



## A GRIM REMINDER OF THE WAR

Completely leveled buildings encircle ground zero of this mammoth bomb crater. Tens of meters deep and extending as far as your eyes can see—all that remains of this once vibrant metropolis. Imagine the millions of lives snuffed out in an instant. This immense devastation was caused by multiple nuclear detonations. To the right, a lone wall stands with an image of human shadows burned into the concrete, their hands raised in a futile protective gesture. Numbly, as if on auto-pilot, you search the area.



**Success:** Receive 2 Action cards. You find little of value remaining here in this epicenter of death and destruction.

**Failure:** Each Character sustains 1 point of Radiation Damage. Within an hour, the vomiting starts. You quickly decide it's time to go. The next few weeks are filled with headaches and diarrhea.

## AIR FORCE ONE

The downtown area of this once bustling city is now just a ruinous scar upon the landscape. The jumble of destroyed overhead freeways lie twisted and intertwined with jagged metal, amidst crumbling slabs of concrete and other debris. Ahead, the sun's noonday rays reflect off a large plane's wreckage, peaking your interest. It is the massive rusting hulk of a jumbo jet. Most likely, an EMP burst sent it crashing to earth like a runaway comet. The Presidential Seal is on its side, in faded blue paint.



**Success:** Gain 2 Prestige, 4 Spoils and 2 Action cards. Take the Relic Spoils card The President's Football if it is in play. If it is not in play, search the Spoils deck and discard pile to retrieve and equip it. Exploring the wreckage, you discover the fateful demise of the last American president.

**Failure:** Lose 1 Prestige and take 6d6 Damage. The plane is booby trapped, resulting in a massive explosion. Your incompetence in recovering anything of value from this former hallmark of America's strength costs your faction dearly.

## CITY SETTLEMENT

The arid wind whistles through the scorching city streets. Whipping up dust, sand, and carrying the vast array of non-bio degradable garbage, it swirls into little dervishes—the musical clatter of a former civilization. Annoyed, you kick a beer can and plod ahead. Rounding a corner, you stop, surprised to see the street blocked by a barricade of rusty cars fifteen feet high and spanning the width of the entire weed-choked street. A cracked voice from one of the vehicles shouts, "Stop right there, or I'll shootcha down!" Guns chick-chak behind you as men and women cock shotguns and move to surround you. "What are you folks doin' here? And watcha' want?"



**Success:** Discard a Spoils card of your choice. Then gain 3 Spoils, 1 Action card and 2 Town Health. "We're here to trade and we brought you this!" Your skillful negotiations grant you entrance into their amazing settlement. You are able conduct trade and exchange information. Your new friends possess some rare and interesting items.

**Failure:** Discard 5 Spoils cards, the player to your right chooses. You finally notice their back up, consisting of at least thirty gun men drawing a bead on you from the rooftops. Unconvinced by your lies, they rob you. Laughing, they begin counting down from ten, to give you a head start...

## BOOKSTORE SCAVENGE

### Store Loot

Forcing the doors open to this darkened shrine of the written word, you cautiously enter the store. Dusty rows of well-preserved books stand waiting to be reclaimed: Hemmingway, Poe, Fitzgerald, Steinbeck, Lovecraft and Thoreau. Jackpot! Your companion laughs, stuffing a George R.R. Martin book into her rucksack. Grinning from ear to ear, you give pause; realizing most of the pre-war books have been destroyed by exposure to the elements. The temperature and humidity was just right to save these treasures. You open the door behind the antique register. Startled by the commotion, a colony of vicious over-sized bats burst forth, aggressively defending their lair. The bats bite and claw at every bit of exposed flesh.



**Success:** Gain 3 Spoils cards and 2 Town Health. Stumbling backwards, you grab for pieces of the shattered door, swatting them down only to crush them under the heels of your combat boots. A full search of the building yields thousands of rare books in excellent condition.

**Failure:** Take 3d6 Infected Wounds Damage. You are forced to retreat from the vicious onslaught. Before long you become feverish from the infected bites.

## BEHEMOTH ANACONDA

Tropical trees grow out through the shattered skylights of this ancient arboretum and thick vines snake every which way across the barely discernible path. Glass crunches under foot as you finally come to a small clearing. Looking up, you see it is all that remains of the remarkable dome that once covered this massive building. In the darkening sky, high above, storm clouds dance and swirl. It begins to rain. Looking for shelter, you are alarmed by a muffled thump behind you. Whirling, you see your friend wrapped in the coils of a monstrous 35 foot Anaconda. The nightmarish snake is something out of a Robert E. Howard Conan novel. Your friend's screams are muffled, as the snake constricts.

Roll 1d6 for a random Character. A "6" or empty Character Crown is re-rolled. That Character takes 2d6 Damage.



**Success:** Receive 3 Spoils cards. You slay the hellish beast. Even in death, the massive snake continues to thrash around dangerously. Later, you trade its hide for snake skin boots and new gear.

