



A BREATH OF FRESH AIR

Special

Plentiful hunting abounds in this ancient oak forest. Birds chirp pleasantly in the restful atmosphere. You are safe here. One of your friends yawns. "I could sleep for days." Everyone agrees that this is a good place to stop for a little rest and relaxation.

If your Party has any Camping Gear, return your Party to full Health automatically. Otherwise, your Party may attempt to Heal here, by making a Party Medical Skill Check with a bonus of 2 Automatic Successes.

You may draw another Encounter card at no cost in weeks.

A MIDNIGHT VISITATION

Ambush

Your party makes camp for the evening after another long and uneventful day on the road. Everyone is asleep as soon as their heads hit the pillows. The soft chirping of crickets even lulls the posted sentry to sleep. You're jarred roughly awake in the pitch black by cold gun barrels pressed into your backs. Heavily armed horsemen thunder into your campsite from all directions. Whirling, you must attempt a final desperate move against your attackers.



Success: Gain 3 Spoils cards. Grinding a gunmens foot beneath your boot heel, you dive for your weapons. From the ground you kick the dwindling fire. Embers fly startling the horses into throwing their riders. In the chaos, you quickly dispatch the bandits and loot their bodies.

Failure: Sustain 6d6 Damage. The player to your left chooses 2 Spoils cards of your equipped gear to discard. After getting the better of you, the gunmen brutalize you mercilessly. Regrouping, you bolt away into the darkness.

A GOOD MONTH

Special

All players may compete in a friendly competition.

Immediately deal each player 1 Spoils card. If your Party includes LaRoy Jenkinz, you receive 2 more Spoils cards. The player whose card has the highest Salvage Coin value keeps them all. The player who drew this card shows first, then proceed clockwise. If there is a tie, those players draw another card, until a winner emerges.



Losing Players give their drawn Spoils card to the winner.

You may draw another Encounter card at no cost in weeks.

A HELPING HAND

Ahead, the picturesque farm house is indeed in poor condition, yet may provide ample shelter against the insurgent rainstorm. A grizzled old farmer steps out of the shadows of the porch and confronts you with an antique shotgun. After a barrage of questions and seemingly correct answers, Mac warms up to you and invites you to sample his stash of the very finest pre-war whiskies. After a few drinks to warm you up, Mac offers you a deal, "I'll let you folks weather out the storm here, if y'all help me fix my tractor. With Ol' Betsy, life's still worth livin'." He prattles on about his tractor for what seems an eternity, mentioning a more substantial reward if you are successful.



Success: Draw the next Relic Spoils card, discarding all others. You may place your party on the nearest Mission chip and attempt it at no cost in weeks. Mac is filled with joy and smiling as he gives you the reward.

Failure: All Party members automatically suffer 1 point of Psychological Damage. Inconsolable at the loss of Ol' Betsy, a heartbroken Mac ushers you out. As you pass the rusted mailbox at the end of the drive, a lone gunshot echoes from within the house.

BACK SEAT DRIVER

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

Your driver seems to have gotten you lost, again. A heated and profane argument erupts between the driver and the navigator, ending in a fist-fight between the two friends. The clincher: you are moving at an accelerated clip, traversing a twisting stretch of fragmented highway.

Roll 1d6 twice, to determine the driver and navigator, re-rolling "6s" and duplicates.



Success: Draw 2 Spoils cards. The fight quickly ends as you spot an overturned pickup truck in the road. Pulling over, you compose yourselves and locate some gear. The tension remains for weeks.

Failure: Both Characters sustain 2 Damage, which ignores Armor. The fight escalates.



Success: Sustain 3d6 Damage from the crash. You are Delayed, receive a 1 week Penalty chip. Your vehicle rolls, flipping into a ditch.

Failure: Your Vehicle is destroyed. Take 5d6 Damage. You collide with an overturned car in the road. Your vehicle flips and rolls into the ditch.

A SHINING EXAMPLE

An ancient oak tree stands defiantly upon the crest of this grassy knoll. Decaying corpses swing from nooses tied to the lower branches. A murder of crows perches, cackling with delight at the prospect of a fresher meal. They shriek and take flight as you cautiously approach the tree. The heavy limbs creak eerily with the breeze, furthering the grim ambiance. A faded sign nailed to the trunk reads: Here ends the path of banditry.



Success: Receive 1 Spoils card. You may place your party on the nearest Mission chip and attempt it at no cost in weeks. In the brambles by the foot of the tree, you spot a rotting chest.

Failure: Character Crown 1 takes 1d6 Damage. Distracted by the gruesome scenery, you fail to notice the traps concealed in the switch grass. With a powerful clank, a bear trap crunches bone. The screams of your point man reverberate through the nearby hills.

BAMBOOZELED

In the Fallen Lands, pre-war alcohol is a rare and valuable commodity. Turning the corner of this small secure compound, you see a gang of troubled youths running from the Hawaiian themed liquor store called Bamboo. The battered and bloodied shop owner stumbles into the street, clutching his broken ribs. Pointing at the punks, he screams "I've been robbed! Stop them!" The hooligans glare menacingly in your direction as they blitz past.



Success: Gain 1 Spoils card and draw the first Alcohol Spoils card in the deck, discarding all others. If none are available, gain 5 Salvage Coins. Giving chase, you corner them in a dead-end alley where you beat them down and confiscate the stolen merchandise. Upon returning his stuff, the owner insists on rewarding you.

Failure: Roll 1d6 to determine a random Character Crown that sustains 2d6 Damage. A "6" or empty Crown ignores this effect. The confrontation gets out of hand and one of you sustains a vicious stab wound. The punks manage to escape as you stop to help your friend.

BIO DIESEL PLANT

It is incredibly difficult to locate or salvage usable fuel in the Fallen Lands. This harsh reality is a result of the negative effects of time, rarity of usable liquid fuels, and the damage caused by the EMP warheads during the Great War. Fuel is now literally worth its weight in blood. Stumbling upon a huge bio-diesel facility on the outskirts of this ruined town is like hitting the jackpot. Ransacking the main office, you locate the chemical recipe, which will be useful for your faction—if you can decipher the code.



Success: Gain 3 Town Health and add 2 Weeks to your Party Exploits Phase this month. Contacting your town via shortwave radio, you relay the chemical recipe and make a large batch. While the fuel is plentiful, you stock up, allowing for faster travel. There is even enough here to trade!

Failure: Suffer 4d6 Infected Wounds Damage. Then lose 2 Town Health. The unstable concoction of dangerous chemicals explode! The building goes up like a matchstick, becoming a raging inferno. You are badly burned. By not securing the fuel, your faction suffers.

