



ADMIRAL FOLEY

Select a 2nd Party to immediately join you at this location. After performing this card, that Party receives an extra 4 Salvage Coins or may return to their location.

When the bombs began to fall, the U.S. Navy's poster boy Vice Admiral Foley and his black Ops unit, Seal Team 187, were mobilized at a top secret bunker facility according to SOP. There, they were placed in cryogenic stasis. Mysteriously activated after all these years, Foley and his elite soldiers have gone insane—an unpredicted side effect of untested stasis technology. They have now exited the bunker and are on the warpath. These super commandos are "cleansing" all major survivor settlements in their path. The attacks threaten the security of the Fallen Lands. Form up with an allied faction to stop this deadly rampage.



Success: Each participant gets 3 Prestige, 4 Spoils and 2 Action cards. You storm the facility and discover the stasis soldiers must revitalize themselves here with a mysterious chemical compound. Destroying the supplement tanks, you place satchel charges to blow the bunker. This eliminates Task Force 187. **OSC:** The Party with the highest Mechanical Successes gains 20 Salvage Coins. Exploring the depths of the facility, you discover and destroy a stockpile of pre-war bio-weapons.

Failure: Each Party loses 2 Prestige and takes 10d6 Damage. This card remains in play. A Mission Special chip is placed here and each Effects Phase, roll 1d10 to determine the Faction targeted by 187. They lose 1d10 Town Health and 1 Prestige. Your attack fails and Task Force 187's counter attack is devastating. The killing continues. **OSC:** Make a second Psychological Check. Biological nerve agents are released.

BONA FIDE ISLAND ASSAULT

Place your Party on the closest hex adjacent to water.

It is near dusk and drizzling. Ahead, a decrepit lighthouse juts from the fog like a giant obelisk against the backdrop of the craggy shoreline and ruined boathouses. The soaring shelter offers your exhausted group reprieve, beckoning to you with its faded red and white stripes. After settling in, you can't resist making the trek up to the lantern. Reaching the windy pinnacle, the cracked optics lay askew their stygian lenses burned out long ago. Drinking in the hazy view, you spy a distant platform adorned with blinking lights rising above the water. Excited by the mysterious discovery, your group spends the next day tuning up a Chris-Craft. You shove off that evening. Soon, the object is identified as a rusting oil rig. Cutting the engine, you drift silently between its immense barnacle covered supports. Just ahead, metal stairs rise up through the foggy gloom to a platform far above.



Success: Gain 3 Prestige and 4 Spoils cards. You have discovered a slaver stronghold. About halfway up the rusty stairs you are attacked. Swashbuckling the rest of the way up to the main platform, you decimate the guards in a rousing battle and free the slaves. **OSC:** Receive 2 Town Health and an Action card. You help the slaves escape, offering them their freedom and safety in your faction's town.

Failure: Lose 2 Prestige and suffer 6d6 Damage. A tyfon horn begins to wail as you moor the craft. Shouts arise from somewhere above in the gloom, along with the cocking of automatic weapons. Forced to retreat under blistering gunfire, you escape by diving from the platform. **OSC:** Lose 2 Town Health. As reinforcements arrive, you are forced to abandon the slaves to their terrible fate.

AGAINST THE MUTANTS

Place your Party on location 20.

As your small boat approaches Ellis Island, the twisted form of Lady Liberty casts a solemn shadow over your morale. Before the Great War, the statue embodied the founding principles of this once great nation; freedom and democracy. Now, she is just a warped reminder of a bygone era. Everything has just fallen. Even from here, you can see the gargantuan statue is missing most of her torch bearing arm and is leaning dangerously toward collapse. The rough waters of the surrounding bay have reclaimed some of the ruined cities to either side. You are to set up a small observation post on Ellis Island for your faction's militia. It will serve as a base from which exploration and salvage operations on New York and New Jersey will commence. After arriving at the small island, you spend the day exploring the buildings. The long trek up to the observation deck of the statue is refreshing and you repair the binocular stations there. Near dusk, you are alarmed by movement on the docks. You spot a large force of Mutants loading up a tug boat. Your concern grows, when the boat heads your way. Your trip to the island has not gone unnoticed...



Success: Gain 3 Prestige and 4 Spoils cards. You set up a sniper position and kill zones. Attacking the Mutants as they disembark their boat, you pick them off one-by-one. Victory is yours. **OSC:** Gain 2 Characters and 2 Action cards. You stage a counter attack to capture their boat.

Failure: Discard a Character of your choice (with equipment) to escape. Then lose 2 Prestige and take 6d6 Damage. The mutant forces quickly overwhelm you. **OSC:** Take 6d6 Damage. You are Delayed, receive a 1 Week Penalty Chip. Your counter attack is repelled.

AREA 53

As you jog toward the hangers, the full moon illuminates the weed-choked tarmac and a bitter wind rattles the dilapidated serpentine fencing. The skeletal remains of aircraft and other service vehicles litter the area. For a brief instant, you can visualize the bustling activity of this pre-war travel hub of a long forgotten era. Your faction was contacted out of the blue by a mysterious pre-war remnant organization called CIA for an important job. They specifically asked for your group. Rendezvous with their contact Michael and his entourage at Hanger Seven. Oversee the security detail as they search the premises for a salvageable aircraft and spare parts. Then help with repairs and load some mysterious crates onto the plane.



Success: Gain 3 Prestige, 2 Spoils and 2 Action cards. Immediately receive a one-way ticket to any hex on the map. In a partially collapsed hanger, you find a famous DC-3 aircraft in good condition. **OSC:** Draw 7 Action cards and choose 3 to keep. During your clever line of questioning, Michael reveals information about his secret pre-war agency—and how they are still operational...

Failure: Lose 2 Prestige and 3 Town Health. Then sustain 6d6 Damage. You botch the job and your spouting off at the mouth turns lethal. Michael and his entourage get the jump on you with their arsenal of high-tech weapons. **OSC:** Draw 5 Action cards and give them to the player with the lowest Town Health. Your Faction may never receive these cards. If your Faction has the lowest Town Health, give them to the next lowest. If there is a tie, the First Player chooses. Your awkward ploy to extract information fails miserably and Michael is fuming.

CENTER FOR DISEASE CONTROL

Place your Party on Location 88.

The tragic legacy of the biological warheads that struck the United States during the Great War come in many forms: resilient super viruses, weaponized Small Pox, VX nerve agents, Anthrax and even the deadly Z-666 virus... The Fallen Lands are still abound with these nightmarish hazards. Hell, even a common cold can be deadly these days... You've been ordered to travel to the ruins of Atlanta and locate the former CDC: the Center for Disease Control. Excavate the rubble in an attempt to retrieve data and vaccines. This will provide a healthier population for your faction and the Ten Towns.



