cleave Power	Not in Alpha Version	
Soften Up Soften Up	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Effect Updated No Changes	+58% Melce Damage, +5 Health +58% Melce Damage, +5 Health	Not in Beta Version Not in Release Version Not in Ver 1.000.003	
Soften Up Soften Up Soften Up	Ver 1.000.084 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Effect Updated No Changes No Changes	+40% Melee Damage, +5 Health +40% Melee Damage, +5 Health +40% Melee Damage, +5 Health	Not in Ver 1.000.004 Not in Ver 1.000.005	- - -
Soften Up Soften Up Soften Up	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes Renamed to "Soften Up" + Effe No Changes	+40% Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage, to a maximum of 15% reduced damage, to a maximum of 15% reduced damage.	Not in Ver 1.000.007 Not in Ver 1.000.008 "Soften Up" added	Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.
Soften Up Soften Up Soften Up	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage, to a maximum of 15% reduced damage.		Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.  Melee hits cause the target to deal 3% reduced damage, to a maximum of 15% reduced damage.
Soften Up Soften Up					
Soften Up Sonic Disruptor Sonic Disruptor	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version Not in Beta Version	
Sonic Disruptor Sonic Disruptor Sonic Disruptor	Release (88th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Official Release Vers: Not in Version 1.000.003 Not in Version 1.000.004	-	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	-
Sonic Disruptor Sonic Disruptor	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.808.886 Not in Version 1.808.887	-	Not in Version 1.000.0 Not in Version 1.000.0	
Sonic Disruptor Sonic Disruptor Sonic Disruptor	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.008 Not in Version 1.000.009 Not in Version 1.000.010	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Sonic Disruptor Sonic Disruptor Sonic Disruptor	Ver 1.888.811 (86th Dec 2822)	"Sonic Disruptor" added	Emit a Pulse that deals heavy Stumble damage to nearby enemies and has a chance	Not in Version 1.000.0	
Sonic Disruptor Sonic Disruptor Speed Demon	Alpha (17th Dec 2820)	Not in Alpha Version		Not in Alpha Version	
Speed Demon Speed Demon	Beta (05th Aug 2021) Release (08th Oct 2021)	"Speed Demon" added Effect Updated	- +12% Movement Speed while using an SMG. +35% Reload Speed while using an SMG.	Not in Beta Version "Speed Demon" added	- +6% Movement Speed while using an 9MG, +35% Reload Speed while using an 9MG.
Speed Demon Speed Demon Speed Demon	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes Effect Updated No Changes	+6% Movement Speed while using an SMG, +35% Reload Speed while using an SMG. +4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG. +4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG.	No Changes Effect Updated No Changes	45X Novement Speed while using an 906, +35X Reload Speed while using an 906.  45X Novement Speed while using an 906, +35X Reload Speed while using an 906.  45X Novement Speed while using an 906, +35X Reload Speed while using an 906.
Speed Demon Speed Demon Speed Demon	Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (87th Jun 2022) Ver 1.800.809 (38th Aug 2022)	No Changes No Changes	-4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG. +4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG. +4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG.	No Changes No Changes No Changes	-4K Thomesont Speed while using an 905, -35% Reload Speed while using an 9054K Thomesont Speed while using an 905, -35% Reload Speed while using an 9404K Thomesont Speed while using an 945, -35% Reload Speed while using an 946.
Speed Demon Speed Demon	Ver 1.000.013 (35th Rog 2022) Ver 1.000.011 (05th Dec 2022)	No Changes No Changes	+4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG. +4% Movement Speed while using an SMG, +35% Reload Speed while using an SMG.	No Changes No Changes	45t Novement Speed while using an SMC, 435t Reload Speed while using an SMG. 45t Novement Speed while using an SMC, 435t Reload Speed while using an SMG.
Speed Demon Speed Demon Speed Demon					
Speed Demon Spiky Bits Spiky Bits	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Spiky Bits" added	- +25% Melee Damage, +10% Damage Resistance while using a Melee weapon, -20% Ammo	Not in Alpha Version Not in Beta Version	-
Spiky Bits Spiky Bits	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Effect Updated Effect Updated	+25% Melee Damage, +10% Damage Resistance while using a Melee weapon, -15% Ammo +20% Melee Damage, +10% Damage Resistance while using a Melee weapon, -15% Ammo	Not in Release Version Not in Ver 1.000.003	
Spiky Bits Spiky Bits Spiky Bits	Ver 1.800.004 (16th Dec 2021) Ver 1.800.006 (08th Feb 2022) Ver 1.800.007 (12th Apr 2022)	No Changes No Changes Effect Updated	+20% Melee Damage, +10% Damage Resistance while using a Melee weapon, -15% Ammo +20% Melee Damage, +10% Damage Resistance while using a Melee weapon, -15% Ammo +20% Melee Damage, +20% Damage Resistance while using a Melee weapon, -15% Ammo	Not in Ver 1.000.004 Not in Ver 1.000.005 "Spiky Bits" added	- -20% Melee Damage, +20% Damage Resistance while using a Melee weapon, -15% Amno Capacity
Spiky Bits Spiky Bits Spiky Bits	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Effect Updated Effect Updated No Changes	+28 Molee Damage, +28% Damage Resistance while using a Melee weapon, -15% Ammo ( +15 Melee Damage, +28% Damage Resistance while using a Melee weapon, -15% Ammo ( +15 Melee Damage, +28% Damage Resistance while using a Melee weapon, -15% Ammo (	Effect Updated Effect Updated No Changes	-28 Meleo Dunage, -28% Dunage Resistance while using a Meleo waspon, -15% Amos Capacity  15 Noleo Dunage, -28% Dunage Resistance while using a Meleo waspon, -15% Amos Capacity  15 Noleo Dunage, -28% Dunage Resistance while using a Meleo waspon, -15% Amos Capacity  15 Noleo Dunage, -28% Dunage Resistance while using a Meleo waspon, -15% Amos Capacity
Spiky Bits Spiky Bits Spiky Bits	Ver 1.888.811 (86th Dec 2822)	No Changes	+15 Melee Damage, +20% Damage Resistance while using a Melee weapon, -15% Ammo (	No Changes	+15 Melee Camage, +28% Camage Resistance while using a Melee weapon, -15% Amo Capacity
Spiky Bits Spiky Bits Stamina	Alpha (17th Dec 2020)	200		000	
Stamina Stamina	Beta (05th Aug 2021) Release (08th Oct 2021)	"Stamina" added No Changes	*18% Stamina +18% Stamina	"Stamina" added No Changes	170 - 140 Stanina - 140 Stanina - 150 Stanin
Stamina Stamina Stamina	Ver 1.000.006 (08th Feb 2022)	No Changes No Changes No Changes	+10% Stamina +10% Stamina +10% Stamina	No Changes No Changes	+100 Stanina +100 Stanina +100 Stanina
Stamina Stamina Stamina	Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (87th Jun 2022) Ver 1.800.809 (38th Aug 2022)	Effect Updated No Changes No Changes	+10 Stamina, +2.5% Stamina Regen +10 Stamina, +2.5% Stamina Regen +10 Stamina, +2.5% Stamina Regen	No Changes No Changes No Changes	-10 Stanina, -2.55 Stanina Regin
Stamina Stamina Stamina	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	+10 Stamina, +2.5% Stamina Regen +10 Stamina, +2.5% Stamina Regen	No Changes No Changes	-10 Stanina, -2.5% Stanina Regen -10 Stanina, -2.5% Stanina Regen
Stamina Stamina					
Stamina Steady Aim Steady Aim	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Steady Aim" added	- +88% Aim Speed, -58% ADS Move Speed	Not in Alpha Version Not in Beta Version	
Steady Aim Steady Aim Steady Aim	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes Effect Updated	+88% Aim Speed, -58% ADS Move Speed +88% Aim Speed, -58% ADS Move Speed Every 8.75 seconds you Aim Down Sights gives 18% Recoil Control (up to 3 stacks)	Not in Release Version Not in Ver 1.000.003 Not in Ver 1.000.004	
Steady Aim Steady Aim	Ver 1.808.884 (16th Dec 2021) Ver 1.808.885 (88th Feb 2022) Ver 1.808.887 (12th Apr 2022) Ver 1.808.888 (87th Jun 2022)	Icon Added No Changes	Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks; Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks;	Not in Ver 1.000.005 "Steady Aim" added No Changes	Every 0.75 seconds you Alin Down Sights gives 10% Recoil Control (up to 3 stacks) +80% Alin Speed, -50% ADS Nove Speed  Every 0.75 seconds you Alin Down Sights gives 10% Recoil Control (up to 3 stacks) +80% Alin Speed, -50% ADS Nove Speed  Every 0.75 seconds you Alin Down Sights gives 10% Recoil Control (up to 3 stacks) +80% Alin Speed, -50% ADS Nove Speed
Steady Aim Steady Aim Steady Aim	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks; Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks;	No Changes No Changes	Every 0.75 seconds you Alin Down Sights gives INE Recoil Control (op to 3 stacks) = 88% Alin Speed, =58% Alin Nove Speed Every 0.75 seconds you Alin Down Sights gives INE Recoil Control (op to 3 stacks) =88% Alin Speed, =58% ALIN Nove Speed Every 0.75 seconds you Alin Down Sights gives INE Recoil Control (op to 3 stacks) =88% Alin Speed, =58% ALIN Nove Speed
Steady Aim Steady Aim Steady Aim	Ver 1.888.811 (86th Dec 2822)	No Changes	Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks)	No Changes	Every 0.75 seconds you Aim Down Sights gives 10% Recoil Control (up to 3 stacks) +80% Aim Speed, -50% ADS Hove Speed
Steady Aim Steady Aim Stealthy Passage	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Stealthy Passage Stealthy Passage	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Beta Version Not in Official Release Versi	-	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Stealthy Passage Stealthy Passage Stealthy Passage	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 Not in Version 1.000.006	-	Not in Version 1.000.0 Not in Version 1.000.0	
Stealthy Passage Stealthy Passage Stealthy Passage	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	"Stealthy Passage" added No Changes No Changes	Allows disarming of door alarms, car alarms, and birds. The target will trigger Allows disarming of door alarms, car alarms, and birds. The target will trigger Allows disarming of door alarms, car alarms, and birds. The target will trigger	Not in Version 1.000.0 Not in Version 1.000.0	
Stealthy Passage Stealthy Passage Stealthy Passage	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	Also effects SUV's, Bear Trap No Changes	Allows disarming of door alarms, car alarms, and birds. The target will trigger Allows disarming of door alarms, car alarms, and birds. The target will trigger	Not in Version 1.000.0 Not in Version 1.000.0	
Stealthy Passage Stealthy Passage					
Stealthy Passage Stimulants Stimulants	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version "Stimulants" added	- Pain Meds you apply also grant +10% Movement Speed, +10% Reload Speed, and +10%	Not in Alpha Version "Stimulants" added	- Pain Meds you apply also grant +18% Movement Speed, +18% Reload Speed, and +18% Weapon Swap Speed for 30 Seconds.
Stimulants Stimulants Stimulants	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes Effect Updated	Pain Meds you apply also grant +10% Movement Speed, +10% Reload Speed, and +10% Pain Meds you apply also grant +10% Movement Speed, +10% Reload Speed, and +10% Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% N	No Changes	Pain Meds you apply also grant +18% Movement Speed, +18% Reload Speed, and +18% Meapon Saap Speed for 38 Seconds.  Pain Meds you apply also grant +18% Movement Speed, +18% Reload Speed, and +18% Waapon Saap Speed for 38 Seconds.  Pain Meds you apply also grant +28% Statina Regen, +15% Reload Speed, and +15% Waapon Saap Speed for 38 Seconds.
Stimulants Stimulants Stimulants	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Effect Updated No Changes No Changes	Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% N Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% N	Effect Updated No Changes No Changes	Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% Meapon Swap Speed for 60 Seconds.  Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% Meapon Swap Speed for 60 Seconds.
Stimulants Stimulants	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% N Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% N	No Changes No Changes	Páln Meds you apply alor grant COMP Stamins Regun, +15% Reload Speed, and +15% Waappon Saup Speed for 60 Seconds.  Páln Meds you apply alor grant COMP Stamins Regun, +15% Reload Speed, and +15% Waappon Saup Speed for 60 Seconds.  Páln Meds you apply alor grant +20% Stamins Regun, +15% Reload Speed, and +15% Waappon Saup Speed for 60 Seconds.
Stimulants Stimulants Stimulants	Ver 1.888.811 (86th Dec 2822)	No Changes	Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% N	No Changes	Pain Meds you apply also grant +20% Stamina Regen, +15% Reload Speed, and +15% Weapon Swap Speed for 60 Seconds.
Stimulants Stimulants Stock Pouch	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Stock Pouch Stock Pouch	Beta (05th Aug 2021) Release (08th Oct 2021)	"Stock Pouch" added No Changes	+38% Sniper Ammo Capacity, +18% Damage with Sniper Rifles. +38% Sniper Ammo Capacity, +18% Damage with Sniper Rifles.	Not in Beta Version Not in Release Version	
Stock Pouch Stock Pouch Stock Pouch	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes	+30% Sniper Ammo Capacity, +10% Damage with Sniper Rifles. +30% Sniper Ammo Capacity, +10% Damage with Sniper Rifles. +30% Sniper Ammo Capacity, +10% Damage with Sniper Rifles.	Not in Ver 1.000.003 Not in Ver 1.000.004 Not in Ver 1.000.006	
Stock Pouch Stock Pouch Stock Pouch	Ver 1.808.807 (12th Apr 2022) Ver 1.808.808 (07th Jun 2022) Ver 1.808.809 (38th Aug 2022)	No Changes No Changes No Changes	+30% Sniper Anno Capacity, +10% Damage with Sniper Rifles. +30% Sniper Anno Capacity, +10% Damage with Sniper Rifles. +30% Sniper Anno Capacity, +10% Damage with Sniper Rifles.	"Stock Pouch" added No Changes No Changes	-NRS Entper Ammo Capacity, -NRS Danage with Singer RiflesNRS Singer Ammo Capacity, -NRS Danage with Singer RiflesNRS Singer Ammo Capacity, -NRS Danage with Singer Rifles.
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Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description		Swarm Effect Description
Stock Pouch Stock Pouch Stock Pouch Stock Pouch	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	+30% Sniper Ammo Capacity, +10% Damage with Sniper Rifles. +30% Sniper Ammo Capacity, +10% Damage with Sniper Rifles.	No Changes No Changes	-HRS Solper Aumo Capacity, -HRS Dianage with Solper RiflesHRS Solper Aumo Capacity, -HRS Dianage with Solper Rifles.
Stock Pouch Stock Pouch Sunder	Alpha (17th Dec 2020)	"Sunder" added	Molee hits cause the target to take 20% increased damage for 5 seconds.	Not in Alpha Version	
Sunder Sunder Sunder Sunder	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	No Changes No Changes No Changes No Changes	Nalee hits cause the target to take 20% increased damage for 5 seconds.  Malee hits cause the target to take 20% increased damage for 5 seconds.  Malee hits cause the target to take 20% increased damage for 5 seconds.  Malee hits cause the target to take 20% increased damage for 5 seconds.	Not in Beta Version Not in Release Version Not in Ver 1.000.003 Not in Ver 1.000.004	
Sunder Sunder Sunder	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes Effect Updated	Melee hits cause the target to take 20% increased damage for 5 seconds.  Melee hits cause the target to take 20% increased damage for 5 seconds.  Melee hits cause the target to take 3% increased damage, up to a maximum of 15%	Not in Ver 1.000.006 "Sunder" added Effect Updated	- Notee hits cause the target to take 2M increased damage for 5 seconds. Notee hits cause the target to take 2M increased damage, up to a maximum of 15% increased damage. Molee hits that destroy Armer have a chance to create us
Sunder Sunder Sunder Sunder	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	Molee hits cause the target to take 3% increased damage, up to a maximum of 15% Melee hits cause the target to take 3% increased damage, up to a maximum of 15% Melee hits cause the target to take 3% increased damage, up to a maximum of 15%	No Changes No Changes No Changes	Make hits cause the target to take T% increased damage, up to a maximum of TMS increased damage. Nelse hits that destry Anner have a chance to create us make hits cause the target to take TMS increased damage, up to a maximum of TMS increased damage. Melse hits that destry Anner have a chance to create us Melse hits cause the target to take TMS increased damage, up to a maximum of TMS increased damage. Melse hits that destrey Anner have a chance to create us make the target to take TMS increased damage, up to a maximum of TMS increased damage. Melse hits that destrey Anner have a chance to create us
Sunder Sunder Sunder					
Superior Cardio Superior Cardio Superior Cardio Superior Cardio Superior Cardio	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Superior Cardio" added Effect Updated No Changes No Changes	+15% Sprint Efficiency +28% Stamina, +28% Sprint Efficiency +5 Health +28% Stamina, +28% Sprint Efficiency +5 Health +28% Stamina, +28% Sprint Efficiency +5 Health	Not in Alpha Version "Superior Cardio" adde No Changes No Changes	- MS Sprint Efficiency +5 Health  - MS S
Superior Cardio Superior Cardio Superior Cardio	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes No Changes	+20% Stamina, +20% Sprint Efficiency +5 Health +20% Stamina, +20% Sprint Efficiency +5 Health +20% Stamina, +20% Sprint Efficiency +5 Health	No Changes No Changes No Changes	-98% Sprint Efficiency -5 Mealth -98% Sprint Efficiency -5 Mealth -98% Sprint Efficiency -5 Mealth
Superior Cardio Superior Cardio Superior Cardio Superior Cardio Superior Cardio	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes No Changes	+20% Stamina, +20% Sprint Efficiency +5 Health +20% Stamina, +20% Sprint Efficiency +5 Health +20% Stamina, +20% Sprint Efficiency +5 Health +20% Stamina, +20% Sprint Efficiency +5 Health	No Changes No Changes No Changes	-948 Sprint Efficiency - 5 Nobith -948 Sprint Efficiency - 5 Nobith -948 Sprint Efficiency - 5 Nobith -948 Sprint Efficiency - 5 Nobith -948 Sprint Efficiency - 5 Nobith
Superior Cardio Superior Cardio Superior Cardio					***************************************
Superior Cardio Support Scavenger Support Scavenger Support Scavenger	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	"Support Scavenger" added No Changes No Changes	You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn	Not in Alpha Version Not in Beta Version Not in Release Version	
Support Scavenger Support Scavenger Support Scavenger Support Scavenger	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes No Changes	You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Support Scavenger Support Scavenger Support Scavenger	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Support Scavenger Support Scavenger Support Scavenger Support Scavenger	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	You can sense nearby Support Accessories. More Support Accessories Spawn You can sense nearby Support Accessories. More Support Accessories Spawn	Not in Version 1.000.0 Not in Version 1.000.0	
Support Scavenger Support Scavenger Suppressing Fire Suppressing Fire	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version	
Suppressing Fire Suppressing Fire Suppressing Fire Suppressing Fire	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Official Release Versi	-	Not in Beta Version Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	
Suppressing Fire Suppressing Fire Suppressing Fire	Ver 1.808.885 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822) Ver 1.888.888 (87th Jun 2822)	Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.008	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Suppressing Fire Suppressing Fire Suppressing Fire Suppressing Fire	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	"Suppressing Fire" added No Changes No Changes	Damaging Ridden with LMG's or Snipers has a 40% chance to slow Ridden near the Damaging Ridden with LMG's or Snipers has a 40% chance to slow Ridden near the Damaging Ridden with LMG's or Snipers has a 40% chance to slow Ridden near the	Not in Version 1.000.0	
Suppressing Fire Suppressing Fire Suppressing Fire					
Surplus Pouches Surplus Pouches Surplus Pouches Surplus Pouches	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Alpha Version "Surplus Pouches" added No Changes No Changes		Not in Alpha Version Not in Beta Version Not in Release Version Not in Version 1.000.0	
Surplus Pouches Surplus Pouches Surplus Pouches Surplus Pouches	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes No Changes	-10% Health. Team Effects: +1 Team Offensive Inventory -10% Health. Team Effects: +1 Team Offensive Inventory -10% Health. Team Effects: +1 Team Offensive Inventory -10% Health. Team Effects: +1 Team Offensive Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Surplus Pouches Surplus Pouches Surplus Pouches Surplus Pouches	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)		-10% Health. Team Effects: +1 Team Offensive Inventory -10% Health. Team Effects: +1 Team Offensive Inventory -5% Health. Team Effects: +1 Team Offensive Inventory -5% Health. Team Effects: +1 Team Offensive Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Surplus Pouches Surplus Pouches Surplus Pouches	1.00.011 (0001 00. 2022)	NO Changes	OF THE LITTLE OF THE CONTROL OF THE	101 111 111 111 11.000.0	
Surplus Pouches Tactical Vest Tactical Vest Tactical Vest	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Alpha Version "Tactical Vest" added No Changes	+38% Rifle Ammo Capacity, +18% Damage with Assault Rifles, and LMSs. +38% Rifle Ammo Capacity, +18% Damage with Assault Rifles, and LMSs.	Not in Alpha Version Not in Beta Version Not in Release Version	
Tactical Vest Tactical Vest Tactical Vest	Ver 1.808.803 (89th Nov 2821) Ver 1.808.804 (16th Dec 2821) Ver 1.808.806 (88th Feb 2822)	No Changes No Changes No Changes	+30% Rifle Ammo Capacity, +10% Damage with Assault Rifles, and LMGs. +30% Rifle Ammo Capacity, +10% Damage with Assault Rifles, and LMGs. +30% Rifle Ammo Capacity, +10% Damage with Assault Rifles, and LMGs.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Tactical Vest Tactical Vest Tactical Vest Tactical Vest Tactical Vest	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes No Changes	+380 Rifle Ammo Capacity, +18% Damage with Assault Rifles, and LMSs. +38% Rifle Ammo Capacity, +18% Damage with Assault Rifles, and LMSs. +38% Rifle Ammo Capacity, +18% Damage with Assault Rifles, and LMSs. +38% Rifle Ammo Capacity, +18% Damage with Assault Rifles, and LMSs.	"Tactical Vest" added No Changes No Changes No Changes	-MER RIFFA AMPO CAPACITY, -NIE Danage with Assault RIFLER, and UMGMER RIFFA AMPO CAPACITY, -NIE Danage with Assault RIFLER, and UMGMER RIFFA AMPO CAPACITY, -NIE Danage with Assault RIFLER, and UMGMER RIFFA AMPO CAPACITY, -NIE Danage with Assault RIFLER, and UMG.
Tactical Vest Tactical Vest Tactical Vest Tactical Vest	Ver 1.000.011 (06th Dec 2022)		+30% Rifle Anno Capacity, +10% Damage with Assault Rifles, and LMGs.	No Changes	- Own tit a some Capacity, - HET Comage with Assault Sifies, and LMGS.  - NET Rife Amon Capacity, - HET Comage with Assault Sifies, and LMGS.
Tactical Vest Tactical Vest Tala Tala	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version		Not in Alpha Version Not in Beta Version	
Tala Tala Tala	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Official Release Versi Not in Version 1.000.003 Not in Version 1.000.004	-	Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0	-
Tala Tala Tala	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.808.807 Not in Version 1.808.808	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Tata Tata Tata Tata	Ver 1.888.899 (38th Aug 2022) Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	Not in Version 1.000.009 Not in Version 1.000.010 "Tala" added	Tala's attacks cause targets to bleed. Jeff the 'friendly' Tallboy can be called	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Tala Tala Tala Team Ammo	Alpha (17th Dec 2820)	727	727	Not in Alpha Version	
Team Ammo Team Ammo Team Ammo	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Team Ammo" added No Changes No Changes	Team Effects: +10% Team Ammo Team Effects: +10% Team Ammo Team Effects: +10% Team Ammo	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Team Ammo Team Ammo Team Ammo Team Ammo	Ver 1.000.084 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes Effect Updated No Changes	Toam Effects: +10% Toam Ammo Toam Effects: +10% Toam Ammo Toam Effects: +10% Toam Ammo, +1% Damage Toam Effects: +10% Toam Ammo, +1% Damage	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Ammo Team Ammo Team Ammo	Ver 1.000.000 (97th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes No Changes	Team Effects: +10% Team Ammo, +1% Damage Team Effects: +10% Team Ammo, +1% Damage Team Effects: +10% Team Ammo, +1% Damage Team Effects: +10% Team Ammo, +1% Damage	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Ammo Team Ammo Team Ammo Team Ammo					
Team Health Team Health Team Health	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	??? "Team Health" added No Changes	??? Team Effects: +10 Team Health Team Effects: +10 Team Health	Not in Alpha Version Not in Beta Version Not in Release Version	
Team Health Team Health Team Health Team Health	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes	Toam Effects: +10 Team Health Team Effects: +10 Team Health Team Effects: +10 Team Health Team Effects: +10 Team Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Health Team Health Team Health	Ver 1.800.808 (87th Jun 2022) Ver 1.800.809 (38th Aug 2022) Ver 1.800.818 (11th Oct 2022)	Effect Updated No Changes No Changes	Team Effects: +7 Team Health Team Effects: +7 Team Health Team Effects: +7 Team Health	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Health Team Health Team Health Team Health	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: +7 Team Health	Not in Version 1.000.0	
Team Health Team Offensive Item Upgrade Team Offensive Item Upgrade	Beta (05th Aug 2021)	??? "Team Offensive Item Upgrade'	??? Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, and Flashbang	Not in Alpha Version Not in Beta Version	
Team Offensive Item Upgrade Team Offensive Item Upgrade Team Offensive Item Upgrade	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022)			Not in Release Version Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Offensive Item Upgrade Team Offensive Item Upgrade Team Offensive Item Upgrade	Ver 1.800.007 (12th Apr 2022) Ver 1.800.008 (07th Jun 2022) Ver 1.800.009 (30th Aug 2022)	No Changes No Changes No Changes Effect Updated	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker,	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Offensive Item Upgrade	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker	Not in Version 1.000.0 Not in Version 1.000.0	

