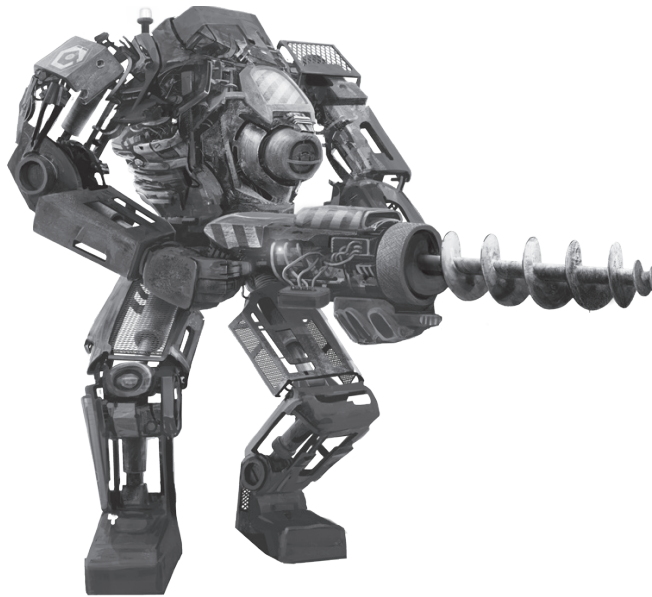


WASTE KNIGHTS

SECOND EDITION

BOOK OF TALES



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INTRODUCTION

What you are holding in your hands is the **Book of Tales**, the main source of stories and background for *Waste Knights: Second Edition*. It contains hundreds of **Entries**, or story snippets, that comprise a bigger whole: an **Adventure** containing many different narrative **Plots** for you to follow.

When you start the game, you should follow the setup from the **Rulebook** and if this is your first game, please read the Rulebook thoroughly to learn the rules. Then check the **Guide** and choose the adventure you wish to play. On the first page of each adventure you can find information about the number of players, estimated gameplay time and its difficulty level.

However, at the beginning you will not find much information about story goals or the general theme – you will learn more as you play. Do not look inside the adventure, just let the game guide you. Also, do not spoil surprise for you or your group by reading more than you need.

When you are instructed to ‘**see [number]**’, you should look for it in the Book of Tales. After a given entry has been resolved, simply return to the game.

When you are asked to ‘**go to the plot sheet [name]**’, you should open the Guide on a proper page and leave it on the table so that only a given sheet is visible.

When you resolve an encounter wasteland card, an entry connected with the adventure you are currently playing or combat with an enemy, the player to your right should read proper entries, handle rolls for enemies, make any necessary decisions and generally act as a narrator for you and the whole group.

When you fulfill this role, read the narrative part and then the choices the active knight has. Limit yourself to the key entry – avoid looking at other entries around.

When reading a test description for a chosen entry, read the test difficulty as well as any extra information about options for additional successes (✱). However, **do not** read the test outcome for passing or failing. The active knight should not know what to expect.

If there are any bolded choices marked with the ✓ icon, quickly check if the active knight fulfills their requirements and if they do not, simply skip them – entries should be handled with flair but also with efficiency so as not to bore players.

When you encounter a more complicated entry or rule, note it down in the **Outback Chronicles** (it is either in the form of a sheet – see the back cover of the rulebook – or a notebook) along with the entry number or the source of the rule – that is the purpose of this component: to be a diary of sorts and a tool to aid you during the game.

Sometimes the game will instruct you to write something on an **Entry Token**. These are the blank tokens that come with the game. They are used to create unique

content, such as special items, characters etc. Follow the instructions and always add the entry number indicating where to look for special rules concerning the created element. It is also a good idea to note its rules in the *Outback Chronicles* – this way you will not have to return to a given entry and lose time reading it.

When the created entry token is no longer needed, simply return in into the box – it will not be used again in the current adventure.

If, after a few games, you run out of entry tokens, you may write on a piece of paper or create your own tokens using a piece of cardboard.

When resolving entries, always perform any activities as they appear in the text, gaining positive bonuses and suffering negative effects. If, as part of a given entry, you become Unconscious, resolve all effects beforehand (just like when you win a combat with an enemy).

RESOLVING ENTRIES AND VEHICLES

You may encounter entries that refer to the vehicle you have (usually to its type, movement, suffering ✶ etc.). If your vehicle is wrecked, you cannot resolve such entries. Simply stop resolving a given entry any further if it forces you to use your vehicle in any way.

You may also encounter a phrase: **You cannot use your vehicle until you resolve the following entries**. In this case, you may immediately reorganize your gear between your hand and armor slots and your vehicle, but from now you do not have access to your vehicle sheet – any gear cards, tokens and ♣ placed on it cannot be used until you return to the non-narrative mode of the game. However, if you draw any gear cards and/or gain any resources as part of resolving a given entry (e.g. for defeating an enemy), you may keep it normally and store it in your vehicle when you are done resolving the entry.

Remember that without your vehicle you also cannot use any special effects based on your vehicle (e.g. from upgrade or part cards).

SPECIAL CARDS

Special cards represent unique enemies, items or events that you may encounter in certain adventures. When you set up a game, place the special deck containing them face-down, with the card number 1 on top and the other cards in ascending order underneath.

Normally, the special deck is not used unless the game instructs you to take a card with a certain number from it. This may or may not happen when you play, depending on the story and choices you make. When you look for a special card, check the upper-left corner with the number – avoid looking at full card as you might spoil surprise for your friends and yourself.

Any entries referencing to special cards should tell you exactly how to handle them. In case of special gear cards, they should be treated just like other gear cards except for

2 things: they cannot be **Bartered** unless they have a value printed (but knights can still exchange them between each other) and when they would be discarded, they are removed from the game instead (do not place them back into the special deck until the end of the game).

Important: Depending on the expansions you own, some special cards may or may not be present in your deck.

RULES PRIORITY

When you encounter any rules or effects conflict between different game components, use the following priority:

1. The Book of Tales and unique components created by it.
2. The Guide.
3. Cards and sheets.
4. The Rulebook.

If you still cannot find a solution, check FAQ or use your common sense. It is important to keep the story flowing. **Waste Knights: Second Edition** is an adventure game first and foremost – do not let rules spoil the fun.

RESOLVING ENTRIES

Entries are divided into narrative parts usually marked by *italicized* text and rules parts written normally. Crucial information, such as entry numbers or tested skills are **bolded**. Additionally, some phrases or keywords appear repeatedly in entries. Below you can check how to resolve them.

⚔: This icon marks one of narrative options the active knight or your group may choose when resolving a given entry. If this option has any requirements, see below.

✓: This icon can be found next to certain crucial information or marks special requirements the active knight must meet in order to have access to a given entry. If they do not, it should not be read to them.

Attach: Take the indicated card from its matching deck, flip it to its front and slide it partially under the proper sheet so that the card effect is visible. You do not suffer any **☠** or **☣** in this process, or perform any special actions normally required by these types of cards.

Barter (X): Resolve it as if you were in a city and chose to visit the Stalls (draw X cards from the bottom of the gear deck, trade resources etc.). Entries may change the Barter Value of certain items or provide you with unique Barter options.

Distribute X: Make a decision as a group how to divide resources and/or gear cards offered by the game. If you cannot decide, divide them as evenly as possible between eligible knights. If you cannot do it, the first player has the final call.

Draw X: Take the top X cards from a given deck. If this is a gear deck, always draw from the bottom of it instead, keeping the cards with their broken (red) side face-up.

Epilogue: This is a special entry resolved at the end of the game, usually when knights win. The game instructs you to make a proper note with an entry number in the Outback Chronicles so that you remember about a given epilogue, e.g. (68, *epilogue*).

Gain X: Take X from the pool or record the gain by advancing the XP marker. If a given element is not available, you cannot gain it.

Interlude: If an entry is an interlude, it is a bigger story part usually dividing plots. When an interlude is being resolved, knights may be allowed to take free actions, such as regaining consciousness or camping. They may also use any “once per turn/round” abilities, gear cards or effects that provide them with bonuses as if it was their turn. At the end of an interlude each player may also upgrade their knight, if eligible.

Peek at X: This enables you to secretly look at X cards from a given deck. You may share information about the cards if you like (you are not forced to tell the truth) but you cannot show the cards to other players.

Search (deck) X for (card) Y: This forces you to take a particular deck and keep revealing cards from it until you encounter the proper card. When you finish, shuffle all revealed cards back into their deck.

If you cannot find the proper card in the deck, you may look for it in its matching discard pile. If it is not there, too, ignore the search.

If you are instructed to search for a particular enemy type, e.g. a Machine **☣**, for the sake of this search each card with the indicated icon counts – even one that features other icons (and thus belongs to more than one enemy type).

Spend/Discard X: If an entry requires you to spend or discard certain items (e.g. resources or gear cards), you must do this or else a given entry cannot be chosen or resolved.

You are dealt X: When you are dealt something, usually **☣**, you may use your equipped armor to prevent it.

Your [skill] is at least X die: In order to fulfill this requirement, a given skill must comprise of such a die, as shown on your knight sheet or upgrade card.

Suffer X/Your vehicle suffers X: When you suffer something, you cannot avoid it under normal circumstances – you just have to fully resolve a given effect (if able).

ROAD TO RUIN

1

SETUP:

- Choose (randomly, if you like) the knight you want to play. In this adventure you can only use the following knights: **Avenger, Mechanic, Slasher, Spirit Warrior, Stalker or Trailblazer**. Take the chosen knight's sheet, tokens, and personal upgrade cards. Return all unused knight elements into the box.
- Set aside the plot tokens numbered 1-6.
- Resolve the following entry matching your knight:
 - ✓ **You are the Mechanic, the Slasher or the Stalker: see 50.**
 - ✓ **You are the Avenger, the Spirit Warrior or the Trailblazer: see 100.**

2

Traveling the Road to Ruin you encounter a friend from the good old days when going through the badlands was motivated by your adventurous spirit, not a tedious duty.

Resolve the proper entry, depending on which knight you are:

- ✓ **You are the Slasher: see 14.**
- ✓ **You are the Mechanic: see 34.**
- ✓ **You are the Stalker: see 54.**
- ✓ **You are the Spirit Warrior: see 73.**
- ✓ **You are the Trailblazer: see 125.**
- ✓ **You are the Avenger: see 152.**

3

This must be the last opportunity to relax. And considering that the mutants see you as one of their own, you might as well take it. You reach for a pink drink and get ready to have some fun. Then your vision gets blurry...

Test **Aid (2)**. You may spend 1 ⚡ to obtain 1 additional ✨.

Pass: *The pink drink was rather strong, but in the morning you're still standing – no mean feat seeing the people around you. You've shown the mutants that "normies" can hold their own.*

Gain 1 ♠. Heal all 🧑 and 🧛. Move the dominance marker **1 space down** or **1 space up** the track.

Fail: *This pink shit must've been irradiated. That's the worst hangover you've ever had and the locals look at you with pity. That's about it when it comes to proving that "normies" are better than mutants.*

Suffer 1 🧛 and 1 🧑 for each missing ✨. Move the dominance marker **1 space down** the track.

4

Test **Tech (2)**.

Pass: *Fifteen minutes of tinkering with loose wires later you connect proper plugs and the device comes to life. Another hour and you find the New Sydney frequency, telling your superiors where to look for the base.*

Gain 1 ♠. Move the dominance marker 1 space up the track.

Fail: *You mistake the battery terminals and a strong current destroys the device. This junk is good for nothing.*

Suffer 1 🧛.

5

Perform 1 free Regain consciousness Action.

As you travel further west, you hear more and more alarming gossip about the leader of the Free Mutants League from Carcassville. It's during one of your stops on the way, when you

encounter a group of mutants in a ruined motel. They're hanging propaganda posters stating: "Golfer is coming!" and feature a proud portrait of a giant mutant.

Choose:

✔ **You approach them and ostensibly tear one poster off the wall. See 46.**

✔ **You watch the mutants from the shadows, then you leave the ruins. See 115.**

✔ **You ask for a few posters and offer your help in hanging them. See 149.**

6

Your superiors will be thankful for the "advertisement".

Gain 1 ♠. Move the dominance marker 1 space up the track.

7

Test **Negotiate (3)**. You obtain 1 additional ✨ for each resource spent. If you choose to spend any resources, you support the mutants' cause – move the dominance marker **1 space down** the track.

Pass: *You persuade the captain to take you west in the next transport. You get aboard a barge and leave Alice Offsprings behind.*

Gain 1 ♠. Place your knight figure on **space 36**. You lose all remaining actions.

Fail: *You persuade the captain to take you west in the next transport, for which he takes his bribe. But soon after leaving the harbor the ship anchors close to a stretch of wild beach and you and your vehicle are left on the shore – the wrong shore... Now the only way to get to the west it to visit the First Bridge.*

Discard 1 chosen resource. Place your knight figure on the **scrub space above Alice Offsprings**. You lose all remaining actions. Then move the **plot token 2** from your knight sheet to **space 0 (First Bridge)**. In order to take it from the board once again, you have to stop on **space 0** and perform the Plot Action there (it will cause the time marker to move 2 spaces up the track).

8

Resolve the proper entry, depending on the position of the dominance marker on the track:

✓ **Space 1-3: see 42.**

✓ **Space 4-7: see 66.**

✓ **Space 8-10: see 98.**

✓ **You are the Avenger and you noted in the Outback Chronicles that Logan is on the path of vengeance: you have to resolve entry 116.**

9

Resolve the proper entry, depending on the position of the dominance marker on the track:

✓ **Space 1-3: see 31.**

✓ **Space 4-7: see 52.**

✓ **Space 8-10: see 68.**

✓ **You are the Stalker and you noted in the Outback Chronicles that you poisoned water in Dugouts: you have to resolve entry 93.**

10





When you bolted the "Golden Lap" badge to your car you had no idea that this small piece of your ride would mean more than dirt and dents on its bodywork or scars on your face. Thanks to this

“reputation” your repair skills quickly came to be appreciated and you found a sponsor to help you set up a workshop in New Sydney. It was the Merchant Cartel.

However, your dream about a peaceful life soon proved to be a nightmare. You became a small cog in the machine grinding all the wretched souls and unlucky survivors who came to the city. You had to fix stuff for choice clients for low pay. Fifteen-hour-long workdays, tons of paperwork to justify parts expenses... You knew this was not a life for you.

In one of the local joints favored by mechanics and bikers you heard a rumor about miners unions forming in the north. God knows when you ended up at a meeting of idealists making plans to promote a similar initiative in New Sydney. A few days later your workshop got burnt down and your sponsors put you in a tight spot. In order to pay your debt to the Cartel you have to travel the Road to Ruin once again to spy upon the mutant forces threatening the trader's domination in the south.

SETUP:

- Choose one of the following gear card sets: **Sawn-off Shotgun** and **Vest OR Pistol, Knife and Trash Armor**.
- Choose one vehicle sheet.
- Take 1 , 3  and 2 . Place your  on the Tank on your vehicle sheet and the remaining resources on your knight sheet.

Return to the plot sheet **TROUBLE IN THE SOUTH**.