Success: Gain 3 Prestige, 3 Town Health and 2 Spoils cards. You may then select who among the other players should receive the vaccines. They have the option of paying you 3 Salvage Coins to immediately receive 2 Town Health. You secure the vital data, samples and vaccines.

OSC: Retrieve the Contagious Virus and the Z-666 Virus cards from the Action Deck or its discard pile. Otherwise, confiscate them from the player(s) who currently possess them. During the extensive excavation, you discover several intact biological WMDs in a vault.

Failure: Lose 3 Prestige and each Character sustains 3 Infected Wounds Damage. Armor has no effect here. All Factions immediately lose 5 Town Health, which may not be countered or prevented by any means. A specimen vial breaks as you secure it for transport, releasing a Small Pox epidemic.

OSC: Sustain 6d6 Damage. During the excavation, your party is ambushed by a local gang.

CHEYENNE MOUNTAIN

Place your Party on Location 45.

You stand in an immense corridor leading to massive blast doors built into the side of a mountain. Your orders are to gain entrance and explore this impenetrable base. According to your briefing, this massive facility was once called NORAD and was an important base in the event of a nuclear war or extinction level event (ELE). The complex also monitored U.S. aerospace and commanded missile silos. However, it is rumored to have been replaced with a newer version by Sigma Corporation after the 9/11 tragedy. While the newer facility's location remains shrouded in secrecy, this Cold War relic remains mysteriously operational. Somewhere inside, there may be clues to the new location. Maybe you'll even find help here to rebuild the country. While you excitedly discuss the possibilities, automated Gatling gun turrets, disguised as manhole covers, rise up from their concealed positions in the pavement to either side of you. A voice booms over a crackling loud speaker. "PUT YOUR WEAPONS DOWN AND YOUR HANDS IN THE AIR. DO IT NOW!"



Success: Receive 2 Prestige and 3 Town Health. Your party is surrounded by heavily armed guards and hoods are pulled over your heads. They escort you to the base commander for questioning. Afterwards you are thrown off the base. **OSC:** Gain 2 Spoils cards. The commander neither confirms nor denies your other questions.

Failure: Lose 2 Prestige and take 8d6 Damage. Sprinting for cover, the Gatling turrets open fire. You'll never discover the mysteries of Cheyenne Mountain. **OSC:** Take 3d6 Damage. When you call him a liar you are beaten and thrown out.

A CITY GONE MAD

The town's people are oddly non-responsive as they usher you through the gates. Not one of them meets your gaze or greets you as a friend. As the massive wrought iron gates of this small town clang shut, you have a bad gut feeling... You were sent here to deliver an important message to their leader. It is an offer wrought from sheer necessity; a promise of a lucrative trade partnership and protection by your faction. Too late, you realize it's a trap. Carbon composite arrows fired by archers begin falling like rain all around your party. You had better find a way out of here. And fast.



Success: Receive 3 Action cards. You smash through a locked wooden door. Arrows thunk into the window frames beside you, shattering the panes. Glass rains down in a tinkling of sharp razors. Arrows continue to strike the walls and furniture as you run out through the back. Sprinting down the labyrinth of alleys, you climb a staircase to the second floor. Ascending a ladder, you reach the roof and escape over the wall. You run for the forest. Under its canopy you collapse from exhaustion.

OSC: Gain Prestige. You return under the cover of darkness and set fire to the town.

Failure: The death of your Party. You are caught in the open marketplace with nowhere to hide. Desperately running from door to door trying to escape, one after the other, you fall under the maelstrom of arrows.

OSC: Lose 3 Town Health. Your trespass results in a retaliatory raid on your faction's town.

COOPERATIVE RESEARCH

Choose another player with the same Tier 1 Town Technology to help you attempt these Skill Checks. Place both Parties in the chosen player's Town. If cooperation is not possible, given the availability of duplicate player Town Technologies, instead move to a Neutral Starting Town location and reduce the Necessary Successes on each Skill Check by 3. The OSC remains constant.

You have been ordered to a friendly faction's town to establish a partnership and build trust, through coordinated efforts in developing a new mutually beneficial Tier 2 (gold) Town Technology. This advancement not only requires the exchange of ideas, but also the sharing of blueprints and other rare commodities. Choose your ally wisely.

Neither Party may engage in PVP, theft, or other negative acts during this card.



Success: Receive 2 Prestige and 2 Action cards. Then both participants upgrade the chosen Town Technology to a Tier 2. If this mission was performed in a Neutral Starting Town, then the initiator receives the Tier 2 Town Technology. You've completed the project in record time! Your citizens are ecstatic.

OSC: Receive a Character card and 1 Spoils card. Your scouts escort an economic envoy from the allied faction back to your town.

Failure: Sustain 10d6 Damage, split between the two Parties. Both participants lose 1 Prestige. If this Mission was performed at a Neutral Faction, the Damage is 6d6.

OSC: Lose 1 Prestige. Your cooperation ends tragically. Opposition within their faction assassinate their envoy.

CLANDESTINE ACQUISITION

Choose a target Faction. Place your Party on their Starting Town Location. This card is not a PVP.

A recent dispute over scant resources with a rival faction continues to escalate. In retaliation to their raid on one of your border outposts, you are ordered to infiltrate the enemy faction's town under the cover of darkness. Steal their plans for a recently acquired Town Technology and the equipment in their Auction House. Afterwards, rendezvous with your sleeper cell at the Reaver's Den, a local dive bar. These agents have arranged for your extraction before dawn. You should be long gone before they realize what has happened.



Success: Gain 2 Prestige. Duplicate one of the target Faction's Town Technologies or one of their Tier 2 Techs (if you already possess the Tier 1). Steal all of the Spoils cards from their Auction House. Then move 6 hexes away in any direction. Everything goes like clockwork.

OSC: Receive 15 Salvage Coins. During your ransack, you discover an antique safe containing pre-war luxury items.

Failure: Lose 2 Prestige and move to Combat. You are discovered and surrounded by their militia.



Success: Move your Party 1 hex away. You quickly dispatch the militia. Empty handed, you are forced to flee.

Failure: You sustain 7d6 Damage in the ensuing battle.

OSC: Bribe the target Faction 20 Salvage Coins to be set free or sustain 10d6 Damage in an escape attempt. An alarm shrieks to life. Outside the door, the town militia demands your unconditional surrender over a megaphone.