**Failure:** The rolled Character is killed. The other Party members sustain 4d6 Damage. Your friend screams, as the Anaconda constricts, before turning to focus its malevolent gaze on the rest of you...

## CREEPING DEATH

An overwhelming feeling of dread grips your Party. A disturbing clicking announces a teeming presence, moments before a pulsating horde of flesh eating cockroaches burst forth from the sewer grate at your feet. More crawl en masse over the sides of the nearby bombed out buildings, in a living carpet of death and destruction. As they swarm towards you from every direction you scream, "Run for your lives, they're frakin' everywhere!"

*Armor has no effect here.*

*\*Possessing the Flame Thrower equates to an Automatic Success on this Encounter.*



**Success:** This Character escapes. However, you must discard all Clothing and Armor. Jessie Owens would be proud. You sprint a few hundred yards leaping off a pier into the murky water. The swift current of the river is your salvation.

**Failure:** This Character takes 1d6 Damage. Roll the Survival Check again, until they escape or die. They envelope you, burrowing into your flesh as you scream your throat raw.

## DEER RUN

### Wild Animals

After picking your way carefully through the smashed entrance doors of a mall, you come to a rusty railing, overlooking its destroyed food court. Once a popular shopping destination, the mall is now silent, covered in the broken glass of the fragmented skylights and reclaimed by nature. Something stirs off to the side. A large herd of deer, perhaps a hundred of the majestic animals, graze peacefully on the lichen and tender weeds that have taken root between the cracked tiles. Motioning for everyone else to be quiet, your buddy cautiously draws his gun, slowly raising the weapon to draw a bead. The rest of you follow suit.

**Only Characters with Ranged Weapons may participate. If your Party has Joseph Young Wolf, he automatically kills 3 Deer and still gets to roll.**



**Success:** Each Success yields a deer. Trade them for 2 Salvage Coins apiece. You hit your target(s). As you open fire, the herd bounds away.

**Failure:** This Character suffers 2d6 Damage. As you lean up against the railing for a better shot, it collapses under your weight and you fall to the floor far below with a bone crunching impact.

## HOT TIME IN THE CITY

### Ambush

The ruined frames of skyscrapers jut solemnly upwards towards the stormy sky, standing in testament to their former splendor. The crash of a shattering bottle jolts you back from this momentary reflection—followed by the whump of igniting fuel. Stinging clouds of choking black smoke add to the confusion, as more Molotov cocktails begin raining fire down from all around you. “It’s an ambush! Run!” Many stories above you, shadowy figures tail you from the rooftops, hurling bombs into your path.



**Success:** This Character sustains 2 Damage, but escapes. Dodging and weaving amidst the maelstrom of Molotov cocktails, you escape with only minor cuts and burns, by diving into a crumbling building.

**Failure:** This Character must roll 1d6. On a 1-4, they sustain 4 Damage running through the flames. However, a “5-6” is a direct hit. Discard this Character and their equipment. The rest of your friends watch helplessly as your companion is burned alive screaming in agony.

## EATER'S COMPLEX

Still in pursuit of the wounded twelve point buck as dusk approaches, you follow its blood trail into an office building of twisted steel and shattered glass. As you enter the cool darkness of the structure, you see it's been reclaimed by nature. Making your way through the building to the foyer, you find the collapsed deer fighting for breath. As you approach the dying animal, the serenity of the kill is interrupted by baritone laughter. You freeze. The sound of a chainsaw starting up propels you towards the door. You've stumbled upon an Eaters nest, a cannibal stronghold. Behind you, a crash erupts from the bowels of the structure. A split second later a horde of screaming Eaters burst through the wall. The hunters have become the hunted. Everything goes red and the noise is drowned out by your screams.



**Success:** Gain 3 Spoils and 1 Action card.

Sprinting to an enclosed office, you fortify the entry points and make your stand. The Eaters frenzy, howling for your blood. Wave after wave tries to smash through. You cut them down. When the assault subsides, you clear the rest of the building.

**Failure:** Take 7d6 Infected Wounds Damage. Overwhelmed by their sheer numbers, you are forced to flee. The Eaters' gauntlet takes its toll during your dash to freedom.

## HAMMER OF THE GODS

As darkness falls, you sit joking by the evening's campfire, wolfing down your dinner of stewed deer meat and potatoes. A thick fog slowly creeps through the cracked streets of the forgotten city. The conversation is interrupted by a thick red laser beam piercing the murky gloom from the clouds above. It slacks across your tents and toward your feet. Scanning. Searching. Everyone jumps up, dancing nervously away from the beam, carrying their dinner bowls. It continues to methodically scan the ground. Pointing triumphantly at the sky, your friend shouts, “Hey! It's coming from that blinking object in orbit!” It may be a remnant pre-war military satellite.



**Success:** Gain 1 Prestige. It disappears as abruptly as it appeared. Discussing the story with a tech buddy, you realize you've been scanned by Project God's Hammer.