11

Resolve the proper entry, depending on the position of the dominance marker on the track:

- ✓ **Space 1-3:** see 24.
- ✓ **Space 4-7:** see 60.
- ✓ **Space 8-10:** see 138.

12

You walk from one campfire to another, praising virtues of a miner's job since the proud union was founded. Looks like your words fall on fertile ground.

Test **Negotiate (X)**.

Pass: see 104.

Fail: see 136.

13

Without full technical documentation about CombMine ZX no one in the Waste will manage to turn on this giant machine, not to mention disassembling it for transport or putting it back together. So, it's probably good news that the Aborigines living around the Sacred Plateau store every single piece of paper they encounter in their travels. For a proper fee they give access to the, so called, Eternal Repository, full of piles of all kinds of waste paper.

Choose:

- ✔ You go to the Eternal Repository to get the technical documentation. **See 36.**
- ✔ You won't pay a dime for some papers – you'll get them a different way. **See 74.**
- ✓ **You are the Spirit Warrior.** You decide to get the documentation and supplement your healing herbs by visiting a local shaman. **See 118.**

14

You see a person carrying a huge backpack. Well, basically a wardrobe. This must be Mr. Mall, one of your companions from your days in the skullcrusher league. The poor guy always carried the stuff of the whole team when you played away. You haven't seen him since the last league final in New Sydney.

You set up a camp together and share news from the trail. After a long talk you learn that he made the decision you couldn't – he escaped his sponsors' care and now travels by himself, ready to face whatever the future may bring.

Choose:

- ✔ No one betrays the Cartel and lives to tell the tale. You decide to make an example out of him. **See 143.**
- ✔ You recollect the best matches, then depart in peace. **See 129.**
- ✔ You suggest that he should go far to the west – he'll be out of the Cartel's reach there. **See 96.**

15

You reach Maleburn, a place ruled by ruthless female gangs, with hardly any petrol left in your tank. This is the westernmost outpost, which the Cartel can still consider friendly. However, the situation might change this very day. You can see smoke and hear gunshots coming from afar. The ruined city is besieged by mutants! Its dwellers are fiercely fighting for every building and square.

Search the highway/desert wasteland deck for the **Maleburn Beauties** enemy card and the mountains/scrub wasteland deck for the **Alice's Outcasts** enemy card and place them next to the board. Then choose:


- ✔ You side with the Beauties and help them defend the city from the horde. **See 95.**
- ✔ You side with the mutants and attack the local gangs. **See 113.**
- ✔ You're just a scout – you watch the battle to report later. **See 128.**
- ✓ **You are the Slasher.** It's better than any skullcrusher match. You enter the fray, eager for blood. **See 151.**

16

Your knight wins. You do not resolve any other ending connected to the main plot of this adventure.

17

Looking Golfer in the eyes you decide to once again play the game you've played so many times in the badlands. It's a game of bluff and luck. You know that your foe is just as skilled and none of you is hiding an ace up his sleeve.

Test **Negotiate (5)**. You obtain 1 additional ✨ for each gear card you have with a value of at least 3 and 1 additional ✨ for every 3  you have.

Pass: You made it! You dissuaded the mutant leader from a direct attack on New Sydney! You had to use some reasonable arguments and back them with premium gear from the wasteland, but you achieved your goal – the mutant agreed with your opinion and decided to renew the peace talks with New Sydney. And you're still alive, which is added value.

See 140.

Fail: You must've spoken one word too many when you tried to dissuade Golfer from attacking New Sydney. Unfortunately, you also unwittingly betrayed some crucial information about the Cartel's military capabilities.

The hulking mutant smiled mockingly and made his trademark swing, shouting: “Fore!” The last thing you remember is the picturesque aerial view of Carcassville...

See 159.

18

Resolve the proper entry, depending on the position of the dominance marker on the track:

- ✓ **Space 1-3:** see 38.
- ✓ **Space 4-7:** see 57.
- ✓ **Space 8-10:** see 135.

19

Though you think about the union members' good, you realize that Queen's Valley and Pumps are important on the regional scale. Killing their representatives will have dire consequences. You can't let your strategy bring ruin to the whole north. That's why you try to bring the union members' attention to certain weak points of their plan – and maybe save a few souls on the way.

Test **Negotiate (5)**. You obtain 1 additional ✨, if the dominance marker is on space "2" or lower on the track and 1 additional ✨ for every 3 ⚔ you have.

Pass: You successfully persuade the bloodthirsty miners to show mercy. The engineers start CombMine ZX. At first, everything works well, but after a while the coal-cutter "chokes" and works ineffectively unless supervised by living operators. The Queen's Valley crew has no idea what the problem is. In the end, the veteran miners from Gangraen will simply get a new tool for their work.

See 101.

Fail: The union numbnuts cannot grasp your line of reasoning. Pickaxes and sledgehammers rise and fall, and the unaware scientists and petrol traders are turned into a bloody pulp.

The next one to go is CombMine ZX. It's more resistant, but in the end it falls apart like a house of cards, its steel frame moaning in metallic pain.

The third one is you – riling impetuous miners from Gangraen was the worst idea in your life... and the last one.

See 159.

20

You must be the only guy in New Sydney tough enough to own the "Golden Lap" badge. In the beginning it was great – everyone wanted to talk with you and hear your story, or simply stand next to your ride. But the longer you stayed in this boring place, the quicker you ran out of supplies. A time of aggravating laziness had come.

It was boredom that pushed you to seek fame in the skullcrusher league, the most popular and most brutal entertainment for the masses, forcing you to fight for a skull of a mutated beast. It quickly turned out that only professionals played in the league and you quickly became the property of the Merchant Cartel – the organization "sponsoring" your team. From that moment you no longer fought for your fame, but for the peddlers. When you were completely resigned and ready to escape this hated place, your sponsors remembered the badge from your car.

"We need someone just like you. You know how to handle yourself on the Road to Ruin and we need a pair of eyes and ears down in the south" a certain Cartel representative said.

That's why you can finally leave the New Sydney arena and once again hit the road with a recon mission, hoping that you'll finally break free from the Cartel's clutches.

SETUP:

- Choose one of the following gear card sets: **Barbwire Club** and **Vest OR Barbwire Club, Knife** and **Trash Armor**.
- Choose one vehicle sheet.

- Take 3 🗡, 1 🏠 and 2 🛡. Place your 🛡 on the Tank on your vehicle sheet and the remaining resources on your knight sheet.

Return to the plot sheet **TROUBLE IN THE SOUTH**.

21

You're watching from a safe distance how the mutants are awkwardly tinkering with the burners. They must be quarreling over something as they're waving their hands vigorously. Suddenly, a small spark ignites the fuel, there's an explosion and the creatures turn into living torches. Their dance of death causes dry grass to catch fire.

Choose:

♥ Someone has to extinguish the fire. **See 44.**

♣ It's not worth the risk. **See 150.**

22

You don't understand why the Cartel sent you to this place. Is it about a secret ingredient of the pink drink? Or maybe about reminding the resting officers of the mutant army that life is not all cakes and ale?

Choose:

♥ A moment of relax far from prying eyes is what you need. **See 126.**

♣ You start a classic bar fight. **See 76.**

♠ You buy everyone a round to make some friends. **See 3.**

23

The road up the ridge of the crater, where the abandoned relay station is located, is hard, but finally you reach the building you've been looking for. Underneath your feet lies a basin full of dank seawater and rusted antenna dishes, but they're of no interest to you. Inside the building, you use signs for the long-dead personnel to find the proper room. After some time, you reach the control center, in which you're supposed to find a "Communicator" necessary for the proper operation of CombMine ZX. Unfortunately, you have to pry it out of a huge, powered panel.

Choose:

♥ You carefully remove the Communicator. **See 47.**

♣ You choose the brutal way and hit the panel with a crowbar. **See 83.**

✓ **You are the Trailblazer.** You know nothing about DIY, and even less about electronics, so you think of an alternate option. **See 99.**

24

You must keep all your wits about you – the Western Company learned about your involvement in the "cause" up north. Regrettably, its men are also aware that most of the union members are fine people, salt of the earth, but often simple and trustworthy, so they spread rumors that you're their agent. Now, the union people want to carry you out of Gangraen on a tray and are looking for a way to do just that.

Move the dominance marker **1 space up the track**. Place the encounter card B next to your knight sheet and place a number of your knight tokens depending on the current position of the dominance marker on the track: 3 tokens for space "2", 2 tokens for space "3", and 1 token for space "4" of the track.

Whenever you perform the Camp Action, discard 1 knight token from the encounter card B and test **Survival (2)**. If it fails, search the matching wasteland deck for the first ☉ enemy. Resolve combat according to normal rules. Discard the encounter card B if there are no knight tokens on it. Then gain 1 ⚔.

25

You spend some time in Alice Offsprings, trying to understand the moods of the inhabitants of this pirate city. It's obvious that the Free Mutants from the other side of the Great Divide made a deal with the mutated corsairs, and the city is the most important transit point for the League's forces in the south.

Check the Outback Chronicles:

If Maleburn was saved: see 156.

If Maleburn fell: see 134.

If none of the above is true: see 105.

26

You start to ponder together how to use the junk from the playground. Finally, you get something akin to a very primitive excavator, though you have no faith it'll last more than a day of usage. The grateful "inventor" offers you a place to stay for the night and a meal.

Heal 1 ♣ and 3 ♠. You may perform 1 free Camp Action (even if you have already performed one this turn).

27

Here and now, it's been your destination all along. You stand in front of Golfer and challenge him. Though it might look funny, you know what power you represent. The Cartel!

Resolve combat with **Golfer** according to normal rules. Before the combat starts, **Golfer** suffers a number of ♠ equal to the number of the space of the track where the dominance marker currently is.

If Golfer is defeated: When you visited the Cartel libraries, you chanced upon a mythical story about a duel of David and Goliath. This must've been about you. After a fierce fight the mutants body fell on the "pitch". Panicked Carcassville citizens started to flee and you left that den of corruption in ruin. Then you entered Highway 1 once again, heading to New Sydney. **See 140.**

If the Golfer is not defeated: "What the hell is wrong with my life?" You ask yourself this question when you watch from the ground level how Golfer makes his trademark swing, shouting: "Fore!" The last thing you remember is the picturesque aerial view of Carcassville... **See 159.**

28

You paint graffiti symbolizing the Merchant Cartel in a dozen places. Whoever comes here will understand that the place is worth a second look. You spend some extra time exploring the ruins.

You may perform 1 free Explore Action (even if you have already performed one this turn). If the dominance marker is on spaces "4" to "7" on the track, move it **1 space up the track.**

29

The domination of the Western Company with its devilish idea of resurrecting CombMine ZX, a relic of the golden era of mining, didn't solve any problems in the north. History had come full circle. Once again a machine replaced humans, forcing them to look for a better future on the trail. Once again the greedy rich reached for treasures of the agonized earth heeding not how much they really need.

A wave of strikes and riots wracked the north, and the only one benefiting from it was the corrupt, bureaucratic south. You leave all this behind, starting yet another journey on Highway 1. You hope that the next adventure won't force you to make such difficult choices...

Your knight wins (though you have the impression that you were just a tool in the hands of those bigger than you).

30

You've always been able to find yourself in a place sheltered from any storm. That's why the moment you ended the "Golden Lap" in New Sydney you knew exactly who to talk to. Your reputation of "that tough broad from the badlands" guaranteed a quick promotion in the Merchant Cartel and the position of the organization's chief scout. It came with some benefits: first of all, the job was steady and you no longer had to fight for scraps in the desert. Second of all, it still kept you away from the sorry, stinking bunch of city folks, looking for protection from those above them. However, free rein and stability have blunted your edge, leading you directly to the place you'd been trying to avoid all along – the damned Road to Ruin. Well, you should probably blame yourself for this, anyway. Your last reports stated clearly that there's some unusual mutant activity around Alice Offsprings and it troubled your superiors. The Cartel reacted quickly, mustering mercenaries and preparing for the imminent conflict. The city swelled with bikers and thugs. You, being the most veteran scout around here, have been sent in the vanguard of this rag-tag army to serve the Cartel with your skills. You know that this time the reputation and experience gained during the "Golden Lap" might actually save your life.

SETUP:

- Choose one of the following gear card sets: **Sawn-off Shotgun** and **Vest OR Pistol, Knife** and **Trash Armor**.
- Choose one vehicle sheet.
- Take 2 ♣, 2 ♠ and 2 ♠. Place your ♠ on the Tank on your vehicle sheet and the remaining resources on your knight sheet.

Return to the plot sheet **TROUBLE IN THE SOUTH.**

31

You stand face to face with Golfer. The giant looks at you curiously. "You, a normal human, want to help my mutant sisters and brothers in the just fight for their rights in the Waste?" asks Golfer in a booming voice, surprising you with his eloquence.

You know full well that only by choosing your words wisely and keeping a cool head you'll come out of this one alive.

Choose:

✔ You unconditionally join the Free Mutants' cause and betray the Cartel. **See 82.**

✔ You persuade Golfer that it's not the best moment to attack New Sydney. **See 137.**

32

Test **Tech (2).**

Pass: Fifteen minutes of tinkering with loose wires later you connect proper plugs and the device comes to life. Another hour and you find the Carcassville frequency, then broadcast the information about the base. Whoever received your message is probably reporting it to the leaders of the League.

Gain 1 ♠. Move the dominance marker **1 space down the track.**

Fail: You mistake the battery terminals and a strong current destroys the device. This junk is good for nothing.

Suffer 1 ♠.

33

You approach the First Bridge, the only solid passage between the two halves of the continent. It turns out the way is shut. The stronghold defending the passage and the town is heavily manned and within an hour's walk from the bridge hundreds of travelers are camping, hoping that the gates will open soon.

You ask around. It turns out the passage is under a quarantine. Supposedly, there's some horrible virus sweeping the badlands and the inhabitants of the First Bridge don't want to risk catching it.

Choose:

✔ You see lots of desperate people around here, and the miners need every pair of hands. Time to persuade some survivors that Gangraen is a great place to live. **See 12.**

✔ You instigate the people against the guardians of the passage, spreading false rumors about the virus. **See 62.**

✔ **You are the Avenger.** You spotted a few Judges among the guardians of the stronghold. Maybe your old contacts will help? **See 79.**

34

You encounter Doctor Feng, an old friend from New Sydney, who – just like you – had his own surgery. He says that the mercenary gangs started taking over poorer districts of the metropolis and the Cartel allowed them to treat the inhabitants with increasing brutality. Feng had to flee the city when he helped a sick mutant.

Choose:

✔ You silence Feng. Spreading such rumors in no good for the cause. **See 147.**

✔ You recollect good, old times when life was easier. **See 119.**

✔ You suggest that mutants from the west will need medical expertise. **See 77.**

35

In the region of the Outback where you've just arrived one can find hundreds of similar places. Dugouts is actually a remnant of a mine from before the Scourge. The only thing left today is a deep crater with characteristic "steps" leading down a huge hole and a few working drilled wells that make this place an important strategic point.

The inhabited parts of the mine have been taken over by mutants, who have started expanding the town. Now, tens of huts are being raised on rock shelves and in the night campfires mark wide, round edges of each "floor" of the settlement.