BARB'S BUILDING SUPPLY

Store Loot

This ruinous small town looks promising. Although the roof of the deserted supermarket ahead has collapsed, it may yet contain some valuable supplies. You enter cautiously, quickly discovering it is guarded by a large band of mutant scavengers. With a shout, they stop sifting through its contents. Arrows and crossbow bolts strike nearby, as you spread out among the aisles. Take 'em out quickly.



Success: Gain 2 Spoils cards now. Travel back to your town. Upon arrival receive 2 Town Health. In the deadly game of cat and mouse, your superior tactics and firepower make short work of the malevolent mutants. Afterwards, you loot the place of its large stock of coveted building supplies.

Failure: Take 5d6 Damage. Wickedly barbed arrows and bolts strike several party members. You turn to run for the receiving area. Ducking and dodging through the aisles, more arrows ricochet all around you. Praying for a swift exit, your hopes are dashed when you find it barricaded by a mountain of rusty shopping carts. Cursing loudly, you are forced to run the harrowing gauntlet back through the store to gain your freedom.

BERSERK GIANT GRIZZLY

Wild Animals

Your band is jarred awake by the crashing of dried branches from the thicket. Within moments, a gargantuan grizzly bear lopes into the center of camp. Regarding you momentarily with its beady bloodshot eyes, it lets forth a long ferocious roar. Rearing, its massive frame towers several feet above you. Hypnotized by its long yellow fangs and putrid breath, you manage to dodge the first swipe of its enormous claws and dive for your melee weapons.



Success: Receive 2 Spoils cards. You slay the titanic beast in an epic battle. Later, you trade her beautiful pelt at the next settlement for some new gear.

Failure: Take 4d6 Infected Wounds Damage. The beast's vicious onslaught sends you toppling like bowling pins into the nearby brambles. Unrelenting, the bear charges in after you like a run-away freight train and ferociously mauls your group.

BLOOD ON THE HIGHWAY

Vehicle Combat / Biker Gang

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

The brutal roar of motorcycle engines in the desert is unnerving. Especially when you notice a large pack of heavily armed bikers cresting a ridge in your rear view mirror. They quickly gain ground surrounding your vehicle, in a coordinated high-speed maneuver. You recognize them as the notorious Outlaws biker gang. Crossbow bolts and bullets begin piercing your vehicle with nerve wracking precision. A jerk of the steering wheel sends three bikes tumbling off into the gorge below in a bloody spectacle of death. Only forty seven to go...



Success: Loot 3 Spoils cards. You circle back after the fight. After many grueling hours of searching, you find the bodies baking in the blistering sun.

Failure: Your Vehicle is destroyed. Take 7d6 Damage. Screaming like teenage girls on a pre-war "roll-a-coaster," your vehicle soars into open space for what seems like an eternity—before smashing onto the jagged rocks below.

BOIL AND BUBBLE, TOIL AND TROUBLE

Captured

You have been led into a clever trap by a group of seductive women. They are wearing long hooded grey robes and refer to themselves as "The Thirteenth Coven." Strangely, none of you can remember how you came to be here in this forest clearing near a raging bonfire at midnight... Stepping forward, their leader grins, flourishing a curved blade drawn from her sleeve. She rasps, "Cooperate with the ritual—or die." As you reach for your guns, you realize they're gone... Your confidence erodes quickly. Talk fast and fight hard.

No Flight is possible here. You are trapped.



Success: You locate your stash of confiscated Ranged Weapons and also gain 2 Spoils cards. You are victorious in the ensuing melee. No quarter asked. None given.

Failure: Suffer 4d6 Damage and discard all of your Party's Ranged Weapons. With a devastating haymaker, you punch their leader and run. At great cost you escape the thirteen occultists. At least you're alive...

BRACKISH WATER

The road ahead disappears into black putrid water covered by patches of yellowish algae. There is recent flooding here and your scout confirms that there is no way around. With colorful language, you begin to wade across. The rancid water is soon chest deep. Halfway through, you are horrified as a leech, the size of a deflated football, coils tightly around your friend's arm. Everyone screams. Blood pools on the filthy surface as the abomination's teeth latch onto flesh. The water churns as more leeches frenzy, attaching to everyone's exposed flesh. As you thrash toward dry land, pain of your lesions crescendo into a hellish burn.

Roll 1d6 to determine the number of leeches on a Character. Then attempt the Skill Check. Repeat this process for each Character.



Success: Take 1 Damage. Receive 2 Salvage Coins per leach. The nightmarish leeches must be burned off. You can sell these healthy specimens to the next doctor you come across.

Failure: Suffer 1 Infected Wounds Damage per leech. Unable to remove the leeches, you must wait for them to sate themselves.

CARAVAN RESCUE

Wild Animals / Canine

An ally's destroyed caravan lies by the side of the road, victims of a recent attack. A group of badly wounded survivors cautiously emerge, begging for assistance at your approach. One young merchant steps forward with his hands in the air, "Listen, we'll make it worth your while if you escort us all to safety." A bargain is struck and you set off toward the nearest town. Soon, a torrential rain storm overtakes you. It's still pouring several days later when ferocious timber wolves descend upon the stragglers.



Success: Draw 2 Spoils and 1 Action card. Choose another player to gain 2 Town Health. You dispatch the boldest of the attacking wolves. The rest of the pack hangs back, shadowing you all the way to the edge of town. Upon arrival, the survivors thank you profusely.

Failure: Sustain 6d6 Damage and lose 1 Prestige. In the fray, the wolves devour many of the wounded before you can reach them. Your failure to live up to the bargain is costly, as the survivors circulate rumors tarnishing your reputation.

BROTHERHOOD OF THE APOCALYPSE

The Brotherhood
If you are playing The Brotherhood Faction, discard and draw another Encounter.

A group of large men wearing hooded black robes and sporting crimson arm bands adorned with bombs and skulls, are terrorizing a small commune of farmers in the valley below. The infamous insignia of the Brotherhood of the Apocalypse is a thing to be feared. Your orders were clear: terminate these bastards with extreme prejudice, before they perpetuate further chaos amongst the territories of the Ten Towns. Here's your chance. Lock and load!



Success: Gain 3 Spoils cards. The brotherhood members retreat with hostages into a plantation style house. Their desperate last stand forces you to fight hard for each room, systematically eliminating the zealots. After the deed, the surviving families regroup, returning your kindness with gear from the fallen enemies.

Failure: Suffer 6d6 Damage during your escape. Laying down a barrage of well sustained cover fire, they overwhelm your position. As they give chase, you notice the column of black smoke from the blazing commune. As you run, you hear fading screams as the innocents burn.