**Failure:** Place a Rad Damage chip under your Party and the 6 surrounding hexes. These hexes are now Radiation hexes. Take 4d6 Radiation Damage. A nuclear missile strike blossoms into a deaths head mushroom cloud in the distance. You dive into a ditch as the shock wave hits. Afterwards, the fallout rains down on your group, as you flee for your lives.

## JUST THE GOOD OL' BOYS

### Just the Good Ol' Boys

You've stopped to replenish your dwindling supplies at a small fortified settlement named Jonestown. A heated disagreement erupts after one of your friends is short-changed by a dishonest merchant. Muscling through the crowd, the local sheriff fires into the air scattering the crowd that had gathered. The scarred bulldog of a man pokes a meaty finger in your friend's chest, snarling, “We don't tolerate your kind of trouble here. Got it?” As he walks away, your buddy mutters under his breath “Douche!” The sheriff whirls back towards your group with a growl and cocks his shotgun one-handed. His deputies gather behind him drawing batons.

*Other players are encouraged to play the role of the Sheriff's men, by yelling insults to taunt you.*



**Success:** Diplomacy: Gain 2 Spoils cards. You receive the items you bought.

**Combat:** Lose 1 Prestige but gain 3 Spoils cards.

**Failure:** Diplomacy: You are Delayed, receive a 2 Week Penalty chip. Your friend's mouth lands you in a cold cell.

**Combat:** Lose 1 Prestige and take 6d6 Damage. The gunfight goes awry and you are forced to flee.

## LIBRARY PLUNDER

The gothic architecture of this ancient stone building gives a moment's pause as you admire its beauty. Two crumbling stone lions guard the smashed entrance, poised in mid roar—guardians against potential thieves. Climbing the stairs, you step over the broken glass. Within these massive walls, thousands of books lay in tatters on the floor, a tragedy of epic proportions. The years have not been kind. You must secure the most valuable tomes and prepare them for transport. Then rendezvous with your town's scouts to make the hand-off.



**Success:** Gain a Learning Center Town Technology Chip. If one is unavailable, instead gain 15 Salvage Coins. If you already have this tech, you may upgrade or sell it. You plunder the library. In this world pristine books are priceless.

**Failure:** Sustain 5d6 Damage. Climbing the crumbling stairs to the second floor, you fail to notice the crack midway. With a tremendous shriek and groan it collapses. Plummeling through the main floor, all of the way down to the sub-basement, jagged chunks of masonry and splintered wood pummel you into unconsciousness.

## LOCAL SCAVENGERS

No Flight is possible here.

The well-armed group of scavengers is hot on your trail. Soaked in sweat, you've been running for hours. After ditching them for a third time, you've found a good hiding spot inside a ruined building. Keeping watch until nightfall, the rest of you flop down to catch your breath. You thought you'd lost them for good when a round metallic object is thrown through the hole in the roof. It clinks and rolls toward your group. A flash-bang grenade? "Oh shi—" BOOM! The concussion knocks you back, blood pouring from your ears. Laying there stunned, time seems to slow and the last thing you see before losing consciousness are bright flashing lights dancing with rolling grey spots in your fading vision. You awaken to the chattering of gunfire. Hurry. They are coming...

**Each Character sustains 2 Damage from the grenade.**



**Success:** Draw 3 Spoils cards. Fending off their final assault, you cut them to ribbons in your crossfire. Afterwards, you spot some nice gear.

**Failure:** Take 8d6 Damage. The scavengers probe for weaknesses and attack. The battle leaves you reeling in the dust.

## METALLIC MONSTROSITY

Exploring the ruined city on foot, you are startled by the rumble of a large engine coming to life. A steady metallic screech meshes with the sounds of methodic clanking, drawing ever closer. You spot the source of the racket just as it rounds the corner—an Abrams M1A2 main battle tank! It smashes through a pile of debris and with a groan, crunches over a pickup truck in its path. Turning to run, you dodge and weave, diving behind a ruined building. The behemoth flattens another rusty car and grinds toward your hiding spot. You panic as the tank crashes through the wall—scrambling to avoid its treads and the jagged debris flung into the air. Picking up speed, the tank powders the broken slabs of concrete turning to follow you. Oddly, its guns are silent and the commander's hatch is rusted open.



**Success:** Gain 3 Spoils and 2 Action cards. One of you distracts the driver while the others leap aboard and toss a Molotov cocktail through the hatch. Rolling black smoke billows from the tank as it grinds to a scream-filled fiery halt.

**Failure:** Each Party Character must roll a 1d6. On a "5-6," that Character is killed and discarded with their equipment. The tank grinds relentlessly after you, crushing everything in its path beneath its treads.

## THE FALLEN LANDS LONG JUMP

Out of ammo, you were forced to flee from the mutants, hot on your tail. Now, you're trapped atop a dilapidated high rise in the heart of this city's crumbling business district. Everyone's out of breath and collapses after being chased up thirty flights of stairs. You bolt the door. Looking out over the ruins, you absorb Mother Nature's decorative reclamation of the skeletal husks of the surrounding skyline. A vicious pounding begins on the roof top door. The horde of pock-ridden irradiated freaks has found you. Jump across to the next building to escape.