3-7-23	Campaign and Swarm Mode Version	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Team Offensive Item Upgrade Team Offensive Item Upgrade Team Offensive Item Upgrade					
Team Offensive Slot Team Offensive Slot Team Offensive Slot	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	??? "Team Offensive Slot" added No Changes	??? Team Effects: +1 Team Offensive Inventory Team Effects: +1 Team Offensive Inventory	Not in Alpha Version Not in Beta Version Not in Release Version	-
Team Offensive Slot Team Offensive Slot Team Offensive Slot	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes No Changes	Team Effects: +1 Team Offensive Inventory Team Effects: +1 Team Offensive Inventory Team Effects: +1 Team Offensive Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Offensive Slot Team Offensive Slot Team Offensive Slot	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	Team Effects: +1 Team Offensive Inventory Team Effects: +1 Team Offensive Inventory Team Effects: +1 Team Offensive Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Offensive Slot Team Offensive Slot Team Offensive Slot	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Team Effects: +1 Team Offensive Inventory Team Effects: +1 Team Offensive Inventory	Not in Version 1.000.0 Not in Version 1.000.0	
Team Offensive Slot Team Offensive Slot Team Offensive Slot					
Team Quick Item Upgrade Team Quick Item Upgrade	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	??? "Team Quick Item Upgrade" add No Changes	??? Improves the quality of all Defibrillators, Stun Guns and Ammo Pouches. Improves the quality of all Defibrillators, Stun Guns and Ammo Pouches.	Not in Alpha Version Not in Beta Version Not in Release Version	-
Team Quick Item Upgrade Team Quick Item Upgrade Team Quick Item Upgrade	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes Effect Updated No Changes	Improves the quality of all Defibrillators, Stun Guns and Ammo Pouches. Team Effects: Improves the quality of all Defibrillators, Stun Guns, Razorwire :	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Quick Item Upgrade Team Quick Item Upgrade	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes Effect Updated	Team Effects: Improves the quality of all Defibrillators, Stun Guns, Razorwire a	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Quick Item Upgrade Team Quick Item Upgrade Team Quick Item Upgrade	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	Team Effects: Improves the quality of all Defibrillators, Stum Guns, Razorwire, Team Effects: Improves the quality of all Defibrillators, Stum Guns, Razorwire,	Not in Version 1.000.0 Not in Version 1.000.0	
Team Quick Item Upgrade Team Quick Item Upgrade Team Quick Item Upgrade					
Team Quick Slot Team Quick Slot Team Quick Slot	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	??? "Team Quick Slot" added No Changes	7?? Team Effects: +1 Team Quick Slot Inventory Team Effects: +1 Team Quick Slot Inventory	Not in Alpha Version Not in Beta Version Not in Release Version	-
Team Quick Slot Team Quick Slot Team Quick Slot	Ver 1.808.883 (89th Nov 2821) Ver 1.808.884 (16th Dec 2821) Ver 1.808.886 (88th Feb 2822)	No Changes No Changes No Changes	Team Effects: +1 Team Quick Slot Inventory Team Effects: +1 Team Quick Slot Inventory Team Effects: +1 Team Quick Slot Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Team Quick Slot Team Quick Slot Team Quick Slot	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	Team Effects: +1 Team Quick Slot Inventory Team Effects: +1 Team Quick Slot Inventory Team Effects: +1 Team Quick Slot Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Team Quick Slot Team Quick Slot Team Quick Slot	Ver 1.808.818 (11th Oct 2022) Ver 1.808.811 (86th Dec 2022)	No Changes No Changes	Team Effects: +1 Team Quick Slot Inventory Team Effects: +1 Team Quick Slot Inventory	Not in Version 1.000.0 Not in Version 1.000.0	-
Team Quick Slot Team Quick Slot Team Quick Slot					
Team Stamina Team Stamina Team Stamina	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	??? "Team Stamina" added No Changes	7?? Team Effects: +10% Team Stamina Team Effects: +10% Team Stamina	Not in Alpha Version Not in Beta Version Not in Release Version	-
Team Stamina Team Stamina Team Stamina	Ver 1.808.803 (89th Nov 2021) Ver 1.808.804 (16th Dec 2021) Ver 1.808.806 (88th Feb 2022)	No Changes No Changes No Changes	Team Effects: +10% Team Stamina Team Effects: +10% Team Stamina Team Effects: +10% Team Stamina	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Stamina Team Stamina Team Stamina	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Effect Updated No Changes No Changes	Toam Effects: +10% Toam Stamina, +5% Toam Stamina Regen Team Effects: +10% Team Stamina, +5% Toam Stamina Regen Team Effects: +10% Toam Stamina, +5% Toam Stamina Regen	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Team Stamina Team Stamina Team Stamina	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes No Changes	Team Effects: +10% Team Stamina, +5% Team Stamina Regen Team Effects: +10% Team Stamina, +5% Team Stamina Regen	Not in Version 1.000.6 Not in Version 1.000.6	
Team Stamina Team Stamina Team Stamina					
Team Support Item Upgrade Team Support Item Upgrade Team Support Item Upgrade	Beta (05th Aug 2021)	??? "Team Support Item Upgrade" : No Changes	Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acco		-
Team Support Item Upgrade Team Support Item Upgrade	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes No Changes	Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Team Support Item Upgrade Team Support Item Upgrade	Ver 1.888.887 (12th Apr 2022) Ver 1.888.888 (07th Jun 2022) Ver 1.888.889 (38th Aug 2022)	No Changes No Changes No Changes	Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Team Support Item Upgrade	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci Team Effects: Improves the quality of all Bandage, First Aid and Painkiller acci	Not in Version 1.000.0 Not in Version 1.000.0	-
Team Support Item Upgrade Team Support Item Upgrade Team Support Item Upgrade					
Team Support Slot Team Support Slot Team Support Slot	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	??? "Team Quick Slot" added No Changes	??? Team Effects: +1 Team Support Inventory Team Effects: +1 Team Support Inventory	Not in Alpha Version Not in Beta Version Not in Release Version	-
Team Support Slot Team Support Slot Team Support Slot	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	No Changes No Changes No Changes	Team Effects: +1 Team Support Inventory Team Effects: +1 Team Support Inventory Team Effects: +1 Team Support Inventory	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	-
Team Support Slot Team Support Slot Team Support Slot	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes No Changes	Team Effects: +1 Team Support Inventory Team Effects: +1 Team Support Inventory Team Effects: +1 Team Support Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Team Support Slot Team Support Slot Team Support Slot	Ver 1.808.818 (11th Oct 2022) Ver 1.808.811 (86th Dec 2022)	No Changes No Changes	Team Effects: +1 Team Support Inventory Team Effects: +1 Team Support Inventory	Not in Version 1.000.0 Not in Version 1.000.0	-
Team Support Slot Team Support Slot Team Support Slot					
Tool Belts Tool Belts Tool Belts	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1 000 003 (09th New 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Versi	- -	Not in Alpha Version Not in Beta Version Not in Release Version	-
Tool Belts Tool Belts Tool Belts	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)		- 105 Health. Team Effects: +1 Team Quick Item Inventory -10% Health. Team Effects: +1 Team Quick Item Inventory	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Tool Belts Tool Belts Tool Belts	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes	-10% Health. Team Effects: +1 Team Quick Item Inventory -10% Health. Team Effects: +1 Team Quick Item Inventory -10% Health. Team Effects: +1 Team Quick Item Inventory	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Tool Belts Tool Belts Tool Belts Tool Belts Tool Belts	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes No Changes	-10% Health. Team Effects: +1 Team Quick Item Inventory -10% Health. Team Effects: +1 Team Quick Item Inventory	Not in Version 1.000.6 Not in Version 1.000.6	
Tool Belts Tool Belts	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Trigger Control Trigger Control Trigger Control Trigger Control	Alpha (17th Dec 2020)  Beta (05th Aug 2021)  Release (08th Oct 2021)  Ver 1.000.003 (09th Nov 2021)	"Trigger Control" added No Changes No Changes		Not in Aipha Version Not in Beta Version Not in Release Version Not in Version 1.000.0	
Trigger Control Trigger Control Trigger Control Trigger Control	Ver 1.888.883 (89th Nov 2021) Ver 1.888.884 (16th Dec 2021) Ver 1.888.885 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022)	No Changes No Changes Effect Updated No Changes	+25% Accuracy with Assault Rifles and Shiper Rifles.  -25% Accuracy with Assault Rifles and Shiper Rifles.  Precision Kills grant +26% Accuracy for 5 seconds.  Precision Kills grant +26% Accuracy for 5 seconds.	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Trigger Control Trigger Control Trigger Control	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (11th Oct 2022)	Effect Updated No Changes	Precision Kills with guns grant +0.5% Accuracy until the end of the level.  Precision Kills with guns grant +0.5% Accuracy until the end of the level.  Precision Kills with guns grant +0.5% Accuracy until the end of the level.	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Trigger Control Trigger Control Trigger Control	Ver 1.888.811 (86th Dec 2822)	No Changes	Precision Kills with guns grant +0.5% Accuracy until the end of the level.	Not in Version 1.000.0	
Trigger Control Trigger Control True Grit	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
True Grit True Grit True Grit	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"True Grit" added No Changes Effect Updated		"True Grit" added No Changes Effect Updated	Mean you take a single hit for 15 or more damage, heal 8 Health over 5 Seconds.  Mean you take a single hit for 15 or more damage, heal 8 Health over 5 Seconds.  Mean you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds.  Mean you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds.
True Grit True Grit True Grit	Ver 1.808.884 (16th Dec 2021) Ver 1.808.886 (88th Feb 2022) Ver 1.808.887 (12th Apr 2022)	No Changes	When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds	No Changes No Changes	When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds; When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds; When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds; When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds;
True Grit True Grit True Grit	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes Description Updated	When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds When you take a single hit for 15 or more damage, recover 10 Health over 5 Seconds	No Changes No Changes Description Updated	When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds.  When you take a single hit for 15 or more damage, heal 10 Health over 5 Seconds.  When you take a single hit for 15 or more damage, recover 10 Health over 5 Seconds.
True Grit True Grit True Grit	Ver 1.888.811 (86th Dec 2822)		When you take a single hit for 15 or more damage, recover 10 Health over 5 Secondary		Mhon you take a single hit for 15 or more damage, recover 10 Health over 5 Seconds.
True Grit True Grit Tunnel Vision	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Tunnel Vision Tunnel Vision Tunnel Vision	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Tunnel Vision" added No Changes No Changes	+50% Aim Speed, -5% Damage Resistance +50% Aim Speed, -5% Damage Resistance +50% Aim Speed, -5% Damage Resistance	Not in Beta Version Not in Release Version Not in Version 1.000.0	
Tunnel Vision Tunnel Vision Tunnel Vision	Ver 1.808.894 (16th Dec 2021) Ver 1.808.895 (88th Feb 2022) Ver 1.808.897 (12th Apr 2022)	Icon added No Changes	Every 0.75 seconds you Aim Down Sights gives 5% Weakspot Damage (up to 3 stacks		Every 0.75 seconds you Aim Down Sights gives St Weakspot Damage (up to 3 stacks) +50% Aim Speed, -5% Damage Resistance
Tunnel Vision Tunnel Vision Tunnel Vision	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes No Changes	Every 0.75 seconds you Aim Down Sights gives 5% Weakspot Damage (up to 3 stacks)	No Changes No Changes No Changes	Every 0.75 seconds you Alm Doom Sights gives St Weakspot Damage (up to 3 stacks) +984 Alm Speed, -955 Damage Resistance Every 0.75 seconds you Alm Doom Sights gives St Weakspot Damage (up to 3 stacks) +984 Alm Speed, -955 Damage Resistance Every 0.75 seconds you Alm Doom Sights gives St Weakspot Damage (up to 3 stacks) +984 Alm Speed, -955 Damage Resistance
Tunnel Vision Tunnel Vision Tunnel Vision	Ver 1.888.811 (86th Dec 2822)	No Changes	Every 0.75 seconds you Aim Down Sights gives 5% Weakspot Damage (up to 3 stacks)	No Changes	Every 0.75 seconds you Aim Down Sights gives St Weakspot Change (up to 3 stacks) +50% Aim Speed, -5% Change Resistance
Tunnel Vision Tunnel Vision					

