

DEFEATED RESULTS

(Page 1 of 6)

INCORPORATING DEFEATED RESULTS

Defeated Results was designed to provide a little more thematic experience when the posse has suffered defeated. This can easily be incorporated into game play by adding the results here to any Mission where the posse has been defeated. If there are any conflicts, use your best judgement on how to resolve.

DEFEATED RESULTS

If the posse is defeated, after resolving the Failure results listed on the Mission, one player will roll **D6**:

- **1-4**: No additional consequences. Continue play as normal.
- **5-6**: Consult the **Defeated Results** table(s) to see what horrors your enemies have instore for you.

Defeated Results consists of two tables. The first table is based on specific enemies while the second table is based on keywords. It is recommended to resolve using table 1 first and only use table 2 if you're specific enemy wasn't listed on table 1.

If more than one results is applicable, you can either randomly select one or pick the one that seems more fitting for a thematic experience.

Defeated Results Table 1: Defeated By (Specific Enemy) | Consequences (Part 1 of 5)

*Your encounter with the Ancient One has severely affected your sanity and health. Each hero roll **Luck** 5+:*

Ancient One

- **Success**: You have survived the ordeal, but your mind has been severely shaken. Lose **D3** Sanity permanently and take **D3** Corruption.
- **Fail**: The trauma was too much for your mind. You have died.

*Attracted to shiny objects, the spiders often carry away items to their nests. Roll **D6** for each Dark Stone and object with Dark Stone. On the roll of 1 the spiders have taken it.*

Ancient Spiders, Trench Spiders, Void Spiders

Each Hero roll **Luck** 4+:

- **Success**: You get up and dust yourself off and remember why you hate spiders.
- **Fail**: You awake to a strange discomfort in your abdomen. It feels like something is moving inside of you. The Spiders have laid their eggs within you. It's only a matter of time before they hatch. Anytime the **Hold Back the Darkness** lands on or passes a **Blood Splatter** or at the end of each day in town, all infected heroes must Roll **D6**. On the roll of 1 spiders burst out of the heroes stomach killing him/her instantly. Draw a related spider Threat to add to the game as an ambush attack. Place the spiders in the squares surrounding the dead hero. This condition can be treated if you get to town in time (Doc's office Surgery. -1 to the roll).

Lose all Gold and **Dark Stone**.

Roll **D6**:

Bandits

- **1-2**: You awake to find yourself tied up in the back of the bandits hideout. For each hero, all of your possessions have been removed. Immediately being mission '**Lost in Another World**' in the Mines! The start tile will be the **Campsite**. Place the heroes on or adjacent to the back of the tile. Draw a **Bandit** Threat to be encountered immediately (*Note: this will be the same Outlaw gang that defeated you*)! Place the bandits away from the posse next to a token used to denote where the posse's gear is located. Before a hero can attack he/she must test **Strength** 4+ to break free of the bonds. If free, instead of attacking the hero may attempt to free another hero using the same check. Bandits will only attack free heroes.
- **3-6**: You have been left for dead. Each hero roll **Luck** 3+:
 - **Success**: You have survived the ordeal but the **Bandits** have taken one of your items as a souvenir. Select an item (Town Item, Gear, Artifact, etc.) randomly to lose.
 - **Fail**: You have survived, but the wounds were severe. Roll an additional time of the **Injury Chart**.

Lose 1 Sanity permanently.

B.E.A.C.O.N. Drones

- **If on the Derelict Ship**: You wake up as the Drones are preparing to toss your bodies into deep space. Immediately being mission '**Lost in Another World**' on the Derelict Ship. The start tile will be the **Loading Dock**. Draw a '**B.E.A.C.O.N. Drones**' Threat to be encountered immediately! If the posse doesn't survive the battle they are tossed into space and lost forever!
- **Otherwise**: The Drones leave you for dead and disperse. Each hero roll **Luck** 4+:
 - **Success**: You have survived the ordeal.
 - **Fail**: Your wounds were severe. Roll one additional time on the **Injury Chart**.