CARAVAN ESCORT

A large caravan from one of the nearby Ten Towns is offering exceptional wages for escort duty. They have lost some good men along the way and need to replenish their ranks. Coincidentally, they are heading in the same direction. You have the feeling this is something big and after a brief debate it's agreed this is worth the inconvenience. One evening, you come across the caravan master cursing loudly as he fiddles with some smoking circuitry. Throwing a piece at the wall in frustration, he turns to you grimacing, "I need help repairing this POS equipment." Pointing with his soldering gun for emphasis. "Think you guys could help fix this crap?"



Success: Gain 2 Spoils cards and 3 Town Health. The merchants are ecstatic about your repairs. The pre-war components were part of a larger communications device intended to establish greater cooperation between the Ten Towns.

Failure: Lose 3 Town Health. You fail to locate the necessary replacement. Your incompetence has left the equipment broken beyond repair.

CARAVAN RESCUE

Wild Animals / Canine

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CHILDREN OF THE MAIZE

As you near this picturesque hamlet, its youthful inhabitants disappear like ghosts into the tall sea of corn. The gentle wind sways the plants, mimicking the ocean in a golden dance of endless waves. The fields are lush with the abundance of a healthy bumper crop, a result of back breaking months of hard labor. You have the eerie feeling you're being watched... If it weren't for all of the corn it would be as if no one even lived here. Turning to leave, the freckled face of a young girl peeks out from amongst the tall golden husks. With a blink of an eye she is gone again.



Success: Gain 2 Action cards. Coaxing the locals out of hiding is no easy feat. While nervously conducting trade, they hesitantly relay information about the surrounding region. Afterwards, they politely ask you to leave.

Failure: Take 5d6 Damage. After several attempts to coax them out of hiding, you turn your back on the cornfield—only to come face to face with the mob of villagers who have been standing there. You are momentarily paralyzed, as they silently descend on you with upraised scythes and pitchforks. Defend yourselves!

COLOSSAL CARNAGE

Rolling black smoke on the horizon alerts you to the danger ahead. You cautiously deviate onto a well concealed side path and spy a small town in flames in the distance. Warily, you enter the smoldering rubble hoping to be of some assistance. Haggard survivors emerge from the shadows of the shelled out buildings. Armed with compound bows, they quickly surround you. The look playing across their grim features suggest they intend to blindly extract revenge against the "perpetrators" of these crimes.



Success: Gain 2 Town Health and 1 Town Defense Chip. Talking fast, you convince them of your innocence. You win them over with comforting words, medical assistance and an offer of asylum. They couldn't be happier to leave this hellhole. Gathering their meager belongings, they make haste for your town.

Failure: Your companion discovers their weapon is missing. Roll 1d6 for a random Character Crown. A "6" or empty Crown ignores this effect. If they don't have a weapon, discard your most valuable Spoils card. You fail to convince them of your good intentions. Instead of attacking, they tell you to get the hell out.

DEATH'S PALE HORSE OASIS

WORLD CARD

Special Permanent Location.
Place a Point of Interest Chip here.

The sun rises over a massive truck stop in the distance. Oil derricks litter this veritable fortress. This is the famous Death's Pale Horse Oasis. The last operational truck stop in the Fallen Lands. You've heard stories of this dangerous hub which includes a trading post and bar. At a rusted bank teller's window you check your ranged weapons. Ahead, a thick security door opens with a screech.

Roll 1d6 and consult the chart below:

- 1) **Grand Old Time:** Pay 4 Salvage Coins heal all forms of Damage. You're able to drink in peace.
- 2) **Shady Deal:** Draw 5 Spoils cards. Purchase any or all of them for their Salvage Coins value.
- 3) **Bartender's Rumors:** Pay 3 Salvage Coins to draw 2 Action cards.
- 4) **Brawl:** Make a 5 Melee Weapons Only Combat Skill Check. A spilled drink leads to a bar brawl.
Success: Loot 3 Spoils cards.
Failure: Sustain 4d6 damage.
- 5) **Framed:** Delayed! Receive a 2 Week Penalty chip or Pay 10 Salvage Coins to reroll.
- 6) **Pick Pocketed:** Lose all items of 2 Carrying Capacity or less equipped to your Party. Threaten one of the patrons. Two guards escort you out.

DESTITUTE ENCLAVE

Stopping for fuel in a dilapidated small town, you are soon surrounded by filthy beggars in torn clothing. Taking pity on them, you offer to share some of your excess supplies. Before you can react, a toothless brute grabs your companion, dragging them away from your group. Crude zip-guns and rusty machetes appear in their hands as the mob goes berserk. With little regard for their companions, they swiftly attack, determined to pilfer your corpses.

Character Crown 3 suffers 3 Damage from the violent mob's assault.



Success: Gain 2 Spoils cards. Victory is bittersweet. They were starving and desperate. Searching your attackers and the nearby buildings, you locate some items of value.

Failure: Suffer 5d6 Damage. Shouting insults and hurling rocks, the mob pursues you to the outskirts of the town. You lose them in the woods.

DON'T DRINK THE PUNCH

Mystery / The Brotherhood

If you are playing The Brotherhood Faction, discard and draw another Encounter.

As you pass a small settlement of lightly fortified farms, a group of local townsfolk run out of their houses crying, "Please! You've gotta' help us! They've taken our children away for re-education!" A new town, but the song remains the same. The insidious cult, the Brotherhood of the Apocalypse, has set up a sect in this area. You're getting close. Maybe close enough to eradicate these evil bastards.



Success: Receive 1 Prestige and 2 Spoils card. You surprise the vermin and gun them down. Returning the children to their families you're hailed as heroes, gaining the locals eternal gratitude.

Failure: Take 5d6 Damage and lose 1 Prestige. You track the cultists deep into the hills, but a vicious Brotherhood ambush leaves you reeling. You are forced to give up the search and fail to help the innocent families.

DOWN RIGHT ANNOYING

One of your party members has become increasingly reckless, obnoxious and untrustworthy. Recently, this companion was caught stealing rations and ammo, then tried to lie about it to the rest of the party. Worst of all, on several recent occasions their antics have endangered the lives of everyone. The rest of you have decided it's time for the offender to go—one way or another.

Roll 1d6 for the a random Character Crown. A "6" or empty Crown is re-rolled.



Success: Discard this Character and their equipment. Then draw a new Character and 3 Spoils cards. You kick them out. Unfortunately, they've taken their equipment with them. However, later that week, you recruit a replacement.

Failure: Discard this Character, their Equipment and your Vehicle. This includes all Stowed equipment. The culprit discovers the other members' intent to kick them out of the party and absconds with your ride in the middle of the night.

DIRTY SLOT'S CASINO

WORLD CARD

Wager
Permanent Location.
Place Point of Interest Chip here.