Compendium Ver: 3-7-23 Name	Card History: Campaign and Swarm Mode	Campaign Version Descripti	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Two is One and One is None Two is One and One is None Two is One and One is None	Beta (05th Aug 2021)	Not in Alpha Version	-	Not in Alpha Version "Two is On and One is No Changes	Tou can equip a Prisary waspon in your Secondary slot255 Susp speed Tou can equip a Prisary waspon in your Secondary slot255 Susp speed
Two is One and One is None Two is One and One is None		No Changes No Changes	You can equip a Primary weapon in your Secondary slot25% Swap speed You can equip a Primary weapon in your Secondary slot25% Swap speed You can equip a Primary weapon in your Secondary slot25% Swap speed	No Changes No Changes No Changes	You can equip a Primary weapon in your Secondary slot28% Soup speed You can equip a Primary weapon in your Secondary slot28% Soup speed You can equip a Primary weapon in your Secondary slot28% Soup speed
Two is One and One is None Two is One and One is None	Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (87th Jun 2022) Ver 1.800.809 (38th Aug 2022)	No Changes No Changes	You can equip a Primary weapon in your Secondary slot25% Swap speed You can equip a Primary weapon in your Secondary slot25% Swap speed You can equip a Primary weapon in your Secondary slot25% Swap speed	No Changes No Changes No Changes	You can equip a Prisary wappon in your Secondary slot295 Sup speed You can equip a Prisary wappon in your Secondary slot295 Sup speed You can equip a Arisary wappon in your Secondary slot295 Sup speed You can equip a Arisary wappon in your Secondary slot295 Sup speed
Two is One and One is None Two is One and One is None	Ver 1.880.818 (11th Oct 2022) Ver 1.880.811 (86th Dec 2022)	No Changes	You can equip a Primary weapon in your Secondary slot25% Swap speed You can equip a Primary weapon in your Secondary slot25% Swap speed You can equip a Primary weapon in your Secondary slot25% Swap speed	No Changes No Changes	You can equip a Primary weapon in your Secondary slot25% Saap speed You can equip a Primary weapon in your Secondary slot25% Saap speed You can equip a Primary weapon in your Secondary slot25% Saap speed
Two is One and One is None Two is One and One is None Two is One and One is None					
Two is One and One is None Ugly Chachkies Ugly Chachkies	Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version Not in Beta Version	-
Ugly Chachkies Ugly Chachkies Ugly Chachkies	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-	Not in Official Releas Not in Version 1.000.0 Not in Version 1.000.0	-
Ugly Chachkies Ugly Chachkies Ugly Chachkies	Ver 1.808.885 (88th Feb 2822) Ver 1.808.887 (12th Apr 2822) Ver 1.808.888 (87th Jun 2822)	Not in Version 1.000.005 Not in Version 1.000.007	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Ugly Chachkies Ugly Chachkies Ugly Chachkies	Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)	Not in Version 1.000.009 "Ugly Chachkies" added	Team Effects: Increases the number of Mementos in the world that can be collect Team Effects: Increases the number of Mementos in the world that can be collect	Not in Version 1.000.0 Not in Version 1.000.0	
Ugly Chachkies Ugly Chachkies Ugly Chachkies		THE STATE OF THE S	THE CITALLY INCOMES OF THE PROPERTY OF THE PRO	11 11 11 11 11 11 11 11 11 11 11 11 11	
Ugly Chachkies Ultrasonic Wound Therapy	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)		-	Not in Beta Version Not in Release Version Not in Version 1.000.6	- - -
Ultrasonic Wound Therapy Ultrasonic Wound Therapy Ultrasonic Wound Therapy	Ver 1.000.084 (16th Dec 2021) Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.005 Not in Version 1.000.007	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	- - -
Ultrasonic Wound Therapy Ultrasonic Wound Therapy Ultrasonic Wound Therapy	Ver 1.888.818 (11th Oct 2022)	"Ultrasonic Wound Therapy" a Effect Updated	- Heal 1 Health each second over 7 seconds to nearby teammates. Gadget Cost: 40 SI Heal 6 Health over 7 seconds to nearby teammates. Gadget Cost: 60 SMC/Pistol Am	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Ultrasonic Wound Therapy Ultrasonic Wound Therapy Ultrasonic Wound Therapy	Ver 1.888.811 (86th Dec 2822)	No Changes	Heal 6 Health over 7 seconds to nearby teammates. Gadget Cost: 60 SMG/Pistol Am	Not in Version 1.000.6	
Ultrasonic Wound Therapy Ultrasonic Wound Therapy Unnatural Healing	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Unnatural Healing Unnatural Healing Unnatural Healing Unnatural Healing	Beta (05th Aug 2021)	Not in Beta Version Not in Official Release Vers		Not in Beta Version Not in Official Releas Not in Version 1.000.0	
Unnatural Healing Unnatural Healing	Ver 1.888.884 (16th Dec 2821) Ver 1.888.886 (88th Feb 2822)	Not in Version 1.000.004 Not in Version 1.000.006	-	Not in Version 1.000.0 Not in Version 1.000.0	
Unnatural Healing Unnatural Healing Unnatural Healing	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.008 Not in Version 1.000.009	-	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Unnatural Healing Unnatural Healing Unnatural Healing	Ver 1.808.818 (11th Oct 2022) Ver 1.808.811 (86th Dec 2022)	"Unnatural Healing" added Effect Updated	After not being damaged for 4.5 seconds, Regenerate 5 Health per second. Team Effects: After not being damaged for 4.5 seconds, Regenerate 1 Health per :	Not in Version 1.000.0 Not in Version 1.000.0	- -
Unnatural Healing Unnatural Healing Unnatural Healing					
Utility Belt Utility Belt Utility Belt	Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version Not in Official Release Vers	-	Not in Alpha Version Not in Beta Version Not in Release Version	-
Utility Belt Utility Belt Utility Belt Utility Belt	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.003 "Utility Belt" added	- +2 Quick Slot Inventory, -18% Damage Dealt +2 Quick Slot Inventory, -5% Move Speed	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Utility Belt Utility Belt	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	+2 Quick Slot Inventory, -5% Move Speed +2 Quick Slot Inventory, -5% Move Speed	Not in Version 1.000.0 Not in Version 1.000.0	
Utility Belt Utility Belt Utility Belt	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	Effect Updated	+2 Quick Slot Inventory, -5% Move Speed +2 Quick Slot Inventory +2 Quick Slot Inventory	"Utility Belt" added Effect Updated No Changes	22 Quick size Inventory, 28 Nove Speed 42 Quick Size Inventory 42 Quick Size Inventory
Utility Belt Utility Belt Utility Belt					
Utility Belt Utility Scavenger Utility Scavenger		Not in Alpha Version "Utility Scavenger" added	- You can sense nearby Quick Accessories. More Quick Accessories spawn.	Not in Alpha Version Not in Beta Version	-
Utility Scavenger Utility Scavenger Utility Scavenger	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)		You can sense nearby Quick Accessories. More Quick Accessories spawn. You can sense nearby Quick Accessories. More Quick Accessories spawn. You can sense nearby Quick Accessories: More Quick Accessories spawn.	Not in Release Version Not in Version 1.000.6 Not in Version 1.000.6	-
Utility Scavenger Utility Scavenger Utility Scavenger Utility Scavenger	Ver 1.808.805 (88th Feb 2822) Ver 1.808.807 (12th Apr 2822) Ver 1.808.808 (87th Jun 2822)	No Changes	You can sense nearby Quick Accessories. More Quick Accessories spawn. You can sense nearby Quick Accessories. More Quick Accessories spawn. You can sense nearby Quick Accessories. More Quick Accessories spawn.	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Utility Scavenger Utility Scavenger Utility Scavenger	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	You can sense nearby Quick Accessories. More Quick Accessories spawn. You can sense nearby Quick Accessories. More Quick Accessories spawn. You can sense nearby Quick Accessories. More Quick Accessories spawn.	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Utility Scavenger Utility Scavenger Utility Scavenger					
Utility Scavenger Vanguard		Not in Alpha Version	-	Not in Alpha Version Not in Beta Version	
Vanguard Vanguard Vanguard	Beta (85th Aug 2021) Release (88th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Vanguard" added Effect Updated No Changes	+10% Melee Speed. Melee Kills grant 1 Temporary Health to nearby teammates.  Melee kills heal 1 Temporary Health to you and nearby teammates.  Melee kills heal 1 Temporary Health to you and nearby teammates.	"Vanguard" added No Changes	Nelee kills heal 1 Temporary Health to you and nearby teammates. Nelee kills heal 1 Temporary Health to you and nearby teammates.
Vanguard Vanguard Vanguard	Ver 1.888.887 (12th Apr 2822)	No Changes No Changes	Melee kills heal 1 Temporary Health to you and nearby teammates.  Melee kills heal 1 Temporary Health to you and nearby teammates.  Melee kills heal 1 Temporary Health to you and nearby teammates.	No Changes No Changes No Changes	Molee kills heal I Temporary Health to you and nearby teammates. Molee kills heal I Temporary Health to you and nearby teammates. Melee kills heal I Temporary Health to you and nearby teammates.
Vanguard Vanguard Vanguard	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes		Effect Updated No Changes No Changes	Molee kills heal 1 Health to yourself, and teammates within 10 meters.  Molee kills heal 1 Health to yourself, and teammates within 10 meters.  Molee kills heal 1 Health to yourself, and teammates within 10 meters.
Vanguard Vanguard Vanguard	Ver 1.888.811 (86th Dec 2822)	No Changes	Melee kills heal 1 Health to yourself, and teanmates within 10 meters.	No Changes	Moles kills heal 1 Health to yourself, and teammates within 10 meters.
Vanguard Vanguard Vitamins	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Vitamins Vitamins Vitamins	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	"Vitamins" added No Changes	+15 Health +15 Health +15 Health	"Vitamins" added No Changes No Changes	-25 Wealth -25 Wealth -25 Wealth
Vitamins Vitamins Vitamins Vitamins	Ver 1.888.884 (16th Dec 2021) Ver 1.888.886 (88th Feb 2022) Ver 1.888.887 (12th Apr 2022)	No Changes No Changes	+15 Health +15 Health +15 Health	No Changes No Changes No Changes	7-2 marin 7-25 Marith 7-25 Marith 7-25 Marith 7-25 Marith
Vitamins Vitamins Vitamins Vitamins	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	+15 Health +15 Health +25 Health	No Changes No Changes No Changes	12 Mailth 12 Mailth 15 Mailth 15 Mailth 15 Mailth
Vitamins Vitamins	Ver 1.888.818 (11th Oct 2022) Ver 1.888.811 (86th Dec 2022)	No Changes	+25 Health +25 Health	No Changes No Changes	-25 Health -25 Health
Vitamins Vitamins Vitamins					
Walker Walker Walker	Alpha (17th Dec 2020) Beta (05th Aug 2021) Release (08th Oct 2021)	"Walker" added Effect Updated No Changes	Military Training: Getting a precision kill increases your accuracy for a few st Precision Kills grant Walker +20% Accuracy for 5 Seconds, +10% Damage, +10 Team Precision Kills grant Walker +20% Accuracy for 5 Seconds, +10% Damage, +10 Team	"Walker" added	Precision Kills grant Malker +20% Accuracy for 5 Seconds, +10% Damage, +10 Team Health. Precision Kills grant Malker +20% Accuracy for 5 Seconds, +10% Damage, +10 Team Health.
Walker Walker Walker	Ver 1.808.883 (89th Nov 2821) Ver 1.808.884 (16th Dec 2821) Ver 1.808.886 (88th Feb 2822)	Description Updated	Precision Kills grant Walker +20% Accuracy for 5 Seconds. +10% Damage, +10 Team Precision Kills grant Walker +20% Accuracy for 5 Seconds. +10% Damage. Team Effo Mutations that Walker pings are highlighted and deal 10% reduced damage. +10% Di	No Changes Description Updated	Precision Kills grant Malker -20% Accuracy for 5 Seconds. +10% Damage, -10 Team Health.  Precision Kills grant Malker -20% Accuracy for 5 Seconds. +10% Damage. Team Effects: +10 Team Health.  Mutations that Malker pings are highlighted and deal 10% reduced damage. +10% Damage. Team Effects: +10 Team Health.
Walker Walker Walker	Ver 1.800.807 (12th Apr 2022) Ver 1.800.808 (87th Jun 2022) Ver 1.800.809 (38th Aug 2022)	No Changes No Changes	Mutations that Malker pings are highlighted and deal 10% reduced damage. +10% D: Mutations that Malker pings are highlighted and deal 10% reduced damage. +10% D:	No Changes	Notations that Walker pings are highlighted and deal 10% reduced damage. +10% Damage. Team Effects: +10 Year Health. **Motations that Halker pings are highlighted and deal 10% reduced manage. +10% Damage. Team Effects: +10 Year Health. **Motations that Halker pings are highlighted and deal 10% reduced damage. +10% Damage. Team Effects: +10 Year Health. **Description: 10% Description of the Pings of the Pi
Walker Walker Walker	Ver 1.888.818 (11th Oct 2822) Ver 1.888.811 (86th Dec 2822)	No Changes	Mutations that Malker pings are highlighted and deal 10% reduced damage. +10% Di Mutations that Malker pings are highlighted and deal 10% reduced damage. +10% Di	No Changes	Numericon that walker pings are in highlighted and deal Ter reduced damage. The Demage. The Life Text Health.  Mutations that Malker pings are highlighted and deal Ter reduced damage. The Demage has Effects: +10 Text Health.  Mutations that Malker pings are highlighted and deal 10% reduced damage. +10% Damage. Text Effects: +10 Text Health.  Mutations that Malker pings are highlighted and deal 10% reduced damage. +10% Damage. Text Effects: +10 Text Health.
Walker Walker Walker					
Wasteland Chef Wasteland Chef	Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-	Not in Alpha Version Not in Beta Version	
Wasteland Chef Wasteland Chef Wasteland Chef	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	-	Not in Release Version Not in Version 1.000.6 Not in Version 1.000.6	-
Wasteland Chef Wasteland Chef Wasteland Chef	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.007 Not in Version 1.000.008	-	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	-
Wasteland Chef Wasteland Chef Wasteland Chef	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)		- - Gain the ability to prepare a Gourmet Meal. Melee food items to have a chance to	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Wasteland Chef Wasteland Chef Wasteland Chef					
Wasteland Chef Weapon Scavenger Weapon Scavenger	Alpha (17th Dec 2020) Beta (05th Aug 2021)	"Weapon Scavenger" added No Changes	You can sense nearby Weapons. More weapons spawn You can sense nearby Weapons. More weapons spawn	Not in Alpha Version Not in Beta Version	
Weapon Scavenger Weapon Scavenger		No Changes No Changes	You can sense nearby Weapons. More weapons spawn You can sense nearby Weapons. More weapons spawn	Not in Release Version	•