Choose:

✔ You help the "settlers" organize themselves in this hostile place. **See 78.**

✔ You sabotage the traffic system between the town levels. **See 97.**

✔ **You are the Stalker.** You tinker with the most vital town structure – the water pumps. **See 117.**

36

You're told to go to a huge, colorful tent full of shelves heavy with all kinds of paper – from scraps of pages torn out from notebooks to sets of fat tomes. You're greeted by the Grand Archivist, a white-haired Aborigine wearing a flowing robe and a strange, black top hat with a bullet hole.

"So, you're the one sent from Gangraen? It's a lot of paper. We'll see if you can afford it" says the man before you can even open your mouth.

Test **Negotiate (4)**. You may discard any number of gear cards and/or resources to obtain a number of additional ✨ equal to their value.

Pass: You make a deal with the man and a few minutes later he brings a box full of file holders and blueprints.

Gain 1 🏰. Note in the Outback Chronicles that **you have the full documentation about CombMine ZX**. Move the dominance marker **1 space up the track**.

Fail: You can't afford to buy the whole documentation – just some catalog, which contains a few photos of the huge mining machine. Note in the Outback Chronicles that **you have little data about CombMine ZX**. Move the dominance marker **1 space down the track**.

37

You chance upon a small settlement in the hills. Surprisingly, its inhabitants know nothing about the problems in the north and they're not interested in "big politics". It's a very poor community trying to make ends meet by digging small tunnels near real mines and bringing out coal. It'd be hard to find a more dangerous occupation.

In this very moment one of the locals is trying to turn a swing from a desolate playground into a mining tool. His folks find it really amusing, laughing their asses off.

Choose:

✔ You help the miner to achieve his goal. **See 26.**

✔ You wish to learn more about this community. **See 49.**

✔ You persuade the poor man to leave the junk to the kids and return to his everyday labor. **See 85.**

38

You must keep all your wits about you. The Merchant Cartel learned about your activities in the south. They never forgive. Hired assassins are already on your tracks. You never know when they'll strike, but watching your back all the time slows you down. The bounty on you head – dead or alive – is large enough to weaken faith in the ultimate success of the mutants' cause.

Move the dominance marker **1 space up the track**. Place the encounter card B next to your knight sheet and place a number of your knight tokens depending on the current position of the dominance marker on the track: 3 tokens for space "2", 2 tokens for space "3", and 1 token for space "4" of the track.

Whenever you perform the Camp Action, discard 1 knight token from the encounter card B and test **Survival (2)**. If it fails, search the matching wasteland deck for the first ☉ enemy. Resolve combat according to normal rules. Discard the encounter card B if there are no knight tokens on it. Then gain 1 🏰.

39

Perform 1 free Regain consciousness Action.

As you travel further west, you hear more and more alarming gossip about the leader of the Free Mutants League from Carcassville. At some stop you meet a group of survivors working for your superiors. They're hanging propaganda posters stating: "Beware Golfer!" and featuring a caricature of a monstrous mutant. You exchange the most important news with them and accept some small help.

You wonder if the rumors you've heard are a part of a bigger disinformation or propaganda campaign. One thing is sure – given your luck, sooner or later you'll meet this "player".

Gain 1 chosen resource. Take the **card number 9** from the special deck and place it face-up next to the plot sheet. This is **Golfer**, the general of the Free Mutants' army and the mastermind behind the operation directed against New Sydney.

40

When you started your journey west from New Sydney along the remnants of Highway 1, you had no idea how local problems might change the Waste as you know it. But on the other hand, that's what a ride through the Outback truly is – fickle, amazing and sometimes leading to ruin.

You left New Sydney as one of the Cartel enforcers, but return from your journey defending mutants' rights in the south. Hand in hand with non-humans met and allied under Golfer's leadership you bring new order to the Waste – the order making everyone equal no matter their origins or stature.

Your journey has turned out to be the road to ruin of the established order based on exploitation and domination.

Your knight wins.

41

You have the impression that for the last few days you haven't been driving on the famous Highway 1. Actually, the road is so rough it shouldn't be even called that. Nature and time has truly impacted this stretch.

However, even in the wilds you cannot forget about the conflict in the south. You encounter a group of mutants with enormous burners. They're probably preparing to burn out the scrub, but who knows?

Choose:

✔ You give them a wide berth. Just in case. **See 21.**

✔ You offer to help them but you really want to take a look at the burners. **See 64.**

✔ You have at least 1 ☐. It seems they lack fuel for the burners. Maybe you could help them out? **See 108.**

42

In this place stinking with crude oil you're only interested in two groups – the Oilers bossing everyone in the city around and the mechanics who came from Queen's Valley in a zeppelin a few days ago. Time to destroy the last chance to resurrect CombMine ZX. You leave the engineers and the city rulers to the union enforcers, luring the backers of the Western Company into a trap.

Choose:

✔ You leave. Let the "negotiators" do their dirty work. **See 71.**

✔ You negotiate with the miners to spare the Oilers and the Queen's men. **See 19.**

43

You reach Queen's Valley, a mysterious city in the mountains – a mecca of engineers and scientists, protected by a fleet of flying vessels. The board of the Western Company negotiated with the Queen's representatives that they could use local workshops and specialists. In other words, a steady supply of coal and ore from Gangraen for the help in rebuilding CombMine ZX.

You take all the items you've found from your ride and follow the security guards to a special elevator that takes you to the lab level in the bowels of the city. You hand everything to the right people and sit in a waiting room for the outsiders.

An hour later the chief mechanic appears. He says that the stuff you brought has been checked.

Resolve the proper entry, depending on the game elements you have and notes in the Outback Chronicles:

- If you noted in the Outback Chronicles that you have the full documentation about CombMine ZX and you have the special card number 5 with at least 1 general token:

gain 2 ♠. Move the dominance marker 2 spaces up the track. Cross out the note from the Outback Chronicles and remove the special card number 5 from the game.

- If you noted in the Outback Chronicles that you have little data about CombMine ZX and you have the special card number 5 with at least 1 general token OR you have the full documentation about CombMine ZX and you have the special card number 5 without any general token: gain 1 ♠. Move the dominance marker 1 space up the track. Cross out the note from the Outback Chronicles and remove the special card number 5 from the game.
- If you noted in the Outback Chronicles that you have little data about CombMine ZX and you have the special card number 5 without any general tokens OR you have the full documentation about CombMine ZX: move the dominance marker 1 space up the track. Cross out the note from the Outback Chronicles and remove the special card number 5 from the game (if possible).
- If you noted in the Outback Chronicles that you have little data about CombMine ZX: move the dominance marker 2 spaces down the track. Cross out this note from the Outback Chronicles.

44

You quickly approach and put out the fire before it spreads to nearby trees and becomes uncontrollable. Maybe you've just saved the whole region from a catastrophe? Unfortunately, you have to pay the price of your involvement.

Gain 1 ♠. Suffer 2 ☠ and 1 ♣. Move the dominance marker 1 space down or 1 space up the track.

45

It takes more than a couple of hours to locate the place the Cartel men told you about. Finally, you find a ruined military harbor full of huge, rusted warships bristling with cannons. They look much more powerful than the pirate fleet from Alice Offsprings, and instead of proper names they have faded numbers on their hulls. You wonder why you were told to come here.

Choose:

✔ You check if anything actually works in this watery junkyard. **See 72.**

✔ You tag the entrance to the base with paint. **See 103.**

✔ You are the Mechanic. You search for ground defense systems and try to turn them on. **See 131.**

46

You start destroying the posters and the furious agitators assault you. You quickly flee to your ride and leave the mutants behind, however a few bricks from the motel ruins leave dents on the bodywork. One thing is sure – given your luck, sooner or later you'll meet this "player".

Your vehicle suffers 1 ♣. Take the card number 9 from the special deck and place it face-up next to the plot sheet. This is Golfer, the general of the Free Mutants' army and the mastermind behind the operation directed against New Sydney.

47

Test Tech (2).

Pass: *The Communicator is yours. It will make the coal-cutter work more effectively and limit the number of necessary operators. The problem is – the device seems to be losing power when disconnected from the panel.*

Skip the “Fail” part and see below.

Fail: *You disconnect the device with a difficulty, ripping the last cable off. A short-circuit wracks your body.*

Suffer 1 ☠ for each missing ✨.

No matter the test result, move the dominance marker 2 spaces up the track. Take the card number 5 from the special deck and place it face-up next to your vehicle sheet. This is the **Communicator**. It is not treated as a gear card – you cannot lose, break, Barter or exchange it in any way – but it takes 1 🛠. Ignore the effects from its card and immediately place 3 general tokens on it – they represent the battery status of the device. Discard 1 token from the Communicator at the end of each round.

48

Test Survival (3). If the dominance marker is on space “7” on the track, you obtain 1 additional ✨. If the dominance marker is on space “8” or higher on the track, you obtain 2 additional ✨ instead.

Pass: *The mutants are so numerous you easily blend in. You get aboard some barge and spend the next two days crossing the Great Divide. During the cruise you listen to stories about poverty, illness and fear of returning to the west. You conclude that the Free Mutants tried to come to an agreement with the Cartel but were refused.*

Gain 1 🛡. Place your knight figure on space 36. You lose all remaining actions.

Fail: *As you try to sneak into one of the barges, you’re recognized as the defender of Maleburn. The crazed mob tries to lynch you, but you finally make it out of the city. The sea route is closed – you can only go to the First Bridge now.*

Suffer 1 ☠ for each missing ✨. Place your knight figure on the scrub space above Alice Offsprings. You lose all remaining actions. Then move the plot token 2 from your knight sheet to space 0 (First Bridge). In order to take it from the board once again, you have to stop on space 0 and perform the Plot Action there (it will cause the time marker to move 2 spaces up the track).

49

You spend the night in the settlement, learning about local problems. It turns out that accidents are very common in these bootleg pits. You suggest to use the swing’s frame as a base for a turnstile that will enable easier transportation of output to the surface. The locals agree to this solution and you leave this place next morning hoping that you’ve improved these poor people’s lives somehow.

Gain 1 🛡. You lose all remaining actions.

50

“Full mobilization! To arms, New Sydney dwellers! To arms!” You can see such posters all over the city. Local leaders must be preparing for some conflict. Such a commotion can only mean one thing: expansion to the west. Streets are already full of bikers, armed to the teeth and eager to pick a fight, claiming that they work for the Merchant Cartel – a powerful association of traders

from the east coast. This mass levy means trouble. If such a massive, brute force isn’t quickly directed at some enemy, the city will turn into a war zone. For now, the newcomers are kept in check, but with each passing day more and more “volunteers” for the mercenary “militia” arrive to New Sydney.

On top of that, there are rumors about talks between the self-appointed Free Mutants League from distant Carcassville and the filthy corsairs from the port city of Alice Offsprings. Are they going to form an alliance and threaten the lands east of the Great Divide? It seems both them and the New Sydney merchants are ready for open war and are now looking for means to finally settle who rules the south.

Place the set aside plot tokens on the following spaces:

- plot token 1 – space 21
- plot token 2 – Alice Offsprings
- plot token 3 – space 32
- plot token 4 – space 34
- plot token 5 – space 35
- plot token 6 – Carcassville

These are the places where you might learn more about the trouble in the south.

Go to the plot sheet **TROUBLE IN THE SOUTH**.

51

This guy certainly can afford some “charity”. You decide to overstay your welcome.

Draw 2 gear cards. Gain 2 chosen resources.

52

You’re not quite sure what you’re doing here and how the hell you’ve walked into such deep shit. You must’ve been traveling your own road to ruin for a very long time and now you know it’s a dead end. When you look at Golfer, your whole life flashes before your eyes.

Choose:

✔ *There’s no turning back now. Time to kill this mutated spawn.*

See 67.

✔ *You don’t even blink, giving Golfer your most intimidating stare instead.* **See 91.**

✔ *Communication is crucial. You negotiate with the giant mutant.*

See 17.

53

The second to last stop on the Road to Ruin is the Canobie Ranch. It’s said that before the Scourge they raised thousands of cows here and even today you might find some, though for unknown reasons such herds are often protected by Cerbero constructs.

Not so long ago a certain guy called Butcher Bob started a business on the outskirts of Canobie. He considers himself a big rancher, but he and his cowboys usually steal cows from robots and sell them to survivors. He’s the one who provides the best meat to the union’s canteens.

You find Bob there – a well-preserved 50-year old guy – working his cattle hand in hand with his men. You introduce yourself as the agent of the Company. The rancher takes you to his small office, where you sit closely watched by two biggest cowboys you’ve ever seen. After a short conversation you learn that some of his cows contracted some mysterious disease – actually, this could be the source of the rumors about the virus and the quarantine in the First Bridge. And Bob’s freezers are full of tons of contaminated meat...

Choose:

☞ You suggest that Bob should send contaminated meat in the next delivery to Gangraen. **See 157.**

☞ You persuade Bob to send a shipment of good meat to Gangraen, but to write in the report for the Company that it is contaminated. **See 139.**

✓ You noted in the **Outback Chronicles** that you started the **Battle of the First Bridge**. You threaten Bob that you'll tell everywhere that his ranch is the origin of the virus. **See 122.**

✓ You are the **Spirit Warrior**. You want to take a look at the cows in the freezer. Maybe you'll learn something? **See 106.**

54

You meet the Cartel's "triggerwoman". It's Jenny Burns, the famous huntress. While you are the merchant's eyes and ears outside New Sydney, Jenny usually attacks special targets and earns tons of supplies fulfilling the most dangerous contracts. You learn from her that she's tracking a certain gang, which terrorized poor districts and now plans to join the mutants.

Choose:

☞ You direct Jenny to the place where the gang might be dwelling. **See 154.**

☞ You direct Jenny to some random place, telling her she'll find the gang there. **See 132.**

☞ You direct Jenny into the mutants' ambush. **See 69.**

55

Either you're too far south or your superiors in New Sydney really suck at recon. You find yourself in Arid Inn – a place looking like a mix of a summer resort and a biker rally. Mutants are lying on the beach close to a building complex that decades ago used to be a logistics center or a huge shopping mall. While they're sunbathing and sipping neon drinks from dirty mugs, travelers, gang members and pioneers are crowded in a few joints and bars. Here, no one thinks about the war being fought on the other side of the continent.

Resolve the proper entry, depending on the position of the dominance marker on the track:

✓ **Space 1-3:** see 3.

✓ **Space 4-7:** see 22.

✓ **Space 8-10:** see 76.

✓ You are the **Slasher**: no matter the position of the marker, you may resolve entry 111.

56

It's no rocket science. A heavy rod in your hand and a few blows turn the pretty decent radio station into junk. You spend the time you saved to search the shipwreck more thoroughly.

Gain 2 chosen resources.

57

At some point you encounter a really difficult stretch of the road and you're forced to ask inhabitants of a small town for directions. They tell you how to find a "solid" shortcut. 20 kilometers further your vehicle is damaged by a booby trap. Damn, you can't trust anyone these days.

Good news is – you manage to patch up the car and start it again, but it's hard to say how far you'll go in it. You have to scavenge some parts around here.