**Success:** This Character escapes. Backing up, you run. Leaping into the cool night air you catch the ledge on the other side and pull yourself up. As the last of you jumps, the crazies bash the door down and gather at the edge, shrieking angrily.

**Failure:** Roll a 1d6:

**1-3:** This Character takes 1d6 Damage.

Missing your target you get the wind knocked out of you. Free falling you pass several floors before grabbing a drain. Wrestling yourself onto a ledge, you collapse.

**4-6:** Discard this Character and their equipment.

Plummeting thirty stories they scream all the way down. All that is left of your companion is a bloody stain on the lichen-choked concrete.

## MARVELOUS GUN MUSEUM

Lock Picking

What a lucky find! A scarred sign denotes this ruined colossal building as the Official United States Gun Museum. According to a rusty plaque, it once held the world's largest collection of antique and contemporary firearms. After a valuable history lesson, you search the silent corridors for hours, discovering it has been picked over and ransacked. However, you load up on ammunition, cleaning kits, and gun oil. Exploring the lower levels you discover a large sealed vault. Pick the lock to obtain the treasures within.



**Success:** Draw Spoils cards until three Ranged Weapons are drawn, discarding all others. You bypass a booby-trap and hit the jackpot!

**Failure:** Suffer 5d6 Damage. You are Delayed, receive a 2 Week Penalty chip. Your plan to open the safe, instead sets off a fiery booby-trap.

## MUTANT LOCUST SWARM

Prairie grass reclaimed these suburban fields and transformed the landscape into a sublime paradise. As you daydream, the serenity is interrupted by a terrible drone emanating from the distance. The sound intensifies with each passing second. Birds cease their chirping and take flight. A black cloud blocks out the sun. No, not a cloud but rather a living, pulsating swarm of locusts intent on devouring everything in its path! A path in which you're standing... Their nighmarish drone drowns out your screams as they descend upon you.



**Success:** This Character takes 1 Damage, but escapes. Shaken, you run, finding shelter secure enough to escape this unfathomable horror. The swarm eventually passes, but only after devouring every living thing in the vicinity.

**Failure:** This Character suffers 3 Damage, which ignores Armor. They must re-attempt this Skill Check until they succeed. You are covered by the swarm. The painful bites are maddening. When you scream, they fly into your mouth. You stumble, gagging, and trying to brush off the gnawing blanket of locusts that rend your skin.

## NUCLEAR STRIKE

**WORLD CARD**

A malfunctioning pre-war stealth satellite system known as Project God's Hammer launches a nuclear missile strike at each player. Because of the faulty targeting systems, the missiles are very inaccurate. Giant mushroom clouds blossom into death heads in the distance. Find cover before the shock waves hit.

**Each player rolls 2d10 once, for an inbound missile's target. For this roll, "1-10" are the Starting Town Locations (see the map).**

Areas struck are now double Radiation hexes. Mark them with Radiation Damage chips. Parties entering these hexes take 2 Radiation Damage per Character until the end of the game.

- Towns hit are obliterated. Lose 2 Prestige and 4 Town Health. Keep your Party Characters, their equipment, and Non-Starting Town Technologies. Discard your Town Play Mat, Salvage Coins, and other Characters, Spoils, and Action cards. Draw a new Town Play Mat and receive all Perks and Town Technologies. Duplicate Town Technologies are ignored.

- Parties hit are vaporized (killed). Discard these Characters and all equipped items.

- Adjacent Resources are destroyed and unable to be claimed for the rest of the game. Place a Destroyed chip there.

## THE GREAT OUTDOORS SUPERSTORE

### Store Loot

You spot an intact outfitter store amid the debris-littered streets of this former metropolis. A valuable find indeed! Approaching through the massive weed-choked parking lot, the innumerable stripped cars form a rusty maze. Cautiously arriving at the building, you rub a portal clear in the dusty caked glass of the double doors. Peering inside, you can see the overturned shelves and equipment strewn about. A light emanates from the back. Maybe a campfire? Just then, a vicious group of Eaters, twisted cannibal freaks, enter through the back door with a fresh load of body parts. Enter and dispose of this Eaters' nest quickly.



**Success:** Gain 3 Spoils cards now. Travel back to your town. Upon arrival gain 3 Town Health. Running around to the back of the building, you kick in the door and surprise them. Opening fire, you gun the Eaters down. The looted store's contents greatly bolster your faction's agenda.

**Failure:** Take 6d6 Damage. More Eaters arrive and overwhelm you. Forced to flee, you stumble through the store. To escape, you toss a shopping cart through the glass of the front doors. They catch you in the parking lot.

## PHARMACY LOOT

### Store Loot

Your exhausting search of this destroyed city has proved disappointing, until now. Ahead, a smashed neon Walgrün's sign catches your attention. The overgrown storefront was once a neighborhood 24-hour pharmacy. It may still be possible to salvage some important medical supplies here. Any pharmaceuticals found would bolster your faction's waning stock and prove a valuable commodity for trade. Rummage through the ruins and see what you can find. Then deliver these supplies back to your town.