	Card History:				
Compendium Ver: 3-7-23	Campaign and Swarm Mode		Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only		
Name	Version	Campaign Version Descripti	Campaign Effect Description	Swarm Version Descri	Swarm Effect Description
Weapon Scavenger	Ver 1.888.883 (89th Nov 2821)	No Changes	You can sense nearby Weapons. More weapons spawn	Not in Version 1.000.0	
Weapon Scavenger	Ver 1.888.884 (16th Dec 2821)	No Changes	You can sense nearby Weapons. More weapons spawn	Not in Version 1.000.0	
Weapon Scavenger	Ver 1.888.886 (88th Feb 2822)		You can sense nearby Weapons. More weapons spawn	Not in Version 1.000.0	
Weapon Scavenger	Ver 1.000.007 (12th Apr 2022)	No Changes	You can sense nearby Weapons. More weapons spawn	Not in Version 1.000.0 Not in Version 1.000.0	-
Weapon Scavenger Weapon Scavenger	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	You can sense nearby Weapons. More weapons spawn You can sense nearby Weapons. More weapons spawn	Not in Version 1.000.0	
Weapon Scavenger	Ver 1.000.010 (11th Oct 2022)		You can sense nearby Weapons. More weapons spawn	Not in Version 1.000.0	
Weapon Scavenger	Ver 1.000.011 (06th Dec 2022)		You can sense nearby Weapons. More weapons spawn	Not in Version 1.000.0	
Weapon Scavenger					
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Weapon Scavenger					
Weapon Scavenger	ļ				
Weaponsmith	Alpha (17th Dec 2020)	Not in Alpha Version Not in Beta Version	•	Not in Alpha Version Not in Beta Version	-
Weaponsmith Weaponsmith	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Official Release Vers		Not in Release Version	
Weaponsmith	Ver 1.888.883 (89th Nov 2821)	Not in Version 1.000.003		Not in Version 1.000.0	
Weaponsmith	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004		Not in Version 1.000.0	
Weaponsmith	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-	Not in Version 1.000.0	
Weaponsmith	Ver 1.888.887 (12th Apr 2022)		Allows the ability to unbolt attachments from weapons outside of Saferooms. Unbo	Not in Version 1.000.0	
Weaponsmith	Ver 1.000.008 (07th Jun 2022)		Allows the ability to unbolt attachments from weapons outside of Saferooms. Unbo		
Weaponsmith Weaponsmith	Ver 1.888.889 (38th Aug 2822) Ver 1.888.818 (11th Oct 2822)		Allows the ability to unbolt attachments from weapons outside of Saferooms. Unbo	Not in Version 1.000.0	-
Weaponsmith	Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	Allows the ability to unbolt attachments from weapons outside of Saferooms. Unbo Allows the ability to unbolt attachments from weapons outside of Saferooms. Unbo	Not in Version 1.000.0	
Weaponsmith					
Well Fed	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Well Fed	Beta (05th Aug 2021)	"Well Fed" added	-20% Stamina Regen. Team Effects: +10 Team Health	"Well Fed" added	-28% Stamina Regen. Team Effects: +10 Team Health
Well Fed Well Fed	Release (88th Oct 2021) Ver 1.000.003 (89th Nov 2021)	No Changes	-20% Stamina Regen. Team Effects: +10 Team Health -20% Stamina Regen. Team Effects: +10 Team Health	No Changes No Changes	-20% Stamina Rugen. Team Effects: +10 Team Health -20% Stamina Rugen. Team Effects: +10 Team Health
Well Fed Well Fed	Ver 1.000.003 (09th Nov 2021)	Effect Indated	-20% Stamina Regen. Team Effects: +10 Team Health Team Effects: +10 Team Health	No Changes Effect Updated	-adt Stamina wogen. Home Effects: +10 Home Health Team Effects: +10 Team Health
Well Fed	Ver 1.000.004 (16th Dec 2021)	No Changes	Team Effects: +10 Team Health	No Changes	Team Effects: +10 Team Health Team Effects: +10 Team Health
Well Fed	Ver 1.000.007 (12th Apr 2022)		Team Effects: +10 Team Health	No Changes	Toan Effects: +10 Toan Health
Well Fed	Ver 1.000.008 (07th Jun 2022)	No Changes	Team Effects: +10 Team Health	No Changes	Team Effects: +10 Team Health
Well Fed	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: +10 Team Health	No Changes	Team Effects: +10 Team Health
Well Fed	Ver 1.888.818 (11th Oct 2822)	No Changes	Team Effects: +10 Team Health	No Changes	Team Effects: +10 Team Health
Well Fed	Wer 1.888.811 (86th Dec 2822)	No Changes	Team Effects: +10 Team Health	No Changes	Team Effects: +10 Team Health
Well Fed Well Fed	1				
Well Fed	1				
Well Fed	+				
Well Rested	Alpha (17th Dec 2020)	Not in Alpha Version		Not in Alpha Version	
Well Rested	Beta (05th Aug 2021)	Not in Beta Version		Not in Beta Version	
Well Rested	Release (08th Oct 2021)	Not in Official Release Vers	-	Not in Release Version	
Well Rested	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-	Not in Version 1.000.0	
Well Rested	Ver 1.000.004 (16th Dec 2021)		-	Not in Version 1.000.0	
Well Rested Well Rested	Ver 1.888.885 (88th Feb 2822) Ver 1.888.887 (12th Apr 2822)		Team Effects: +20% Team Overheal, +5% Team Healing Efficiency	Not in Version 1.000.0	-
Well Rested	Ver 1.888.888 (87th Jun 2822)		Team Effects: +20% Team Overheal, +5% Team Healing Efficiency	Not in Version 1.000.0 Not in Version 1.000.0	
Well Rested	Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: +20% Team Overheal, +5% Team Healing Efficiency	Not in Version 1.000.0	
Well Rested	Ver 1.888.818 (11th Oct 2822)	No Changes	Team Effects: +20% Team Overheal, +5% Team Healing Efficiency	Not in Version 1.000.0	
Well Rested	Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: +20% Team Overheal, +5% Team Healing Efficiency	Not in Version 1.000.0	
Well Rested					
Well Rested Well Rested					
Well Rested	-				
Widemouth Magwell	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Widemouth Magwell	Beta (05th Aug 2021)	"Widemouth Magwell" added	+30% Reload Speed, -5% Damage Resistance	Not in Beta Version	
Widemouth Magwell	Release (08th Oct 2021)	No Changes	+30% Reload Speed, -5% Damage Resistance	Not in Release Version	
Widemouth Magwell	Ver 1.888.883 (89th Nov 2021)		+30% Reload Speed, -5% Damage Resistance	Not in Version 1.000.0	
Widemouth Magwell	Ver 1.888.884 (16th Dec 2021)	No Changes	+38% Reload Speed, -5% Damage Resistance +38% Reload Speed, -5% Damage Resistance	Not in Version 1.000.0	
Widemouth Magwell Widemouth Magwell	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	No Changes No Changes	+38% Reload Speed, -5% Damage Resistance +38% Reload Speed, -5% Damage Resistance	Not in Version 1.000.0 Not in Version 1.000.0	
Widemouth Magwell	Ver 1.888.888 (87th Jun 2822)	No Changes	+38% Reload Speed, -5% Damage Resistance	Not in Version 1.000.0	
Widemouth Magwell	Ver 1.000.009 (30th Aug 2022)	No Changes	+38% Reload Speed, -5% Damage Resistance	Not in Version 1.000.0	
Widemouth Magwell	Ver 1.000.010 (11th Oct 2022)		+30% Reload Speed, -5% Damage Resistance	Not in Version 1.000.0	
Widemouth Magwell	Ver 1.000.011 (06th Dec 2022)	No Changes	+30% Reload Speed, -5% Damage Resistance	Not in Version 1.000.0	
Widemouth Magwell					
Widemouth Magwell	-				
Widemouth Magwell Widemouth Magwell	1				
Wooden Armor	Alpha (17th Dec 2020)	Not in Alpha Version	-	Not in Alpha Version	
Wooden Armor	Beta (05th Aug 2021)	"Wooden Armor" added	+48% Trauma Resistance, -100% Fire Resistance, -100% Acid Resistance, -100% Exp.	Not in Beta Version	
Wooden Armor	Release (08th Oct 2021)	No Changes	+40% Trauma Resistance, -100% Fire Resistance, -100% Acid Resistance, -100% Exp	Not in Release Version	
Wooden Armor	Ver 1.888.883 (89th Nov 2021)	No Changes	+40% Trauma Resistance, -100% Fire Resistance, -100% Acid Resistance, -100% Exp.	Not in Version 1.000.0	
			+48% Trauma Resistance, -100% Fire Resistance, -100% Acid Resistance	Not in Version 1.000.0	
Wooden Armor	Ver 1.888.884 (16th Dec 2821)	Effect Updated		MOL 211 VET 32011 1.000.4	-
Wooden Armor Wooden Armor	Ver 1.888.884 (16th Dec 2021) Ver 1.888.886 (88th Feb 2022)	Effect Updated	+30% Trauma Resistance, -100% Fire Resistance	Not in Version 1.000.0	5 -
Wooden Armor Wooden Armor Wooden Armor	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Effect Updated No Changes	+30% Trauma Resistance, -100% Fire Resistance +30% Trauma Resistance, -100% Fire Resistance	Not in Version 1.000.0 Not in Version 1.000.0	
Wooden Armor Wooden Armor	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Effect Updated No Changes No Changes No Changes	+30% Trauma Resistance, -100% Fire Resistance	Not in Version 1.000.0	
Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Effect Updated No Changes No Changes No Changes No Changes	- 18EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor	Ver 1.808.884 (16th Dec 2021) Ver 1.808.886 (88th Feb 2022) Ver 1.808.887 (12th Apr 2022) Ver 1.808.888 (87th Jun 2022)	Effect Updated No Changes No Changes No Changes No Changes	+30% Trauma Resistance, -100% Fire Resistance +30% Trauma Resistance, -100% Fire Resistance +30% Trauma Resistance, -100% Fire Resistance +30% Trauma Resistance, -100% Fire Resistance	Not in Version 1.000.0 Not in Version 1.000.0 Not in Version 1.000.0	
Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor Wooden Armor	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Effect Updated No Changes No Changes No Changes No Changes	- 18EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance - 12EK Trauma Resistance, - 10EK Fire Resistance	Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6 Not in Version 1.000.6	
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Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23	UUU.UI y	and mist effect cards	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name		Version Description	Card Effect Description
Ammo Drop Ammo Drop	Alpha (17th Dec 2020)	Not in Alpha Version Not in Beta Version	
Ammo Drop  Ammo Drop	Beta (05th Aug 2021) 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 Ammo Drop	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	Team Effects: Each Cleaner restores and increases their maximum ammo by 25%.  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%.  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 Not in Official Release Version	
Attachment Scavenger Attachment Scavenger	Release (08th Oct 2021) 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 Attachment Scavenger	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	
Attachment Scavenger	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	"Attachment Scavenger" added No Changes	Team Effects: Increase Attachments spawn this level. 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!		Not in Version 1.000.003 Not in Version 1.000.004	
CARNAGE!		Not in Version 1.000.004 Not in Version 1.000.006	
CARNAGE!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	
CARNAGE!		Not in Version 1.000.008	
CARNAGE!		"RICHES!" added No Changes	Several live Frag Grenades Appear. Several live Frag Grenades Appear.
CARNAGE!	Ver 1.000.010 (11th Oct 2022)		Several live Frag Grenades Appear. 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 Cereal	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 Not in Version 1.000.006	
Cereal	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 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 Cereal	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Gain 5% increased Reload, Melee, and Swap Speed until the end of the map.  Gain 5% increased Reload, Melee, and Swap Speed until the end of the map.
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	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	
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Cereal Critical Fail Critical Fail Critical Fail Critical Fail	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Beta Version Not in Official Release Version Not in Version 1.000.003	
Cereal Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Beta Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.004	
Cereal Critical Fail Critical Fail Critical Fail Critical Fail	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Beta Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006	
Cereal Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail	Beta (05th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Beta Wersion Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006 Not in Version 1.000.006 Not in Version 1.000.007	
Cereal Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail Critical Fail	Beta (85th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.006 (08th Feb 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Beta Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.007 Not in Version 1.000.007 Not in Version 1.000.009	
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March   Marc	Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
Supplement   Sup	12-1-23 Name	Version	Version Description	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only  Card Effect Description
Gent Statem, 1985 20. 1. 2. 1. 2. 1. 2. 1. 2. 1. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2. 2.	Dusty's Customs: Handgun	Release (08th Oct 2021)	Not in Official Release Version	
Control   Cont				- Count vousself a Wandaw with random attachments
Contributed 1985   1 1 1 1 1 1 1 1.	Dusty's Customs: Handgun			Grant yourself a Handgun with random attachments.
Service Andrew Company (1997) 1997 (1997)			No Changes	Grant yourself a Handgun with random attachments.
Control   Cont		Ver 1.000.009 (30th Aug 2022)	No Changes	
Cade Scients Height  Applications to Height  Applicati				
Carlot Cambridge	Dusty's Customs: Handgun	700 1.000.011 (0001 BCC 2022)	No changes	orant yourself a nigher quarity hamugun with random attachments.
Control   Cont				
Control Control 1955	Dusty's Customs: Handgun			
Commonwork   Com				<u>-</u>
Control Cont	Dusty's Customs: LMG	Release (08th Oct 2021)		-
Composition   1800				- Count represent the country attractions of
TOWER COMMENT (1955)  10 - 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				
Topic Company   Mode				
Page   Page				
County   C				
Court Court March   March		Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a nigher quality LMG with random attachments.
Court Frame   Teach   Court				
Supple Control Michigan   Supple   Control State   Supple   Supp				
Description   Month Month Month   Mo	Dusty's Customs: Melee Weapon			
Court   Cour				
County County   Cou	Dusty's Customs: Melee Weapon	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	
Supply Counters   More   Mor				
Supply Colleges   Supply   No.   100, 100, 100, 100, 100, 100, 100, 10	Dusty's Customs: Melee Weapon	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	
Description: Make Name   Program   Program   20   10   10   10   10   10   10   10				Grant yourself a higher quality Melee Weapon.
Court   Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name   Money Court   Money Name	Dusty's Customs: Melee Weapon	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality Melee Weapon.
Despt   Control More March		ver 1.000.011 (06th Dec 2022)	Description Updated	Grant yourself a higher quality Melee Weapon with Fandom attachments.
County County Notice Name Name   County County Notice Name Name   County County Notice Name Name   County County Notice Name Name Name Name Name Name Name Nam	Dusty's Customs: Melee Weapon			
Compton Strategy				
County County Steppon   Ver   1,000 (100 to 2021)   More   1,000 (100 to	Dusty's Customs: Shotgun			-
County County Students Study   No. 19. May County   No. 2015   N				
Deeph Controls Selegian   No. 1   180   86   680   76   2022   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No. 1   No. 80   No	Dusty's Customs: Shotgun			
Dumphy Contents Storgum   Value of 17 (Teb or 2012)   Dumphy Contents Storgum   Value of 17 (Teb or 2012)   Dumphy Contents Storgum   Value of 18 (Teb or				
Daugh Cantons Storige	Dusty's Customs: Shotgun			
Despt   Controls Stody				
Dought Collations Story	Dusty's Customs: Shotgun	Ver 1.000.010 (11th Oct 2022)	No Changes	Grant yourself a higher quality Shotgun with random attachments.
Dayly Customs Shotgon		Ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality Shotgun with random attachments.
Daugh Cautoms Step   Daugh Cautoms Step   Daugh Cautoms Step   S	Dusty's Customs: Shotgun			
Dudy's Customs SMC				
Dudy's Customs SMG	Dusty's Customs: SMG		Not in Alpha Version	
Dumphy Customers SMG				
Durly Cuttoms SMG	Dusty's Customs: SMG	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Dualy Cactorns SMG				
Dusty Customs: SMG	Dusty's Customs: SMG	Ver 1.000.007 (12th Apr 2022)	No Changes	Grant yourself an SMG with random attachments.
Duty No. Lostons: SMG				
Dusty's Customs: SMG	Dusty's Customs: SMG	Ver 1.000.010 (11th Oct 2022)	No Changes	
Dusty Customs: SMG		ver 1.000.011 (06th Dec 2022)	No Changes	Grant yourself a higher quality SMG with random attachments.
Dualy's Customs: Singer Filte   Dualy's Customs: Singer Filte   Sease (89th Oct 2021)   No. 1 is Algha Version	Dusty's Customs: SMG			
Dusty's Customs: Shiper Rife   Alpha (17th Dec 2020)   Dusty's Customs: Shiper Rife   Dusty				
Dusty's Customs: Shiper Rife   Put 1-809-80; 96th Put 2021)   Dusty's Customs: Shiper Rife   Ver 1-809-80; 96th Put 2022)   Customs: Shiper Rife   Ver 1-8	Dusty's Customs: Sniper Rifle			
Dusty's Customs: Sniper Rile   ver 1.000, 003 (00th Nov. 2021)   to 1.000, 004 (10th Nov. 2021)   to 1.000, 004 (10th Nov. 2021)   to 1.000, 004 (10th Nov. 2021)   to 1.000, 004 (10th Nov. 2021)   to 1.000, 004 (10th Nov. 2021)   to 1.000, 004 (10th Nov. 2022)				
Dusty's Customs. Sniper Rifle Dusty's Customs. Sniper Rifle Ver 1.000.00 (12th Apr 2022) Dusty's Customs. Sniper Rifle Dusty's Customs. Sniper Rifle Ver 1.000.00 (12th Apr 2022) Dusty's Customs. Sniper Rifle Dusty's Customs. Sniper Rifle Ver 1.000.00 (12th Apr 2022) Dusty's Customs. Sniper Rifle Dusty's Customs. Sniper Rifle Dusty's Customs. Sniper Rifle Ver 1.000.00 (12th Doc 2022) Dusty's Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle Dusty Customs. Sniper Rifle	Dusty's Customs: Sniper Rifle	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	
Dusty's Customs: Sniper Rifle   Ver 1.000.007 (12th Apr 2022)   No Changes   Grant yourself a Sniper Rifle with random attachments.				
Dusty's Customs: Sniper Rifle   Ver 1.080.089 (38th Aug. 2022) No Changes   Grant yourself a higher quality Sniper Rifle with random attachments.  Dusty's Customs: Sniper Rifle   Ver 1.080.080 (11th Oct 2022) No Changes   Grant yourself a higher quality Sniper Rifle with random attachments.  Dusty's Customs: Sniper Rifle   Dusty's Customs: Sniper R	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 1.000.010 (11th Oct 2022)         No Changes         Grant yourself a higher quality Sniper Rifle with random attachments.           Dusty's Customs: Sniper Rifle         Ver 1.000.011 (86th Dec 2022)         No Changes         Grant yourself a higher quality Sniper Rifle with random attachments.           Dusty's Customs: Sniper Rifle         Least Pack outsoms: Sniper Rifle         Least Pack outsoms: Sniper Rifle         Least Pack outsoms: Sniper Rifle           Dusty's Customs: Sniper Rifle         Least Pack outsoms: Sniper Rifle         Least Pack outsoms: Sniper Rifle         Least Pack outsoms: Sniper Rifle         Least Pack outsoms: Sniper Rifle           Extra Padding         Alpha (17th Dec 2020)         Not in Alpha Version         Least Pack outsoms: Sniper Rifle         Least Padding         Least Pack outsoms: Sniper Rifle         Least Padding         Least Padding         Least Padding         Not in Riet a Version         Least Padding         Least Padding         Least Padding         Ver 1.000.000 (18th Not 2021)         Not in Official Release Version         Least Effects: Each Cleaner gains +203 Traum Resistance.         Least Padding         Ver 1.000.000 (18th Not 2021)         Not in Official Release Version         Least Effects: Each Cleaner gains +203 Traum Resistance.         Least Effects Each Cleaner gains +203 Traum Resistance.         Least Effects: Each Cleaner gains +203 Traum Resistance.         Least Effects: Each Cleaner gains +203 Traum Resistance.         Least Effects: Each Cleaner g				urant yourself a higher quality Sniper Rifle with random attachments. Grant yourself a higher quality Sniper Rifle with random attachments.
Dusty's Customs: Sniper Rifle         Image: Customs Sniper Rifle	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         Image: Customs Striper Rifle <t< th=""><th></th><th>ver 1.000.011 (06th Dec 2022)</th><th>no unanges</th><th>urant yourself a higher quality Shiper Kifle with Fandom attachments.</th></t<>		ver 1.000.011 (06th Dec 2022)	no unanges	urant yourself a higher quality Shiper Kifle with Fandom attachments.
Dustys Customs: Sniper Rifle	Dusty's Customs: Sniper Rifle			
Extra Padding				
Extra Padding   Relasse (98th Oct 2021)   Not in Official Relase Version	Extra Padding			
Extra Padding         Ver 1.080.083 (89th Nov 2821)         Not in Version 1.080.083         -           Extra Padding         Ver 1.080.080 (16th Dec 2021)         *Extra Padding*         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.080 (12th Apr 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.080 (87th Jun 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.080 (38th Mag 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.080 (38th Mag 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.080 (11th Dec 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.801 (18th Dec 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.801 (18th Dec 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.801 (18th Dec 2022)         No Changes         Team Effects: Each Cleaner gains +20% Trauma Resistance.           Extra Padding         Ver 1.080.801 (18th Dec 2022)				
Extra Padding         Ver 1.080.086 (88th Feb 2022)         No Changes         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.087 (71ch Jun 2022)         No Changes         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.080 (30th Aug 2022)         No Changes         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.080 (30th Aug 2022)         No Changes         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.901 (86th Dec 2022)         No Changes         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.901 (86th Dec 2022)         Supply Point Cost Reduced from 60 to 40         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.901 (86th Dec 2022)         Supply Point Cost Reduced from 60 to 40         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.901 (86th Dec 2022)         Supply Point Cost Reduced from 60 to 40         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.901 (86th Dec 2022)         Supply Point Cost Reduced from 60 to 40         Team Effects: Each Cleaner gains -20X Trauma Resistance.           Extra Padding         Ver 1.080.901 (86th Dec 2022)         Not in Alpha Version	Extra Padding	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	
Extra Padding Ver 1.080.087 (12th Apr 2022) No Changes Team Effects: Each Cleaner gains -20X Trauma Resistance.  Extra Padding Ver 1.080.080 (80°th Jun 2022) No Changes Team Effects: Each Cleaner gains -20X Trauma Resistance.  Extra Padding Ver 1.080.010 (11th Oct 2022) No Changes Team Effects: Each Cleaner gains -20X Trauma Resistance.  Extra Padding Ver 1.080.011 (16th Dec 2022) No Changes Team Effects: Each Cleaner gains -20X Trauma Resistance.  Extra Padding Ver 1.080.011 (16th Dec 2022) No Changes Team Effects: Each Cleaner gains -20X Trauma Resistance.  Extra Padding Ver 1.080.011 (16th Dec 2022) No Changes Team Effects: Each Cleaner gains -20X Trauma Resistance.  Extra Padding Team Effects: Each Cleaner gains -20X Trauma Resistance.  Extra Padding Farm Standard Farm St				
Extra Padding Ver 1.000.000 (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 (66th Dec 2022) Supply Point Cost Reduced from 60 to 40 Team Effects: Each Cleaner gains +20% Trauma Resistance.  Extra Padding Extra Padding Service Service Supply Point Cost Reduced from 60 to 40 Team Effects: Each Cleaner gains +20% Trauma Resistance.  Extra Padding Service Se	Extra Padding	Ver 1.000.007 (12th Apr 2022)	No Changes	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding Ver 1.080.010 (11th Oct 2022) No Changes Team Effects: Each Cleaner gains -20% Trauma Resistance.  Extra Padding Ver 1.080.011 (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 Extra Padding Extra Padding Extra Padding Further Cost Extra				
Extra Padding	Extra Padding	Ver 1.000.010 (11th Oct 2022)	No Changes	Team Effects: Each Cleaner gains +20% Trauma Resistance.
Extra Padding         Extra Padding         Image: Commet Dinner         Image: Commet Dinner         Alpha (17th Dec 2020)         Not in Alpha Version         -           Gourmet Dinner         Beta (05th Aug 2021)         Not in Beta Version         -           Gourmet Dinner         Re lease (08th Oct 2021)         Not in Official Release Version         -		ver 1.000.011 (06th Dec 2022)	Suppry Point Cost Reduced from 60 to 40	Team Errects: cach Cleaner gains +20% Trauma Resistance.
Extra Padding  Gourmet Dinner  Alpha (17th Dec 2020) Not in Alpha Version  Gourmet Dinner  Beta (85th Aug 2021) Not in Beta Version  Gourmet Dinner  Release (86th Oct 2021) Not in Official Release Version	Extra Padding			
Gourmet Dinner Alpha (17th Dec 2020) Not in Alpha Version - Gourmet Dinner Beta (05th Aug 2021) Not in Beta Version - Gourmet Dinner Belasse (96th Oct 2021) Not in Official Release Version -				
Gournet Dinner Release (08th Oct 2021) Not in Official Release Version -	Gourmet Dinner			
				-
100.000 (05th Not 2421) Not 21 to 3201 1,000.000	Gourmet Dinner			-