CONCRETE JUNGLE

The crumbling skyscrapers before you seem to rise up to touch the sky. Covered with Kudzu vines, they have been entirely reclaimed by Mother Nature. You pause to reflect on the current state of affairs and realize just how far humanity has fallen. And how the world has forever changed... This overgrown city does provide a mysterious glimpse into the past, before the Maddening. The thundering of hooves jars you back to reality and the dangers of your current surroundings. You have been sent here to capture wild horses. They are a strong breed and capturing them will increase your influence within the Council of the Ten Towns and eliminate your town's current trade stagnation.



Success: Gain 3 Prestige and 4 Town Health. You split up, driving the wild herd of horses right into the fenced off yard of a dilapidated school bus depot. Unfortunately, the wily Alpha stallion evades capture.

OSC: Gain 20 Salvage Coins. You track down and capture the Alpha Stallion. He fetches a very nice price at your marketplace.

Failure: Lose 2 Prestige and 2 Town Health. The wild herd easily evades capture. You leave the city empty handed.

OSC: Roll 1d6. A random Character is trampled to death by the Alpha stallion. A "6" or empty Character Crown ignores this effect. Cornered, the enormous Alpha Stallion attacks. He proudly rears, whinnying. Then he gallops away.

COUNTER INTELLIGENCE

Although there is no Mission here at your current location, you instead make the most of this opportunity to scout the area thoroughly and make contact with the local groups and settlements in this region. Your rousing speeches and faction propaganda helps rally supporters to your cause. Combined with the promises of future trade agreements and protection, other factions that visit will now have a hard time influencing the population of this region. As an added bonus, you also obtain some good leads and gather intelligence during your hubris.

Gain 1 Prestige and the Salvage Coins below.



Your Party Exploits Phase is over. However, you may draw the next 3 Mission cards from the deck and replace them in any order.

DARK AND HIDDEN SECRETS

Place your Party on your Starting Town Location. No Flight roll is possible here.

Ordered home in a priority one message, you are met at the main gate by Captain Jacobs, the sheriff of your faction. She quickly briefs you, explaining the recent rendition of a high ranking member of the Belanni crime syndicate. During the interrogation, the prisoner disclosed that their family is covertly operating beneath your town and is heavily involved in human trafficking and slavery. These activities are being funded by an enemy faction. Stop them, by locating their operation in the sewer system. Take their boss Antonio alive, but eradicate the rest of the vermin. His safe should contain contacts and schedules illuminating the Belanni family's ties to the mysterious faction.

Choose an opposing player.



Success: Gain 2 Prestige, 2 Spoils and 2 Action cards. The chosen player loses 1 Prestige and 2 Town Health. You locate the operation in a large service tunnel. It is busting with activity and filled with slave pens. You attack, eradicating the Belanni family's guards. Outgunned, Antonio surrenders. **OSC:** The influx of new laborers grants your Faction 2 Town Health. You free the slaves, offering medical attention, food and citizenship.

Failure: Lose 1 Prestige. The chosen player receives Character Crown 4 and their equipment. Your remaining Characters sustain 4d6 Damage. You've been double crossed! The infiltration turns into a vicious battle. Antonio and his crew escape. **OSC:** Sustain 4d6 Damage. As you open the cells to the slave pens, the confused captives riot.

ESSENTIAL ELEMENTS

A few months ago during a routine patrol, your faction's scouts marked a pre-war university on your maps. They felt its libraries and laboratories were "A virtual treasure trove of salvageable assets." Now that you have arrived, its description isn't that pretty. Most of the campus is dilapidated and overgrown. Although several of the larger buildings you're interested in exploring are relatively intact. Your mission here is to locate these important sites on campus. Secure what remains of the libraries science sections and all lab equipment and chemicals you come across. Once these items are secured, your town's project to upgrade its defenses can be completed. This will improve the security of your town and the safety of your citizens. Remember, everyone back home is counting on you.



Success: Gain 2 Prestige and 2 Town Defense Chips. You locate the books and gather the supplies from the campus. Most importantly, your town's defense project is completed right on schedule.

OSC: Gain 2 Town Health. You discover several unmarked locations on campus containing extensive chemistry texts and chemicals.

Failure: Lose 1 Prestige and 1d6 Town Health. Your failure to deliver the materials to build your town's new defenses result in a devastating raider attack.

OSC: Take 3d6 Infected Wounds Damage, which in this instance ignores Armor. Your friend drops several glass jugs of volatile chemicals.

FUEL DEPOT

While there is no mission here at your current location, you have discovered a sprawling truck stop. Many of its ruined buildings lay in various stages of decay, while others have collapsed. Although the main sign still stands, it is crooked, devoid of its plastic inserts and dangerously swaying with the breeze. The other signs are so weathered they too are illegible. An impressive assortment of rusting cars and trucks sit in disarray, ominously empty, having been cannibalized for spare parts long ago. In fact, many of them are sitting on blocks. You spot the main building. Upon entering, you quickly realize it is devoid of anything of value. However, as you're leaving, one of you discovers some fresh tire tracks in the mud leading around the side of the building. They lead to a patio covered fuel tank behind the truck wash. Someone has been here recently... And as luck would have it, the tank contains reprocessed fuel.

Gain 1 Prestige. Choose any Mission or Resource hex on the map and place your Party there. Then attempt it at no cost in weeks. All other rules apply.

FALSE FLAG INTELLIGENCE

An unfortunate turn of events has led your party to discover that your scout's intelligence reports were unsubstantiated and falsely flagged. The Mission and target in this area simply doesn't exist or has moved on. You continue to search only to come up empty handed. You have wasted valuable resources and man power.

Lose the rest of your Party Exploits Phase this Turn, but gain the listed Salvage Coins below.

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FARMING SUPPLIES PROCUREMENT

A large roving bandit force has assaulted a friendly neutral faction. The surprise attack targeted supply warehouses containing grain, cured meats, medical supplies and gasoline. These crucial supplies were meant to see their town through the grueling winter months. Short on manpower and still reeling from the attack, your ally has proposed to split any of these assets you can recover for them. These supplies will allow your faction to expand its trade routes and bribe the other outlying settlements into joining your cause. Your scouts have tracked the bandits to their camp. Eliminate the threat and secure the stolen assets.

You must declare an allied Faction before the OSC roll.



Success: Gain 3 Spoils cards now. Travel to the nearest Neutral Faction's Starting Town Location with a -2 movement penalty. Upon arrival, gain 3 Prestige and 10 Salvage Coins. You sneak into the camp and place explosive charges. Your devastating attack destroys the bandit forces. Afterwards, you locate the stolen goods.

OSC: That Faction receives 1d6 Town Health, while you gain 2 Action cards. To bolster your faction's alliances, you ship the medical supplies to a third faction of your choice.