Place the encounter card B next to your vehicle sheet and place a number of your knight tokens depending on the type of the vehicle you use: 3 tokens for a **Light** vehicle, 2 tokens

for a **Medium** vehicle, and 1 token for a **Heavy** vehicle. As long as the encounter card B is placed next to your vehicle, it is treated as if it had a Malfunction card attached and suffers **-1 Speed** (to a min. of 1). Whenever you perform the Explore Action, discard 1 knight token from the encounter card B. Discard the encounter card B if there are no knight tokens on it. Then gain 1 ☞.

58

You paint graffiti symbolizing the Free Mutant League in a dozen places. Whoever comes here will understand that the place is worth a second look. You spend some extra time exploring the ruins.

You may perform 1 free Explore Action (even if you have already performed one this turn). If the dominance marker is on spaces "4" to "7" on the track, move it **1 space down the track**.

59

Perform 1 free Regain consciousness Action.

You encounter a group of suspicious strangers who – for no apparent reason – piled old tires in the middle of the road and lit them up. At the very last moment you press the brake and stop no more than a meter from a tough-looking man, probably their leader. His face is smeared with some blackish grease and only his white eyes remind you that you're dealing with a living person, and not some charred corpse.

You recognize this crew now. This is a band of the meanest bastards, raised and born in Gangraen mines, who must've decided to "practice" the most effective methods of fighting for their employee rights.

Take the **card number 10** from the special deck and place it face-up next to the plot sheet. These are the **GMU Negotiators**, the enforcers of the miners fighting for influence with the Western Company.

Resolve the proper entry, depending on the position of the dominance marker on the track:

✓ **Space 1-3:** see 114.

✓ **Space 8-10:** see 145.

60

You're not quite sure whose idea it is but no matter where you go, people keep repeating rumors about some "eight-hour day agreements". It was hilarious at first, but now you're irritated by the fact that both sides start to find common ground, while you're in the middle of fulfilling this job. You don't risk your life for some damn crew of dirt-shovelers to sign any "agreements" with a bunch of pen-pushers. Now you have to undo all this.

Place the encounter card B next to your vehicle sheet and place 1 of your knight tokens for every 3 ☞ you have. If you are conscious, at the beginning of each turn discard 1 knight token from the encounter card B and test **Negotiate/Blades (2)**. If it **fails**, you have to immediately perform the Camp Action according to normal rules. Discard the encounter card B if there are no knight tokens on it. Then gain 1 ☞.

61

Lack of any solid intel from the east paralyzes the mutant army. The longer you stay in Alice Offsprings, the more often you recollect the current situation in New Sydney full of bandits and ne'er-do-wells. A powder keg just waiting for a spark. Finally, you decide to get out of here and take an alternative way to the west – through the First Bridge.

Move the **plot token 2** from your knight sheet to **space 0 (First Bridge)**. In order to take it from the board once again, you have to stop on **space 0** and perform the Plot Action there (it will cause the time marker to move 2 spaces up the track).

62

You walk from one campfire to another, telling crazy stories about the virus you learned about merely an hour earlier. It's supposed to be very virulent, and the first infected people are here, in this very camp! The only way is to get to the other side of the Great Divide and count that they'll develop a vaccine in one of the great cities of the east.

Test Aid (X).

Pass: see 87.

Fail: see 142.

63

Pumps... The final destination of your backbreaking journey along Highway 1. The city expanding around a few barely working refineries and petrol storages. Access to oil makes the rulers of Pumps one of the forces in the Waste to be reckoned with. Even the gangs prowling the area around Pumps never cause trouble in the city itself. Time to tie up all the loose ends.

You may perform 1 free Camp Action (even if you have already performed one this turn). Then resolve the proper entry, depending on the situation in the game:

✓ **If the special card number 10 is in the game, see 92.**

✓ **Otherwise, see 127.**

64

You try to appear trustworthy in the mutants' eyes, suggesting a problem with the faulty ignition mechanism in the burners. You talk for a while and it turns out they are locals trying to clear some space for cultivation. They have nothing to do with the Free Mutants' army or the conflict in the south. If you like, you may easily break their gear.

Choose:

☛ **You break the burners:** You discreetly remove the magnets. You've turned the burners into junk. The resigned mutants walk away toward nearby hills. They'll probably starve. On the other hand, you're sure they won't cause fire that could consume the scrub as far as the eye can see.

Move the dominance marker **1 space down** or **1 space up the track**.

☛ **You do not break the burners:** These are just harmless farmers. Maybe a little naive and simple, but they won't do much harm here, especially that the burners are in bad shape, anyway. You leave them in peace and resume your journey.

Nothing happens.

65

You finally reach the true mutant capital – Carcassville. Everything around here reminds you that you're just an ordinary human – from the dank air of the city erected on platforms floating on mangrove swamps to its weird inhabitants.

You may perform 1 free Camp Action (even if you have already performed one this turn). Then resolve the proper entry, depending on the situation in the game:

✓ **If the special card number 9 is in the game, see 102.**

✓ **Otherwise, see 121.**

66

You've done your best to appease both sides of the conflict and avoid harm to the quarreling miners' community. However, at the end of your journey you face a new dilemma. Someone has to make a difficult decision and it seems you're the only volunteer. Choose:

☛ You "sell" the Queen's Valley engineers and the representatives of the powerful Oilers from Pumps to the union's "negotiators". **See 112.**

☛ You've done your job as well as you could. Time to leave. **See 81.**

☛ You deal with the thugs from the Gangraen Miners Union. **See 130.**

67

You stand face to face with Golfer. His monstrous size is really impressive. Basically, you've already shat yourself, but your only option now is kill that bastard. Maybe he's not as tough as he looks? You reach for your weapon.

Resolve combat with **Golfer** according to normal rules. Before the combat starts, **Golfer** suffers a number of ☠ equal to the number of the space of the track where the dominance marker currently is.

If Golfer is defeated: *Though it seems absurd considering the odds, you managed to defeat this beast! It was a real poker trick and you were damn lucky because Golfer wasn't bluffing – he was as tough as he looked. Your duel was fierce... and you won. The Cartel must've known who to send west.*

See 140.

If Golfer is not defeated: *"There's no way it could have ended differently..." This thought is with you when you watch from the ground level how Golfer makes his trademark swing, shouting: "Fore!" The last thing you remember is the picturesque aerial view of Carcassville...*

See 159.

68

You stand face to face with Golfer. Despite his monstrous size, you're not intimidated. You know it's nothing but a façade – no real strength is hiding beneath. You haven't crossed the worse half of the Outback just to tremble before the false idol of the power of the Free Mutant League.

Choose:

☛ You deal with Golfer once and for all. **See 27.**

☛ You intimidate Golfer. **See 88.**

69

You're both aware of your skills and feel mutual respect. Here, on the Road to Ruin, help is valued more than all the treasures of the Waste. Jenny shares her supplies with you and resumes her chase after the gang. As to you... Well, you know when to mislead the Cartel's assassin, especially if she pays you for the information. You hope that bad karma won't come back to you. Never ever.

Gain 1 chosen resource. Move the dominance marker 1 space down the track.

70





A few days ago you woke up badly hurt, on the back of someone's car, surrounded by members of the Old World Order – an organization aiming to bring Australia back to its former glory. You learned that they'd found you in a wrecked truck, and that the convoy you'd been

guiding had been robbed. The raiders had taken everything, killing or kidnapping everyone who had accompanied you – over one hundred souls you were supposed to take care of. Your pregnant wife Jody was in that group, too. Her fate remains unknown.

When you recovered from the shock and shouted into the desert every curse there is, you decided to follow the gang that had taken everything from you. Literally everything – which practically meant that without some well-paid job you couldn't even dream about finding Jody. Fortunately, the commander of the OWO squad advised you to visit nearby Gangraen. It's rumored that the Western Company, one of the most influential players in the western part of the continent, needed a courier.

Once there, you learned it was supposed to be a long trip – visiting a few places up north and finding parts for some mining machine. Damn! Considering the deep shit you were in you wouldn't hesitate one second even if it was about a nuclear bomb! You accepted the job, then took some stuff from the Company's armory and a ride that looked decent enough to cover more than just a hundred kilometers. If everything goes according to your plan, you'll soon run over all those son of bitches who dared to hurt your loved ones.

SETUP:

- Choose one of the following gear card sets: **Sawn-off Shotgun, Knife and Trash Armor OR Pistol, Knife and Vest.**
- Choose one vehicle sheet.
- Take 2 , 2  and 2 . Place your  on the Tank on your vehicle sheet and the remaining resources on your knight sheet.

Return to the plot sheet **WILD NORTH**.

71

Pickaxes and sledgehammers rise and fall, and the unaware scientists and petrol traders are turned into a bloody pulp. The next one to go is CombMine ZX. It's more resistant, but in the end it falls apart like a house of cards, its steel frame moaning in metallic pain.

Once the deeds are done, the “negotiators” howl in triumph over the corpses of the exploiters.

See 155.

72

The fleet is useless but the port infrastructure might prove strategically valuable both to the Cartel and the Free Mutants. The former need a safe haven on the western side of the Great Divide, while the latter – a harbor independent from Alice Offsprings.

While exploring the wrecks you chance upon a well-preserved radio station. If you fixed it, you could contact one of the factions and give them the exact location of the base.

Choose:

- ✔ You fix the radio station and contact New Sydney. See 4.
- ✔ You fix the radio station and contact Carcassville. See 32.
- ✔ You destroy the radio station so that no one can use it. See 56.

73

Afternoon sun is scorching mercilessly your ride when you're traveling along ruined Highway 1. You decide to look for a little shade nearby. You reach a dilapidated rest area. You feel someone's presence, so you reach for your weapon.


“You don't come to a shootout with a knife” you hear a low voice, which turns to laughter when you turn around.

You can't believe your own eyes. Right before you stands one of the other few Aborigines that managed to get the “Golden Lap” badge. It's Warragul, your companion from the old days of wandering around the badlands. You haven't had an occasion to talk for a long and the circumstances are perfect for a little rest, chat and trade. You spend a few hours of the worst heat this way, then each goes their own way.


Barter (2). Then you may perform 1 free Camp Action (even if you have already performed one this turn).

74


You sneak into a giant tent, where the Eternal Repository is located. You crawl underneath the thick canvas and find yourself in a room heavy with papers and books. You've got no idea how to find the materials you need. What's worse, you need to avoid the archivists working inside.

Test Tech (3). If your **Survival** is at least 1 green die, you obtain 1 additional .

Pass: Miraculously, you locate a box full of file holders and blueprints. Then you escape the same way you entered.

Gain 1 . Note in the Outback Chronicles that **you have the full documentation about CombMine ZX**. Move the dominance marker **1 space up the track**.

Fail: You push a rickety bookshelf, its contents falling on your head. Good news is – when you dig your way out you chance upon a catalog about mining machines. Bad news – a few angry Aborigines are standing over you.

Suffer 3 . Note in the Outback Chronicles that **you have little data about CombMine ZX**. Move the dominance marker **1 space down the track**.

75

Test Tech (2).

Pass: You easily deal with the old engine of this cutter. Looks like mutants don't quite catch what motor oil is for. You fix the ship and your own crossing west at the same time, but by doing so you also support the mutant army.

Move the dominance marker **1 space down the track**. Place your knight figure on **space 36**. You lose all remaining actions.


Fail: You disassemble the old engine, but it's so badly damaged that you fail to make it work again. What's worse, the engine resists all your attempts to put it back together. Suspicious pirates conclude that you must be a Cartel saboteur. Only your fast ride saves you from being lynched.

Move the dominance marker **1 space up the track**. Place your knight figure on the **scrub space above Alice Offsprings**.

You lose all remaining actions. Then move the **plot token 2** from your knight sheet to **space 0 (First Bridge)**. In order to take it from the board once again, you have to stop on **space 0** and perform the Plot Action there (it will cause the time marker to move 2 spaces up the track as normal).

76

You enter the first bar and spill a beer on a tough-looking fat guy in a leather jacket. He swings at you, but you dodge and the strong hook hits a scaly-skinned giant in the side of the head. Then all hell breaks loose – everyone is at each other's throat, while bar stools and deckchairs are flying over the brawlers' heads.

Test Blades (3). If you are equipped with a melee weapon, you obtain 1 additional .

Pass: A few well placed blows and even the toughest opponents fall on the floor. It was a good brawl. News about the invincible Cartel thug will soon reach nearby Carcassville.

Gain 1 ♠. Move the dominance marker **1 space up the track.**

Fail: Your provocation fails. The Free Mutant enforcers rush into the bar, restoring order. You're recognized as a Cartel agent. You get a beating and realize that news about a wimp from New Sydney will soon reach nearby Carcassville.

Suffer 2 ♣ for each missing ♠. Move the dominance marker **1 space down the track.**

77

It's painful to see how the most valuable people have to run away from brute force and hired muscle of the Merchant Cartel. But there's nothing you can do about that. You suggest to your companion that the Free Mutants will surely value his work more than his previous employers and explain how to reach Carcassville. The mutants have just gained a powerful ally, though you don't like the sinister glint in Doctor Feng's eyes...

Gain 1 ♠. Move the dominance marker **1 space down the track.**

78

You dish out precious supplies among the mutants.

You may discard any number of ♠ and/or ♣ (at least 2 will have an effect).

If you discard at least 2 resources: The supplies you leave here will help strengthen this settlement, which means a solid foothold for the Free Mutants in this area.

Move the dominance marker 1 space down the track for each 2 resources discarded this way.

If you do not discard at least 2 resources: You had good intentions, but in the end you didn't help the local community in any tangible way. The mutants have to survive on their own.

Nothing happens.

79

You approach the closed gate and ask the guards to call one of the Judges – in the past you used to participate in their operations against biker gangs. It's Mustache George, a bald fellow who's the captain of one of the squads.

"Logan? Why the hell are your loitering around the badlands? Weren't you supposed to settle, you kangaroo fart?" he asks.

His face changes when you tell him about the tragedy you experienced and ask him to let you through the barricade, so that you can finish your job and focus on hunting down the culprits. In exchange you get information that the crew you described crossed the First Bridge not long before the quarantine. You'll probably find them in Pumps where they aim to barter their loot.

Regarding the crossing, George tells you to come before dawn when the people camping around are asleep – such a precedent could cause riots.

Note in the Outback Chronicles that **Logan is on the path of vengeance**. You lose all remaining actions. If you want to move east of **space 0 (First Bridge)** next round, you cannot move further than 1 space east of it.

80

You were in a lousy joint in Gangraen, a mining town up north, drinking away furs and meat of animals you'd hunted down, when a proud-looking man appeared at the doorstep – judging from the whispers of drunk patrons it was a board member of the mighty

Western Company. A skinny, pale weakling in duct-taped glasses was cowering behind his back. He pointed at you excited like a bear in heat and almost shouted to his superior: "That's him, sir chairman! That guide I told you about. He'll surely make it!"

The man sat at your table scaring off a few newly met miners, with whom you hoped to get hammered tonight, and proposed you a short talk. A moment later you were in a real office, with a glass of pre-Scourge whiskey in your hand.