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 Gourmet Dinner	Version Ver 1.000.004 (16th Dec 2021)	Version Description Not in Version 1,000,004	Card Effect Description
Gourmet Dinner	Ver 1.000.006 (08th Feb 2022)		
Gourmet Dinner		Not in Version 1.000.007	
Gourmet Dinner Gourmet Dinner	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.008 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			
Gourmet Dinner			
Green Beans Green Beans	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	-
Green Beans	Release (08th Oct 2021)	Not in Official Release Version	-
Green Beans Green Beans		Not in Version 1.000.003	-
Green Beans	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 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" added	Restore 0.1 Health and 0.5 Stamina every second until the end of the map.
Green Beans Green Beans	Ver 1.000.009 (30th Aug 2022) 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 Group Hug	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version 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 Group Hug	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 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 Group Hug	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Team Effects: +1 Team Extra Life.  Team Effects: +1 Team Extra Life.
Group Hug	(555, 555, 555, 555, 555, 555, 555, 555		
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 Hazard Suit	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Official Release Version Not in Version 1.000.003	
Hazard Suit	Ver 1.000.003 (09th Nov 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 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  Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance
Hazard Suit	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	Team Effects: Each Cleaner gains: +20% Fire Resistance, +20% Acid Resistance, +20% Explosion Resistance 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 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 Hell Can Wait	13-1- (1711 D 2022)	No. 1. Abd. Marke	
Hell Can Wait	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version 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" added	- The first of the state of the
Hell Can Wait Hell Can Wait	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Mechanic updated (1 use teamwide)	Team Effects: Gain 1 additional Continue.  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 Hell Can Wait	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes	Team Effects: Gain 1 additional Continue.  Team Effects: Gain 1 additional Continue.
Hell Can Wait	Ver 1.000.009 (30th Aug 2022)	No Changes 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 Hired Gun	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version 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 Hired Gun	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	"Hired Gun" added No Changes	Team Effects: Each kills grants 1 Copper, up to 500 for each Hired Gun Card Played  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 1.000.008 (07th Jun 2022)	Effect Updated & Supply line changed	Each kill grants 1 Copper, up to 750
Hired Gun Hired Gun	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Effect Updated & Totem cost reduced No Changes	Each kills grants 2 Copper, up to 750 Each kills grants 2 Copper, up to 750
Hired Gun	Ver 1.000.010 (11th Oct 2022)	Effect Updated & Totem cost reduced from 3	
Hired Gun			
Hired Gun Hired Gun			
Hired Gun			
Legendary Attachment	Alpha (17th Dec 2020)	Not in Alpha Version	
Legendary Attachment Legendary Attachment	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version 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 Legendary Attachment	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 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 Legendary Attachment	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Grants a random Legendary attachment bolted to your primary weapon.  Grants a random Legendary attachment bolted to your primary weapon.
Legendary Attachment	(2225 500 2022)		
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) Ver 1.000.003 (09th Nov 2021)	Not in Official Release Version Not in Version 1.000.003	
Legendary Weapon Legendary Weapon	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.003 Not in Version 1.000.004	
Legendary Weapon	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	

