



A DARK TUNNEL

This challenging stretch of mountainous highway has slowed your travels. So much for the short cut... The overgrown highway winds steadily upwards towards a craggy pass, finally arriving at a decrepit looking tunnel. It is pitch black inside. After examining the entrance, you decide to explore further with makeshift torches. About thirty yards in is a collapse. With no way around it, you must clear a path and bolster the tunnel with timber supports to ensure a safe passage. Otherwise, you run the risk of another cave-in.



Success: Draw 1 Spoils and 1 Action card. You spend several days of intense labor felling timber and jury-rigging supports. The tunnel should now be safe for a few more years, opening a caravan route through this area.

Failure: Disaster strikes! Move to: 1

Success: This Character takes 3 Damage. The tunnel caves in again! Luckily, they escape the tunnel with only minor injuries.

Failure: This Character takes 2d6 Damage. Dead Characters must also discard their equipment. With a rumble, the ceiling collapses.

A SQUAD OF RUGGED SOLDIERS

After securing a variety of much needed supplies, you decide to push on a little further today and make camp later. Approaching a bend in the road, you spot a guarded checkpoint ahead. You've taken a wrong turn somewhere, because according to your maps, there is no settlement in this area. The soldiers signal for you to stop, yelling "This is a restricted area!" You have two choices: Start talking or fight your way past.



Success: Diplomacy: Draw 2 Action cards. The guards from the checkpoint encircle you. Smiling, you gruffly inform them, "We got a special arms shipment for the boss and he is gonna' be pissed if he doesn't get these babies," showing them some of your guns. After conferring amongst themselves, they let you pass. **Combat:** Draw 3 Spoils cards. As they approach, you gun the unlucky guards down in cold blood.

Failure: Diplomacy: Discard 15 Salvage Coins in bribes or an equal amount in equipped Spoils cards. The guards detain you for questioning. **Combat:** Take 6d6 Damage. As you fumble for your weapons, snipers in the tree line open fire, drawing first blood.

A FLYING MACHINE

A thick fog has rolled in from the south and the evening air is moist with its humidity. A loud mechanical whine echoes, growing louder in the cloudy sky. Something large is approaching. A strange flying machine with two huge rotors appears. Buzzing low over your group, its cockpit is illuminated by soft green lights. It is gone again quickly, disappearing back into the foggy gloom.



Success: Draw 2 Action cards. At the next stop, you relay your strange tale of the flying machine to a friendly lawman. In exchange, he divulges some information you need.

Failure: Character Crown 3 is killed and discarded, without equipment. Caught in the open, you scatter under the heavy rotor wash. An itchy trigger finger results in the craft sharply banking back for a strafing run. In a fast flyby, chattering machine guns vomit spent shell casings as they shred your foolish companion.

A QUIET INTERLUDE

Special

You have discovered a tranquil and secluded grotto. The sun shines triumphantly over its serene rocky landscape. This seems to be the best spot you've come across for a little rest and relaxation. For the time being, you are free of the burdens and stress that comprise daily life in the Fallen Lands.

Each Party Character automatically removes 1 point of Physical and Psychological Damage. You may then attempt to Heal here, at no cost.



ABANDONED MISSILE SILOS

From a distance you spot a strange cluster of buildings miles from any settlement. It is encircled by a dilapidated chain link fence and tangled razor wire. As you draw closer, the foreboding installation looks dangerous. Exploring the premises you discover a series of massive circular blast doors. They are rusted open and grant access to the depths below. It suddenly dawns on you: this isolated complex was an ICBM missile battery. Further exploration may yield some clues to the past and perhaps some new gear. If you're lucky.



Success: Draw 2 Spoils cards now. Travel to your town. Upon arrival gain 2 Town Health. Tying off some ropes, you repel into the darkness of the first launch tube. At the bottom, you discover a network of tunnels. In the bunker's armory you locate a cache of valuable equipment.

Failure: Sustain 8d6 Damage. While exploring the silo's fueling chamber, a catwalk collapses, plummeting your group down into the darkness. You are impaled on the jagged rusting rebar and broken concrete supports far below.

AN ANCIENT EVIL

An unnatural light emanates from a large graveyard nearby. Before you can investigate its source, an impossibly fast shadow bursts out from the central gothic mausoleum and charges your party. With a howl, the wraith-like aberration flexes its long wicked claws in anticipation of rending the flesh from your bones. Its glowing red reptilian eyes radiate pure evil and its gaping razor maw exhales the overwhelming stench of putrid rot.

Each Character sustains 1 point of Psychological Damage. The Characters still performs the normal Psychological Check at the end of the Encounter.