**Success:** Draw the next 2 **Medical** Spoils cards from the deck, discarding all others. Receive a +3 Movement bonus next Turn. Travel back to your town. Upon arrival receive 2 Town Health. You sift through the rubble. Moving some heavy beams, you uncover some usable pre-war medical supplies.

**Failure:** You are unable to locate anything of value. Abandoning your search, you hope to have better luck down the road.

## RADIO STATION RANSACK

The upper floors of this crumbling building were once the home to a popular pre-war local rock station, 1530 WKRB AM. The dilapidated billboard advertisements depicting the stations mascot—a studly beagle in sunglasses, holding a margarita and surrounded by beautiful dancing women—still blanket this destroyed metropolis. Your mission objective is to scavenge the station for useful radio equipment, wiring, and computer parts for your faction. And you might as well grab as much music as you can carry, too. It'll fetch a fortune at the marketplace...



**Success:** Gain 2 Town Health and 2 Spoils cards. Ransacking the joint, you discover tons of well preserved equipment, wiring and music. The thought of starting your own radio station and spinning tunes out into the silent wasteland is almost irresistible. Yeah—24/7.

**Failure:** Sustain 6d6 Damage. Overzealousness trumps caution, and your combined weight causes the damaged floor of the radio station to collapse. You fall screaming into the darkness below, ending up impaled by sharp metal rebar, as concrete chunks pummel you into unconsciousness.

## RAT HORDE

You stand knee deep in filthy water beneath this ruined city, searching the crumbling sewage tunnels for a water treatment plant. You hope to find a few spare parts for your town down here. There are miles of pitch-black catacombs beneath this city. Cobwebs brush your face as you fumble to light another torch. The glare illuminates a rubble-filled passage ahead. Ear piercing squeaks reminiscent of fingernails on a chalk board grow in pitch, announcing your doom. Millions of rats pour into the passage from every crack and crevice. They attack in a vile carpet of teeth and claws.



**Success:** This Character escapes. Running for your life with the horde in pursuit, you turn a corner and a beam of light illuminates a rusted ladder to the surface. You scramble to freedom just in time.

**Failure:** This Character sustains 1d6 Infected Wounds Damage. Attempt the Skill Check again. You must escape—or die. Characters killed discard their equipment. You stumble and fall, beneath the weight of the horde of rats. You desperately struggle to your feet as hundreds of rodents gnaw at your flesh.

## RAD ZOMBIE FACTORY

### Rad Zombies

The factory ahead constructed refrigerators before the Great War. Upon entering, you find it is a frustrating maze of corridors filled with collapsed walls and twisted girders. Exploring for hours, the grim silence is broken by a furious scream erupting from behind a metal door. Joined by a chorus of others, a violent pounding on the door begins, echoing ominously in the open space. As you back away, it bursts off its hinges, spewing waves of death from the darkened alcove. Blood stained claws grasp desperately and teeth gnash ferociously as a horde of Rad Zombies lunge. Your flashlights briefly illuminate their pale lifeless eyes before being dropped in the scuffle...



**Success:** Draw 4 Spoils cards. You run with the swarm at your heels, blasting a path to the catwalks and safety. Out of breath and low on ammo, you make a desperate stand far above the factory floor. Expending the last of your bullets, you send the vile creatures tumbling from the stairs into the darkness below. Everyone is covered in gore.

**Failure:** Discard your Character with the lowest Survival Base Skill. In case of a tie, you choose. Then take 3d6 Infected Wounds Damage. They catch you at the catwalks. Run. Hell is upon you!

## ROAD ASSAULT SHOWDOWN

If your Party has no motorized Vehicle, discard and draw another Encounter.

You cruise slowly through the warehouse district of this burned out city searching for salvage opportunities. As you pass between two rusty buildings, thundering engines roar to life from within their cavernous maws. With a grinding crash and a shower of sparks, two armor-plated garbage trucks burst from the shadows, crashing through a chain link fence. They jink back and forth amid the debris littered streets to catch up. Jeering faces peer at you through slits. With a sickening crunch of metal on metal, one of the massive trucks tries to smash you off the road. Gang members lean out to draw a bead and bullets ping all around you. Step on it!



**Success:** Receive 3 Spoils cards. You swerve, speeding up an entrance ramp of old freeway. In the distance, the road has collapsed. At the last second, you yank the parking break, whipping a bootleg reverse. Focused on you, the trucks can't stop in time and go sailing over the edge. You circle back and search the wreckage.

**Failure:** Sustain 9d6 Damage and your Vehicle is destroyed. Your return fire is useless. The next sideswipe runs you into a massive pillar at high speed.

## RUSTING PLANE WRECKAGE

Massive piles of rubble block all but a few streets in the heart of this ruined city. Ahead, the massive wreckage of a C-130 military transport plane juts from a partially demolished skyscraper. The wreck is precariously balanced fifteen stories above the ground. If you could just get up there and get the door pried open, you may be able to find out if there are any supplies still inside.