Compendium Ver:	Cond History	Down Conds Food and Mins Effect Conds	
12-1-23	Card History	Burn Cards, Food and Misc Effect Cards	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only
Name		Version Description	Card Effect Description
Legendary Weapon Legendary Weapon	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.007 "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 Legendary Weapon	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Grants a random Legendary weapon.  Grants a random Legendary weapon.
Legendary Weapon			The state of the s
Legendary Weapon Legendary Weapon			
Legendary Weapon			
Medical Supply Scavenger	Alpha (17th Dec 2020)	Not in Alpha Version	-
Medical Supply Scavenger  Medical Supply Scavenger	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Version	-
Medical Supply Scavenger	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
Medical Supply Scavenger Medical Supply Scavenger	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 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 Medical Supply Scavenger	Ver 1.000.008 (07th Jun 2022)	"Medical Supply Scavenger" added	Team Effects: Increased Medical items spawn this level. Team Effects: Increased Medical items spawn this level.
Medical Supply Scavenger	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	Team Effects: Increased Medical items spawn this level.  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			
Medical Supply Scavenger  Mediocre Meal	Alaba (1746 Dan 2020)	Not in Alaba Varaina	
Mediocre Meal	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	
Mediocre Meal	Release (08th Oct 2021)	Not in Official Release Version	
Mediocre Meal Mediocre Meal		Not in Version 1.000.003 Not in Version 1.000.004	-
Mediocre Meal	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	
Mediocre Meal Mediocre Meal	Ver 1.000.007 (12th Apr 2022)		-
Mediocre Meal	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.008 Not in Version 1.000.009	
Mediocre Meal	Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.010	
Mediocre Meal 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 Offensive Supply Scavenger	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Official Release Version 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 Offensive Supply Scavenger	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 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. Team Effects: Increased Offensive items spawn this level.
Offensive Supply Scavenger Offensive Supply Scavenger	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes Totem Cost Reduced from 4 to 2	Team Effects: Increased Offensive items spawn this level.  Team Effects: Increased Offensive items spawn this level.
Offensive Supply Scavenger			
Offensive Supply Scavenger Offensive Supply Scavenger			
Offensive Supply Scavenger			
Offensive Upgrade Offensive Upgrade	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version	-
Offensive Upgrade	Release (08th Oct 2021)	Not in Beta Version Not in Official Release Version	
Offensive Upgrade	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	
Offensive Upgrade Offensive Upgrade	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 Not in Version 1.000.006	·
Offensive Upgrade	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	
Offensive Upgrade Offensive Upgrade	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	"Offensive Upgrade" added No Changes	Team Effects: Improves the quality of all Frag, Molotov, Pipe Bomb, Firecracker, and Flashbang accessories.  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 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 Peaches		Not in Official Release Version Not in Version 1.000.003	
Peaches	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	
Peaches Peaches	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 Not in Version 1.000.007	
Peaches	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.007 Not in Version 1.000.008	
Peaches	Ver 1.000.009 (30th Aug 2022)	"Peaches" added	Restores 5 Health and 5 Trauma.
Peaches Peaches	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Restores 5 Health and 5 Trauma.  Restores 5 Health and 5 Trauma.
Peaches			
Peaches Peaches			
Peaches			
Peanut Butter Peanut Butter	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version 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 Peanut Butter	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 Not in Version 1.000.006	-
Peanut Butter	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	
Peanut Butter Peanut Butter	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.008 "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 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			
Peanut Butter Power Bars	Alpha (17th Dec 2020)	Not in Alpha Version	
Power Bars	Beta (05th Aug 2021)	Not in Beta Version	-
Power Bars Power Bars	Release (08th Oct 2021)	Not in Official Release Version Not in Version 1,000,003	
Power Bars Power Bars	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.003	
Power Bars	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
Power Bars Power Bars	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.007 Not in Version 1.000.008	-
	( 3411 2022)		