Failure: Lose 2 Prestige and 4 Town Health. Then take 6d6 Damage. The bandits are waiting for you. It's a trap! You also fail to help an important ally.

OSC: You lose 1 Prestige. The allied Faction loses 1d6 Town Health. Unfortunately, the medical supplies were expired and the contamination is deadly. Your weak explanations only further angers your ally.

THE GREAT DAM

You hear the loud rumblings of the dam long before you see it. Cresting a ridge, you drink in the spectacular view of the giant structure framed by the crimson sun. You marvel at the ingenuity it took to harness mother nature's raging torrent. Miraculously, this monolithic structure is still intact and blocking the waters after long years without maintenance. You've been sent here to scout the dam and the labyrinths beneath it. Then find out what it will take to repair the massive turbines to get the electricity flowing. A veteran contingent of your militia and engineers await your signal flare. They will sweep in and assume operational command of the facility.



Success: Receive 3 Prestige and 4 Spoils cards. You board CVN 78; AKA the USS Ronald Reagan. The ship's logs detail how it was crippled by a Chinese Feng Dong missile. Setting timed charges to scuttle the ship, you prepare to disembark. **OSC:** Receive 3 Spoils cards. Exploring further, you descend into the depths of the floating tomb. A mysterious clanking leads you to a hanger. Within the cavernous bay, rusting F-18Cs lay in disarray. In the middle of the room, your lights illuminate several figures. Rad Zombies whirl, screeching. You turn and run. Disoriented and desperate to escape. Looking over your shoulder, you see more of them pouring from recesses and the horde pursues. Jamming a hatch shut, you locate the stairs up and disembark.

Failure: Roll 1d6 to determine a Character and their equipment to discard. A "6" or empty Character Crown is re-rolled. A companion drowns during your sea assault and you're forced to return to shore. **OSC:** The death of your Party. You are lost and pursued below while your timed charges count down to zero...

HOSTILE TERRITORY

Place your Party on location 98.

Nomadic merchants recently arrived in your town with quite a tale. HQ puts their leader on the horn. "Three weeks ago, we were scavenging a rad zone in the former state of Florida. Along the coast, we spotted a rusty aircraft carrier bearing the markings 'CVN 78' adrift in the fog. Its running lights were blinking eerily." These massive war machines had 30 years of nuclear fuel rods, but it's still amazing the ship has survived adrift since the Great War. Locate the ship and board it via assault craft. Retrieve the ship's logs before scuttling it, to prevent this powerful vessel from falling into the wrong hands.



Success: Receive 3 Prestige and 4 Spoils cards. You board CVN 78; AKA the USS Ronald Reagan. The ship's logs detail how it was crippled by a Chinese Feng Dong missile. Setting timed charges to scuttle the ship, you prepare to disembark. **OSC:** Receive 3 Spoils cards. Exploring further, you descend into the depths of the floating tomb. A mysterious clanking leads you to a hanger. Within the cavernous bay, rusting F-18Cs lay in disarray. In the middle of the room, your lights illuminate several figures. Rad Zombies whirl, screeching. You turn and run. Disoriented and desperate to escape. Looking over your shoulder, you see more of them pouring from recesses and the horde pursues. Jamming a hatch shut, you locate the stairs up and disembark.

Failure: Roll 1d6 to determine a Character and their equipment to discard. A "6" or empty Character Crown is re-rolled. A companion drowns during your sea assault and you're forced to return to shore. **OSC:** The death of your Party. You are lost and pursued below while your timed charges count down to zero...

GRIEVOUS CIRCUMSTANCES

The long dark years following the Great War became known as The Maddening. The world burned and everything went to hell. Friends and neighbors turned on one another, enacting the primal mantra of "Kill or be killed." Innumerable atrocities were committed in the encompassing darkness. The end of those dark years was signaled by the formation of factions, which quickly became beacons of hope, serving as the catalyst for the present era, the Emergence. Most factions enacted a policy to help reestablish order: Death to thieves. When you are contacted by your faction and informed that Kurtis Lenstron, a powerful merchant, has absconded with crucial medical equipment, you know your orders before they are even given: Find the merchant and make an example out of him. If possible, retrieve the medical supplies. They are vital to keeping your citizens healthy.



Success: Gain 3 Prestige and 2 Action cards. You track Kurtis and his bodyguards to a seedy strip joint at a caravan oasis. A healthy bribe and a glimpse of your arsenal convince the owner to get everyone out, while Kurtis is occupied in a back room with a lap dance. When your party bursts in, his bodyguards attack and are killed in the process. Kurtis loses his bladder. Your militia arrives, taking him into custody and transporting him back to your town for justice. **OSC:** Gain 2 Town Health and 1 Spoils card. You locate Kurtis' hotel room. Breaking in, you recover the stolen medical equipment.

Failure: Take 9d6 Damage. It's a trap! Everyone in the club draws weapons and opens fire at you in a Wild West shoot out. Kurtis has lots of friends... **OSC:** Lose 1 Prestige and pay a bribe of 5 Salvage Coins. If you cannot pay, discard 3 Spoils cards instead. You are caught breaking into the hotel room by the oasis security.

HOLLYWOOD

Place your Party on Location 89.

You have just received an important communication. Your orders are to go to Hollywood California for an important scavenger hunt. Locate the ruins of the massive pre-war film studios there and conduct salvage operations. Gather movies, equipment and cameras to monopolize the post-apocalyptic entertainment industry. This will create a large influx of revenue for your faction and draw new citizens to your town. Most importantly, your success here will allow your faction to create propaganda films, furthering your agenda within the Council of the Ten Towns. However, take all necessary precautions to avoid entanglements with the powerful Outlaws biker gang there. Once part of the Highwaymen faction, they were expelled for their crimes and brutality.



Success: Gain 3 Prestige, 3 Spoils cards and 4 additional Salvage Coins. Your patience and caution pays off, allowing you to avoid detection. You collect and load up a trailer with cameras, production equipment and movies. This was no easy feat, as Hollywood is the Outlaws base of operations. **OSC:** Gain 1 Action and 2 Character cards. On the way back, you stop to rescue a group of refugees. They make a nice addition to your town.

Failure: Sustain 8d6 Damage. The Outlaws discover your intrusion. You are forced to abandon your mission and flee under heavy fire.

OSC: You are Delayed, receive a 2 Week Penalty Chip. These refugees are nothing but trouble.

LIVESTOCK RUSTLING

Place your Party on a hex adjacent to an opposing Faction's town and reveal this card.

A mysterious illness has caused the loss of several hundred head of cattle in your town. Having just received the terrible news, you think about all of the people who are going to starve back home. Your orders quickly follow: Conduct a raid on an enemy faction and steal as many of their cattle as possible. A few miles away, a convoy of semi trucks are waiting to load them up and take them back to your town. With the harsh winter months just around the corner, this theft is a necessary evil.