Once a luxurious hotel, Dirty Slots possess none of its previous splendor. Instead, it has been converted into a casino and a den of vice.

All Parties may place a wager of a Spoils card or 5 Salvage Coins. When all bets are in, the visiting player rolls 1d6 and consults the chart:

- 1) **You win!** Gain 15 Salvage Coins. Roll again!
- 2) **You win!** Gain 10 Salvage Coins.
- 3) **Push.** Keep your wager.
- 4-6) **House wins.** Discard all wagers.

Jackpot: Roll three 1s in a row. Visiting player receives 2 Prestige and 8 Spoils cards.

Success: Keep your wager and see chart above. The crowd gathered to watch you politely clap as you cash in. A smiling pit boss approaches to shake hands. Ushering you away from the table, he offers you a free round of pre-war Black Eagle Beer.

Failure: Discard your wager. The crowd sighs as the house collects, again. A man nearby mutters, "What a bunch of losers."

EATERS HUNTING PARTY

The thick forest is unnaturally silent. Through the shadows ahead, streams of light illuminate figures approaching. Two of them are shoulderng a long branch with a human corpse tied to it. You've been spotted. Their blood encrusted faces turn to savage grins; exposing teeth filed to points. Your group has stumbled into the territory of some cannibalistic crazies. They drop the gnawed body. Brandishing clawed metal gloves, they rush at you with maniacal fervor shrieking their blood lust.



Success: Gain 2 Spoils cards. As you open fire on the Eaters, the birds in the nearby trees take flight, screeching their protests. One... Two... Three of them fall as you blast away. In a heartbeat, the remaining crazies are on top of you! Working together, you kill the savages. After the fight, you spot their camp off a nearby deer trail. Sifting through their filthy possessions, you locate some valuables.

Failure: Sustain 4d6 Infected Wounds Damage. Escaping these sadistic freaks is no easy feat and they are much stronger than they look. Tackling party members, they stab and rake with their metal claws. You scream as their filed teeth bite into your exposed flesh.

EXTRA TERRESTRIAL

An eerie rumble from the sky draws your attention to the clouds above. A strange craft approaches, the size of a pre-war high-scraper. Night becomes day, as the ground is flooded with spotlights. The earth trembles as it lands. The sharp hiss of pressurized gas sends a chill up your spines. As the cloud of mist clears, a tall pale humanoid gracefully exits a hatch and beckons to you.



Success: Attach this card to a Character like a Spoils card. As a gesture of goodwill, the alien presents you with a cryptic Mayan tablet and ornate box. You decipher the code and unlock the box containing a suit of alien power armor.

Failure: Roll a 1d6 to determine the Character Crown, re-roll "6s" and empty slots. Discard the character and with their equipment. Misconstruing your intentions, the alien panics and opens fire. Your friend is vaporized in a jet of super-heated plasma. The rest of you flee.

NA



ALPHA CENTAURI ARMOR



FALLEN LANDS GROUPIES

Your good deeds (or bad) are paying off. Pulling into this little settlement, a group of townies quickly gather. Your fame throughout the Fallen Lands has attracted groupies. Convince them that they are special.



Success: Draw 4 new Character cards and keep 2 of them. They may join the Party or be placed into your Town Roster.

OR

Place this card into your hand. It may not be stolen by another player. You may discard these human assets without remorse to escape a Failed Encounter card; without suffering the negative consequences.

Failure: The most valuable Spoils card equipped to your Party is stolen. The player to your left selects this card. These hotties earn their keep! That is--until they run off with a piece of your gear.

FIX IT ALREADY

Before the war, this region was lush with greenery. Now, this arid landscape can barely support life. As you approach a small settlement a young boy runs out and frantically signals for your help. Out of breath, he pants, "My town's water pump needs repair." As the tears begin, he whimpers, "Please, it's our only one. We need it to survive." Following the boy, you are led to Sam Harkin, the leader of this drab town. Together, you strike a deal to fix the town's water pump, in exchange for them replenishing your supplies.



Success: Gain 2 Spoils cards. With some elbow grease and good old fashioned gumption, you get the pump flowing anew. Thanking you profusely, Harkin rewards you with apples, freshly baked bread, and deer jerky. As a bonus, they also throw in some gear. The townsfolk are all present for your heartfelt departure.

Failure: Excluding your Vehicle, discard your most valuable Spoils card. Your incompetence leaves the pump beyond repair. The townsfolk angrily ask you to leave. Back on the road, you discover that a crucial item is missing.

FORTIFIED SMALL TOWN

This small town has been transformed into a veritable fortress. The first and second levels of the buildings have been mortared up and a thick patchwork wall of brick and stone blocks the spaces in between. Armed guards patrol the walls and gate. Your only option is to convince the sentries to let you stop here for a few days to resupply and get some much needed rest.



Success: Draw 1 Spoils card. You negotiate with the Sergeant at the entrance, but are only admitted under heavy guard. You negotiate a trade agreement with their leader and then get some well deserved rest and relaxation. Sleeping in real beds for a change is heavenly.

Failure: Pay 10 Salvage Coins to avoid this little "misunderstanding." Otherwise, you are Delayed, receive a 2 week Penalty chip. Your negotiation for admittance goes awry. They sound the alarm and detain you as bandit spies for questioning.

FRIENDLY MERCHANT

The marketplace ahead is densely packed with stalls and tents of all shapes and sizes. One overzealous trader wrings his hands together excitedly at your approach, beckoning your group to peruse his assorted wares. His small shop contains an impressive collection of reasonably priced scavenged equipment. Despite being twitchy and sporting an eye patch, the merchant easily befriends you with his genuine smile and personality.

Success: Draw 4 Spoils cards. You may purchase any or all of them for their listed Salvage Coin value.

After conducting business, he offers you food and refreshments, appealing to you to help him repair a large antique pressure coupling, hinting at a nice reward.



Success: Gain 1 Spoils and 1 Action card. You fix the device. Your new friend rewards you from his "private stock" of wares and relays some valuable information.

Failure: Lose 1 Prestige. A key element of the device breaks as you attempt to fix it. Furious, the merchant makes a huge scene in front of the gathering crowd.

GRUESOME CANNIBAL CARNIVAL

Ahead lies a large encampment of gaudy patchwork tents. Dark rolling smoke emanates from a gaping rip in the faded big top. The stench of charred and rotting flesh assault your nostrils, as you carefully approach the rear of the canvas structure. You quietly nudge open a flap with a gun barrel. Bile rises in your throat at the sight of the heinous atrocities within. Piles of human body parts and gnawed bones lay strewn across the ground. A blood splattered man looks up from his gory meal to cry out for help. An angry mob of Eaters respond, surging in from all directions. "Lock and load! Let's eradicate these cannibalistic vermin!"