DEFEATED RESULTS

(Page 2 of 6)

Defeated Results Table 1: Defeated By (Specific Enemy) | Consequences (Part 2 of 5)

**Beli'al
or
Shade of Beli'al**

Your encounter with Beli'al has severely affected your sanity and health.

Each hero roll **Luck 5+**:

- **Success:** You have survived the ordeal, but your mind has been severely shaken. Lose **D3** Sanity permanently and take **D3** Corruption.
- **Fail:** The trauma was too much for your mind. You have died.

Addicted to Dark Stone they search your bodies for any they can get their hands on.

Lose all **Dark Stones**. Roll **D6** for each item with **Dark Stone**. On the roll of 1-2 they have taken it too.

Roll **D6**:

- **1-2:** *You are taken back to be sacrificed to the Void.* Immediately being mission '**Lost in Another World**' in the Mines. The start tile will be the **Void Dance Chamber** with a **Cross Path** attached. Draw a '**Black Fang Tribe**' Threat to be encountered immediately! If the posse does not survive the battle they are consumed by the Void and considered Lost in Time and Space where there is no escape! For added difficulty turn this into a '**Black Fang Adventure**'
- **3-6:** Having stripped you of your **Dark Stone** the posse is left for dead. Each hero roll **Luck 4+**:
 - **Success:** You have survived the ordeal.
 - **Fail:** You weren't so lucky. Your wounds were too severe and you have died.

Black Fang Tribe

**Custodians of
Targa, Targa
Pylon, or
Guardian**

- **If on Targa:** *Your unconscious bodies are taken to be processed.* Immediately begin mission '**Lost in Another World**' on Targa. The start tile will be the **Cryo Chamber**. Draw a '**Custodians of Targa**' Threat to be encountered immediately! If the posse does not survive the battle they are placed in **Cryo Chamber** perhaps someone will rescue them...
- **Otherwise:** You are left for dead. Each hero roll **Luck 4+**:
 - **Success:** You have survived the ordeal.
 - **Fail:** Your wounds were severe. Roll one additional time on the **Injury Chart**.

The encounter has severely impacted your mental state.

Lose 1 Sanity permanently, then roll **D8**:

- **1-2:** *You wake up bound and stretched out on a torture device.* Immediately being mission '**Lost in Another World**'. In Cynder. The start tile will be the **Torture Chamber**. Draw a '**Flesh Stalker**' or '**Torture Drone**' Threat to be encountered immediately! If the posse doesn't survive the battle they are dissected and eventually become **Torture Drone** doing the bidding of their masters.
- **3-4:** *You wake up as the Flesh Stalker is preparing to prod and dissect you.* Immediately being mission '**Lost in Another World**'. The start tile will be the **Medical Bay** on the Derelict Ship! Draw a '**Flesh Stalker**' or '**Torture Drone**' Threat to be encountered immediately! If the posse doesn't survive the battle they are dissected and eventually become **Torture Drone** doing the bidding of their masters.
- **5-8:** You are left for dead. Each hero roll **Luck 4+**:
 - **Success:** *You have survived the ordeal, but you notice a long incision on your abdomen and you think you might be missing a kidney.* Lose 1 Health permanently.
 - **Fail:** You weren't so lucky. Your wounds were too severe and you have died.

**Flesh Stalker
or
Torture Drones**

You've been robbed!

Lose all **Dark Stones**. Roll **D6** for each item with **Dark Stone**. On the roll of 1-2 they have taken it too.

Harvesters

The Harvesters leave you for dead and disperse. Each hero roll **Luck 3+**:

- **Success:** You have survived the ordeal.
- **Fail:** You have survived, but the wounds were severe. Roll an additional time of the **Injury Chart**.