Success: Gain 3 Prestige and 4 Town Health. The Faction that owned the cattle loses 1 Prestige and 1d6 Town Health. You sneak in, subdue the guards and guide their cattle to the waiting trucks. Your actions save your town and luckily, no one asks where the herd came from...

OSC: Gain 12 Salvage Coins. You research the virus that killed your original herd and are able to produce a vaccine. This ensures the survival of the new herd. You even profit from the vaccine.

Failure: Lose 2 Prestige and 1d6 Town Health. The target Faction gains 1 Prestige. Your citizens starve. You were forced to flee without the cattle, after being spotted by a large heavily armed patrol. The security watching the herd is doubled and it is impossible to complete the heist.

OSC: Lose 1 Prestige and 1d6 Town Health as your citizens starve. Your negligence causes the mysterious illness to spread. Most of your new herd falls ill and perishes.

MOST WANTED

You may adjust your Party Equipment at this time. Then, place your Party on a hex adjacent to an opposing Faction's Party. Declare a target Character and your Assassin Character. No flight is possible here, even from Action or Spoils cards.

An opposing faction's agent is wanted for serious crimes committed under the direction of their leadership. Hijacking caravans, human trafficking and murder are just a few of their specialties...

This is a Solo PVP Combat, not a standard PVP. Only the two involved Characters may utilize Special Abilities, links and equipment. The other members of the two Parties **may not** become involved in any way. After PVP, your Character may attempt the OSC.



Success: The target Character is discarded. Choose up to 3 of their equipped items to keep. Gain 2 Prestige and immediately move your assassin back to their Party's location. You silently track your target, striking them while they are alone and vulnerable. Justice has been served. **OSC:** Discard up to 15 of their Salvage Coins to the Bank. Then confiscate up to 3 random Character cards from your opponent's Town Roster and place them into yours. You extract valuable info about their faction's plans before killing your target.

Failure: Your assassin Character is killed. The target gains all of your assassin's equipment. Lose 1 Prestige and then move your Party 2 hexes away.

OSC: Lose 1 Prestige and 2 Town Health. A local merchant witnesses your brutality. His tale about your faction quickly spreads.

MUTANT INTERLUDE

A large band of mutants have been conducting guerilla warfare in this region for the past six months. It is rumored they are led by Murkus, one of Grog's Lieutenants. Many caravans passing through this area have disappeared and several small outposts have been razed. All attempts to locate them have failed and The Council of the Ten Towns has decided to send a force to annihilate this menace. Lock and load! The muties have booby trapped the area and converted a southern style manor into their operational headquarters.



Success: Gain 3 Prestige and 3 Spoils Cards. You thwart this regions menace by eliminating the band of mutants. Unfortunately, in the chaos Murkus escapes.

OSC: Receive 2 Spoils cards. You track down and shoot Murkus. As he lays at your feet bleeding out, he defiantly snarls "Grog will kill you all... the Ten Towns will pay dearly... for their treatment of us mutants." Coughing up blood and glaring at you, he dies.

Failure: Lose 1 Prestige. Then roll 1d6 Damage for each Character. The deadly assortment of homemade traps takes its toll. You are forced to leave and tend to your wounds.

OSC: Lose 2 Town Health. Hounded by mutant reinforcements, you are forced to abandon your hunt for Murkus.

NATIONAL GUARD REMNANTS

If you Fail this Mission, it remains face up and becomes available for other Parties to attempt, after placing a Mission Special Chip at this location.

Several weeks ago, rumors began circulating about the appearance of a well-equipped, company-sized detachment of rogue National Guard remnants. This morning, an emergency message from your faction confirms it. Lead by the tyrannical Captain Holden, his forces has overthrown a peaceful farming community; an ally and trade partner. Declaring this town a military dictatorship, he has since publicly executed their elected mayor, his family and other officials. Holden has threatened a similar fate to others unwilling to bow a knee. Terminate this mad man and his forces with extreme prejudice to free the survivors.



Success: Gain 3 Prestige, 3 Spoils and 1 Action card. If applicable, receive any Salvage Coin chips that are on this card from previous failed attempts. You assassinate Holden and eliminate his remaining force.

OSC: Receive 3 Town Health. A thorough search of the hospital yields several metal shipping containers. Inside, are stolen medical supplies from a recent caravan raid.

Failure: Take 6d6 Damage, lose 2 Prestige and 3 Town Health. Place 5 Salvage Coins on this card from the Bank. You're forced to retreat under heavy fire. The tyrannical rule of Captain Holden continues.

OSC: All rewards from the initial Success are negated and one of your friends is killed. Roll 1d6 for a random Character. A "6" or empty Character Crown ignores this effect. As you search the shipping containers, the Captain's scout force returns.

PLAYING GOD FOR A DAY

The recent outbreak of a plague in this region has left the little settlement you are standing in completely devoid of life. The smell of decomposing bodies and feces is utterly unbearable. Even the animals and livestock are dead. That is why you are here. Your faction's science team arrives later that day. Help them collect specimen samples and set up warning signs around the perimeter to secure the quarantine zone. Create a vaccine to mass produce and distribute. Send the samples back to town with the science team. They have the expertise to deal with these hazardous materials. With some luck and fancy pre-war science, tragedies like this can be prevented in the future.

Possessing the Radiation and Biohazard Suits or the Biomedical Kit Spoils cards results in an automatic Success on this Mission.



Success: Gain 3 Prestige, 2 Town Health and 2 Spoils Cards. You collect the samples, set up a quarantine zone and deliver the specimens. The threat is identified as the deadly H3N17 virus and a vaccine is mass produced. Your humanitarian efforts are heroic.

OSC: Gain 4 Town Health. You approach the lead scientist and convince him to work on future assignments for the Council of the Ten Towns.

Failure: Lose 2 Prestige. Sustain 4d6 Infected Wounds Damage. In addition, all Factions must roll 1d6 for lost Town Health. Many innocents perish across the Fallen Lands.

OSC: Your Faction loses 1d6 Town Health. The scientist is a double-agent. He releases the plague as he flees, causing a terrible outbreak in your town.

SECURING THE FORT KNOX VAULTS

Place your Party on Location 37.

Your faction's scouts roll into camp just after dusk anxious to report their findings: An army of Raiders has begun a massive excavation of the old Fort Knox vaults. Before the Great War, the United States partially secured its currency here in the form of gold bullion. The Raiders intend to use it to finance their future operations. The scouts paint a bleak picture of misery, as the Raiders are utilizing slave labor to power an around-the-clock dig. Stop them at all costs. Strike their encampment at dawn and annihilate their force. Then, complete the excavation and free the slaves. Afterwards, oversee the transportation of the bullion to a nearby river barge waiting to transport the cargo for your faction to a new secret location.