Success: Gain 3 Spoils and 1 Action card. The close quarters combat turns this charnel house into an abattoir. Afterwards, you retrieve a blood spattered chest while searching through the gore. Then you torch the place.

Failure: Sustain 6d6 Infected Wounds Damage. Desperation takes hold as you fight for lives. More innocents will certainly die at the hands of these crazed Eaters.

HUNGRY LOCALS

The road ahead ends in a small community struck by famine. The residents' skin is pockmarked from disease and their bellies are distended. Their gaunt faces and hungry eyes tell the grim tale of starvation. These impoverished victims of circumstance require food and immediate medical attention. If your group is able to help them, they promise to disclose detailed information about the surrounding area.



Success: Draw the next 4 Encounter cards from one deck and replace them in any order. Then receive 2 Action cards. You provide food, provisions and care to the residents who are true to their word. They spend the next few days giving you the lay of the land.

Failure: Lose 1 Town Health. Discard all your Ally Spoils cards. The efforts to provide aid to the community fail. Angered by your incompetence, the locals demand you leave. Your final attempt at reconciliation fails miserably...

LIONS AND TIGERS AND BEARS OH MY!

Wild Animals

The crashing of trampled underbrush gives you a mere moments warning of large creatures approaching. Everyone is thoroughly unprepared for the sights they behold as the animals burst forth into the clearing. The largest, a gargantuan grizzly bear, rears up menacingly. In a deep, gravelly voice it snarls, "Kill the humans!" A lion and tiger emerge from behind her, the uncanny glint of intelligence shimmering in their eyes. The great cats slowly circles your group, chuckling "Fresh meat" before rushing in for the kill. These government abominations must have escaped during The Madding.



Success: Gain 2 Spoils cards. You take 'em down hard, but are badly shaken after the battle. Upon reaching the next settlement, you trade these rare pelts for some new gear.

Failure: Character Crown 1 sustains 2d6 Damage. The rest of the Party takes 4d6 Damage. In a well coordinated attack, the vicious beasts maul your point man, before shredding their way through your ranks.

THE INDESTRUCTIBLE TIN MAN

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

You make up for lost time gunning it down a deserted stretch of desert highway. Silhouetted by the harvest moon, a figure steps out of the night and into the road. Your driver curses, desperately stomping on the brake pedal, but still clobbers the individual with a bone jarring impact and a shriek of twisted metal. As you turn around, you see the figure improbably stand back up. Your driver howls, "What the frack!" The cyborg turns slowly around. Its torn face reveals menacing red electronic eyes focused intently on your position. "This is gonna' be one hell of a fight..."



Success: Gain 3 Spoils cards. You finally take out the deadly cyborg. It lays convulsing, emitting a shower of sparks. You're battered but alive. Before you leave, you retrieve some of its gear strewn about the road.

Failure: Take 4d6 Damage. Attempt the Skill Check again. A cumulative -2 Flight penalty applies after each attempt. Relentless and impervious, the cyborg attacks again!



JUST A LITTLE FRIENDLY COMPETITION

Gladiatorial Event / Wager

Some farmers have expressed their desire for a friendly boxing match with your groups champion. Their man, a mountain of muscle named Francis, flexes and cracks his knuckles, smiling grimly in anticipation of the coming brawl. Your buddy spits, stepping forward.

This fight is a Solo PVP Combat by knockout; 1 Health less than death. Armor and weapons are banned, but Fist Melee Weapons are allowed. Francis has a 9 Combat Skill and 9 Health. All other players may wager Salvage Coins on a fighter before the starting bell. Winners receive Salvage Coins equal to their wager.



Success: Gain 2 Spoils cards. All other players lose/gain their wagers. A large crowd gathers. At the bell the fighters begin their dance, exchanging blows. After several protracted rounds Francis is out of breath. A well placed upper cut knocks him out cold. The crowd goes wild!

Failure: Your fighter has 1 Health remaining. All other players lose/gain their wagers. Francis laughs mercilessly as he pummels you into the inviting darkness.

MONDAY MORNING AT 6 AM

Hoping for a little rest and relaxation, you stopped in a small fortified trading post and spent a hard night hitting the sauce at the local tavern. The last thing you expected was to awaken in your rented room with masked strangers pressing cold metal gun barrels in your faces. It is going to be another piss-poor Monday. You'd better come up with a plan. And quickly



Success: Retrieve 3 Spoils cards from the corpses below. Attacking in unison, you physically overcome your assailants. It ends with you tossing them through the 4th floor window. With a sickening thud, they splatter on the pavement below. Peering out the window, you see the people in the street gawking in disbelief over the bodies and looking up at you, pointing.

Failure: Discard all of your equipment (excluding your Vehicle) and attempt to make it back to your town to resupply. Upon reaching town, you receive 10 new Spoils cards. The thieves take your gear, before wrestling potato sacks over your heads. They club you into unconsciousness. You awaken in a field, naked.

MASS EXODUS

Even at this great distance, it's obvious that the large group of refugees could use some assistance. Approaching cautiously, you ask to speak with their leader. Desperately in need of food and safety, the adults listen to your proposal: You will escort them safely back to your town, supplying them with food, water, and protection. In return, they agree to become laborers in your town for six months, after which they'll be granted the full rights of citizenship.



Success: Gain 1 Spoils card, 2 Prestige, and 2 Town Health. Your speech convinces them of your good intentions and they make an excellent addition to your town.

Failure: Lose 1 Prestige. You are Delayed, receive a 2 Week Penalty chip. Skeptical of your intentions and the promise of a new life, they bicker amongst themselves late into the night. The next morning, they politely refuse your proposal.

MYSTERIOUS STRANGER

Wild Animals / Canine

You come across an old man beset by a large pack of snarling wild dogs. Using his empty rifle as a club, he fends them off from atop a rocky outcropping. Nearing exhaustion, he is in desperate need of assistance. One of the filthy mongrels has quietly circled about, positioned to pounce upon him from a ledge above.



Success: Keep this card in your hand and discard it to Succeed at your next Failed Skill Check. This card may not be stolen or traded with other players. You dispatch the last rabid mutt. Before you can speak to him, the stranger quickly disappears. The next time you are in trouble, he mysteriously reappears to repay your kindness.

Failure: The stranger is killed. Before you can intervene, the Alpha leaps upon the poor man and knocks him from his perch. The pack descends upon him, tearing greedily, as his gurgled screams curdle your blood.

ORPHANS, HOW CUTE!

No Flight is possible here.