DEFEATED RESULTS

(Page 3 of 6)

Defeated Results Table 1: Defeated By (Specific Enemy) | Consequences (Part 3 of 5)

<p>Hellfire Succubi Or Hellfire Witch</p>	<p><i>The Succubi feast upon your soul.</i> -1 random skill permanently (<i>Note no skill may go below 1</i>).</p> <p>Roll D6:</p> <ul style="list-style-type: none"> • 1-2: <i>The Succubi are preparing to summon their master and they need your soul.</i> Immediately being mission 'Lost in Another World' on Cynder. The start tile will be the Icon Platform. Draw a 'Hellfire Succubi' Threat to be encountered immediately! If the posse doesn't survive the battle they are used in a ritual to releasing Beli'al from his prison and the heroes souls becomes 'Souls of the Damned', destined to suffer for eternity! For added difficulty turn this into a 'Hellfire Succubi Adventure'. • 3-6: The Succubi leave you for dead. Each hero roll Luck 4+: <ul style="list-style-type: none"> • Success: You have survived the ordeal. • Fail: You have survived, but the you're mind has forever been damaged. Roll once on the Madness Chart. <p>Lose 1 Sanity permanently.</p>
<p>Necronauts</p>	<ul style="list-style-type: none"> • If on the Derelict Ship: <i>You wake up as the Necronauts are placing you in the Stasis Chamber.</i> Immediately being mission 'Lost in Another World' on the Derelict Ship. The start tile will be the Stasis Chamber on the Derelict Ship. Draw a 'Necronauts' Threat to be encountered immediately! If the posse doesn't survive the battle they are placed into <i>Stasis Chambers</i> perhaps someone will rescues them... • Otherwise: You have been left for dead. Each hero roll Luck 4+: <ul style="list-style-type: none"> • Success: You have survived the ordeal. , but the you're mind has forever been damaged. Roll on the Madness Chart. • Fail: The madness has gotten to you. You have become infected with the same horror that afflicts the Necronauts. You're hero is doomed to forever roam the ship...For all intense and purposes of the game your hero is dead and cannot be revived in town.
<p>Order of the Crimson Hand</p>	<p><i>The Crimson Hand have stripped you of your artifacts.</i> All Artifacts have been taken by the Order of the Crimson Hand. Roll D6:</p> <ul style="list-style-type: none"> • 1-2: <i>You awake to find yourselves prisoners of The Order of the Crimson Hand. Who knows what dastardly plan they have in store.</i> Immediately start the mission 'Captured' in the Mine. For added difficulty turn this into a 'Crimson Hand Adventure'. • 3-6: You have been left for dead. Each hero roll Luck 4+: <ul style="list-style-type: none"> • Success: You have survived the ordeal. • Fail: You have survived, but your injuries are severe. Roll on the Injury Chart.
<p>Serpentmen</p>	<p>Roll D6:</p> <ul style="list-style-type: none"> • 1-2: <i>You awake to find yourselves bound, as a sacrifice to their Serpent gods.</i> Your gear (except for personal items) lays in a pile on the far side of the clearing. Immediately being mission 'Lost in Another World' in Jargono. The start tile will be the Tribal Altar. Place the heroes on or adjacent to the altar. Draw a 'Serpentmen' Threat to be encountered immediately! Place the Serpentmen around the posse. Place a token on the far side of the tile to denote where the hero's gear is located. Before a hero can attack he/she must test Strength 4+ to break free of the bonds. If free, instead of attacking the hero may attempt to free another hero using the same check. Serpentmen will only attack free heroes. If the posse doesn't survive the battle their lifeless bodies sacrificed upon the altar. The Heroes are dead. • 4-6: The Serpentmen leave you for dead. Each hero roll Luck 3+: <ul style="list-style-type: none"> • Success: You have survived the ordeal but the Serpentmen have taken one of your items as a souvenir. Select an item (Town Item, Gear, Artifact, etc.) randomly to lose. • Fail: You have survived, but the wounds were severe. Roll an additional time of the Injury Chart.