Success: Receive 4 Spoils cards. After killing whatever the hell that thing was, you're all feeling rather brave. Exploring the nearby crumbling mausoleums, you locate some items of value among the bones of its previous victims.

Failure: Sustain 10d6 Damage. The shadowy nightmare tears into your group, rending flesh asunder as you scream in agony. It takes great pleasure in making you all suffer. Some of you try to limp away, while the creature gorges itself on your unlucky friends...

BIKER OUTLAWS

Biker Gang / Vehicle Combat
If your Party has no motorized Vehicle, discard and draw another Encounter.
No Flight is possible here.

You are exchanging gun fire with a motley chapter of The Outlaws on a treacherous switch back mountain road. Their motorcycles roar as they weave around you in a vicious dance, corralling you toward a mangled suspension bridge. As you close the distance you realize it spans a deep and rocky chasm. Suddenly, the pursuing gang screeches to a stop. You can either jump the canyon or pull a bootleg reverse and play chicken with your pursuers.

3 **5** OR **6**

Success:
Mechanical: Gain 1 Prestige. Your daredevil antics deliver you to safety. The tale becomes more elaborate with each telling.

Combat: Gain 3 Spoils cards. You plow through their ranks, sowing carnage. Afterwards, you return to loot their mangled bodies.

Failure:
Mechanical: Take 10d6 Damage and your Vehicle is destroyed. Your jump results in a fiery collision with the canyon wall.

Combat: Take 6d6 Damage. The head-on collision with the bikers sends one through your windshield.

BILLY GOATS GRUFF

After a heated debate, everyone agrees to risk crossing the dilapidated suspension bridge spanning a large rocky chasm. Picking your way through rusted vehicles, you're entranced by the gaping holes in the crumbling concrete, revealing a swollen river far below. You look up, surprised to see a man wearing a faded leather trench coat and black cowboy hat standing in your path. Tossing away his lit cigar, he pulls a heavy machine gun from under his duster. "THIS IS MY GODDAMNED BRIDGE!" he yells. "TIME TO PAY THE TOLL!" Then he opens fire.

3 **6**

Success: Gain 2 Spoils cards. The air is peppered with the staccato sound of gunfire. One of your buddies circles around and fells him with a lucky head shot. The crazy man's head explodes like a melon and his corpse tumbles over the side of the bridge. Nearby, you discover some nice gear in the trunk of a rusting car.

Failure: Sustain 6d6 Damage. Ever advancing, the lunatic walks towards you firing. His grin is unnerving and bullets tear into your group. Several of your buddies go down hard. Dragging them out of the crossfire, you are forced to dodge and weave through the ruined vehicles to escape.

CAVE EXPLORATION

A mysterious twinkling blue light catches your eye just after dusk, beckoning to you from atop a nearby rocky crag. Any qualms about the wisdom of ascending the sheer cliff face in the dark are overcome by your intense curiosity. The wind grows stronger by the minute as you scale the upper reaches of the peak. Despite the danger, you feel an inexplicable urge to find the source of this beacon. Curiosity has gotten the better of you, again.

4 **1**

Success: Each Character that survives the climb receives 1 Spoils card. The hazardous climb to attain the summit warrants a brief respite. You find a dying solar powered sub-station at the entrance of a cave. Following the twisting passage to a ledge above a pristine aquifer, you discover a stash of equipment among the stalagmites.

Failure: Each Character that fails takes 2d6 Damage. The rock crumbles between your fingers half-way up. With a scream, you plummet. Time seems to slow as you tumble backwards into open space... The violent impact paints the rocks below with your blood.

DEEPLY INDEBTED

Having delivered some travelers from the clutches of marauding slavers, you now stand within the small fortified bastion of former New Brunswick. It lies amidst the windswept scenic bluffs of a high mountain pass. The town is a newly established commune of peaceful families all trying to eke out an existence. The leader of these farmers is an elderly woman named Julie and many have gathered to thank you. Try to persuade the residents to use their newfound freedom to aid your factions cause.

2 **3** **4**

Success: Gain 1 Prestige and 2 Spoils cards. Keep this Encounter card. Discard it to gain 2 Successes towards any Non-Combat Skill Check. Your eloquent words of a hopeful future in partnership with your faction set the crowd ablaze with positive murmurs.

Failure: Pay 10 Salvage Coins to resupply here. If you cannot pay, discard the equivalent value in equipped Spoils cards. Your awkward speech, bombs. The people shake their heads and a few heckle you. Eventually they just turn their backs on you altogether. Julie is clearly annoyed and politely asks you to leave.