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23 Name	Version	Version Description	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only  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 Power Bars	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)		Gain 1% increased Damage until the end of the map.  Gain 1% increased Damage until the end of the map.
Power Bars	Ver 1.000.011 (00th Dec 2022)	No Changes	dath is increased banage 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 Primary Weapon Upgrade	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version 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 Primary Weapon Upgrade	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 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 Primary Weapon Upgrade	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	Upgrades the quality of your currently equipped primary weapons by one rarity, up to Epic.  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			
Primary Weapon Upgrade			
Quick Item Upgrade	Alpha (17th Dec 2020)	Not in Alpha Version	
Quick Item Upgrade Quick Item Upgrade	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version 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 Quick Item Upgrade	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 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 Quick Item Upgrade	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Effect Updated No Changes	Team Effects: Improves the quality of all Tool Kit, Stun Gun, Defibrillator, Razorwire, Bear Trap, and Ammo Pouch Accessories.  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, Mazorwire, Bear Trap, and Ammo Pouch Accessories.  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! RADIANCE!	Alpha (17th Dec 2020)	Not in Alpha Version	
RADIANCE!		Not in Beta Version Not in Official Release Version	
RADIANCE!	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	
RADIANCE!		Not in Version 1.000.004 Not in Version 1.000.006	•
RADIANCE!	Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.007	
RADIANCE! RADIANCE!	Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.008 "RADIANCE!" added	- Council line Clark Country (see
RADIANCE!		"RADIANCE!" added No Changes	Several live Flash Grenades Appear. Several live Flash Grenades Appear.
RADIANCE!	Ver 1.000.011 (06th Dec 2022)		Several live Flash Grenades Appear.
RADIANCE! RADIANCE!			
RADIANCE!			
RADIANCE!			
RICHES!	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version Not in Beta Version	
RICHES!	Release (08th Oct 2021)	Not in Official Release Version	
RICHES!		Not in Version 1.000.003 Not in Version 1.000.004	•
RICHES!		Not in Version 1.000.004 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) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.008 "RICHES!" added	Several Copper pickups Appear.
RICHES!		No Changes	Several Copper pickups Appear.
RICHES!	Ver 1.000.011 (06th Dec 2022)	No Changes	Several Copper pickups Appear.
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 Secondary Weapon Upgrade	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.003 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 Secondary Weapon Upgrade	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.007 "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 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 Slippery when Wet	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Official Release Version Not in Version 1.000.003	
Slippery when Wet	Ver 1.000.004 (16th Dec 2021)		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 Slippery when Wet	Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	No Changes No Changes	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 20%.  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 Slippery when Wet	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes No Changes	Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 50%.  Team Effects: Each Cleaner gains the Breakout ability and reduces its cooldown by 50%.
Slippery when Wet			
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) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Version	
Squad Armor Squad Armor	Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021)	Not in Official Release Version Not in Version 1.000.003	
Squad Armor	Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.004	
Squad Armor Squad Armor	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 Not in Version 1.000.007	
	Ver 1.000.008 (07th Jun 2022)	"Squad Armor" added	Team Effects: Grants the team Full Armor Plates.
Squad Armor			
Squad Armor Squad Armor Squad Armor	Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	No Changes No Changes	Team Effects: Grants the team Full Armor Plates. Team Effects: Grants the team Full Armor Plates.

Compendium Ver:	Card History	Burn Cards, Food and Misc Effect Cards	
12-1-23 Name	Version	Version Description	Note: No Changes in Ver 1.000.001/002/005 As these were Hotfixes only  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) THE LIGHT! (1)	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version	
THE LIGHT! (1)		Not in Official Release Version Not in Version 1.000.003	-
THE LIGHT! (1) THE LIGHT! (1)		Not in Version 1.000.004 Not in Version 1.000.006	<u>.</u>
THE LIGHT! (1)		Not in Version 1.000.007	-
THE LIGHT! (1) THE LIGHT! (1)		Not in Version 1.000.008 "THE LIGHT!" added	- +5% Danage
THE LIGHT! (1)	Ver 1.000.010 (11th Oct 2022)	No Changes	+5% Damage
THE LIGHT! (1) 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! (2)	Alpha (17th Dec 2020)	Not in Alpha Version	
THE LIGHT! (2) THE LIGHT! (2)	Beta (05th Aug 2021) Release (08th Oct 2021)	Not in Beta Version Not in Official Release Version	- -
THE LIGHT! (2)	Ver 1.000.003 (09th Nov 2021)	Not in Version 1.000.003	-
THE LIGHT! (2) THE LIGHT! (2)	Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.004 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) THE LIGHT! (2)		Not in Version 1.000.008 "THE LIGHT!" added	- +5% Damage Resistance
THE LIGHT! (2)	Ver 1.000.010 (11th Oct 2022)	No Changes	+5% Damage Resistance
THE LIGHT! (2) THE LIGHT! (2)	1.000.011 (BOLD DEC 2022)	No Changes	+5% Damage Resistance
THE LIGHT! (2) THE LIGHT! (2)			
THE LIGHT! (2)			
Urgent Care	Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Alpha Version	
Urgent Care Urgent Care	Release (08th Oct 2021)	Not in Beta Version Not in Official Release Version	
Urgent Care Urgent Care	Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021)	Not in Version 1.000.003 "Urgent Care" added	- Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.004 (16th Dec 2021)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.  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. Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care Urgent Care	Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	No Changes No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma.  Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care Urgent Care	Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)	No Changes	Team Effects: Each Cleaner restores 15 Health and Trauma. Team Effects: Each Cleaner restores 15 Health and Trauma.
Urgent Care	Ver 1.000.011 (00th Dec 2022)	No Changes	Team Effects: Each Cleaner rescues to health and frauma.
Urgent Care Urgent Care			
Urgent Care			
VANISH! VANISH!		Not in Alpha Version Not in Beta Version	<u>.                                      </u>
VANISH!		Not in Official Release Version	-
VANISH! VANISH!		Not in Version 1.000.003 Not in Version 1.000.004	
VANISH!	Ver 1.000.006 (08th Feb 2022)	Not in Version 1.000.006	-
VANISH! VANISH!	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022)	Not in Version 1.000.006 Not in Version 1.000.007	
VANISH! VANISH! VANISH! VANISH!	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "VANISH!" added	
VANISH! VANISH! VANISH! VANISH! VANISH!	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.008 "VANISH!" added No Changes	Several Smoke Grenades Appear.
VANISH! VANISH! VANISH! VANISH! VANISH! VANISH! VANISH! VANISH! VANISH! VANISH!	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "VANISH!" added	
VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022)	Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.008 "VANISH!" added No Changes	Several Smoke Grenades Appear.
VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.011 (10th Dec 2022) Ver 1.000.011 (06th Dec 2022)	Not in Version 1,000.005  Not in Version 1,000.007  Not in Version 1,000.008  "VANISH!" added  No Changes  No Changes	Several Smoke Grenades Appear.
VANISHI VANISHI	Ver 1.000.005 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)  Alpha (17th Dec 2020)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.007 "VANTSHI" added No Changes No Changes No Changes No Changes	Several Smoke Grenades Appear.
VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VIGORI VIGORI VIGORI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (38th Aug 2022) Ver 1.000.011 (08th Dec 2022) Ver 1.000.011 (08th Dec 2022)  Alpha (17th Dec 2020) Beta (08th Aug 2021) Release (08th Oct 2021)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "VANISH!" added No Changes No Changes Not in Alpha Version Not in Beta Version Not in Ot in Ott	Several Smoke Grenades Appear.
WANISHI VIGORI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.010 (11th Oct 2022) Ver 1.000.011 (06th Dec 2022)  Alpha (17th Dec 2020) Beta (05th Aug 2021)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "VANTSH!" added No Changes No Changes No Changes Not in Alpha Version Not in Beta Version Not in Official Release Version Not in Vot in Version 1.000.003	Several Smoke Grenades Appear.
VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.001 (10th Oct 2022) Ver 1.000.001 (10th Oct 2022) Ver 1.000.001 (10th Oct 2022)  Alpha (17th Dec 2020) Beta (69th Aug 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (16th Dec 2021) Ver 1.000.006 (16th Dec 2022)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "VANTSH!" added No Changes No Changes No tin Alpha Version Not in Alpha Version Not in Beta Version Not in Wersion 1.000.005 Not in Version 1.000.005 Not in Version 1.000.005 Not in Version 1.000.005 Not in Version 1.000.005	Several Smoke Grenades Appear.
VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (38th Aug 2022) Ver 1.000.001 (11th Oct 2022) Ver 1.000.001 (08th Dec 2022)  Alpha (17th Dec 2020)  Beta (08th Aug 2021) Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.004 (18th Dec 2021)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "VANISH!" added No Changes No Changes No Changes Not in Alpha Version Not in Beta Version Not in Official Release Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.006 Not in Version 1.000.006 Not in Version 1.000.006 Not in Version 1.000.006	Several Smoke Grenades Appear.
VANISHI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI VIGORI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.001 (06th Dec 2022) Ver 1.000.001 (06th Dec 2022) Ver 1.000.001 (06th Dec 2022) Ver 1.000.001 (06th Dec 2022) Ver 1.000.003 (09th Nov 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.008 (08th Feb 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (30th Aug 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.005 Not in Version 1.000.007 Not in Version 1.000.008 "VANTSH!" added No Changes No Changes No tin Alpha Version Not in Alpha Version Not in Beta Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.003 Not in Version 1.000.004 Not in Version 1.000.005 Not in Version 1.000.006 Not in Version 1.000.006 Not in Version 1.000.007 Not in Version 1.000.008	Several Smoke Grenades Appear.  Several Smoke Grenades Appear.
VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VANISHI VIGORI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (38th Aug 2022) Ver 1.000.001 (18th Oct 2022) Ver 1.000.001 (08th Dec 2022) Ver 1.000.001 (08th Dec 2022)  Alpha (17th Dec 2020) Beta (05th Aug 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.006 (08th Feb 2022) Ver 1.000.007 (12th Apr 2022) Ver 1.000.008 (07th Jun 2022)	Not in Version 1.000.005 Not in Version 1.000.005 Not in Version 1.000.005 "VANISH!" added No Changes No Changes No Chi in Version Not in Alpha Version Not in Beta Version Not in Official Release Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.003 Not in Version 1.000.007 Not in Version 1.000.006 Not in Version 1.000.008 Not in Version 1.000.008 Not in Version 1.000.008 Not in Version 1.000.008	Several Snoke Grenades Appear.  Several Snoke Grenades Appear.
VANISHI VAIGORI VIGORI	Ver 1.000.006 (08th Feb 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.009 (38th Aug 2022) Ver 1.000.001 (11th Oct 2022) Ver 1.000.001 (10th Oct 2022) Ver 1.000.001 (08th Dec 2022)  Alpha (17th Dec 2020)  Beta (08th Aug 2021)  Release (08th Oct 2021) Ver 1.000.003 (09th Nov 2021) Ver 1.000.006 (08th Feb 2022) Ver 1.000.006 (08th Feb 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (07th Jun 2022) Ver 1.000.008 (08th Aug 2022) Ver 1.000.008 (08th Aug 2022) Ver 1.000.008 (08th Aug 2022) Ver 1.000.009 (38th Aug 2022) Ver 1.000.009 (11th Oct 2022)	Not in Version 1.000.005 Not in Version 1.000.005 Not in Version 1.000.005 "VANISH!" added No Changes No Changes No Chi in Version Not in Alpha Version Not in Beta Version Not in Official Release Version Not in Official Release Version Not in Version 1.000.003 Not in Version 1.000.003 Not in Version 1.000.007 Not in Version 1.000.006 Not in Version 1.000.008 Not in Version 1.000.008 Not in Version 1.000.008 Not in Version 1.000.008	Several Smoke Grenades Appear.  Several Smoke Grenades Appear.
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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			