**Success:** Gain 3 Spoils cards. If Captain Washington or Leeland Voorhees is in your Party, you locate 2 additional Spoils cards. You climb the stairs and get the plane's loading ramp operational. Inside, you discover some salvageable items.

**Failure:** Sustain 8d6 Damage. You climb up to explore the wreckage, but your added weight rocks the plane. It teeters and slides free. The C-130's last flight is a brief one, as it plummets smashing brutally on the pavement below.

## SON OF PICKLES

### Wild Animals

Nature has reclaimed this decrepit city. The once sprawling mass of buildings and freeways has been reduced to rubble and weed choked pavement. As you stand in Central Park, amid the whispering grass, you survey the rusted playground equipment ahead. Next to a merry-go-round, stands a kiosk, its wall displaying a faded poster that advertises a circus in town starring the ferocious Pickles. A deafening roar breaks the silence, echoing throughout the park. Pickles must have eaten his trainer and escaped... You form a crude circle. The seconds tick by, as you nervously peer around. A brutish male lion bursts from cover bounding toward your huddled group. Everyone scatters as the predator pounces from ten feet away—everyone except your buddy. The beast quivers excitedly as it mauls your friend. Blood sprays everywhere.

**Character Crown 1 is mauled for 3d6 Damage.**



**Success:** Gain 1 Prestige. You lay into the son of Pickles as he repeatedly gets to its feet. Bloody and battered, the beast finally expires.

**Failure:** Take 6d6 Damage. Attempt the Skill Check again or die trying. The beast brutalizes your party. There is no escaping the son of Pickles.

## SEARING BRIGHT FLASH

In the distance, a tremendous flash resonates in the dark. A pillar of light illuminates the twisted skeletal structures of the ruined cityscape. For eight heartbeats, a hauntingly beautiful ring of fire blossoms. It's followed by the eerie death's head mushroom cloud rising from its epicenter. Just as suddenly you're returned to the darkness.



**Success:** This Character sustains 3 Radiation Damage. You manage to turn away just in time. Sprinting for cover you are blown off your feet as the world shatters all around you from the shockwave. Awakening much later, you are dazed, weak and sick to your stomach. You can only wrap your head around what just happened by deducing a pre-war defense satellite has malfunctioned. Hopefully it's the only one...

**Failure:** Discard this Character and equipment. Mesmerized by the blast, your companion shrieks in agony as their eyes are seared from their sockets. Dazed and wandering aimlessly, the shockwave hits and your companion is incinerated. All that remains is their shadow, seared on a nearby wall.

## SIGNS OF THE TASKMASTER

### Taskmaster

Many groups rose to power during The Maddening. Among them is the rumored Taskmaster, an insane genius. An expert in biogenetic human engineering and lost pre-war cybernetic research, he is the father of a new force of A.I. cyborgs, supersoldiers programmed to actualize the Taskmaster's agenda. But you've never come across anything relevant, until now. A battered A.I. lays at your feet, surrounded by bodies. Kneeling, you examine two aluminum darts protruding from a corpse, your pal screams, two spots of blood blooming from their chest. You notice two identical darts jutting from their wounds.

**Character Crown 1 takes 3 Damage.** If Annabelle is in your Party discard her with equipment and increase the Combat Skill Check by 2.



**Success:** Gain 2 Spoils cards. The body of the A.I. is worth 1 Prestige. If Annabelle is killed, gain 3 Action cards. Your assailant retreats, disappearing amidst the rubble. You sweep the area and locate a small cache.

**Failure:** Take 6d6 Damage. If Annabelle was in your Party, lose 1 Prestige and take another 2d6 Damage. Character Crown 1 takes 1d6 Damage. Your attacker strikes again before fleeing.

## SUBTERRANEAN WAR PARTY

Prying up the rusted manhole with an enormous heave, you are startled by the Subterranean war party staring up at you from the depths below. Bristling with weapons, the creatures are preparing for a large surface raid. Fifteen feet of rusty ladder separates you from them. For a moment, everyone is stunned, until the squeak of a rat breaks the silence. Hissing, their pallid grey forms scatter in all directions. Some attempt to scale the ladder, while the echoes of the others indicate they intend to come at you from other directions. You slam the cover closed. There is no way to fight this many. Your only hope is to make a mad-dash the hell out of here.



**Success:** You run for your lives and escape. As the daylight fades into night, the ruined city becomes even more ominous. It would be best if you were out of the city before the Subterraneans pick up your trail...

**Failure:** The death of your Party. You are rounded up and bound, dragged down into the bowels of the Subterranean city. You watch helplessly as one by one, your friends are butchered for meat by the foul creatures.

## TEST SUBJECT VS THE MACHINE

Your most valuable weapon has just gone missing. You spot, a young teenager, clad in rags, disappears around the corner.