DESTROYED MILITARY BASE

Lock Picking

According to your outdated maps, an old military base should be nearby. After several grueling days of searching, you locate the destroyed National Guard complex. A thorough investigation of the facility takes a week. On the last day, you stumble across an underground vault beneath the ruins. Pick the lock if you can or find other means of opening it. Undisturbed, it is sure to contain something of value.

5 **4** **6**

Success: Draw the next 4 Weapon Spoils cards, discarding all others. Referring to your worn copy of the Anarchist Guide Book, you rig a giant bomb. The tremendous explosion blows the huge door off its hinges. The smoking vault contains a treasure trove of pristine gear and supplies.

Failure: Sustain 8d6 Damage. You attempt to concoct homemade explosives from salvaged chemicals gathered from around the base. Your harebrained scheme to open the vault has dire consequences. The blast sets off a buried ammo depot in a massive fireball. Everyone is badly injured. The strong room is unscathed.

DOCTOR FRANKELSTEIN

Optionally attempted

A disfigured dwarf in a bloody lab coat ushers you off the street and beguiles you with a tempting offer. "Bionic implants, real cheap! The surgery is completely safe and yours for the low, low, price of only 19 Salvage Coins! They're goin' fast and will only be available for a limited time! Want me take one of you lucky individuals to the good doctor?"

Choose a Character to perform the Skill Check.

19 **2**

Success: Attach this card to the Character like a Spoils card. This Armor may be used in conjunction with any other Armor. The surgical modifications are painful, but work brilliantly. Your friend recovers.

Failure: This Character dies. Do not discard this Character's equipment. Your friend dies from the chop-shop surgery. You burst into the operating room. The mad doctor and his assistant have escaped.

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FIERY JUGGERNAUT

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

Attempting to make up for lost time, your vehicle is barreling up the switchback mountain road. Everyone is enjoying the beautiful wooded hills and scenic views, when a sudden movement catches your eye. Above you, armed figures light the shell of a large truck. With a heave, they push it over the edge. The flaming wreckage careens down the rocky hillside and directly into the path of your speeding vehicle.



Success: Sustain 2d6 Damage from the explosion. Then receive 2 Spoils cards. Your mad driving skills ease the impact, but it still clips your vehicle, sending you off into a ditch. The bandits attack, but you repel their assault. Afterwards your search yields a few valuables. Soon, you are back on the road and underway.

Failure: Take 6d6 Damage and your Vehicle is destroyed. The runaway juggernaut smashes into you with a fiery crash. The brutal impact destroys your vehicle, crumpling it like an old tin can. As you crawl from the wreckage the bandits open fire.

GIANT MUTATED SPIDER

The earlier assault on your group has left everyone a little shaken. Having tracked the remaining sniper to this abandoned mine entrance, you notice a shred of khaki hanging from the rusted barbwire a sign of recent passage. Stealthily descending into the downward passage, the darkness soon encompasses you and the dank air grows thinner. As you light a torch, a giant spider pounces onto the back of your point man. It rips off their head in a hot sanguine geyser. Dripping venomous pincers protrude from the severed neck. Clicking triumphantly, it rides the body to the ground, before turning to focus its aberrant gaze on the rest of you.

Character Crown 1 is killed. Discard them.



Success: Retrieve Character Crown 1's gear and draw 2 Spoils cards. You bash the ghastly horror to a bloody pulp. A nearby adjoining passage is filled with the monster's webs—the bloated corpse of the unlucky sniper you were tracking at its center.

Failure: Each remaining Character takes 2 Points of Infected Wounds Damage. Discard Character Crown 1's equipment. Clicking emanates from the darkness all around you as the spider is joined by its brood. You run for your lives.

FRENZIED FANATICS

You have heard many disturbing rumors over the past months regarding a man called "The Prophet Ezekiel." Now facing a horde of his robed followers on a pilgrimage to worship him, you're forced to conclude the rumors are all too real. The group's elder, a scarred middle aged man, stops to question you. With each answer he grows more and more suspicious as the others slowly encircle you. The sheer number of these cultists block off all means of escape. You had better talk fast...



Success: Gain 1 Action card. Winging it, you manage to convince them that you are on a secret mission for Ezekiel. Your impromptu BS story would have once been Oscar worthy. They totally buy it and bid you a safe journey.

Failure: Move to Combat. The elder cackles, shouting "That's preposterous!" in a nasally voice. His face suddenly contorts with rage as he screams "Take them!" The mob pulls out clubs.



Success: Loot 2 Spoils cards. They started it. You end it. Near the bodies you find some valuables.