Success: Receive 3 Prestige, 3 Spoils cards and 3 Town Health. You decimate the Raiders, complete the dig, and free the slaves. Unmooring the barge, you give the thumbs up signal to the guards aboard. With a grumble, the engines sputter to life and the ship steers away from the pier.

OSC: Gain 3 Action cards. You track down and capture the Raider's leader. Extracting intel from him yields important insight into his vile organization.

Failure: Sustain 6d6 Damage, lose 2 Prestige and 4 Town Health. Your plan goes awry and a large Raider patrol mounts a counter attack. Your Party is forced to retreat.

OSC: Take 5d6 Damage. You are Delayed, receive a 1 Week Penalty chip. Your attempt to track down the Raider leader steers you right into a clever ambush by Raider reinforcements.

RECONNAISSANCE EXPEDITION

There is no mission here, but an excellent opportunity has presented itself at a small fortified settlement you are visiting. There, a friendly official and his entourage of bodyguards immediately approaches your group. With a genuine smile he introduces himself. "Greetings friends, I'm Mr. Jones, from P.A.T.C.O., the Post-Apocalyptic Transport Company." Yes, yes, I know you have all heard GREAT things about us. In fact, since your faction has worked with us before, I'd be more than happy to divulge my guild's current intel on this area, for a very nominal fee."

Pay them 4 Salvage Coins or discard its equivalent value in equipped Spoils cards as payment. Then draw the next 3 Mission cards and immediately choose 1 to attempt, discarding the others.

OR

If you cannot or will not pay, lose 1 Prestige. The First Player then draws 2 cards from the Mission Deck and assigns you one, discarding the other.

ROAD WARRIORS

Major gang activity is rising on this isolated stretch of pre-war highway. Overwhelming their prey in a blitzkrieg of armored vehicles and motorcycles, they pack massive firepower. No one is safe. Caravans, faction envoys, and even groups of unarmed refugees have gone missing... Those on foot vanish without a trace, while other groups turn up later; vehicles flipped over in the ditch, riddled with bullet holes and their carcasses picked clean by vultures. Order must be re-established. The Council of the Ten Towns has tasked you to bring the fight to them. This is strictly a seek and destroy mission. So saddle up and lock n' load.

To aid you in the road war, the council presents you with the first Vehicle drawn from the Spoils Deck.



Success: Gain 3 Prestige, 3 Spoils and 1 Action card. Your engine roars, its RPM and heat gauges in the red. The scenery blurs by as you tear over the broken highway in hot pursuit of the gang called Steel Brigade. You deal death and carnage. Their vehicles jockey and weave. Crash and explode—flipping themselves into tatters. **OSC:** Receive the next Vehicle drawn from the Spoils Deck. In the grim aftermath of the battle, you spot a salvageable gang vehicle.

Failure: Lose 2 Prestige and your Vehicle. Then take 7d6 Damage. The RPG comes out of nowhere. Battered and broken, you awaken hours—maybe even days later. You must have been thrown from the flaming wreckage during the crash. You survey the blood and debris covering the highway, as you limp away. **OSC:** Character Crown 1 takes 2d6 Damage. A dying gang member trapped in the burning wreckage shoots your friend with a crossbow bolt.

SIGMA 13 RAPTORS POINT

Place your Party on the nearest Mountain hex.

Out of breath, you finally attain the summit. The view from the top of the mountain is breathtaking. You've made it just in time, as the wind is picking up and the storm clouds on the horizon are rolling in fast. You spot your objective, the cave entrance just ahead. The salvager's directions were spot on. After a quick respite, you enter the cavernous maw. The smell of pungent decay assaults your senses and the walls are slick with moisture. Your footsteps echo in the confined space of the tunnel. Winding downward, it snakes, suddenly opening into a large subterranean cavern. Near the back, your lights illuminate an immense blast door. A dusty computer pad with neon green lights is by the door. Somewhere below is a large functional power source.



Success: Gain 3 Prestige, 3 Spoils and 2 Action cards. Cracking the code, the giant door grinds open. Lights flicker to life, as if sensing your presence. The vast halls of this magnificent facility are filled with the artwork from several museums and contain many clues to the past. Through your research, you identify the art to be the US National collection, rescued from Washington DC during the troubled days preceding the Great War.

OSC: Draw 3 Character cards. You find a hidden freight elevator leading to living quarters.

Failure: Take 6d6 Damage. You trigger an automated defense system.

OSC: The death of your Party. The doors to an elevator open and you enter. As soon as the doors close, the car plummets; sparking and screeching to the bottom of the shaft.

SIGMA 17 BUNKER COMPLEX

Place your Party on the nearest Mountain hex.

A band of local hunters approach you on the road. They are leading a horse behind them laden with smoked deer meat and pelts. After you wave, they saunter up smiling. Introductions are made and you propose a trade for some of their meat. While they happily oblige, you nonchalantly question them about the surrounding area. They confirm the existence of the destroyed communications facility you were sent here to find, up this road about 10 miles. For a small fee, they agree to guide you there. The trek leads you through the foothills and into the mountains. Arriving at the facility the next day, you thank and pay your guides, who head for home. Inside the facility, a worn grate exposes a long ladder down. Descending into the caves below, you stand before two heavy blast doors. Nearby, a control panel is softly illuminated by green lights.

Pay 3 Salvage Coins for the meat and guide service.



Success: Gain 3 Prestige and 4 Action cards. The giant blast doors unlock with a hiss of pressurized gas. Inside, are the skeletal remains of the last U.S. Congress and their families. It looks like they went down cannibal road after the food ran out... The place is trashed, except for a laptop. You glean valuable info about the Great War. **OSC:** Gain 10 Salvage Coins. You blast open a door to find an empty helipad. Nearby are several plastic storage containers.

Failure: Take 6d6 Damage. Automated defenses are triggered. **OSC:** Take 4d6 Damage. You are Delayed, receive a 1 Week Penalty chip. The charge you set to blow a door misfires.

SIGMA 9 BUNKER COMPLEX

Place your Party on the nearest Mountain hex.

You've been sent to this area by your faction to track down a large band of Reavers. They have been terrorizing local allied communities here. Unfortunately, rainy weather and floods have forced you to seek higher ground, hole up and make some long overdue repairs. Climbing up a steep gully, you follow a gravel road, to a large cave. That evening, as you roll out your sleeping bags, one of your companions discovers a heavy steel plate near the back. Hidden beneath it, are dusty stairs leading down to a large room with a working freight elevator. You speculate this may be one of the many post 9/11 bunkers constructed to house important government officials. Maybe its secrets can help unlock the mysteries of the past... You enter the elevator and punch the only button on the panel. The doors close.