**Set aside your most valuable weapon.**



**Failure:** Discard the weapon and this card. The little bastard loses you in the maze of ruined alleyways.

**Success:** Move to Combat. You track the thief to an old hockey arena. As you enter, the doors slam shut and spotlights flicker to life. A huge door opens revealing an experimental mechanized battle armor. Equipped with dual 40mm cannons on each arm, it rumbles to life and opens fire. You sprint for cover as the mech's big guns shred the glass behind you.

**No Flight is possible here. You are trapped.**



**Success:** Gain 1 Prestige and 4 Spoils cards. As the mech turns to focus on your gunner, the rest of your group circles behind it to snipe at the driver. As you hit your mark, the guns fall silent. You sprint down the thief and retrieve your stolen weapon.

**Failure:** The death of your Party. Your group is obliterated in a fine red mist by the hail of bullets.

## THAT DAMN GAME

### Special

Your midnight raid into the heart of the city and your pit stop at The Hobby Corner was totally worth it. Wow! A new copy of Fallen Land: Post-Apocalyptic Board Game! Ironically, its theme seems familiar... It will entertain you on the road and help pass the time. After all, there's no TV, so you might as well indulge yourselves. Ecstatic, you tear open the shrink-wrap.

**Gain 2 Prestige.**

Draw 3 new Character cards. Then have the player across from you re-shuffle this card back into the deck.

## THE BLUES

A dilapidated gas station stands in disrepair in the suburbs of this obliterated city, colorfully tagged by countless vandals. An elderly African American sits by the curb resting against a battered and burned out neon sign. At your approach he begins playing an antique saxophone. The spellbinding dirge is profoundly sad. "For lost souls. Ya' dig?" The blues artist motions to his hat on the ground and adds "If you pay, I'll give you another. Hell, I'll even throw in this old map."

**Pay 3 Salvage Coins**

*if you cannot, you automatically fail.*

Roll 2d10 for a location. Place a Point of Interest chip and travel there. Upon arrival attempt the skill check



**Success:** Upon arrive at the Point of Interest, you find boxes of pre-war National Guard equipment. Gain 3 Spoils cards and 1 Town Defense chip. Paying him, he introduces himself as Curtis and obliges you with "Summer Time" and "All The Things You Are." You invite him to join you for dinner. In the morning, you set out to find the location marked on the map.

**Failure:** Discard your most valuable equipped Spoils card. You've been hustled. The map was a fake and some of your gear is missing in the night.

## THE GREEN LADY'S REVENGE

### WORLD CARD

#### Environmental Hazard / Special

The Great War severely the weather patterns around the world. Now, the unpredictable weather in your area has taken a turn for the worse.

**Each Party must Roll 1d6 and consult the chart below:**

- 1) **Golf ball Sized Hail.** **Each Party Character takes 1d6 Damage.** You are pelted by the icy balls.
- 2) **F-5 Tornado.** **Lose 1d6 equipped Spoils cards of your choice.** The wind suddenly picks up as the sky darkens. The tornado cuts a wicked path
- 3) **Brutal Lightning Storm.** **Roll 1d6 Damage for each Character.** The sky darkens as lightning crackles across the sky. A bolt strikes your group.
- 4) **Harsh Radiation Spike.** **Each Character suffers 2 points of Radiation Damage.** The massive storm leaves everyone vomiting blood.
- 5) **Massive Blizzard.** **You are Delayed, receive a 2 Week Penalty chip.** The whiteout conditions are dangerous and leave you stranded.
- 6) **Acid Rain Storm.** **Your Vehicle is destroyed along with its Stowed equipment.** Acid rain singes your flesh and you are forced to find shelter.

## WAREHOUSE 13

The rusty wheels of this massive warehouse door screech in protest as you force them open. At the center of the darkened space is a car covered by a dusty tarp. Pulling it off reveals a 1973 Ford XB Falcon in cherry condition. This classic muscle car is black, armored, and tricked-out with a blower and passenger side M60A3 machine gun.



**Success:** Keep this card and equip it as a Vehicle Spoils card or place it in your Auction House. You disarm the tricky anti-theft system rigged with explosives, before getting the vehicle to turn over.

**Failure:** Take 6d6 Damage. During the tune up, one of you notices the car is booby-trapped. A red light flickers to life under the gas tank, blinking faster and faster. A shrill warning cry is heard just before the earth-shattering explosion, rocking the warehouse and everyone in it.

13	12
14	
3	2
1	1
3	2
1	1
3	2
1	1
2	1
6	5
2	1

## THE FORSAKEN

*If your Party has no motorized Vehicle, discard and draw another Encounter.*

Everyone is exhausted as your driver pulls into the caravan oasis. Laughing, your driver swerves your vehicle into a large muddy pool to drench a group of pedestrians nearby. They are less than pleased. Unfortunately, the targets of your friend's stupid prank are members of the elite group of bounty hunters The Death's Head Mercs. The best of the best, these veterans are decked out in black body armor and sport serious fire power. Cursing, they draw their machine guns and open fire, while their leader swings a LAW rocket on his shoulder smiling.