76-	r Back & Blood Card	Compandio	Achievaments / Trophies			
PE PCOS	Dere are \$5 Total	Traphies, CF: aubievement	hose there are 1 Platinum, 3 Cold, 0 Eliver and 62 Enuruse Grade Trophies , Worth a local of: 10000			
BLC	C As of 9612/22 then	war 25 add	local insolvents/subtraments, USE Bronze, worth a total of 2000)			
At Cleaned Up	Palmer Palmer	oner Soore (C	Even all other Trophies in Each & Elond	Canemade		
Melaine is the Aposalypse East the Tol.	Done Done	10	Good halt and Steen, you've grown need it	Campaign	Ail 111	Will refer a for you have the find with some.  Will refer a for you have the find with some.
This Revenue On title	Dronze		Complete Search and Fernium		Ad 123	Day Francis
Erestriani Can Vini Enemy of More	Brance Brance	10	Complete The Clark Below the Dison Complete Blue Dog Hollow	Campaign Campaign Campaign	Ail 132	Harp Progression Harp Stagensi
Ad 1 Recoil	Dance	30	Complete all Aut 1 maps on Recoul difficulty or higher	Cereator	Ad 1	and programs
		30			All 1	
Aul 1 Cleaner Biol/s Your Unite	Brazie Brazie	19	Complete all Ast 1 maps on highlinear difficulty Complete The Armony	Campaign	A41	Step Progression
	Brance Brance	16	Complete Plan S Complete July 10 20	Campaign Campaign Campaign		Hart Programs Hart Programs Hart Programs
Art 2 Resoul	Engle	30		Campaign	Art 2	July Proprietor
Aut 2 Velenan	Entrare	30	Complete all Aut 2 maps on Veteran difficulty or higher	Campaign	Art 2	
Aut 2 Cleaner Durft You Eat My Newhbor	Done Done	30	Complete all And 2 maps on highlinear difficulty Complete Dr. Rosent Daublanbook	Campaign Campaign Campaign	All 2	The Proposition
Fixed With Good Intestines	Entrare	16	Complete Remnants	Campaign	3.2	They Programm
	Done Done	30	Complete all Art 3 maps on Record difficulty or higher Complete all Art 3 maps on Veteran difficulty or higher		AII 3	
All 3 Charter	Engage	30	Complete all and 3 mass on Nothinger difficulty	Campaign	Art 3	
Aut & Resnut	OH OH	30	Complete Act & on Record officeally or higher  Complete Act & on Makes of March or Minter	Campaign	All 4	
Aul & Cleaner	Delif	30	Complete Aut 6 on Nightmare difficulty	Carpage	Art 4	
Solution Cel Situites Cool Riddense!	Done Done	10	XX a Solids without it alresting the horsis. XX SX 400 Trialies your your years.	Campaign Any		Title Compiler Ced Title Sed's playing you seemink to Endoin without 6 shelling a Numb.
Emelod	Donas		KEE ES, KEE Floation over your career. KEE a Microbious Director after removing all of its armous.	Campaign Campaign		
Jugger and		10		Campaign		
Enuir Force No Time for a Nep	Brance Brance	- 1	Kill an Ogre with the houston.  Review a fallen insemnate.	Cereator	Allted	Convinces and Enable and Digital Inspired Digital State and America State Annual State State Annual State State Annual State State Annual State State Annual State State Annual State State Annual State State Annual State State Annual State State Annual State State Annual State Annual State State Annual State Annual State Annual State Annual State Annual State Annual State Annual State Annual State Annual State Annual State Annual State Annual Annu
		16		Campaign Campaign		
Share the Load Dort Ada	Enrare Enrare	10	Drup some amms for a learnmain.  Resour a learnmain from a coccor.	Campaign		Noting up your explanations and pass day as you hapt follows.  We have been supposed to the contract of the co
Cleany Dev	Eronae Eronae	18				
Expanding the Amenal Crateful Earls	Brance Brance	-	Spend your first Supply Point. Consider a making will reach Charge.	Campaign	Fad Hope	Vide for large lar
Squad Up	Entrare	-	Form a party in Fact Hope.	Campaign	Pathipe	Tell Equinology (in a lateral and Antique) (in a lateral and Antique)
Aposalgese Pacifici Dead Quiet	Done Done	16	Complete a map without any players on the learn follow a single Mobiles.  Complete a map without even trippening a hoole from Reviews, Birds, Solishes, or players.	Campaign		To Training
Deal Gal	Evenue Evenue	- 1	Complete a map without ever triggering a hoole from Fleebern, Binds, Shibhen, or atams. Howe at least 25 cards in stay at once.	Campaign		End Equalitation  (Add Equalitation)  (Add Equ
Juliations Plans	Donae	16	Defend the juletics in Ear Fourn Ellir softward benefiting	Cereator		
Noneca Taxonesi	Dance Dance	- 1	Eably desired the ladder in the construction zone in Ferangenia. Win a game in Exam State.	Campaign Swam	Addition	Clia the tradition have been been been been been been been be
Brought a Kinde to a Continue	Dronger	16	Consider a level order cetting at least \$5 kills with maker seasons.	Acre		Def Enterior
Smirginland Down Bul Not Out	Brance Brance		Kill all least over of each more book Mulation. Kill 10 exemples while discount.	Campaign		Bloop: Till Bloop to Till Bloo
A Numero Wheeler	Engle		SE 10 Sales with Bally Arm.	Cereation	MI212	Bully and have been required to proposed. All exercises, with a larger required to proposed at the control of t
Portifier Self Bell Hip	Brazie Brazie	10	Finalline season in Time Devils Relation. Finalline season in Zeponih & Resource.	Campaign Campaign	Ad 114	Cate to that the Security is presented by the Security of the
			Final the second in The Cash Seriors the Cason.			
Earsly Med Cooped Up	Enrare Enrare	16	Find the search in Size Day Hollow Find the search in The Armony	Campaign Campaign	Ail 142	Calle Trial Control Co
		10				
Crystwoologist	Branze	10	Find the second in July 10:22.	Campaign		
Night of the Living Hedge Extra Credit	Donae Donae	- 1	Finallite seaset in Dr. Ragent Neighborhood. Finallite seaset in Emmands.	Campaign Campaign	A1314	Cable In this Association is a second to control of the control of
Most Year Step	Brase	16	Finalitie search in The Albandration.	Campaign	Art 4	Quales Start board point subsect discharge dis
DLC : Tunnels of Terror						
Master Spelunter	Dranae	10	Complete All Ridden House.	Campagnitive		The hist delinguish are sedimented. The Manager layer last for the desired sinks allow as pareller distance.  The interpretation assessment of the delinguish and the season d
Oversteining Power Scient Floore	Dance Dance	10	Cel a kill with a Legendary Visapon. Earn some Bod Toleron.	Campage/Non Campage/Non		There a the majority is principle to a them
United your Names	Dronger	10	Kill 10 Skiller with a Shall Saler.	Careator/Nor		
Unratual Selection Let' (Include	Brance Brance		Kill each of the Waynel Mobies. Soul the Second in The Numero.	Campaign Campaign/Now		Standard Colon Player  Colon letter of the Colon Player  Colon letter of t
New or Connect	Dronger	10	Stod De Secret in Suction Passaums.	Carpater/Non		We winted the profession and the first beautiful and the program in the first common of any favorage and any
Unitedy Creat Prevantage Persis	Brance Brance		And the Second in The Cut. And the Second in SticotiLat.	Campage/Non Campage/Non		The answer with a finite treatment of the delicities of the standard and t
Emilian	Engle		Soul Dan Tarred in TWI Dates	Careator/Nor		On the bullet in resident in resident in a stringer
Found the Rowsland Fine Disease	Brance Brance	10	End the Search in Stand Stream. Sold the Search in Causin Company.	Campaign/Non Campaign/Non		We did not be the price of the
		-		-arrange des		
DLC - Children of the Worm Who Stopes The Stopes 7	Donne		Kil a Triper with a Triper Rife.	Campaign	MI	Supera valy speer has the second eaged Acid I seconds.
				Campaign Campaign Campaign	Add	Cultiv Elaps lide up the Quist liers size in samy They been prime monthly and date are highlighted (Vorsigh and Asserted and the area to highlighted (Vorsigh and Asserted and
Earty Made 1 Smale And Minors, But Willand The Minors	Branze	10	Jump over a Cultid Stear Trap without Triggering 8. Use a Smale Pouch is become Holden of Critical Health.	Campaign		This Registry is entire. These analysis are to up to be the security or good and the Contract and analysis are a security or analysis are a security or a se
Table A Blow	Entrare	10	Kill a Controlle a Box	Campaign		Take clark with a Biss Play on Digitione or Topics to End Common any mission. The submont on purchased Common
Face Migrare Claus	Donae		Kill a Stanler with Iron Claus.			This procedule is pert to resistant through the dusty's containmen make boars used. They are not that care in local efficiency or registers are appeared and care in local efficiency or registers. The subsection on the second map of Ant E data registers are procedured Statutes.
Enteroed Med	Date Date	10	Hit a Pustinger with a Batt Jan. Histor of Intel® I Different Food Buffs ander all one line.	Campaign Campaign		Tak data data filed lake Andrigon same apere an eary reap on ophishime deliberal has demand on the data manual apera Ariel filed sequences proceeded Production.  Tak data data filed lake Andrigon deliberation deli
Left Falt Dead End	Brance	10	Final the Security And S		Ad 914	Manager to Name to Superior to the Control of Superior to the Control of Superior to the Control of Superior to Su
Ari E Resrui Ari E Velman	Dance Dance	10	Complete of Aul Emps on Record Difficulty or Higher Complete of Aul Emps on Visioner Difficulty or Higher	Cereation	ALL	
All I Charer	Donas	10	Complete at Avd S mass on Notionare Difficulty or Higher	Cereator	ALL	
Aci EAce	Booke	10	Complete all Aut Emerys on No Hope Officulty	Campaign	AHE	
DLC - New of Blood						
A Can of Warre. The Path To Clay	Brance Brance	10	Play Told of the Warm for the find time Complete a map in Told of the Warm with a told modifier of all lead a 20	Stat of the Work	-	
		10				
Contant Viglance This is Fine	Branze	10	Kill all variants of the Sentrel Set an enemy on the with the Flame Through, while also being on the	Campaignifiles	-1	Note Colores
	Drawe Drawe	10		Campage/Net Campage/Net		Julius are commonly found in varyer detects and line found hand 4.
And The LAW Warn	Entrare	10	Land a Brail blow on a Bloss Mutation with the LASY			LVIDs are commonly found in supple short. Vitables a beaut before through give LVIV. I death drown change but not image to see this beautiful and a mongh to see this beautiful about proper amount 20% bids PP
Hard Stated TVS Secret Starts	Done Done	10	Coloristic Hartinger without using the LAW Final the Secretion for S	Cereation		Confirm any Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Confirm and Conf
Aut & Resnall	Enrare Enrare	10	Complete ad Ant 6 maps on Record Difficulty or higher.		Add	
	Brance	10	Complete all Aul Emops on Veteran Difficulty or higher. Complete all Aul Emops on highlynam Difficulty or higher.	Campaign Campaign	AHE	
Art & Cineter						
Art & Cleaner	Brazie Brazie	10	Complete all Aul & maps on No Hope Officelly	Campage	AHE	

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Thanks to everyone for helping with filling in some blanks and providing information. Every piece helps!
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Bozak Dragon
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Hugo Wong
Nicholas Perry
Aiden Z
Keys
Gosetsu
Big Enna
insanity33
Statty
James Bailey
HD
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:

[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.

Weakspots are covered by durable Armor.

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.

Congeal:

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.

# Congeal:

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<sup>1</sup>

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.

Congeal:

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.

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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.

## Congeal:

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.

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[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.