Failure: Take 6d6 Damage. The blows from their clubs rain down on you mercilessly.

HIDDEN ALCOVE

Your party angles away from the old highway in search of a secure campsite. One of you hears the sound of rushing water as you settle in for the night. Investigating, you encounter a beautiful waterfall. Behind it, the soft glow of a campfire dances behind the rushing water. This hidden cave might be home to friendly locals or maybe not... Sneak closer and investigate this unique sanctuary.



Success: Gain 2 Spoils cards. Your sudden presence startles the large family. In the end, everyone ends up laughing about it over dinner. Each has something the other wants, so a little trade is conducted.

Failure: Move to Combat. Your cries for parley go unanswered. Fearing for their lives, the families attack.



Success: The skirmish is quick and brutal. Even the women and children attack you. The misunderstanding has resulted in a horrible tragedy. One that is not soon forgotten.

Failure: Take 4d6 Damage. Their violent attack forces you backwards, sending you tumbling over the edge. You hit the rocks far below.

GARGANTUAN ALBINO MOOSE

Wild Animals

In your path stands a giant albino moose. Enthralled by this massive creature, you wait for it to move. And wait. All it does is stare stubbornly back at you, refusing to budge. One of your group decides to take some initiative. Giggling, they approach the beast with some dried fruit in an outstretched hand. The rest of you train your weapons at its heart. The moose grunts and gobble down the offering. The beast lumbers after you as you turn to leave. It seems you've got a new mascot hovering at the edge of camp. It's all right to feed the animals. But your new pet does need a name...



Success: Keep this card and add 3 Successes to a Combat Skill Check involving your Party. Afterwards discard it. You gain a new friend and party mascot. The moose likes Morel mushrooms for snacks.

Failure: Discard 10 Salvage Coins worth of equipped gear to resupply. That night as you sleep, the giant moose eats all of your food and craps on everything before lumbering off.

IRRADIATED STORMS

WORLD CARD

Environmental Hazard / Special Roll 1d10 twice to determine affected Starting Towns.

The ochre clouds are beautiful in the fading sunset, until the first drops of rain hit the ground near your feet with an arid sizzle. More acidic drops begin to fall, withering plant life and burning poxmarks into the ground. A sheer wall of steaming precipitation is approaching just a few hundred feet outside your town. Neither equipment nor flesh will last long under that onslaught.

Affected Starting Towns lose 2d6 Town Health.

Draw another Encounter card.

JACKED IN 60 SECONDS

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

After hours of navigating this twisted landscape of rolling hills and dead pines, your stop for a much needed break. While you relieve yourselves, a group of men appear, dressed in ragged clothing and sporting hunting rifles. The bandits slip between you and your ride. Most of them attempt to block your way, while the rest make a mad dash for your vehicle. Stop them from jacking your ride!



Success: Gain 3 Spoils cards. Several of your party members sprint to outflank them. The battle is over quickly. In the process of looting their fallen you locate some gear.

Failure: Your Vehicle is stolen. Discard it and any Stowed equipment. You're pinned down by the blockers steady gunfire, as your vehicle is pulled around. The driver laughs as he skids to a stop in a cloud of dust. Popping a few warning shots off into the air, the rest dive into the open door. Speeding off, one of them flips you the twin birds.

PALISADE FORTRESS

On a large grassy knoll, sits a recently constructed wooden fort, similar to the rustic frontier palisades built by early American settlers. Because you are low on supplies, it is necessary to stop here and attempt to trade. A bell clangs frantically at your approach. Armed occupants scramble to man the walls. They nervously fidget with their weapons, overtly suspicious of your true intentions. You had better talk fast. Each sentence you speak increases their anxiety and brings more guards to the ramparts.



Success: Draw 2 Spoils cards. Your non-threatening approach and eloquent request for help, manages to break the ice. Once inside you conduct trade. The residents warm up to you quickly and offer you food and shelter for the night.

Failure: Move to Combat. Twitchy from the recent Reaver activity in the region, the guards dismiss your prose and open fire.



Success: Take 2d6 Damage. The guards hit a few of you as you flee.

Failure: Take 5d6 Damage. Sniper fire devastates your group.

MINING FACILITY

You have stumbled upon an iron smelting facility. The whole complex, including the buildings, has fared well against ravages of time and the harsh elements. This discovery could aid in the process of establishing your faction's dominance. Contacting your town, you relay the coordinates to your scouts and engineers. You are to get the major machinery up and running and wait there until the rendezvous.