Desperate for help, a small flock of children waves down your crew from the side of the road. One of them is badly injured. You get a very bad feeling as you approach. Moments later your instincts are confirmed. A multitude of children quickly surrounds you, wielding crudely fashioned spears. Turning to face the threat, the "wounded" girl in the road sits up. Grinning and clutching a rusty scalpel in her small dirty hand, she gleefully slashes the Achilles heel of your friend who screams in anguish. Then the onslaught begins.

Character Crown 1 Takes 3 Damage.



Success: Gain 2 Spoils cards. They left you no choice... Large rats scurry between your boots, as you sift through their filthy campsite. You locate some usable gear amidst the heaps of scavenged junk.

Failure: Take 6d6 Damage. Giggling, they stab and slash your group with their sharpened sticks. Yep. You just got your asses handed to you by a group of children.

NAKED AMISH RAKE FIGHT

Gladiatorial Event

You are caught unaware and surrounded by your strange hosts. The men are clad in 1800s style black wool suits and the women in long black dresses and bonnets. A tall elderly man steps forward, "You are intruding on our sacred lands," raising his voice with each syllable. Your denials and weak explanations only further anger their community's leader, Schlomo. The wrinkled old coot yells "Enough!" He points an accusing finger and announces your punishment. What the hell is a naked Amish rake fight? Your champion is stripped naked, handed a rusty rake, and briskly escorted into a barn to fight.

Choose a Character for Solo PVP.

Add +2 Combat Skill for the rake.

No other Equipment is allowed.

Your opponent has 13 Combat Skill and 8 Health.



Success: Draw 3 Spoils cards. The local crowd boos, as you bury the handle of your rake deep into his eye. You are escorted off their land, but not before one of you pickpockets Schlomo.

Failure: Lose 1 Prestige and discard this

Character. Your champion is neutered with the rake and killed in a brutally. Under armed escort, you are set free at the edge of their land. Schlomo smiles, warning "Next time, you ALL fight."

GRANDIOSE NEW WORLD'S FAIR

WORLD CARD

Special

Roll 2d10 for its location and place a Point of Interest Chip there.

For the first time since the Great War, the factions have agreed to hold a New World's Fair as a sign of skeptical solidarity. The innumerable wonders of the Fallen Lands are on display. Exhibits of marvelous technologies salvaged from the deepest regions of the rad-zones, as well as wondrous beastly abominations amaze and delight fairgoers.

Each Party may sojourn to the fair only once, where they receive 3 Spoils cards or a random Town Technology (TT), as a token of future cooperation between Factions. To determine the TT, roll 1d10, re-rolling "10s."

Place a marker on the Turn Track 4 months from now. At start of the effects the celebration will end.

The player who drew this card gains 2 free Weeks this Turn for their Party Exploits Phase.

PARCHED

Perishables

Your water bottles are almost empty. The surrounding land is corrupted and polluted for miles. There is not a viable location to secure water nearby. You must find something soon or make some sacrifices in order to survive.

You discard equipped Horses and Ally Spoils cards.



Success: Gain 1 Action card. A miraculous patch of lush vegetation is just ahead. Stumbling through the greenery, you are surprised by a hidden fresh water spring. Collapsing in its cool shallows, you drink your fill. After resting and replenishing your water supplies, you mark the oasis on your maps and escape.

Failure: Each Character sustains 3 Damage. Travel to a Starting Town Location, suffering a -2 movement penalty each week. Discard this Encounter upon reaching that town. You're lost. Severe dehydration sets in and the resulting hallucinations impede your judgment and travel.

PAMPHLETS AND PROPAGANDA

Mystery

You enter the courtyard of a smoldering compound in hopes of refilling your water jugs. The place had once consisted of several houses with barricades. All that is left is charcoal and bullet ridden bodies in a shallow ditch, mouths agape in silent screams. Faded yellow pamphlets flutter all around you. Exposure to the elements has left them almost illegible, but you can make out a few sentences. "...with blood, the prophet Ezekiel will lead us all to salvation..."



Failure: Take 4d6 Damage. Searching for hours, you discover nothing else, except a trap left by the religious zealots. As you enter a building, the floor beneath you collapses into a spike pit.

Success: Move to Combat. You scout the area and find further clues indicating the False Prophet's men are to blame. You track them across the desert to a ruined gas station.



Success: Loot 3 Spoils cards. Surprising them, you cleave through their ranks delivering swift justice.

Failure: Sustain 7d6 Damage. The False Prophet's men wait in ambush, punishing you in the vicious battle.

RADIATION STORMS

WORLD CARD

Environmental Hazard

Roll 2d10 three times for locations. Starting Town Locations are considered "1-10" for this roll. Place a Rad Chip on these locations this Turn. The six adjacent hexes to these locations are also affected. These chips are removed upon the completion of the End Turn Phase.

Dangerous weather, a lingering effect of the Great War has stirred up a massive front of powerful radiation storms and poisonous dust clouds. As the sky dramatically shifts to pale yellow, the wind continues to build speed. These locations are deadly this Turn.

- Towns hit by these storms suffer mass casualties and immediately lose 10 Town Health.
- A Party unlucky enough to be caught within the storm's wrath suffers 6d6 Radiation Damage.
- Resources caught in the path of the storm's destructive fury revert to Neutral Status. All normal negative effects apply.

RAGING FOREST FIRE

Environmental Hazard

The thickly intertwined vegetation is shriveled and dry, crackling under your boots. A severe drought grips this region. As dusk creeps towards darkness, the sky is illuminated by a long series of blue chain lightning. The crash of thunder follows as several strikes set the forest ablaze. It quickly spreads far across the horizon. Pitch black smoke wafts in with the wind. The fires quickly merge, becoming a ferocious raging inferno. The wind violently shifts in your direction. The immense blaze, fueled with hellish intent, advances rapidly toward you. Run!



Success: Draw 1 Action card. Your bodies are covered head to toe in soot, but you manage to escape—exhausted, but alive. Your wracking chest cough persists for weeks. While you recuperate, a group of travelers approach your camp. You trade water and supplies for information on a nearby settlement.

Failure: Sustain 5d6 Infected Wounds Damage and you are Delayed, receive a 2 Week Penalty chip. Trapped in the inferno, you suffer 1st degree burns. Infection soon follows and you must stop to recover.

RECRUITMENT

Surrounded by a flowing sea of tall prairie grass, a small entourage of wagons and carts block the dusty road up ahead. A group of merchants have dismounted and are in the midst of a heated argument with a surly looking bodyguard. While yelling back and forth about "profit sharing," one of their guards storms angrily away from the heavy laden carts. Out of work and skulking about, the individual might prove a valuable asset to your group, if you can convince them to join.