You went straight to business. You were stunned by his offer for a simple trip to Pumps with some errands on the way, just to make some mining contraption work. He added equipment for the journey and a working car and, frankly, there was no need to even haggle – the offer was too good to be true. You sealed your deal by spitting into your hands and a firm shake.

Today, as you're about to leave Gangraen, you start to wonder what this task is really about. Miners on their way for the morning shift are staring at you hatefully, which might mean that very soon you'll become someone's scapegoat.

SETUP:

- Choose one of the following gear card sets: **Sawn-off Shotgun, Knife and Trash Armor OR Pistol, Knife and Vest.**
- Choose one vehicle sheet.
- Take 1 ♠, 3 ♣ and 2 ♠. Place your ♠ on the Tank on your vehicle sheet and the remaining resources on your knight sheet.

Return to the plot sheet **WILD NORTH.**

81

Sitting in Pumps and waiting for the engineers from Queens' Valley to arrive to repair CombMine ZX, you're wondering who's really on the Road to Ruin: you or the feuding populace of the north? Wherever you go, you hear the GMU "negotiators" trying to mess with Pumps workers' brains. Maybe the Company was right? Maybe you should get rid of them?

At some point you feel you've had enough. You get in your ride, start the engine and head south along a well-preserved stretch of Highway 1. To hell with the north and its inhabitants.

See 101.

82

Here and now, it's been your destination all along. You offer your full support to the mutants' cause and tell Golfer all the secrets about New Sydney defenses and weak points. He acknowledges your merits. From now on, you're the Honorary Citizen of Carcassville – probably the only non-mutated human to hold this title.

Not much later, the final offensive to the east of the Great Divide starts, and you're on Highway 1 yet again...

See 40.

83

The miners from Gangraen need work, and this "Communicator"... Someone must've taken it, right? Just in case you perform a subtle act of sabotage by hitting the device with a crowbar a few times, then you get out of this place.

Move the dominance marker **2 spaces down the track.**

84

Test **Negotiate (2)**. You obtain 1 additional ♠ for each resource spent. If you choose to spend any resources, you support the mutants' cause – move the dominance marker **1 space down the track.**

Pass: Making the pirate look the other way when everyone else is going east turns out to be harder than expected. Only when you give him a handsome bribe and mention that the loot is straight from the hard-won battle of Maleburn you manage to persuade him to help. Place your knight figure on **space 36**. You lose all remaining actions.

Fail: Something went wrong. Maybe you put too much mustard on it, maybe the fuel canister you gave the captain bore a New Sydney mark? All in all, you were branded a Cartel spy and forced to flee the city. But then again, it's an ill wind... More controls caused by the appearance of a "spy" cause a delay in the mutant war operation. Move the dominance marker **1 space up the track**. Place your knight figure on the scrub space above Alice Offsprings. You lose all remaining actions. Then move the **plot token 2** from your knight sheet to **space 0 (First Bridge)**. In order to take it from the board once again, you have to stop on **space 0** and perform the Plot Action there (it will cause the time marker to move 2 spaces up the track).

85

You know that a kid's toy is no mining tool. It's better to leave it to children – let them at least have some fun in this God-forsaken place. You tell the "inventor" that his job makes no sense and convince him to return to the traditional way of working the bootleg pits. When you finish your breakfast, you witness a tragedy – the guy you met the previous day is buried alive in one of the pits. You may perform 1 free Camp Action (even if you have already performed one this turn).

86

Looks like pushing this huge red button on the console is all you need to do. A timer counting down from 10 minutes appears on the screen. You leave the military base whistling innocently, with no intention to look back... Gain 1 ♣.

87

People were already furious about the quarantine and more groups are reaching the bridge with each passing hour. The rumors you made up spread like a wildfire, reaching levels of absurdity you'd never consider possible. Soon, everyone around speaks only about storming the stronghold.

When the panicked guards open fire on the travelers protesting in front of the main gate, the bomb that's been ticking for the last few hours explodes. A bloody fight for each meter of the bridge erupts. Hundreds of desperate travelers are killed, while the guards retreat to the stronghold, leaving the passage open.

You wait out the battle, then safely cross the empty First Bridge in the morning.

Move the dominance marker **1 space up the track** for each obtained ✨. If you obtain at least 3 ✨, gain 1 ♣. Note in the Outback Chronicles that **you started the Battle of the First Bridge**.

88

When you finally stand in front of Golfer, you decide to play it safe. More than once you've lost a fortune, even with an ace up your sleeve. That's why you start by telling the mutant about the legion of hardened mercenaries from New Sydney, just waiting for a sign to attack his city. Then you tell him about unnecessary bloodshed and the need to renew trade talks.

Finally, Golfer agrees that you should negotiate terms of a truce. However, you fully realize that the Free Mutants League hasn't had the last word.

See 110.

89

Now it's up to you to decide what kind of meat will reach Gangraen and what will be the reaction of the feuding factions. Move the dominance marker **1 space down** or **1 space up the track**.

90

Nowadays, every tribal Aborigine community anoints its Spirit Warrior. Those honored with the title are trained from childhood in personal combat, survival, and taking advantage of everything the Outback has to offer. After undergoing secret initiation rites, the chosen ones start their pilgrimage through the Waste. They are tasked with traveling between Aborigine settlements and providing all necessary help. Additionally, Spirit Warriors pass important messages and crucial news from the road between tribes.

As you repeatedly fell into disfavor with the elders of your tribe by criticizing their traditional ways of life, you were finally "banished" to Gangraen – a hellhole in the north – charged with care for Aborigine miners laboring in that God-forsaken place.

You've spend the last few weeks patching up your wounded tribesmen and listening to their problems. It seems the main topic is the workforce reduction in the mines. People say that the board of the Western Company can no longer stand the recently founded Gangraen Miners Union and plans to automatize excavation. If this goes through, lots of people will lose their jobs and the indigenous Australians will surely be the first victims of this change.

You decided to check the rumors and soon accepted a mission from the Western Company to restore a huge mining machine called CombMine ZX. Your superiors promised that if you do well, your tribesmen will no longer need to worry about their jobs.

SETUP:

- Choose one of the following gear card sets: **Barbwire Club** and **Vest OR Barbwire Club, Knife** and **Trash Armor**.
- Choose one vehicle sheet.
- Take 3 ♣, 1 ♠ and 2 ♣. Place your ♠ on the Tank on your vehicle sheet and the remaining resources on your knight sheet.

Return to the plot sheet **WILD NORTH**.

91

You're looking Golfer in the eyes. You're both seasoned players and you've taken part in similar games many times before. That's why you know when to say "Pass" and keep your chips for a better hand. You stare at each other for a long while... Finally, you turn around and drive away to the east.


See 110.

92


When you arrive to Pumps, you know very well who's waiting for you there. You realize this won't be only about closing the deal with local petrol mongers. There's also the problem of the union's emissaries – they must also be looking for new members among the refinery workers.

See 8.

93

There's a large group of mutants in front of the entrance to the "stadium". It's cheering Golfer. A few of the spectators recognize your vehicle and assault you, gibbering something under their noses. Search a chosen wasteland deck for the first  enemy. Resolve combat according to normal rules.

If you defeat this enemy: You killed the overeager mutants. One more foe to go. If Golfer hasn't paid attention to the commotion outside the "stadium", you have his full attention now...


Gain 1 . Move the dominance marker **1 space up the track**. Immediately resolve **entry 9**. The fourth option is no longer available.

If you do not defeat this enemy: You're surrounded by a group of enraged mutants, shouting: "Murderer! Murderer! You hide inside your car, trying to start the engine, but to your horror the mob lifts it and carries it to the "stadium". They throw the vehicle on the ground. You're too stunned to escape.

Golfer makes a broad swing, shouting: "Fore!" and sends you ride into the sky. The last thing you remember is the picturesque aerial view of Carcassville...

See 159.

94

Resolve combat with **GMU Negotiators** according to normal rules. Before the combat starts, **GMU Negotiators** suffers a number of  equal to the number of the space of the track where the dominance marker currently is.

If the GMU Negotiators are defeated: You had to do it for yourself and for your dead friends. Though the miners died alongside the raiders, you know they weren't innocent, either. Damn! Even if they'd been, you'd have killed them anyway.

See 16.

If the GMU Negotiators are not defeated: You knew you had little chance of winning with the tough miners. Pickaxes and sledgehammers turned you into a bloody pulp, and as far as you know people like the raiders you'd fought, they drank for the whole night over your body, laughing at your naivety.

See 159.

95

You drive your vehicle into the thick of battle and start running over one mutant after another. At first, the defenders are surprised, but they soon counterattack. A moment later you fight side by side with the feral horde.

Move the dominance marker **1 space up the track**. Resolve combat with **Alice's Outcasts** according to normal rules. You gain **Maleburn Beauties'** attack dice in this combat.

If you defeat this enemy: You and the city defenders have managed to repel the vanguard of the mutant army. Maleburn remains under the Cartel's control and the scouts of the horde flee west.

Move the dominance marker **1 space up the track**. Note in the Outback Chronicles that **Maleburn was saved**.

If you do not defeat this enemy: Despite your efforts you haven't repelled the invaders. You retreat from the battle. The glow of burning Maleburn lights your way for many hours. It's hard to say what will be the outcome of the conflict in this area.

Nothing happens.

No matter the combat result, discard both wasteland cards placed next to the board.

96



You admire Mr. Mall's courage and deep inside regret that you haven't made a similar choice. You tell him about the conflict between the Cartel and the Free Mutants suggesting that currently it's better to "winter" far west, under the protection of the Carcassville army.

One should always value good counsel. In exchange, the man shares with you some of his "wardrobe" contents. You leave richer and the mutants will surely appreciate the help of this skillful trader.

Draw 1 gear card. Move the dominance marker **1 space down the track**.

97

You prepare some makeshift explosives.

You may discard any number of  and/or  (at least 2 will have an effect).

If you discard at least 2 resources: You conclude that you could make a bomb. It'll be perfect for damaging the platform used to move between the town levels. The explosion will paralyze traffic and deteriorate the infrastructure.

Move the dominance marker **1 space up the track** for each 2 resources discarded this way.


If you do not discard at least 2 resources: The idea of paralyzing this shithole was clever, but for the lack of resources you are forced to resign. The Cartel will have to deal with this place some other way.


Nothing happens.

98

By fulfilling your obligations to the Western Company, you chose your path to taming the wild north a long time ago. You know there's only one last obstacle remaining.

Choose:


 You eliminate the "negotiators" of the Gangraen Miners Union. See 141.


 Though it defies logic, you help the miners in their hopeless situation. See 146.


99

You focus on ransacking the place, hoping to find something valuable. One hour later you're a proud owner of a pack of out-of-date meds and you're sitting in front of a console that even you recognize. It looks like a good old CB radio, just much bigger. The bottom line is – it works and the transmitter looks pretty normal. The big question is – what would you like to tell to the world?

Choose:

 You broadcast a dozen times on different frequencies: "The Western Company is the future of the Waste." See 6.

 You broadcast a dozen times on different frequencies: "Join the Gangraen Miners Union." See 124.

 You broadcast a dozen times on different frequencies: "Johnny Taylor is the best trapper on this lousy continent." See 153.

100

Ever since the Gangraen Miners Union was founded in the bustling settlement in the northern part of the continent, the Western Company – a powerful mining operation controlling most excavation sites and refineries in western Australia – has been losing money. Its board is forced to meet the union members and heed their increasingly peculiar demands. Lack of agreement always means another strike.

First successes in negotiations have emboldened GMU. Now the miners fight not only for pay rises or less work hours – they knock at

the Company's door whenever they come up with some crazy idea. Canteen meat that doesn't trigger a response from your Geiger counter, well-equipped clubhouses, coal allotments... Having had enough, the Company board have decided to automate the mining processes, especially that they heard rumors about something unique in Pumps – the last existing model of CombMine ZX – a huge mining machine that can easily replace most workers from Gangraen. This would also be the end of the unions.

However, in order to start off the CombMine ZX, they'll need a daredevil willing to travel along the north coast, find the missing parts, hire mechanics necessary for the machine's servicing and eventually bring the metal beast to Gangraen. Then the golden age of open-pit mining shall return...

Place the set aside plot tokens on the following spaces:

- plot token 1 – **space 25**
- plot token 2 – **space 22**
- plot token 3 – **space 0**
- plot token 4 – **Queen's Valley**
- plot token 5 – **space 4**
- plot token 6 – **Pumps**

These are the places where you might learn more about the trouble in the north.

Go to the plot sheet **WILD NORTH**.

101

Working out a delicate balance between the proles from Pumps and Gangraen and the Western Company and Oilers resulted in a general stabilization in the north. You know well that this idyll won't last forever, but you finally have time to take care of your business. You leave the city ready to find your inner harmony in the chaos of the road and the uncertainty of the badlands. You just want to lose yourself on the trail once again...

Your knight wins.

102

You know exactly who to meet. You walk straight to the Carcassville "stadium", a cleared area in the jungle. Finding the general of the Free Mutants' offensive isn't hard – he's the toughest there is, after all.

The mutant leader is monstrous. You can see from afar his bald head sticking out above the trees. The beast takes a swing with a street lantern ripped from a highway shoulder and hits a wrecked field kitchen, shouting: "Fore!" It flies in a wide arc, spitting fire, and lands a few dozen meters further away.

See 9.

103

The fleet is useless but the port infrastructure might prove strategically valuable both to the Cartel and the Free Mutants. The former need a safe haven on the western side of the Great Divide, while the latter – a harbor independent from Alice Offsprings.

You aren't going to lose time searching the shipwrecks. You decide to tag the entrance so that it's easier to find it.

Choose:

- ✔ You paint the symbols of the Merchant Cartel. See 28.
- ✔ You paint the symbols of the Carcassville horde. See 58.
- ✔ You paint: "I was here", adding your name. See 148.

104

More and more people pack their stuff and head west, encouraged by your story. Not much later a squad of guards wearing gas masks appears. Their leader is satisfied that you've managed to

unload traffic around the stronghold and decides to reward you with a free passage – of course, right after you undergo a number of tests to prove you're healthy.

Move the dominance marker **1 space down the track** for each obtained ✨. If you obtain at least 3 ✨, gain 1 ⚔.

105

It seems the mutant offensive isn't going as planned. However, lack of news about the outcome of the battle of Maleburn might be beneficial.

Choose:

✔ You spread rumors about the victory of mutants in Maleburn. See 144.

✔ You spread rumors about the defeat of mutants in Maleburn. See 123.

✔ You discreetly look for a way to make the crossing to the west. See 61.

✔ You are the Mechanic. It's easy to find a broken ship in a port city. You offer to help with the repairs in exchange for transport. See 75.

106

You end up inside the freezer and try not to show fear when one of the cowboys slams its door shut. You're surrounded by tons of beef. You know you won't bring dead cows back to life, but there's a chance not everything here will go to waste.

Test Aid (2).

Pass: You learn which parts of bodies are infected by the disease and cut them out. The rest can be safely eaten. When you leave the freezer, Bob is delighted. He might still make some money on that meat. As a reward, he lets you choose what he should do with the contaminated leftovers.