Success: You have claimed a unique Resource Location; all normal rules apply. Place a Point of Interest chip here and announce it to the other players. After a few weeks of intense repairs, you get the enormous machinery functioning. A cloud of black smoke billows forth, as the gears grind and shriek to life.

Failure: Your Character with the lowest Base Mechanical Skill is killed and discarded with their equipment. If two Characters have the same Base Skill, you choose the discard. The remaining Party Characters sustain 4d6 Damage. The main facility's machinery unexpectedly comes online during the repairs. As the gears shriek to life, your friend is dragged screaming into the gnashing gears. A tremendous explosion results, rocking the foundations of the main building.

MOUNTAIN HIDEAWAY

This detour off the ancient highway is a narrow gravel road. The switchback climbs steeply towards the summit, passing between several granite boulders in the process. The road ends at a plateau, where a ruined farm house sits backed by a spectacular view. The cool wind is refreshing, but you are struck by the feeling that something is out of place here. Unloading your gear and taking the opportunity to fill up your water jugs, you discover the farmhouse's cracked stone well is dry. Tossing a lit torch down the well, reveals a rusty ladder leading down into the gloom. A thick security door is at the bottom.



Success: Gain 3 Spoils cards. The door opens to a large bomb shelter. That someone lives here is obvious; the place is immaculate. Your eyes are drawn to a pile of wooden crates in the corner. Pryng a few open, you disarm a trap and find some equipment—all before noticing a small red light blinking feverishly above the door. Time to scram.

Failure: Take 4d6 Damage. As you help yourself to the crates in the corner, a booby trapped grenade explodes.

RANGER STATION

Special

Perched atop a large rocky outcropping, impervious to the elements, rests an old ranger station. A mountain stream exits from a crevasse in the rocks below. Your exploration of the premises reveals it has been abandoned for some time. It is a welcome sight and a safe spot to rest. The cabin itself is well crafted, highlighted by intricate lattice work depicting wild animals. The place even has a fancy porch swing. An ornate stone hearth waits inside, well stocked with firewood. Rifling through the cupboards you discover they are filled with non-perishables and other assorted supplies. After a hearty meal, you gather to watch the sunset from the porch, reflecting upon hardships endured and friends lost along the way. The following morning as you head down to the stream for water, some objects in the mud catch your eye.

Draw 2 free Spoils cards.

Each Party Character is returned to full Health (all forms of damage).



RAGING RIVER

You're being pursued by an angry horde of iron clad Reavers on horseback. Notorious for their brutality and blood lust, they're hell bent on revenge for your botched raid to free an old friend from their clutches. Overwhelmed by sheer numbers, you've had no choice but to abandon your buddy to his harsh fate and flee their turf. After momentarily losing them in the maze of collapsed buildings, your escape route out of the city is blocked by a tumultuous river. The rumbling gallop of horses pounds ever closer. When they shout, you realize you've been spotted. Find a way to cross this damn river and escape to freedom.



Success: Gain 3 Spoils cards. Using downed powerlines as a makeshift zip line, you slide across, just as the Reavers crest the top of the bank. You shoot a few of them for good measure before cutting the line. On the other side you find in an abandoned boathouse.

Failure: Move to Combat. They catch you at the river's edge.



Success: Gain 2 Spoils cards. You take em' out.

Failure: Take 7d6 Damage. The attack is brutal.

REAVER WAR PARTY

A lone barbaric figure holding a cruel bladed polearm stands sentry atop a larger crumbling hardware store. Framed by the dying glow of the amber hued sunset, he turns, as if sensing your presence. Blowing into a large rams horn, the eerie bellow echoes throughout the ruined city. A sizable force of men answer his call, exiting from holes within the rubble to either side of you. Wearing makeshift chain mail crafted from metal washers. The smallest stands at well over 6 feet tall, they brandish swords and axes for weapons. Glaring menacingly, they rattle their weapons and shout insults while positioning themselves to charge.



Success: Gain 3 Spoils cards. Preparing for the onslaught, you hunker down and open fire, mowing them down. As the first wave collapses into the dust, more take their place, leaping over their fallen comrades to get at you. None do. Surveying the carnage of the weed-choked parking lot, you spot a few valuables.

Failure: Sustain 7d6 Damage. Their assault forces cut deeply into your ranks. When you flee, you are tracked for days, only narrowly eluding the Reavers hot on your trail. When you finally collapse from exhaustion, they find you...