Success: Draw 1 Character, 1 Spoils and 1 Action card. The individual graciously accepts your offer after flipping his former companions the one finger salute.

Failure: The stranger politely declines your offer. "Thanks anyway," he mutters, rolling his eyes. Shouldering a knapsack he turns, entering the tall whispering sea of prairie grass and gradually fading from view.

RONIN

You notice an imposing figure in black armor sitting in a corner of the bar, relaxing. Smoking a stubby cigar and bristling with weapons, the mysterious individual down a shot before kicking their worn combat boots up onto the table. The stranger appears extremely confident and capable. Inquiring about the individual, the bartender quietly assures you, "This Ronin is very reliable." If persuaded to join your cause, this human asset may prove useful.



Success: The stranger joins up. Begin drawing Character cards until the next Master card is drawn, discarding all others. If none are available, draw the Character of your choice. Then receive the next Ranged Weapon and Armor card drawn from the Spoils Deck, discarding all others. Your new friend quickly earns their keep.

Failure: The stranger politely declines your offer to join up. Ignoring further questions, the mysterious individual signals the waitress for another round and lights another cigar.

SCARE CROW

To the side of this lonely gravel road lies an enormous garden demarcated by a rotten wooden fence. A rusty pre-war sign proclaims this as "Jacob's Fresh Veggies," in faded flourishing script. Ordered splendor has been replaced by tangles of waist high switch grass. Your friend announces, "I got a hankerin' for some tomatoes." Jumping the fence, they brush past a gangly crucified scarecrow with a crown of thorns. Momentarily distracted by a down of rabbits, you turn back to notice the figure is gone. The wind whipped field gives no indication as to where the tatterdemalion may of gone. Moments later, your friend screams shrilly as a bowie knife punctures their shoulder, followed by a mad cackle. You rush to their aid.

Character Crown 3 takes 2d6 Damage.



Success: Draw 2 Spoils cards. You tackle the wily scarecrow during the vicious knife fight. As you hold him down, he kicks and bites at you in an insane frenzy. The rifle butt used to stun him, instead splits his skull like a melon.

Failure: Take 4d6 Damage. The nimble creature easily evades your attacks. Ranting gibberish, it dances among you. Slashing. Stabbing.

SEIZED IN THE NIGHT

Mystery

Denoted by rusting signs, the vacant and dilapidated Lazy Creek RV Park seems to be a good place to spend the night. However, the surrounding forest grows ever more ominous as the daylight wanes. Something unsettling creeps upward from your bellies—the unmistakable sensation of being watched. It is unanimous. A guard will be placed early tonight. Grumbling, everyone draws straws to see who will take the first watch. The winners bed down for some rest. As dawn breaks, you awake and realize everyone slept through the night. Your guard is missing.

Roll 1d6 for a random Character Crown. A "6" or empty Crown is re-rolled. Discard that Character. Place their equipment to the side.



Success: You recover the missing Character's equipment. Conducting a frenzied search, you find a trail of blood. Following it through the woods to its disconcerting end, you discover bloody heap of clothes and equipment.

Failure: Discard the missing Character's equipment. After a frantic search, you cannot find any trace of your companion or their equipment. Regrettably, you must get back on the road.

SHOOT OUT AT THE OKEY DOKEY

Stopping for rest and repairs at this small fortified town, you secure lodging for the night at the local tavern and guesthouse called The Okey Dokey. The establishment is aptly named, as your accommodations are very rustic. Halfway through the night, the sound of gunfire startles you from your slumber. Bullets shred the floorboards in a cloud of splinters and dust, narrowly missing everyone. Leaping out of bed and heading downstairs, you steel yourselves for a fight. You arrive in time to witness a gang of local thugs throw the owner over the bar into the liquor shelf. As the bottles smash, the gang turns to focus their attention on you.



Success: Gain 2 Spoils cards. Like a scene from a pre-war spaghetti western, everyone draws irons. Guns blazing, you cut them down. Afterwards, you cannot refrain from snatching the cowboy hats off the bodies.

Failure: Lose 1 Prestige and sustain 6d6 Damage. Though you mean well, the protracted shoot out destroys the establishment. When the smoke clears, the gang of toughs is nowhere to be found. The irate owner kicks everyone out.

SMOOTH SAILING

Special

The land here is flat and most of the ancient roads here are in better condition than you can remember seeing in a long time. The beautiful weather is refreshing and aids you in your journey, with a cool breeze from the west trumping the blistering heat. Uneventful weeks are a rare commodity these days for those exploring the Fallen Lands.

Automatically Heal 2d6 Physical Damage to your Party Characters.

Gain an extra week during your Party Exploits Phase.

SHOWDOWN AT HIGH NOON

Place your Party at their Starting Town Location.

A communication from a nervous town official informs you of an emergency situation. A large scarred man and his motley gang of desperados have taken out a large portion of your town's militia. They are packing a lot of firepower. After demanding the whereabouts of your party, they've barricaded themselves in a large barn on the outskirts of town. So far, anyone who's dared approach has been unceremoniously gunned down.

No Flight is possible here.



Success: Gain 2 Spoils cards and 5 Salvage Coins. Upon your return, you contrive a plan to take them out. Backed by your remaining town militia, you storm the barn and eighty-six their asses. The whole place goes up in flames. Afterwards, you sift through the smoldering debris.

Failure: Take 6d6 Damage and lose 3 Town Health. Your plan goes awry. You set off a trip wire attached to several grenades as you enter the barn. The explosion causes the building to collapse. Leaving you for dead, the armed men escape.

SIGNS OF THE FALSE PROPHET

A column of black smoke on the horizon draws you to this razed town. The charred remnant structures still smolder. In the center of town, a pamphlet is nailed to a blackened freestanding post. It reads: "Come brothers and sisters! Put down your weapons and join in our holy communion!" This can only be the handy-work of the False Prophet's men. Their authoritarian leader Ezekiel and his cult of religious zealots, must have a large sect in this region. Scour the area for clues. It's time to apply your faction's brand of justice to this tragic circumstance.



Success: Gain 3 Spoils and an Action card. Locating these pieces of human garbage, you creep up to their position. Taking aim, you make short work of them. After the smoke clears, you search the place.

Failure: Take 5d6 Damage. Thoroughly unprepared, you stumble upon the False Prophet's Enforcers. Adorned in white robes, they hardly seem imposing. As you sneak up on them, they whirl to face you brandishing weapons. You're gonna' have to blast your way out.