Gain 1 ⚔ and 1 chosen resource. Move the dominance marker **1 space down** or **1 space up the track**.

Fail: You've got no idea whether this meat can be eaten or not. You lose a couple of hours checking one carcass after another, but to no avail. Finally, you leave the freezer and advise Bob to burn it all down. He's far from happy, but you sound believable – covered in cow blood and shaking. He even lets you take some supplies for your trouble.

Gain 1 chosen resource. You lose all remaining actions.

107

Test Tech (2).

Pass: You manage to program the IFF system correctly. You can hear the missiles moving into combat positions and the radar panel starts to beep monotonously.

Gain 1 ⚔. Move the dominance marker **1 space down the track**.


Fail: You think you've managed to program the IFF system correctly. You can hear the missiles moving into combat positions and the radar panel starts to beep monotonously.


Move the dominance marker **1 space up the track**.


108

You approach the mutants. After a short conversation you guess that it's a squad of saboteurs from the Free Mutants' army intent on starting a fire and cutting off the Cartel's supply lines. They've used up all fuel to get here and there's nothing left for the burners and flame throwers. They're ready to trade for the loot they got on the way.

You may discard up to 2 🗑 to draw 1 gear card.

If you discard at least 1 : *The mutants, well-supplied by you, start to burn out the withered plants in a systematic way. Soon, fire spreads to the branches of the closest acacias and then... Maybe it'll even reach the coast? You leave before it blocks your path to the highway.*

Move the dominance marker **1 space down the track** for each  you discarded.

You do not discard any : *You know what will happen if you leave them the canisters. Common sense wins and you simply head west. At the first opportunity you report to the Cartel backers about the sabotaging group.*

Move the dominance marker **1 space up the track**.

109

You realize the only safe way west will force you to leave behind the traditional route of the "Golden Lap" and head north, to the First Bridge. No one will ask difficult questions there. What's more, you'll surely find someone traveling to New Sydney there, who will help you deliver the recon report to the Cartel men.

Move the **plot token 2** from your knight sheet to **space 0 (First Bridge)**. In order to take it from the board once again, you have to stop on **space 0** and perform the Plot Action there (it will cause the time marker to move 2 spaces up the track).

110

You return to New Sydney with some intel and a ride full of precious loot. Theoretically, it's nothing new – many times it was more beneficial to explore the Waste rather than sit in one place. But now something is different. Two influential communities faced each other, ready to destroy their foe. You were just a tool. In this conflict no side gained the upper hand and both entered a stalemate, bleeding each other out.

New Sydney defeated itself with its own weapon – bikers and mercenaries hired by the Cartel, who plundered the city and murdered its inhabitants due to a lack of clear purpose. On the other hand, the mutants led by Golfer turned out to be just a bunch of beefcakes with no strategic goal. They suffered a long, painful agony. The only true winner was the wasteland – once again it devoured more stretches of Highway 1.

You survived. That's the most important thing.




Your knight wins (though the wind of change will probably blow through the Waste one day).

111

You're standing on the beach nearby Arid Inn and feel the rage burning inside you once again. You don't know if the reason is seeing the sunbathing mutants, or the thought that the Cartel sent you – yes, YOU! – to this filthy hole. You grasp a piece of driftwood and start to walk toward the biggest group of relaxing mutants... when suddenly the speakers standing on the platform of a nearby tavern boom with strange, electronic music. All your anger disappears. For no apparent reason you strip yourself of your armor and start to dance to its rhythm, your bare, muscular torso for everyone to see.

This trance lasts till the morning. You wake up exhausted by heat. Some biker's leather jacket with an emblem of a bearded guy in a horned helmet is lying in the sand.

Soon, you learn that the story about your wild dance has gone viral – everyone in Arid Inn is talking only about you. This way you've earned respect among the mutants, who for some reason now call you "techno-jarl".

Gain 1 . Suffer 1  and 1 . Move the dominance marker **1 space down** or **1 space up the track**.

112

CombMine ZX needs one good checkup and proper fuel and it will work like new. You know this, but the union goons not necessarily. That's why you inform their leaders, in which dirigible the Queen's Valley technicians will come to Pumps and what pipelines to blow up to silence the Oilers.

You don't have to wait long for their reaction. The airship is shot down and, accidentally, falls down right onto the main pumping station owned by the Oilers. Everything goes up in flames.

The last to go is CombMine ZX. Smashed with pickaxes and sledgehammers, it falls apart like a house of cards, its steel frame moaning in metallic pain.

See 155.

113

You drive your vehicle into the thick of battle and start ramming the defenders. Despite your efforts, the women counterattack and soon you're forced to fight side by side with the mutants.

Move the dominance marker **1 space down the track**. Resolve combat with **Maleburn Beauties** according to normal rules. You gain **Alice's Outcasts'** attack dice in this combat.

If you defeated this enemy: *You've helped the vanguard of the mutant horde, which has resulted in them taking control over the city. They send you to Alice Offsprings to claim your reward.*

Move the dominance marker 1 space down the track. Note in the Outback Chronicles that **Maleburn fell**.

If you do not defeat this enemy: *You haven't broken the lines of the defenders. You must retreat. The glow of burning Maleburn lights your way for many hours. It's hard to say what will be the outcome of the conflict in this area.*

Nothing happens.

No matter the combat result, discard both wasteland cards placed next to the board.

114

"Ease up lads! That 'ere is our china plate!" shouts the man, his fist raised high.

A short talk and you know everything – these are the notorious "negotiators" sent to Pumps to familiarize people working in refineries with the ideas of the union. It turns out some of the tires prepared for the practice are in better condition than the ones in your ride. The miners check your engine, help you change all tires, then throw the old ones into the burning pile.

Repair all  OR discard 1 Malfunction card attached to your vehicle.

115

You watch the creatures as they awkwardly cover the motel ruins with their crap posters. When they're gone, you come closer and look at one poster. After a moment of consideration, you add a few "finishing touches" to Golfer's face – he looks much better now. You wonder where he got his nickname from. One thing is sure – given your luck, sooner or later you'll meet this "player".

Take the **card number 9** from the special deck and place it face-up next to the plot sheet. This is **Golfer**, the general of the Free Mutants' army and the mastermind behind the operation directed against New Sydney.

116

Among the “negotiators” you find a few misfits. One of them is still wearing a jacket of the biker gang responsible for your friends’ deaths. You try to learn more and soon you locate the miners’ camp, where your targets also live.

You boldly walk forward and call the miners’ leader to talk with you. You explain to him why you’re here and he confirms that a group of bikers recently joined his crew. When you demand to give them to you, he shakes his head:

“I don’t care about their past. They’re my men now. You won’t have them.”

You threaten that you’re ready to kill everyone here unless he agrees. Maybe it’s the fire of revenge burning in your eyes that makes him reconsider his decision.

Test **Negotiate (2)**.

Pass: see 133.

Fail: see 94.

117

Test **Survival (X)**.

You obtain 0-1 ✨: Though you correctly identified the vital installation – the system pumping fresh water from below ground – you haven’t managed to sabotage it in any way.

Nothing happens.

You obtain at least 2 ✨: You correctly identified the vital installation – the system pumping fresh water from below ground – and what’s most important you’ve managed to poison the water. Next day, you see mutated settlers writhing in pain, spitting blood and dying in horrible agony. Unfortunately, a similar fate met the original Dugouts inhabitants.

Move the dominance marker **1 space up the track** for each obtained ✨. Note in the Outback Chronicles that **you poisoned water in Dugouts**.

118

Spirit Warriors provide help to indigenous communities, but can also count on it in need. You’re recognized and a few youngsters run away to assist you in your business here. Maybe an hour later you find a package full of dried herbs next to your ride.

Gain 1 📄.

A white-haired Aborigine wearing a flowing robe and a strange, black top hat with a bullet hole is also waiting for you. This is the Grand Archivist of the Eternal Repository. He points at a box full of papers and says:

“You’ll find everything inside, Alinta. Are you sure you trust the Company men enough to give them this? Won’t they cheat our hard-working brothers and sisters?”

Choose:

✔ You aren’t going to play any games. A deal’s a deal. Note in the Outback Chronicles that **you have the full documentation about CombMine ZX**. Move the dominance marker **1 space up the track**.

✔ The old man is right. It’s better to make sure the Company’s position doesn’t get too strong. Note in the Outback Chronicles that **you have little data about CombMine ZX**. Move the dominance marker **1 space down the track**.

119

Both of you share similar experience, both of you are happy that you don’t have to see New Sydney in the hour of its downfall. Though you know not what the future holds, you’re enjoying this moment and your meeting on the trail.

You may perform 1 free Camp Action (even if you have already performed one this turn).

120

You disappointed your superiors and the conflict ran its course without your further contribution. Your ruined reputation and shame forced you to stay away from crowded settlements. You start a life of a nomadic fugitive, avoiding contact with people who might recognize you. You fully realize now that it’s not Highway 1 that’s brought you to ruin – it’s the passage of time and forgetfulness...

Your knight fails.

121

You discreetly ask around about someone who’s calling the shots around here. Mutants laugh in your face and tell you to go to the “stadium” cleared in the jungle. As you approach the place, you see a monstrous mutant, whose bald head is sticking out above the trees. The beast takes a swing with a street lantern ripped from a highway shoulder and hits a wrecked field kitchen, shouting: “Fore!” It flies in a wide arc, spitting fire, and lands a few dozen meters further away.

Take the **card number 9** from the special deck and place it face-up next to the plot sheet. This is **Golfer**, the general of the Free Mutants’ army and the mastermind behind the operation directed against New Sydney.

See 9.

122

Bob turns pale and keeps looking nervously at his cowboys, when you’re unfolding a nightmarish vision of an angry mob appearing in front of the ranch gate. It’ll surely be much easier to break than the gate of the fortifications around the First Bridge... You know ‘cause you were there. You tell the man what happened that night and neither Bob, nor his bodyguards oppose you.

Choose:

✔ You force Bob to allow you to organize the next meat delivery to Gangraen. See 89.

✔ You force Bob to equip you for the rest of your journey. See 51.

123

You tell everywhere about the tragic events in the east. It causes the morale of the horde’s mercenaries waiting in the harbor to crumble. Rumors spread like wildfire. Local officers decide to send a boat to the west to bring the bad news to the leaders of the Free Mutant League. You offer help in exchange for a place onboard.

You may perform 1 free City Action (even if you have already performed one this turn). Move the dominance marker **1 space up the track**. Place your knight figure on **space 36**. You lose all remaining actions.

124

The miners will be happy with the new “activists”.

Gain 1 📄. Move the dominance marker **1 space down the track**.

125

The sun is merciless. You decide to leave the highway for a moment to hunt and find fresh water. You know exactly what’s where around here and you quickly find an oasis. You park at its verge and ready your gear. When you’re about to start tracking game, suddenly a masked shape appears before you as if out of nowhere. You focus on a long-barreled gun pointed at you.

How the hell has this stranger managed to sneak up on you? You won't draw quickly enough, so you put your hands up and move away from the vehicle. That's when the stranger sees the "Golden Lap" badge bolted to your trunk. A muffled, woman's voice comes from behind the mask:

"Brother of the Lap, share a meal with me. When was the last time we met?"

Even before the woman takes off her mask, you know you're dealing with Lisa Gomez, a veteran scout and soldier who accompanied you during your first journey on the Road to Ruin. Your trip goes smoothly enough to take a longer break, maybe even hunt together? You may perform 1 free Explore and 1 free Camp Action (even if you have already performed them this turn). The actions can be performed in any order.

126

In order to avoid stepping on someone's toes or revealing your true reasons for visiting this part of the Waste, you set up a makeshift screen on the beach. It'll protect you from the wind and nosy neighbors. Then you simply relax.

You may perform 1 free Camp Action (even if you have already performed one this turn).

127

When you arrive to Pumps, you have completely no idea who's waiting for you there. You hope to make a deal with petrol mongers, but it turns out that local workers have already fallen under the influence of the negotiators from the Gangraen Miners Union. It's basically a gang that can force even the most stubborn opponents to do their bidding.

Take the **card number 10** from the special deck and place it face-up next to the plot sheet. These are the **GMU Negotiators**, the enforcers of the miners fighting for influence with the Western Company.

See 8.

128

You know what your superiors expect from you and avoid any unnecessary combat in the suburbs of Maleburn. These are just clashes of small bands of warriors. It seems local gangs handle the defense of their turf pretty well. Taking advantage of the omnipresent chaos, you loot the closest buildings. You know that it's too early to expect any decisive outcome.

Gain 1 chosen resource. Discard both wasteland cards placed next to the board.

129

A moment of recollections brings comfort and solace in these lousy times. After considering all the pros and cons you conclude that maybe a career in the skullcrusher league wasn't all that bad.

You may perform 1 free Camp Action (even if you have already performed one this turn).

130

The Western Company was right. The union miners turn out to be a bunch of idiots and their enforcers are as bloodthirsty as the worst gangs. Would you let such people rule in the north of Australia? You refuse to live in the utopian ruin they have in store for the continent. The time for half measures is over.

Resolve combat with **GMU Negotiators** according to normal rules. Before the combat starts, **GMU Negotiators** suffers a number of ☠ equal to the number of the space of the track where the dominance marker currently is.

If the GMU Negotiators are defeated: Maybe the miners weren't the brightest, but they certainly were tough and unyielding. In the end you were fighting with your bare fists and the onlookers bet their last dime on the winner. Those who bet against you lost.

See 29.

If the GMU Negotiators are not defeated: You knew you had little chance winning with the tough miners. Their arguments, backed with pickaxes and sledgehammers, forced you to leave Pumps. Maybe it's for the best... At least you didn't have to watch the massacre of the engineers and the Oilers leaders. This also meant that CombMine ZX would remain a pile of junk and the North became dominated by the unions.

See 155.

131

You're the Cartel's technical ace for a reason. The ships are wrecked, but the ground defense systems look good. One thing is particularly promising – a rocket battery in the western part of the harbor and its control center hidden in a bunker close by. You activate the IFF system and change its settings.

Choose:

☛ You modify the system to identify ships typical for the Cartel as "friend", and the mutants' barges as "foe". **See 158.**

☛ You modify the system to identify ships typical for the Cartel as "foe", and the mutants' barges as "friend". **See 107.**

☛ You activate the self-destruct protocol. **See 86.**

132

You're both aware of your skills and feel mutual respect. Here, on the Road to Ruin, help is valued more than all the treasures of the Waste. Jenny shares her supplies with you and resumes her chase after the gang. You, on the other hand, know that one day the huntress will return the favor. You hope for this day to happen as late as possible.

Gain 1 chosen resource.

133

The miners' mob pushes a few bikers out of its ranks. At first they resist, but then they spit under the workers' feet and draw their weapons.

"Who the hell are you, looser?" asks one of them.

"You killed my friends" you answer them back. "Tell me where my wife is."

They start to laugh.

"We've killed many people and many wives. Who'd care to remember them all? But don't you worry. You'll join your dead friends in no time."