RIVERSFORD

Following the surging mountain stream down, the pleasant twitter of birds and thrum of insects mingle in a sublime overture. Upon reaching the valley, the water empties into a large lake, with a roughly hewn wooden dock protruding from its shore. There, a group of merchants is struggling to load cargo onto a flat bottomed boat, to ferry over to a large fortified island, in its center. Other vessels patrol the water nearby. The residents here are resourceful, and you do need supplies...



Success: Gain 1 Prestige and 2 Spoils cards. Your skillful negotiations grant access. You are ferried across to meet their leader. Her name is Gale, and you convince her of the profitability of future trade and an alliance with your faction.

Failure: Move to Combat. Misconstruing your intentions, the patrol boats circle in. Moments later they open fire with large caliber machine guns.



Success: Lose 1 Prestige, but receive 1 Spoils card. You blow up the boats and flee the scene.

Failure: Take 7d6 Damage. The patrol boats machine guns rip your group to shreds.

REAVERS ON PATROL

Eight herculean men crest the hill in front of you, their bearskin cloaks fluttering behind them. These barbaric Reavers are armored in makeshift plate mail and are brandishing an assortment of edged weapons. Immediately spotting your group, they form a crude line, rattling their weapons menacingly. "Look boys, those runts are just scared little girls," their throaty leader chuckles. Others shout a more colorful array of curses. Bellowing fierce battle cries in a fit of blood lust, they charge down the hill at you brandishing their wicked blades. With a sinking feeling you realize your firearms are back at camp.



Success: Gain 2 Spoils and 1 Action card. You hold your ground, disrupting their charge. You've barely enough time to draw your melee weapons. The intense exchange is protracted and bloody. Once the dust settles, you pilfer their bloody corpses.

Failure: Discard Character Crown 1 and their equipment. Sustain 4d6 Damage. "I've been saving this," one of your friends mutters, lighting a stick of dynamite from their pack. As they run up to toss it, it blows prematurely! Your friend and the brutes are blown to hell, covering everyone in gore.

REAVERS WAR PARTY

Optional attempt.

A horde of savages adorned in makeshift armor, pelts, and wielding cruel melee weapons crest the ridge a hundred yards in front of you. You scramble for cover. This is definitely a war party. Their large numbers have made them overconfident and oblivious to your presence in the bushes. It would be in the interest of the Ten Towns for you to ambush them. However, attacking this small army could exact a heavy toll.

The Reavers target the nearest Starting Town location. If there is an equal number of hexes, the First Player decides who is attacked. During the next Effects Phase, the Town is savagely ransacked and loses 1d10 Town Health.



Success: Gain 2 Prestige and 4 Spoils cards. Defeating the Reavers brings honor to your faction. In town, a celebration is held. The toasts to your health last until dawn.

Failure: Sustain 9d6 Damage and lose 2 Prestige. **This card stays in play.** You are quickly overwhelmed by the Reaver force and must make a fighting withdrawal.

SCAVENGER HUNT

You have just received your orders from town: Find two rare chemical ingredients for water purification tests. Your main water supply has become polluted. Supposedly, there is a factory somewhere in your nearby vicinity. Return them to town ASAP. This might take a while...



Success: Gain 3 Spoils cards now. Travel back to your town. Upon arrival receive 2 Town Health. Your search is fruitful. Not only do you locate the chemicals, but you also find some new gear in the process. It's been a good week.

Failure: Lose 2 Town Health. Your Party is Delayed, receive a 2 Week Penalty chip. Without clean water, the citizens of your town suffer. Numerous deaths are reported over the next few months. You are overcome with guilt and must now spend time searching for an alternative solution.

ROAD BLOCK

Ambush

The road ahead is choked with fallen rock and endless winding turns as it delves deeper towards the bottom of a jagged canyon. This makes for slow going. The delay is frustrating and everyone is in a piss poor mood. As you come around a steep curve, a blockade of rusted vehicles looms in front of you. Before you can back up, the crackle of gun fire echoes at your 10 o'clock. Multiple muzzle flashes immediately erupt on both flanks, bullets rending the earth at you feet.



Success: Draw Spoils cards until you receive a Vehicle, discarding all other cards. Your sharpshooting skills see you through another tough ambush. Clearing a path, you discover a vehicle that is salvageable.

Failure: Sustain 5d6 Damage and if applicable, your Vehicle is destroyed. You duck, zig-zagging for the cover of large boulders. Your vehicle is shredded in the blistering hail of bullets. After a fiery intermission, they come for you... Fight your way out of this deadly canyon.