**Success:** Each Character takes 1 point of Damage. Gain 1 Prestige, 3 Spoils and 1 Action card. The exchange is brutal and protracted. When the smoke clears, you are still standing. Time to go.

**Failure:** Take 9d6 Damage. Any player possessing the **Death's Head Mercs** card discards it and receives 20 Salvage Coins from the Bank. Search the Action Deck and discard pile for the **Death's Head Mercs** card. Put it into play at a random 2d10 location targeting your Party. If you survive the exchange, you have made a very powerful enemy...

## WASTELAND HORRORS

These massive ruins are all that's left of this city, which was particularly hard hit in the Great War. As you pick your way through the rubble-choked streets, a spine tingling chatter erupts from a destroyed post office nearby. Scanning for the source of the noise, you spot five—no, six horribly mutated centipede-like creatures slithering out of the shattered windows and gaping holes of the building. The four foot long creatures screech, launching themselves at your group. Dexterous as hell, they slither into your midst, clicking, and hissing. The pale horrors gape their razor maws, revealing savage yellow fangs below their bulging predatory eyes. Darting and slashing at you hungrily with their sharp appendages, they try to disembowel you.



**Success:** Gain 3 Spoils and 1 Action card. Slashing and hacking your way clear of the attack, you chase them back to their nest and set the whole lot of 'em ablaze with gasoline. You're able to collect and sell their fire-hardened carapaces.

**Failure:** Suffer 4d6 Infected Wounds Damage. You scream in horror as they slash long deep gouges into your flesh. The poison burns in your veins.

## WELCOME TO THE JUNGLE

Your muscles scream in agony as you run for your lives. One of you stumbles, eating dirt. On the verge of exhaustion, it takes all of your willpower to help them regain their footing. Behind you, the berserk mutated horror hurtles through the underbrush closing rapidly on your position. It has already absorbed every round of your ammunition. You sprint ahead blindly, branches whipping your face. Another enraged roar echoes behind you. The vegetation abruptly gives way to a precipice and the loose stones under your boots tumble into the misty spray far below as you skid to a stop. Teetering, you hear the thundering waterfall cascading into a pool a hundred feet below. Jump to freedom.



**Success:** This Character escapes. The bone jarring impact with the frigid water almost kills you before you have the chance to drown. Somehow, you survive to crawl ashore far downstream. Safe at last. And away from that thing...

**Failure:** This Character sustains 2d6 Damage. Characters killed must also discard their equipment. You watch in horror as your friend hits the jagged rocks. Rebounding, they hit them again before entering the water.

## WORKING VIDEO GAME ARCADE

A weathered but tantalizing arcade sign draws your attention as a respite from the rain. With a little burglary, you're soon inside the video arcade. It's filled with hundreds of classic games. From the looks of the place, no one has been here for years. It must be fate... The machines are covered in a thick layer of dust and cobwebs and are bolted to the floor. In the back room, you discover a gas-filled generator. After a few attempts to start the device, the antique electric generator groans to life. The lights flicker on and off—and the wave of electronic eight-bit music startles you. Brushing off the Galaga game, you smile, face awash in the glow emitted by the esoteric blinking lights of the consoles.



**Success:** You are Delayed, receive a 1 Week Penalty chip. Gain 2 Action cards. Travel back to your town. Upon arrival gain 4 Spoils cards and 3 Town Health. You break away from your new found addiction.

**Failure:** You are Delayed, receive a 2 Week Penalty chip. Damn it! No matter how hard you try, you just cannot stop playing these games. The time blinks by in a blur of video game bliss.

## WINDFALL

### Special

Lady luck is with you, as your group cautiously explores the sprawling ruins of this once vibrant metropolis. Your journey here is unhindered and free of the normal dangers faced during such excursions. The ruinous labyrinths and destroyed buildings yield an abundance of valuable salvage and a few pleasant surprises.

Receive 3 Spoils, 2 Action and a Character card.



## WINGED BEHEMOTH

From atop its perch amid the crumbling spires of a dilapidated high rise, a mutant monstrosity bellows a heart-stopping pre-historic screech. Birthed in the deepest rad zones, the creature's bulbous pock marked body is a nightmare in the flesh. Spreading its massive leathery wings the creature takes flight, casting an ominous shadow over the streets below. Its predatory gaze is maddening. Opening its cavernous maw in anticipation of the gory feast to come, exposes hundreds of jagged teeth ready to shred its prey into pulp. Banking sharply, it streaks directly for your group. You duck into an overturned bus to escape. The bone jarring impact crumples steel, forcibly overturning it and momentarily stunning the beast. Shaking it off, it shreds the metal frame to get at your group.



**Success:** Gain 2 Prestige and 4 Spoils cards. You crawl away, firing at the beast as you scream. When it finally falls, you shoot it some more—so it stays dead. You trade this amazing trophy in the next town for some new gear.

**Failure:** Take 8d6 Damage. The monstrosity attacks again and again. You run. Screaming. Firing. And screaming some more. Desperate to escape this nightmarish creature's wrath.