DEFEATED RESULTS

(Page 4 of 6)

Defeated Results Table 1: Defeated By (Specific Enemy) | Consequences (Part 4 of 5)

Lose all **Dark Stones**. Roll **D6** for each item with Dark Stone. On the roll of 1-2 they have taken it too.

Roll **D6**:

- **1-2:** *You have been captured as enemies of war and stripped of all your remaining possessions (except personal items).* Immediately being mission '**Lost in Another World**' in Trederra! Randomly select the start tile from the following options: **Minefield**, **Command Bunker**, **Communications Outpost**, or **Medical Research Lab**. Place the heroes in the center of the room and place a token on the far side to denote where the hero's gear is located. Before a hero can attack he/she must test **Strength 4+** to break free of the bonds. If free, instead of attacking the hero may attempt to free another hero using the same check. Enemies will only attack free heroes. Draw a Trederra OtherWorld Threat card containing '**Trederra soldiers**'. If the posse doesn't survive the battle they are killed as spies.
- **3-6:** The Soldiers leave you for dead. Each hero roll **Luck 3+**:
 - **Success:** You have survived the ordeal but the Soldiers.
 - **Fail:** You have survived, but the wounds were severe. Roll an additional time of the **Injury Chart**.

Trederran Raiders,
Legionnaires, etc.

You have been robbed. Lose all your **Dark Stone** and Gold.

Roll **D6**:

- **1-2:** *You have been captured by Trun Hunters who have decided to hunt you for sport.* For each hero, all but one of your weapons have been taken (Draw at random to see which one you are left you with). Immediately begin mission '**Lost in Another World**' on Targa! During the mission each time you are asked to draw a Threat card roll **D6**. On the roll of 4+ Instead of drawing a Threat card the Heroes are attacked by **Trun Hunters**.
 - 1-2 Heroes: 1 Trun Hunter
 - 3-4 Heroes: D3 Trun Hunters
 - 5-6 Heroes: 3 Trun Hunters
- **3-6:** The Trun Hunters leave you for dead. Each hero roll **Luck 4+**:
 - **Success:** You have survived the ordeal but the Trun have taken one of your items as a souvenir. Select an item (Town Item, Gear, Artifact, etc.) randomly to lose.
 - **Fail:** You have survived, but the wounds were severe. Roll an additional time of the **Injury Chart**.

Trun Hunters

The Vampires feast upon your blood. Lose 1 Health permanently.

Roll **D6**:

- **1-2:** *The Vampires have taken you back to their lair so that they may continue to feed upon you.* Your gear (except for personal items) has been taken and placed in a pile at the far end of the room. Immediately begin mission '**Lost in Another World**' in the Mines! The start tile will be the **Vampire Nest**. Place the heroes in the back of the room and a token on the far side to denote where their items are located. Draw a '**Vampire**' Threat to be encountered immediately. Place the Vampire's as normal. If any Heroes have been turned into a Vampire place them with the other Vampires. They are in their Vampire form and are stunned. Place a stun marker next to each Vampire hero. At the start of each turn Vampire heroes must test **Spirit 5+** to regain their humanity. If failed they will attack the closest hero. Roll for their stun condition as normal. The Vampires will not attack a hero until he/she moves adjacent to a Vampire or attacks. The Vampires will not attack the Vampire Heroes unless they attack the Vampires first. Vampire heroes still have their items. For added difficulty turn this into a '**Vampire Adventure**'.
- **3-6:** The Vampires leave you for dead. Each hero roll **Luck 3+**:
 - **Success:** You have survived the ordeal but your mind will never forget the horror. Roll on the **Madness Chart**.
 - **Fail:** Your wounds were too severe you have died. Roll to see if the hero comes back as a Vampire Hero.

Vampire

Lose all possessions except for Personal Gear (including Gold and Dark Stone). Gain Mission: '**Warmaster's Fury**'. If complete that mission successful roll **D6** for each item (excluding Side Bag Tokens) you lost. On the roll of 1-4 you were able to recover the item. 5-6 the item is gone for good.