SLAVERS CHAIN GANG MARCH

You stop to explore another abandoned settlement. You've seen no people for weeks now. There are a lot of fresh tracks throughout the compound and several thick doors lay broken off of their hinges. Back on the road a short time later, you spot a group of brutish slavers marching the missing locals in chains through the countryside. They look ragged and defeated, knowing they are bound for market. Cautiously approaching, you cringe each time a whip cracks and the unlucky recipient wails in agony. Alerted to your presence, one of the guards shouts a warning to his brethren. The thundering of hooves behind you announces the arrival of their vanguard.



Success: Gain 1 Prestige, 2 Spoils cards and 2 Town Health. Whirling to face your attackers, you shoot them off their horses as they attempt to ride you down. The freed slaves cheer, hailing you as heroes and helping you to loot the fallen slavers.

Failure: Lose 1 Prestige and sustain 6d6 Damage. Character Crown 4 has been taken. Discard them and their equipment. The vanguard tramples you brutally under hoof, before you can rally to engage them. Losing consciousness, you wake up to find your friend is gone. The slavers left the rest of you for dead.

THE DESTITUTE

Seemingly oblivious to your presence, a large group of soiled vagabonds trudges slowly ahead of you on the mountain road. As you approach, they spin brandishing crudely constructed black powder pistols. Quickly taking aim, they fire. The crackling of gunfire echoes loudly off the rocks. Through the thick billow of powder smoke, you spot them tossing aside their expended pistols and drawing hatchets and machetes. With weapons raised and a crazed look in their eyes, they charge at you through the wafting smoke.



Success: Receive 2 Spoils cards. You take the Destitute down in a blaze of gunfire. Searching their bodies, you find some items of value.

Failure: Sustain 4d6 Damage. Some of their musket balls slam home. As you help your companions to their feet, the Destitute quickly overrun your position, cleaving through your group with their hatchets and machetes. Rallying you regroup and attempt to turn the tide...

TEN TOWNS TRADE CARAVAN

A sharp turn in the road exposes an armored convoy ahead blocking the highway with a long line of cars and trucks. All of the vehicles have been enameled with patchwork armor and are bristling with weaponry. Guards scramble forward to intercept your path, training their assault rifles on your band. A closer look reveals the convoy's cargo came loose in transit. Crates lay scattered and broken along the thoroughfare. Figures are hurriedly loading them back onto a large rusting flatbed. The markings on the vehicles denote this as a convoy belonging to the famous I-80 Caravans.



Success: Draw 5 Spoils cards. You may purchase up to 3 of them, adding 1 Salvage Coin to their listed value. Discard the rest. Your plea for resupply is convincing. The caravan's overseer, Colonel Edwards, agrees to see you and conducts a quick trade.

Failure: Sustain 6d6 Damage. The guards are unconvinced by your cockamamie story of a giant albino moose eating your food stores. They promptly order you to leave. A large turret in a nearby vehicle whines to life, bringing its dual .50 Caliber Brownings to bear. When you don't leave fast enough, it opens fire.

THE BOOT

Perishables

A terrible argument has erupted within your crew over waning food rations and water supply. One of your companions has been stealing from the others and the situation now threatens the cohesiveness of your group, with no signs of settling down.



Success: The trouble maker stays, by making amends and changing their ways. Soon, everything returns to normal. Your friend decides that dying alone is not an option and they get their act together.

Failure: Roll 1d6 and consult the chart below:

1-3) Discard this Character and all of their attached equipment. Blathering an endless stream of insults, your companion freaks out. Their refusal to take orders has now reached a point of endangering your operations.

4-6) Discard your Ally Spoils cards. Give Character Crown 4 and their equipment to the enemy Faction that had the greatest negative impact on your Faction. If this can't be determined roll a dice for a random player. The next day, your former friend defects to your faction's sworn enemy and your allies are found murdered.

THE FORTUNATE SONS

Biker Gang

A group of seasoned bikers are conversing amid their parked choppers. At your approach, one waves you down shouting, "Whoa! Stop guys! It's not safe ahead!" Assuming a defensive posture, your party comes to a stop, eyeing the grizzled old hands suspiciously. Genuine concern plays across the features of their leader as he holds his hands up non-threateningly "Hey, there's trouble ahead. I lost three scouts on that highway to hell. The whole damn stretch is littered with unfriendlies and traps. It's best you folks don't go that way." These friendly bikers have just saved your ass from a world of hurt. If a bargain can be struck, maybe they'll join your town's militia...



Success: Gain 1 Action card and a Town Defense Chip. A fair bargain is struck. These road hardened veterans make a nice addition to your town's Scout Force.

Failure: Skeptical of your enthusiastic offer, they politely decline. Remounting their choppers, they wave goodbye before turning around. Their tires squeal as they disappear in a cloud of dust.