Search a chosen wasteland deck for the first ☠ enemy. Resolve combat according to normal rules. This enemy gains **Threat 3** and **Relentless**.

If this enemy is defeated: You face each other and raise your weapons. A moment later the raiders are dead and you feel that your thirst for revenge is quenched a little. Now you know that vengeance has always been your true and only goal of the journey along the Road to Ruin. You no longer care for problems of the north, if you ever did.

See 16.

If this enemy is not defeated: You face each other and raise your weapons. A moment later you feel pain burning in your chest and a big, bloody stain blooms on your chest. You know it's the only way to go on the Road to Ruin.

See 159.

134

The mutant offensive in the south escalated when Maleburn was taken. You learn that the ruins of the city will be a foothold for the forces that would attack New Sydney. Beaches around Alice Offsprings are empty, while ships coming from behind the Great Divide spew forth warriors of the Free Mutant League. They march east the moment they land in the harbor. Any attempts to move against this “wave” cause suspicions.

Choose:

✔ You brag to the captain that you’re the veteran of the battle of Maleburn. **See 84.**

✔ You discreetly look for a way to make the crossing to the west. **See 109.**

✔ **You are the Mechanic.** It’s easy to find a broken ship in a port city. You offer to help with the repairs in exchange for transport. **See 75.**

135

Everything that bears even the smallest taint of mutation makes you sick – no matter if it’s a person, plant or animal. You avoid any contacts with such filth, but the further west you go, the more common all kinds of abominations are. You start to obsessively check food, gear, even your own body! Mutants don’t need to do a thing to win in this psychological warfare.

Move the dominance marker **1 space down the track.** Place the encounter card B next to your knight sheet and place a number of your knight tokens depending on the current position of the dominance marker on the track: 3 tokens for space “9”, 2 tokens for space “8”, and 1 token for space “7” of the track.

If you are conscious, at the beginning of each turn discard 1 knight token from the encounter card B and test **Aid (1)**. If it **fails**, you have to immediately perform the Camp Action according to normal rules. Discard the encounter card B if there are no knight tokens on it. Then gain 1 ⚔.

136

Though you persuade some people, you encounter a few ex-miners among the crowd. They have a wholly different view on working the Gangraen mines and care little about unions. They strongly “advise” you against agitating on their behalf.

Suffer 3 ☠. Your vehicle suffers 2 ☠.

Good news is – the gate of the First Bridge opens in the morning. The guards start to let the travelers through, one by one, checking if anyone has the virus symptoms. Fortunately, you’re healthy.

You lose all remaining actions. If you want to move east of **space 0 (First Bridge)** next round, you cannot move further than 1 space east of it.

137

Here and now, it’s been your destination all along. Yet, you realize what fate awaits New Sydney if Golfer decides to attack with his army. Despite many misunderstandings with the Cartel you don’t want innocent people to suffer the horror of another war. Therefore, you brave the impossible: try to persuade Golfer that if he attacks now, he’ll suffer defeat.

Test **Negotiate (5)**. You obtain 1 additional ✨, if the dominance marker is on space “2” or lower on the track and 1 additional ✨ for every 3 ⚔ you have.

Pass: You’ve made it! You’ve dissuaded the mutant leader from a direct attack on New Sydney! Admittedly, in order to sound more trustworthy you give him some intel on the Cartel’s military capabilities, but the offensive is called off.

You don’t know how these two feuding communities will fare, but you feel you’ve saved New Sydney from destruction.

See 110.

Fail: You must’ve spoken one word too many when you tried to dissuade Golfer from attacking New Sydney. Unfortunately, you also unwittingly betrayed some crucial information about the military potential of the Cartel.

The hulking mutant smiled mockingly and made his characteristic swing, shouting: “Fore!”

The last thing you remember is the picturesque aerial view of Carcassville...

See 159.

138

“Ya bastard! Now ya’ll get a beatin’!”

That’s the last thing you remember before your vehicle with you inside starts to fall into a crevice, pushed off the road by the union saboteurs. You underestimated the influence of the movement in the north, and news spread at least as quickly as you travel east on the Road to Ruin. You have to be quicker than the rumors, or else you’ll end up in a hole to deep to crawl out of.

Move the dominance marker **1 space down the track.** Place the encounter card B next to your knight sheet and place a number of your knight tokens depending on the current position of the dominance marker on the track: 3 tokens for space “9”, 2 tokens for space “8”, and 1 token for space “7” of the track.

Whenever you would perform the Move Action, discard 1 knight token from the encounter card B and test **Tech (2)**. If it **fails**, you cannot perform this Move Action. You may discard 1 🗡 to ignore this effect. Discard the encounter card B if there are no knight tokens on it. Then gain 1 ⚔.

139

“Why would I cheat such a good client? Not a chance” answers the rancher, seriously mad.

Test **Negotiate (3)**. If your **Aid** is at least 1 green die, you obtain 1 additional ✨.

Pass: You explain that the miners’ life is really harsh and the union literally fights for their life. Anyway, even if the Company falls, the union leaders will still need new shipments.

Gain 1 ⚔. Move the dominance marker **1 space down the track.**

Fail: “No way. The Company will learn about this! Get the hell out of here!” Bob bursts, infuriated. You have no intention to fight his bodyguards, so you leave.

Move the dominance marker **1 space up the track.**

140

When you started your journey west from New Sydney along the remnants of Highway 1, you had no idea how the decisions you make might affect all inhabitants of the Waste. The road you chose to travel saved some from certain death, while bringing others to ruin. Did you make the right choice? Did you side with the right people? No one asks such questions in the badlands. You always choose lesser evil or die. Thanks to your actions the Merchant Cartel gained power and took over new territories and settlements, while the Free Mutants community fighting brutally for its rights got marginalized. The mutants became a quarry, stories about their great leaders, such as Golfer, turned to jokes one tells over a glass of moonshine in a bar somewhere in south Australia.

Your knight wins.

141

You lure the GMU enforcers into a trap in an abandoned refinery. Fire will burn out their progressive views and foolish ambitions. Resolve combat with **GMU Negotiators** according to normal rules. Before the combat starts, **GMU Negotiators** suffers a number of ☠ equal to the number of the space of the track where the dominance marker currently is.

If the GMU Negotiators are defeated: A few last miners are still dancing, engulfed in flames, when an airship from Queen's Valley lands nearby. You're taken for the festive start-off of CombMine ZX.

"It's on!" shouts the chief mechanic over the clangor of the machine. After an hour-long inspection, during which the Queen's men check every component of the enormous coal-cutter, the satisfied man says that everything works perfect and his work here is done. He shakes hands with the leaders of the Oilers and embarks the dirigible.

See 29.

If the GMU Negotiators are not defeated: You knew you had little chance winning with the tough miners. The arguments they used – pickaxes and sledgehammers – were hard enough to put you away. You'll never know what kind of reality you helped building when you traveled the Road to Ruin.

See 159.

142

Though you persuade some people, you encounter a few medics and people who feel you're a filthy scaremonger.

Suffer 3 ☠. Your vehicle suffers 2 ☠.

Good news is – the gate of the First Bridge opens in the morning. The guards start to let the travelers through, one by one, checking if anyone has the virus symptoms. Fortunately, you're healthy.

You lose all remaining actions. If you want to move east of **space 0 (First Bridge)** next round, you cannot move further than 1 space east of it.

143

You strike when he least expects it. The poor fellow must've lost his edge the moment he left New Sydney. You decide to leave your former friend's carcass hanging from a tree, with a placard on his chest: "Cartel never forgives". You rummage through Mr. Mall's stuff and find some valuable supplies. He won't be needing them on the other side.

Gain 2 chosen resources. Draw 1 gear card. Move the dominance marker **1 space up the track**.

144

You tell everywhere about a spectacular success in the east. It raises the morale of the horde's mercenaries waiting in the harbor. Rumors spread like wildfire. Local officers decide to send a boat to the west to bring the good news to the leaders of the Free Mutant League. You offer help in exchange for a place onboard.

You may perform 1 free City Action (even if you have already performed one this turn). Move the dominance marker **1 space down the track**. Place your knight figure on **space 36**. You lose all remaining actions.

145

"Get out of 'ere ya dickhead!" shouts the man, his fist raised high. Now you know that these are the representatives of the union members from Gangraen, but there's no time to fiddle around.

You'll be lynched in a moment. You push the pedal to the metal and the miners' boss jumps out of the way in the very last moment. As you pass the dirty faces of the "negotiators", they start to whistle. It's just the background noise – you still need to find your way among burning tires.

Roll 2 white dice. Your vehicle suffers a number of ☠ equal to the number of obtained ✨.

146

You realize just how far ahead of the union members the Western Company is. You also know that in the end it will ruin the north of the continent. In a desperate act you attempt to make the union "negotiators" aware of their hopeless position.

To your surprise, the workers from Pumps turn out to be smarter than you thought. They cause an accident by using a flare stack to destroy the airship carrying the Queen's Valley engineers. This way, there's no one left to start CombMine ZX and you can finally get back on the road.

See 101.

147

You kill him in his sleep. The poor fellow must've lost his edge the moment he left New Sydney. You decide to leave your former friend's carcass hanging from a tree, with a placard on his chest: "Mutant lover". You find a few useful items in Doctor Feng's luggage. He won't be needing on the other side.

Gain 2 ☠ and 1 ☠. Move the dominance marker **1 space up the track**.

148

For lack of a better idea you scribble your name on the entrance to the base, making this place more "familiar". Maybe one day you'll return here with a group of survivors and turn this place into a proper home? For now, you explore a few shipwrecks and rest away from the heat.

You may perform 1 free Explore and 1 free Camp Action (even if you have already performed them this turn). The actions can be performed in any order.

149

At first the mutants look at you with distrust – you're a "normie", after all. Somehow you manage to persuade them that you'll hang some of the posters on your way west. Tempted by the vision of a quick break from this boring work, the agitators throw a few packs of the propaganda crap into your trunk and share their supplies with you. As you resume your travel, you wonder where the creature from the poster got its nickname from. One thing is sure – given your luck, sooner or later you'll meet this "player".

Gain 1 chosen resource. Take the **card number 9** from the special deck and place it face-up next to the plot sheet. This is **Golfer**, the general of the Free Mutants' army and the mastermind behind the operation directed against New Sydney.

150

As you see this, the fire looks innocent and it's burning far from plants. It's not worth risking getting burnt. You drive away, singing: "By the rivers of Babylon..." under your nose.

A few days later you learn that tens of square kilometers of scrub and a few settlements have burned down.

Nothing happens (at least not to you, dickhead).

151

As you watch bloody clashes from afar, you can feel your anger burning inside. Maybe you've been on the road for too long, or maybe it's the spike of brutal adrenaline so common during every skullcrusher match? Or maybe you just want this world to bleed? Overwhelmed by a blind rage, you bull rush into combat, dealing blows to everyone within your weapon's reach. After a long battle you find yourself alone, covered in gore. Bodies are piled all around you. That's the scene the mutant reinforcements see when they arrive. You notice respect in the creatures' eyes.

Gain rewards for both enemies placed next to the board – discard their cards. Move the dominance marker **1 space down the track**. Note in the Outback Chronicles that **Maleburn fell**. You are dealt 8 ☹.

152

Having had enough of midday heat, you choose to wait out the hottest hours of the day in the first ruins with a little shade that you encounter. You reach an old petrol station, stop and make sure you're the only visitor.

Maybe an hour later a rusty, dented police patrol car from before the Scourge stops in front of the building. You know this ride. Frank Strzelecki, your old pal and a Judge – one of the self-appointed protectors of the Waste, drives it. He jumps out of the car, a bottle of booze in hand.

"Logan! I heard that you're traveling around these parts. Let's drink just like when we hunted down that damn gang of Jarls."

"Off duty already?" you ask.

"I'm never off duty."

You spend the next few hours recollecting your time as a Judge.

Gain 1 ♠. You may perform 1 free Camp Action (even if you have already performed one this turn).

153

Let everyone know you're no joke!

Gain 1 ♠ and 1 ♣.

154

You're both aware of your skills and feel mutual respect. Here, on the Road to Ruin, help is valued more than all the treasures of the Waste. Jenny shares her supplies with you and resumes her chase after the gang.

Gain 1 chosen resource. Move the dominance marker **1 space up the track**.

155

Your actions in the north turned this region into an utopian ruin. Workers' unions spread like a plague through Gangraen, Queen's Valley and Pumps, and it's safe to assume they'll soon reach New Sydney – people say that the first "negotiators" have appeared in the south.

Slackening of duties and social privileges demoralized workers and ruined both the Western Company and the Oilers. Waves of protests shook the weak north and turned it into a lawless land.

Upon seeing the results of your actions you decide to look for solace in mutants' settlements in the far south. Maybe there you'll forget about your last trip along the Road to Ruin?

Your knight wins (though you have the impression that not many people are as happy as you are).

156

It looks like the mutant offensive has been stopped for the moment. Survivors of the siege are licking their wounds on the piers, waiting for transport. Local captains are making good money smuggling the sorry remnants of the horde. It'll be easy to join this ruffraff and disguise yourself as a refugee eager to return to the west.

Choose:

✔ You negotiate the transport with one of the captains. **See 7.**

✔ You sneak into a boat in a mutated refugee's guise. **See 48.**

✔ **You are the Mechanic.** It's easy to find a broken ship in a port city. You offer to help with the repairs in exchange for transport. **See 75.**

157

"That kind of scam, huh? I'm an honest businessman. Why would I do this?" lies Bob through his teeth.

Test **Negotiate (3)**. If you have at least 5 ♠, you obtain 1 additional ☼.

Pass: You explain to him that the Company will pay for the delivery just like for good meat, and he'll empty his freezers.

Gain 1 ♠. Move the dominance marker **1 space up the track**.

Fail: "No way. I'm not gonna lose reputation because of the games you play in the west. Get the hell out of here!" Bob bursts with fake anger. You have no intention to fight his bodyguards, so you leave. Move the dominance marker **1 space down the track**.

158

Test **Tech (2)**.

Pass: You manage to program the IFF system correctly. You can hear the missiles moving into combat positions and the radar panel starts to beep monotonously.

Gain 1 ♠. Move the dominance marker **1 space up the track**.

Fail: You think you've managed to program the IFF system correctly. You can hear the missiles moving into combat positions and the radar panel starts to beep monotonously.

Move the dominance marker **1 space down the track**.

159

This hellish road wrapped its tentacles around your throat for the very last time, bringing you to the point of no return. For a long time after your death survivors traveling along the remnants of Highway 1 could encounter a wreck of your car set by some cheeky bastards upon a mound of stones.

A corpse was sitting inside the burnt vehicle, the "Golden Lap" tab hanging from its neck. A hand sticking out of the broken window, its thumb sticking up, encouraging all passers-by to give the dead one a ride. To be frank, no one did and most steered clear of your carcass... Your knight fails.

SAFE HAVEN

1

The ragged stranger leaves and you order a bottle of proper booze. You're drinking one shot after another, at the same time trying to locate someone who could afford to hire you, but the people here look poor. They seem drowsy and calm. Though at least two hundred people are sitting around, you don't even need to raise your voice to talk.