Success: Gain 3 Prestige and 4 Spoils cards. The car is either really slow or it's a long way down... When the doors open, it is to a concrete chamber, illuminated only by the green glow of a control panel near a giant blast door. You gain access and explore the partially constructed bunker. From the looks of things, it was under construction when the bombs fell. It is well stocked and you loot the place. However, it cannot yield any clues to the past.

OSC: Gain 15 Salvage Coins. There are a lot of valuable tools here from the construction.

Failure: The death of your Party. Once you exit, the elevator doors won't open and the bunker is impenetrable. You are entombed here.

OSC: See Failure. Another failed pass code locks down the facility.

SUPPORT YOUR LOCAL SCOUTS

This morning over the horn, your faction's defense council passed along an important request. The commander of your Town's Scouts, Captain Winters, has asked his units be equipped with better weapons and gear. Unfortunately, Winters can't spare the manpower to conduct a search himself. Not only is Winters a personal friend of yours, but he has saved your asses more than once. His often thankless job is vital. You volunteer to fill his order for the much needed gear. According to your maps, there used to be the ruins of a large pre-war gun store just a few clicks from your current coordinates. With a little luck, you'll be able find what you need there. You chuckle at the dispatcher's final words "Oh, and Winters told me to tell you 'The drinks are on him when you get back.'"



Success: Gain 3 Prestige and 2 Town Defense Chips. It takes a few days to locate the ruined gun store which is unmarked by signs. The building has collapsed and it takes almost two weeks to tunnel into its basement. Once inside, you locate enough weapons and gear to refit your Town Scouts.

OSC: Draw 2 Spoils cards and gain 1 Town Health. Inside a back room is a small vault. Inside you discover some cool items.

Failure: Lose 1 Prestige and 3 Town Health. Unable to pinpoint the location of the store, you waste valuable time and resources. Worst of all, you damage your reputation back home. Especially with Captain Winters.

OSC: Sustain 4d6 Damage. Your attempt to access the vault causes the rotten support beams above it to collapse.

SIGMA 1 COMMAND HQ

You've blasted your way into this hidden bunker facility. As the smoke clears, you are surprised at the massive white marble halls in pristine condition. They are serviced by an army of tiny robots, zipping around polishing the floor as if they were still expecting an important visitor... The main hall and rooms are a labyrinth of exotic themes, wondrous artwork and every luxury you can imagine. You soon realize this is Sigma HQ, the largest bunker of the series, erected after the 9/11 tragedy. According to the computers, this facility was a one of the most closely guarded secrets since the Cold War, as it was intended to safe guard the President of the United States during crises. This palace takes a while to explore. After your spa, a tiny robot chef named Geeves astounds everyone with a lavish six course meal.



Success: Gain 3 Prestige and 4 Spoils cards. Keep this card. Each Turn during the Effects Phase, this facility grants its owner grants 1 Town Health and 3 Salvage Coins. You convince the main computer YOU are the President. Searching the computer archives reveals Air Force 1 was knocked from the sky by a prototype EMP missile on its way here. That is why the facility has remained vacant. Despite that terrible revelation, the robot staff makes you feel like kings and queens during your stay. **OSC:** Roll a random 2d10 location. Immediately move your Party there. Then search the City/Rad Encounter Deck or discard pile for the Air Force 1 Card. Attempt it at no cost.

Failure: Lose 2 Prestige and sustain 8d6 Damage. As you flee, the bunker's automated defenses come online. The robots go crazy and attack you en masse. **OSC:** Lose 2 Prestige and 2 Town Health. You are unable to locate the wreckage of Air Force 1.

THE ELEMENT OF SURPRISE

Your faction has been contacted by a group of salvagers from the site of their latest excavation. This time they have discovered an intact Crambels Soup factory half-buried in the rubble of a small town. According to their leader Juan, "Before the Great War, this brand of soup was popular in almost every household across America." The production machinery could be disassembled and rebuilt in your town, allowing your faction to preserve food more efficiently. The excess could be exported to settlements and allies. As an added bonus, Juan claims there is also a large stockpile of tin wrapped in plastic that has remained impervious to the elements. The clincher: The area has been overrun by local marauders. Juan and his team of salvagers were forced to flee. Make contact with him, scout the area and reclaim the assets. In return, he has agreed to split the find with your faction and will prepare it for transport. When you're ready, signal your town's militia units. They will transport it all back to your town.



Success: Gain 3 Prestige, 4 Town Health and 3 Spoils cards. You decimate the marauder force just after dawn in a decisive raid. Afterwards, Juan and his team help you disassemble the machinery and prep it for transport.

OSC: Gain 8 Salvage Coins. You discover a safe in a back room of the factory. After a few tries you manage to unlock it.

Failure: Lose 2 Prestige and sustain 6d6 Damage. The raid is disastrous. You are forced to abandon Juan and his team to their fate.

OSC: A random Character is killed. Roll 1d6. A "6" or empty Character Crown ignores this effect. The safe is rigged with a deadly trap.

TERRITORIAL ASPIRATIONS

Keep this card in your hand and do not read it out loud until you are ready to fulfill the objective.

A recent communiqué from town informs you of impending shortages and a depletion of stockpiled supplies that will affect your town's survival. The harsh winter months are looming just around the corner.

Your orders are to capture two Resource locations; whether or not they are owned by other factions. After capturing the first of the two Resources, place a Mission Special chip and one of your Faction chips there. If the first is recaptured by another player before the second is acquired, then this mission is failed. The OSC may be attempted after capturing the 2nd Resource.



Success: Receive 3 Prestige, 4 Town Health and 2 Action cards. Your blitzkrieg attacks allow you to secure the supplies you need to prosper.

OSC: Gain 1 Town Defense Chip. In the midst of your conquest, you secure supplies from a ruined National Guard armory.

Failure: Lose 2 Prestige and discard your whole hand of Action cards. The debacle quickly escalates into a major conflict among the leadership of the Ten Towns.

OSC: Lose 3 Town Health. The depot is devoid of supplies.

THE TASKMASTER'S FORTRESS

Taskmaster

Select a second Party to immediately join you at this location. After performing this card, that Party receives an extra 4 Salvage Coins or may return to their location.