SOLE SURVIVOR

Special

A conspiracy of ravens circle above the charred landscape in a sinister aerial ballet. A massive battle has recently taken place here. Feasting on the bodies the birds caw a shrill warning to their brethren at your approach. A trembling hand rises amongst a gruesome mound of corpses, entwined in a final twisted waltz. Through chapped lips, the haggard individual slowly rasps, "Water." Badly wounded, the survivor needs immediate medical assistance.



Success: Draw 1 Character card and 1 Spoils card. You stabilize the survivor's condition after a long night of fervent medical attention.

Failure: Each of your Party members sustain 1 Infected Wounds Damage. All Factions lose 3 Town Health. Your inability to help this individual has unforeseen ramifications. The mass open grave also plays an integral role in the spread of a mysterious plague.

SPACE DEBRIS

WORLD CARD

Roll 2d10 and place a Point of Interest Chip there on the map.

What appears to be a giant comet burns through the Earth's atmosphere. Its multi-colored flames set the horizon ablaze with a terrible splendor. Which of your parties will be the first to investigate the impact crater?

This card remains in play until successfully completed.



Success: Gain 2 Spoils, 2 Action cards and 1 Prestige. Unbeknownst to the observers, this is actually the massive pre-war International Space Station, Orion 7. Having finally succumbed to the Earth's gravitational pull, the station plummets to the ground resulting in an earth shattering impact. At the heart of the enormous smoking crater lay several intact containers to be extracted from the wreckage. Their contents reveal important information about The Great War.

Failure: There is nothing left of value here. You may not re-attempt this card. After hours wasted sifting through the debris. Someone has already looted the crash site.

Tainted Supplies

Perishables

The intense conditions of the previous weeks have left little time for the proper maintenance of your perishables. Salmonella has infected your entire group. The good news: according to your maps, it might be possible to rest and resupply at a small settlement about 200 miles away. The bad news: Dehydrated and light headed from this catastrophe, everyone continues to vomit and soil their pants. Speed is of the essence if you hope to survive.



Success: Draw 1 Spoils card. You wake up disoriented and weak in a strange town, after collapsing a few miles from your destination. Now, it's time to repay your hosts for their hospitality and trade.

Failure: You are Delayed, receive a 2 Week Penalty chip. Then discard your most valuable Spoils card, referring to the Salvage Coin values. You collapse cresting a sand dune, in the middle of nowhere. Nomads stop to loot your bodies, but realize you're alive. They offer to trade water and food for a few baubles. You're in no position to argue...

Treasure Map

You stop to catch your breath by a fast moving river. Kneeling to refill your empty canteens in the cool water, a shot echoes from the opposite bank. A bullet grazes your point man's arm. Looking across the ford, you notice a band of surly refugees emerging. They appear desperate and starving. Roaring battle cries, they draw crudely fashioned weapons and plunge through the rocky shallows towards you.

Character Crown 1 sustains 2 Damage from the wound.



Success: You find a treasure map among the dead. Roll 2d10 for the location marked on the map. Travel there to gain the treasure. It may only be procured by the player with this card. As word of it spreads, all other players may threaten or forcefully take the map.

Upon arrival, gain 1 Prestige, 3 Action and 2 Spoils cards. You discover a pre-war vault. Inside is a stash of supplies.

Failure: Take 4d6 Damage. Then discard 3 Equipped Spoils cards of your choice. The desperate mob of refugees bludgeon you with clubs. During your hasty escape you lose some gear.

The Hitchhiker

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

A figure stands waving excitedly alongside a lonely stretch of road in this barren countryside, a pile of their camping gear at their feet. Do you stop to talk? Or is it a trap?



Success: Draw 1 Character card and 2 Spoils cards. The stranger warns you of an ambush up ahead, saving your lives. Later, they are found as a stowaway.

Failure: Your Vehicle is stolen. Discard it and all of its Stowed equipment. Stopping later to take leak, you hear tires squeal. The stranger is gone with your ride in a cloud of dust. You've been car jacked!

Treasure Cave

As you push through the last of the pine forests densely packed trees, you stumble directly into a stack of old crates. A ragged map is spread out on the hap-hazard stack of boxes. Looking up, you find yourself surrounded by a group of scraggly men. Cursing, everyone involved fumbles for their weapons.



Success: You acquire the ragged map. Roll 2d10 to determine the location marked on it. Travel to that location to gain the treasure. It may only be procured by the player with this card. All other Parties may threaten or forcefully take this card from you along the way. After a short, but intense fight you find a map.

Upon arrival, gain 4 Spoils cards and a journal containing information worth 1 Action card. Arriving at the location marked on the map, you discover a cave containing a stash of valuable pre-war items.

Failure: Take 4d6 Damage. Discard your two most valuable Equipped Spoils cards, by referring to their Salvage Coins Values. The bandits gain the initiative and soon overpower you. They club you into submission and grab some of your gear, before disappearing into the woods.

TREASURE MAP

You stop to catch your breath by a fast moving river. Kneeling to refill your empty canteens in the cool water, a shot echoes from the opposite bank. A bullet grazes your point man's arm. Looking across the ford, you notice a band of surly refugees emerging. They appear desperate and starving. Roaring battle cries, they draw crudely fashioned weapons and plunge through the rocky shallows towards you.

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WARRIORS COME OUT TO PLAY

Is it just paranoia, or are you really being followed? Maybe it's just the mutated strain of tobacco, but you've seen tell tale signs of highway predators for days now. Reconnaissance confirms it's the infamous Red Reapers gang prowling the lonely highways in patchwork vehicles looking for victims. The approaching cacophony of engines indicate there are too many for a direct confrontation. The small city ahead may be your salvation. Its maze of ruined buildings and alleyways should provide the perfect escape.



Success: Draw 2 Action cards. The large well armed gang is hunting you. Playing hide-n-seek, you manage to lose them in the ruinous city.

Failure: Move to Combat. No Flight is possible here. They have you surrounded.



Success: You blast your way free. Fighting every step of the way. That night, you escape the city.

Failure: Sustain 9d6 Damage. Encircling your group in a ruined square, they open fire and begin tightening the noose. Bullets ping and zip all around you as you sprint through the gauntlet.

WILD HORSES

Wild Animals

A member of your group identifies the recent tracks of a large herd of wild horses. Find and capture them. Horses can be used for transportation, labor and even food; making them a valuable commodity. This immense herd should be enough to equip your party and help your faction.



Success: Gain 1 Prestige and 3 Town Health. Search the Spoils Deck and the discard pile for the 6 Fast Horses Spoils card. Afterwards, reshuffle the deck. If that card is already in play, instead gain 15 Salvage Coins from the bank.

Failure: Sustain 3d6 Damage. You are Delayed, receive a 1 Week Penalty chip. Your comical attempts at capturing the horses leaves everyone battered and bruised. You are lost in the pursuit.