Roll **D6**:

- **1-2:** *You have been taken to be sold off as slaves.* Each hero must roll **D6** to see where they end up:
 - **1-2:** Gladiator in the Arena (Complete 1 battle before you can escape).
 - **3-4:** Sold as a sacrifice to fanatic worshipers: See **Temple Location Event 2: Blood and Sacrifice** for details before you can escape.
 - **5-6:** Sold to a Mining Operation as labor. Roll on **Mining Operation Location Event 3: Mining Accident** before you are able to escape.
- **3-6:** You have been left you for dead. Each hero roll **Luck 3+**:
 - **Success:** You have survived the ordeal.
 - **Fail:** You have survived, but the wounds were severe. Roll on the **Injury Chart**.

Wasteland
Hunters, Warlord,
Scavengers, etc.

DEFEATED RESULTS

(Page 5 of 6)

Defeated Results Table 1: Defeated By (Specific Enemy) | Consequences (Part 5 of 5)

Lose all possessions except for Personal Gear (including Gold and Dark Stone). Gain Mission: 'Warmaster's Fury'. If complete that mission successful roll **D6** for each item (excluding Side Bag Tokens) you lost. On the roll of 1-4 you were able to recover the item. 5-6 the item is gone for good.

Roll **D6**:

- **1-2:** *You have been taken to be sold off as slaves.* Each hero must roll **D6** to see where they end up:
 - **1-2:** Gladiator in the Arena (Complete 1 battle before you can escape).
 - **3-4:** Sold as a sacrifice to fanatic worshipers: See **Temple Location Event 2: Blood and Sacrifice** for details before you can escape.
 - **5-6:** Sold to a Mining Operation as labor. Roll on **Mining Operation Location Event 3: Mining Accident** before you are able to escape.
- **3-6:** You have been left for dead. Each hero roll **Luck 3+**:
 - **Success:** You have survived the ordeal.
 - **Fail:** You have survived, but the wounds were severe. Roll on the **Injury Chart**.

Wasteland
Hunters, Warlord,
Scavengers, etc.

DEFEATED RESULTS

(Page 6 of 6)

Defeated Results Table 2: Defeated By (Keywords) | Consequences (Part 1 of 1)

<p>“Demon”</p>	<p>Roll D6:</p> <ul style="list-style-type: none"> • 1-2: The Demon has feasted upon your soul. Minus 1 to a random skill permanently. <i>(Note: No skill may go below 1).</i> • 3-5: You have been left for dead. Each hero roll Luck 3+: <ul style="list-style-type: none"> • Success: You have survived the ordeal. • Fail: You have survived, but the stress on your mind has been severe. Roll an additional time of the Madness Chart.
<p>“Beast”</p>	<p>Each hero test Strength 4+:</p> <ul style="list-style-type: none"> • Success: You have been defeated, but you won't let that get you down. • Fail: The beasts have seriously injured you. Roll an additional time on the Injury Chart.
<p>“Void”</p>	<p>Each hero test Spirit 4+:</p> <ul style="list-style-type: none"> • Success: You have been defeated, but you won't let that get you down. • Fail: The experience has been too traumatic. Roll an additional time on the Madness Chart.
<p>... (Everything else)</p>	<p>Roll D6:</p> <ul style="list-style-type: none"> • 1-3: While you were laying there dying someone or something decided to rob you. Roll D6 <i>Note: If the hero doesn't have the item rolled, the hero did not lose a thing:</i> <ul style="list-style-type: none"> • 0-1: Lose D3 random tokens • 2: 1 Random Town Item • 3: 1 Random Gear • 4: 1 Random Artifact • 5: Lose ½ Gold and ½ Dark Stone • 6: Roll 2 times and -1 from each roll (i.e. 0-5) • 4-5: You recover without any long last effects. • 6: You'll recover, but your failure has taken its toll. -1 from Max Grit permanently. <i>(Note: Max Grit cannot go below 1)</i>