The Council of the Ten Towns has unmasked a plot to install sleeper agents within the upper echelons of each faction. These beautiful life-like androids, possess the inhuman strength and fortitude of super-soldiers meshed with advanced espionage software. You've tracked their production to a monolithic fortress. Since the Maddingen, its resident mastermind, the illusive Taskmaster, has developed a reputation as a legendary scientist. This diabolical madman and his deadly creations must be thwarted at all costs, before he becomes the "Overlord" of the Fallen Lands. You have your orders: Assault the base, assassinate him and level the place with a suitcase nuke.



Success: Each participant receives 2 Prestige and 4 Spoils cards. You storm the fortress, blasting your way through wave after wave of A.I. minions to locate the control room. Inside, awaits the Taskmaster, a pre-war cyborg. The close-quarters gun fight sets the room ablaze. He falls in battle and the fire claims his body. Quickly setting the bomb, you escape. From the safety of the foothills, you watch the colossal explosion level the place. **OSC:** Behind the back of the other participant, you may attempt to recover a Town Technology of your choice. The Party with the highest number of Tech Successes, wins.

Failure: Each Party loses 2 Prestige and sustains 9d6 Damage. Your assault is repelled. A second attempt leaves your group encircled by A.I.s. Fight your way free. The Taskmaster's plot continues. **OSC:** Nothing is gained.

THE GREAT HUNT

All Parties must send a Character as their Faction's representative to compete in this mandatory challenge. Quickly adjust the selected Characters' equipment. Then immediately move the competing Characters to the location of the Party that drew this card. After the hunt, Characters that survive return to their Parties at their current location.

Your mission here is to unite the population of the Ten Towns through a friendly sporting competition. The Council of the Ten Towns is eager for the games to go over smoothly and is hoping to quell the rising distrust and aggression between factions. Your faction has been unanimously elected to host the 1st Annual Great Hunt! You are billing the competition as "A ROUND TRIP TICKET TO GLORY!" The competitors will be hunting a menagerie of illusive and dangerous creatures gathered from all across the Fallen Lands, specifically for this elaborate game. Good luck. And may the best faction win!

Each Skill Check represents a different animal and tactic. Each individual check is rolled for simultaneously by all participants. Each success counts as "bagged game" and is tallied by Salvage Coins. At the end, the Character with the most bagged game, wins. If a tie occurs, those Characters repeat the checks until a victor emerges.



Success: Gain 3 Prestige, quadruple the amount of your "bagged game" in Salvage Coins. Then draw 3 Character cards. You claim the title of "Grandmaster of the Great Hunt." Many are eager to join your cause.

Failure: Every other Faction loses 1 Prestige and their Character sustains 2d6 Damage from the dangerous animals.

A WAR OF ATTRITION

It began several months ago, when a rival faction's thugs began stealing supplies from the local warehouses under your control. Since then, the situation has digressed into a series of regular raids against your town's surrounding communities. Your network of informants and well placed spies have worked tirelessly tracking down leads. You finally catch a break when a routine checkpoint stops a wagon carrying the stolen goods. The perpetrators of these crimes are running the whole show out of a small tavern called The Driftwood.

Choose which Faction to blame for the attacks.



Success: Gain 3 Prestige, 2 Spoils cards and 10 Salvage Coins. Posing as customers, you wait until the place clears out for the night before you make your move. Locking the door, you interrogate the owner until he sings. In a back room you find the stolen supplies.

OSC: You find 2 Action cards worth of information and the orders from the enemy Faction. That player loses 2 Prestige and 2 Town Health. After the interrogation you ransack the place. You discover a trap guarding a secret room.

Failure: Lose 2 Prestige and take 6d6 Damage. As you make your move, the owner dives behind the bar. Following him, the door behind you is kicked open by a machine gun toting death squad. These heavies are packing some serious firepower.

OSC: Choose 2 Characters with their equipment to discard. After the interrogation you ransack the place, setting off a Claymore mine trap in the process. Your friends are just mist on the wall...

THE LIBRARY OF CONGRESS

Place your Party on Location 40.

Knowledge is power. Investigate the ruins of the nation's former capitol, Washington D.C. As one of the hardest hit areas during the Great War, this will be no easy task. Locate and access the secure vaults beneath the Library of Congress. You are going in without intel regarding its location or the condition of the building. You can expect stiff opposition from the infestation of local gangs, should they become aware of your presence. Good luck. And godspeed.



Success: Gain 3 Prestige, 2 Town Health, 3 Spoils and 2 Action cards. The library's crumbling marble pillars and ornate stone architecture lay shattered—a mere shadow of its former splendor. You repel into the sub-basement through a destroyed elevator shaft. As the backup power finally comes online, the view of the massive vault from the scaffold above takes your breath away. Below, undisturbed since the Great War, is the world's largest archive of historical documents. **OSC:** Receive 5 Town Health. You remove the hard drives from the central server. The data contained in this one-of-a-kind collection is invaluable.

Failure: Lose 1 Prestige and take 7d6 Damage. You search the dilapidated city, but are unable to locate the library. On the third day, you are ambushed by a well armed gang.

OSC: Lose 2 Prestige and take 4d6 Damage. You are Delayed; receive a 2 Week Penalty chip. With a crash, an unknown security apparatus locks down the vault. Electrical counter measures fry the computers. Your failure here causes an incomprehensible loss of knowledge—for all of mankind.

TRANSPORTATION PROCUREMENT

Place your Party on another player's starting town that contains a Motorized Vehicle(s) in their Auction House. If no player meets this criteria, instead draw the first Vehicle from the Spoils Deck and place it by a Neutral Starting Town. Move your Party there instead.

Although your faction's fuel supplies are well stocked, they have recently lost several caravans and are desperate for replacement vehicles. Your party has been tasked to locate the central garage in a rival faction's town and steal the vehicle(s) located there. If possible, also try to load it up with as many spare parts as it can carry, before escaping.



Success: Move your Party 2 hexes away in any direction. Gain 3 Prestige and the new Vehicle(s). Equip the Vehicle to your Party or place it in your Auction House. As you start the vehicle(s), the town's militia bursts into the garage and opens fire. Ducking, you floor it. With a squeal of tires, you run them over, avoid road blocks and smash through their central market place; leaving destruction in your wake. You crash through the main gate to escape. **OSC:** Gain 2 Town Health. During the heist, you load up an experimental engine.

Failure: Sustain 6d6 Damage. The player that is being stolen from rolls 1d10. On a 1-3, your Party is captured. They may ransom your Party back or execute them; keeping 4 of their equipped Spoils cards. If this is a Neutral Starting Town, you must discard 30 Salvage Coins worth of attached equipment as a bribe or pay this value in Salvage Coins. As you try to start the vehicle(s), the town militia bursts in and opens fire. The battery is dead. You'll have escape on foot... **OSC:** Lose 2 Town Health. The experimental engine is worthless.