THE WILD WILD WEST

This dusty old shanty town is devoid of life. It is a maze of rusted corrugated tin structures creaking softly in the warm breeze. A tumble weed rolls by your worn combat boots. Gunshots echo loudly through the streets as the bullets pang sharply against the metal wall behind you. Startled, you run for cover. Out of the corner of your eye, you glimpse figures flitting from one shadow to the next in an attempt to flank you.



Success: Draw 2 Spoils and 1 Action card. Ducking into a decrepit building, you lay in ambush. You decimate several men with a hail of gunfire, as they rush through your hastily orchestrated kill zone. After setting up a defensive perimeter, you loot their bodies and methodically search the shacks.

Failure: Sustain 5d6 Damage. Relentlessly sniped and out maneuvered by unseen enemies, you are forced to make a fighting withdrawal.

UNDER SIEGE

The barbaric Reavers are on the warpath again. These nomadic killers have set fire to a small mountain compound in the distance. The black smoke curls upwards in the wind. Cautiously approaching for a closer view, you observe the bearded brutes in makeshift metal armor, cursing and corralling the townsfolk into a large building. Once everyone is inside, the Reavers bar the doors and toss torches onto the roof. The heat and stink of smoke is greeted by the desperate screams of the innocents inside. It's time to stop this madness. Lock n' load.



Success: Gain 1 Prestige and 2 Spoils cards. You deal swift death to the predators and free the residents from the inferno. You are honored after the battle, by having your photograph taken with the surviving townsfolk.

Failure: Take 5d6 Damage. The veteran Reavers soon overwhelm you. Battered and beaten, you are forced to retreat. Abandoning the townsfolk, you seal their fate. Their high pitched screams forever haunt your dreams.

UNDERGROUND COMPLEX

Navigating the twisting valleys and rocky crags in the dark, you are startled by bright lights in the valley below. Curious, you crawl into a better position. The entrance to an underground complex is beneath you, nestled into a cliff face and surrounded by a razor wire. While you silently observe, a squad of armed guards comes into view patrolling the fence line. Cautious, you slink closer for a better view...



Success: Draw 3 Spoils cards. Silently ambushing the guards, you hot wire a key pad that unlocks the main doors. Entering, you explore the complex and discover a warehouse containing a massive inventory of valuable supplies.

Failure: Take 7d6 Damage. After entering the wrong code on a keypad one too many times, a klaxon loudly whines to life. Growing in intensity, red lights begin flashing on the walls. The sound of heavy boots reverberates on the catwalks above. You've been spotted! Bullets zip and ping all around as you sprint for the fence.

WHITE DEATH

Environmental Hazard

The brisk mountain air is refreshing. A breeze whistles through the jagged trees standing guard over the pass, ushering in the sweet scent of pine needles. Your local guides plod ahead of your group, carrying gear up the steep snowy trails, again reassuring you that the ruined complex containing pre-war tech lies just ahead. A sharp crack echoes above your expedition, followed by a low rumbling. The earth beneath your boots begins to shake. Looking up, the entire mountain is tumbling toward you—a thousand tons of white death.



Success: Gain 3 Spoils cards. You dive for the safety of a nearby crevasse a moment before the avalanche strikes. You lose consciousness from the fall. Awakening later, you are bruised and battered—but alive. Recovering all but one of your guides, you continue your ascent and locate the mountain complex. There, you explore and salvage some nice pre-war tech.

Failure: The death of your Party. The brutal avalanche grinds your bones to dust against the rocks, impacting with the force of a runaway train. You are buried alive and your bodies are never recovered.

WILD BOAR LAIR

Wild Animals

In the early morning hours you are startled awake by loud guttural grunting. A quick scan of the camp reveals that your food stores have gone missing. A squeal in the distance and a set of large cloven tracks lead into the brush, revealing clues to the culprit's whereabouts. Your persistence in tracking the beast leads you to a cavernous den a few miles from camp. As you approach, a giant boar emerges from the entrance. Standing chest high, it paws the ground focusing its beady eyes on you. With a ferocious slobbery grunt the creature charges.



Success: Gain 2 Spoils cards. Dodging the first vicious attack, you work in unison to slay the razorback. As you catch your breath, one of you laughs, "Looks like bacon is back on the menu!" You'll be able to trade these enormous boar tusks in the next town for some new gear.

Failure: Roll 1d6, to determine the Character Crown who is discarded, without equipment. A "6" or empty Crown is re-rolled. With a primal squeal, the massive boar charges out of the cave! It barrels into your midst, going your friend to death, before you can react.