Hours pass. Another bottle lands under the table. When you try to get up and look for a place to spend the night, your sight dims. That damn moonshine must've been stronger than you thought... You feel you're being pushed and prodded, hands reach inside your pockets, strong blows send you sprawling on the ground. You try to defend yourselves, but it's futile.

Each knight suffers 1 ♣, then sets aside all their gear cards (except for a **Knife**), resources, and vehicle sheet.

See 102.

2

While traveling along an old highway you witness a peculiar scene. A biker gang assaults a huge, steel Cerbero construct that resembles an 18-wheeler and when the damaged vehicle stops, a dozen figures jump out of it and start fighting with the gangers.

Choose:

☛ You take advantage of the damage sustained by the 'truck' and want to finish them off. See 95.

☛ You wait until the Cerbero transporter leaves and hope for some spoils. See 188.

3

Each unconscious knight performs 1 free Regain Consciousness Action.

It's good to walk on solid ground again. Man was not made to live among the waves. You make yourselves ready for the journey ahead, then look back for the last time. Will the boat be here, when you return? Will you be running for your lives, or walking as if the place belonged to you? Will you even leave this island? For now, you have a few kilometers to cover, with no idea what might happen. Time to set the course and move out.

Set aside all challenge tokens placed on the plot sheet – they will be needed later. Go to the plot sheet **NORTHERN APPROACH**.

4

You notice a pillar of smoke from far away. The closer you get, the better you realize that its origin is a small settlement built around an old petrol station – now in flames! Though you're still half a kilometer away from the town, you can discern running figures and hear gunshots.

Choose:

☛ You press the pedal to the metal and give this place a wide berth. See 348.

☛ You drive closer to see what's going on. See 86.

5

More haste, less speed, as they say, especially in places such as this. When you're really close to the base, an old military truck is cleft in two with a laser beam, and a cybernetic construct walks out of its burning remains.

Choose an active knight. A given knight searches the highway/desert wasteland deck for the **Cerbero C3D2** enemy card

and resolves combat according to normal rules. This enemy gains **Ambush** during this combat.

If this enemy is defeated: The robot's red eye goes out. You smash its cybernetic body into pieces – just to be on the safe side. Some mechanism inside stubbornly repeats: "I'll be back! I'll be back!" Nothing happens.

If this enemy is not defeated: For a moment you fear that the machine is indestructible. You're shooting at it, hitting it with everything you have, but it keeps getting up. Finally, you hammer it into the asphalt and smash its head, but you take serious damage. While you're dressing your wounds, an artificial voice of the wrecked robot is accompanying you: "I'll be back! I'll be back!"

Each knight rolls 1 red die, and resolves its result as if they were attacked by **Cerbero C3D2**.

No matter the combat result, discard the **Cerbero C3D2** card. Move the group marker to the **North Base (6)** space.

6

Tired of trudging through the wilds you welcome sounds and smells of human presence. You behold a two-story wood and prefab house, with a small woodshed and a workshop leaning to its walls. A few bikes are parked in its front, while some guests are sitting by tables fashioned of wooden cable reels. There's just one thing off in this bucolic scene – sounds of a whip and screams of pain coming from behind the house, cheered by the bikers.

Choose:

☛ You join the party. See 42.

☛ You enter the building to trade. See 97.

☛ You check what's going on behind the house. See 113.

7

You cannot see the base from your current position. The island is long and narrow. Only strips of beaches separate a green wall of primordial jungle from the ocean. It seems you have but two options when it comes to choosing your path – through the sand or through the jungle. One of them makes you clearly visible, the other forces you to enter the wilderness.

Choose together:

☛ You go along the beach. Move the group marker to the **Estate (2)** space. See 31.

☛ You go into the jungle. Move the group marker to the **Wilderness (4)** space. See 76.

8

While driving along a mountain path, you see a shape of a huge sentry tower jutting from behind a rock. Its barrels swivel up and start to follow you. You can also hear a dry click of firing pins inside the guns, but nothing happens – it seems that the construct ran out of ammo years ago. You come closer and realize that the machine protects a small, steel door installed into a sheer rock wall.

Choose:

☛ You disassemble the sentry tower and leave. See 39.

☛ You try to open the door. See 82.

9

This old, wooden building looks pretty good from the outside, but one look at its interior, and you realize it is nothing but a ruin that might topple under the first strong gust of wind. You walk around the chapel and encounter a car. Someone reversed and smashed a huge, metal trash can – rear wheels are suspended a little above ground. The driver – or rather his corpse – is still sitting behind the wheel. When you pull him out of the vehicle to search it, you hear some rustling from the chapel.

If the knights, as a group, have at least 6 x 6 ⚔, see 33.

Otherwise, see 346.

10

You asked the Perth people for some provisions, but they only had garbage. Dried seaweed? Corn? It's good for rag-pickers. You need something far better if you plan a serious assault and survival in some unknown area. Maybe dried meat, which is light and nutritious? Old reserves are long gone and hunting contaminated game makes no sense, so you head to Canobie. They say machines still raise real cattle there.

See 124.

11

You're walking on bolted together, wooden platforms floating on the surface of mangrove pools. You notice other "normal" people who seem to feel pretty relaxed here, but you don't share their attitude. You're as alien here as the creatures inhabiting this place are alien anywhere else in the Waste.

Choose:

✔ It's a city, so someone governs it. Time to talk to the decision-makers. **See 72.**

✔ The street knows best. So, you go to the first bar. **See 104.**

12

Discard 1 chosen gear card.

Maybe two hours later local thugs bring you a skinny man wearing a leather jacket with some gang colors.

"The island? I saw the entrance to the compound" he says, clearly scared. "I saw some writings there, too, but I can't read. And the whole town! Oh, and a huge gate, and an elevator behind it. A truck could easily fit there."

You ask how he got away, and he says: "Some robots were dragging me. I hadn't seen any like that in my life. But I had a grenade deep in my pocket. I blew them out, and fled to the beach."

Then he starts to recollect even more details – just enough to give you a vague impression about what to expect in the base. Half of this is probably made-up, and the other half twisted by fear, but it's better than nothing.

Gain 1 ⚔. Take the challenge token from your space and place it on the plot sheet. Write "Piece of the base plan" on an entry token and place it on your vehicle sheet. Keep it for later.

13

You're standing on the road, looking around. You can see both shores of Garden Island, the road, and the base itself. It looks like a town from here. You may go along the road leading close to the eastern side of the island or through the beach in the west.

Choose together:

✔ You follow the road. Move the group marker to the **Airfield (2)** space. **See 41.**

✔ You go along the beach. Move the group marker to the **Power Plant (4)** space. **See 69.**

14

The active knights test **Survival** (♣) together. They add all obtained ✨.

Pass: Despite the grass being bone-dry, you manage to silently slip through the pitch, then under the tribunes, and finally across the fence. Further on, there's a wide, concrete parking lot. At its far end there's a huge building with a steel gate. The word "LAB" is painted on the rusted steel. You run to the gate and look up.

Each active knight gains 1 ⚔.

See 341.

Fail: When you're in the center of the pitch, a few huge calyxes burst, sending in the air clouds of spores, flickering in sunlight. This sight would be entrancing, if it weren't for its deadliness. You cover your mouths and dash headlong, but there's no escape from this danger.

Each knight rolls the number of green dice equal to the number of missing ✨. If a given knight obtains at least 2 ♣, they lose consciousness. Otherwise, nothing happens.

If all knights are unconscious, see 250.

If at least 1 knight is conscious, see 59.

15

If you plan to storm the island, you need supplies. Hard to say if you forage anything edible there, and you can't burden yourselves with backpacks full of food. The choice is simple – dried meat. Very light and very nourishing. Hunting in the irradiated badlands makes no sense, but you know one place, where machines still raise cattle. Time to check if it's just a legend.

See 124.

16

You feel that the Perth inhabitants' days are numbered. Whatever lives on the island will soon claim their lives. When you encounter a nomad camp made up of a few dozen tents arranged inside a circle of armored cars, you realize you have to persuade those people to join your cause and help the city. The travelers are led by a charismatic woman called Erin. However, a few hours spent by a campfire later you know that her advisor Red is an ambitious type.

Choose:

✔ You convince Erin to take her people to Perth. **See 73.**

✔ You talk with Red. **See 116.**

✔ You have gear cards and/or resources with a total value of at least 6. You persuade a part of the group that very soon all of Perth inhabitants will be showered with artifacts from the old times. **See 145.**

17

You're about to enter the building, when you hear metallic noises. The constructs you left behind seemingly had no intention to leave you alone.

Choose 1 knight for each ♣ enemy set aside next to the plot sheet. The chosen knights resolve combat according to normal rules (they may do this in any order).

If all enemies are defeated: You wreck your steel pursuers, and move on. Each knight who defeated their enemy additionally gains 1 ⚔.

If at least 1 enemy is not defeated: The damaged constructs have activated self-destruct procedures. Molten debris wreak death in the parking lot outside the building. Each knight suffers 1 ♣ for each undefeated enemy.

No matter the combat result, remove the enemy cards from the game and **see 275.**

18

You're walking in the sand, between the calm water and the green wall of the jungle. At some point you spot houses through the leaves. There must be a few dozen buildings, with calm asphalt alleys, lock-ups, playgrounds, pitches... Base employees' families must've lived here. Now, the wild, green tangle has dominion over this place.

Choose together:

✔ You search a few houses, hoping to find some supplies. See 303.

✔ You try to start one of the better preserved cars – using it will allow you to save some time. See 324.

✓ If the special card number 8 is in the game, you have to choose this option. Choose any knight and see 291.

19

The robot starts to hum, and a long piece of paper slides out of its "belly" with a headline that reads: "Defense Bank Loan Terms." Below there's line upon line of text that would be hard to read even if you had a magnifying glass, and the slip is getting longer! A moment later you're ankle-deep in printouts, and Wall-y doesn't react to any commands. The room is filled with a smell of burning circuits. You escape outside just in time to avoid an explosion. The paper quickly catches fire, and a few minutes later the bank is in flames.

Step 3 of this round ends. Next round, no knight can explore in step 2, and you have to resolve **entry 87** in step 3. You cannot choose the third option.

20

If you plan to cross the barricade on the bridge, you need to find a man who knows a thing or two about cars. They'll turn your ride into a moving battering ram. They told you in Perth that such a person surely lives in Rust Waters. That place is a mecca of mechanics and inventors, after all.

See 340.

21

A narrow ladder leads down the foul-smelling, dark "well". You illuminate your way with flashlights, and quickly find something valuable – there's a waterproof box with a first aid kit in one room.

A chosen active knight searches the gear deck for the **Doctor's Bag** card, flips it to its working side, and keeps it.

You keep walking through a narrow corridor, among some pipes and wires, kicking bones. When you're squeezing through a cramped space, you spot a dark shape closing in on you.

The active knights test **Blades** (♠) together. They add all obtained ✨.

Pass: A pale face flashes in the darkness. Fortunately, you're quicker. The creature falls back, and you retreat to the ladder, listening to its gathering companions. Time to run.

Each active knight gains 1 ♠.

Fail: You don't even see your foe. A quick exchange of blows, a deafening roar. You run away, panicked, tripping and bumping into one another. Finally, you get to the ladder and leave this damn wreck.

Each knight suffers 1 ☠ for each missing ✨.

No matter the combat result, move the group marker to the **North Base (6)** space.

22

It's hard, but finally you manage to repel the assault. The damaged constructs retreat toward the island, so you'll probably meet them again, but at least you can catch your breath. Time to regroup and move on.

Remove all defeated enemies from the game. Discard all wound tokens from the undefeated enemies and place them next to the plot sheet. Note in the Outback Chronicles that **the robots regrouped**.

If it is round 6-8, see 264.

Otherwise, see 75.

23

You stopped to camp in some old factory, or maybe a plant? It must've produced more stuff in one day than you could possibly need to satisfy all inhabitants of the Waste for decades. At some point you notice an armored school bus slowly approaching the compound.

Choose:

✔ You put out the fire, retreat to your ride and get out of here. See 62.

✔ You put out the fire and watch how the situation unfolds. See 103.

24

"It's finally over..." you think, looking out for more reefs. Suddenly some shape swims by, right under the surface. A moment later the engine starts to choke. You hear water splashing. You see a shape in the dark – something's climbing on the boat! It's hard to say what it is – a human, a mutant, or a robot. No time for thinking, anyway. You charge this thing, realizing at this very moment that there are more of them.

Take the **card number 7** from the special deck and place it face-up next to the plot sheet. This is the **Ultimate Marine**, a humanoid creature from the depths of the ocean. Starting from the first player, each conscious knight resolves combat with this enemy according to normal rules. The **Ultimate Marine** is destroyed when it suffers a number of ☠ equal to its **Health** – return its card to the special deck.

Before the first combat with the **Ultimate Marine**, draw 1 token based on its **Threat 1** – it affects all combats with this enemy. Then perform the following steps: Check the Outback Chronicles: **if you learned about a sea mutants' weakness**, you start to yell like madmen and shoot in the air. This disorients the creatures for a while. You take advantage of this to attack. The **Ultimate Marine** suffers 3 ☠ (6 ☠ for 3+ knights).

After you resolve all combats, see below:

If all knights are unconscious, see 51.

If the Ultimate Marine is destroyed, and at least 1 knight is conscious, see 94.

If the Ultimate Marine is not destroyed, return its card to the special deck. Then discard 1 challenge token and see 94.

25

The barge you took over can barely sail. You need someone to check her engine. If you are forced to escape from the island, you need a vessel, right? You won't bring the boat to Rust Waters, but you can hire a mechanic there and take him to the coast. That immense oasis is full of all kinds of experts.

See 340.

26

Three men are slowly walking along a forest path. They look as if they were going to fall down any moment. Even from the distance you can smell their stench. They have rags tied around their eyes and they are using sticks to find the way. "Stranger" says one of them although you haven't spoken a word. "Please, help us."

Choose:

✔ You agree. See 108.

✔ You demand a payment for your help. See 278.

✔ One of them has a bag. Its contents will soon be yours. See 332.

27

You stand before the glass "coconos". It's easy to figure out what's inside. As to the large, red button on the control panel, you realize it can be used to destroy the contents of the tanks. There's a lock right next to it, but the security key is stuck inside, as if years ago the inhabitants of this place concluded that no intruder would invade it. The difficult thing here is counting how many tanks there are on the "stillages". Hundreds, maybe thousands. And how many mutants in each of them? One, a few... Maybe hundreds of eggs, larvae, spores... Children? You've got no idea.

Choose together:

✔ You press the red button. See 136.

✔ You walk away. See 224.

28

You're walking along the main road – no one knows what might hide in the thick scrub, and you, for one, wouldn't want to find out. After a while you notice a side road. A sign marks the crossroads, but its paint flaked off many years ago. You decide to check what's there and reach an old airfield terminal. You can see a tail of a gunship sticking out from behind the building. You enter the place through a broken window, and find yourselves in a large hall. It is filled with loading stations and scattered corpses. These are not just bones, but more like "mummies" – grayish, dry skin, faded uniforms half-eaten by worms. A few rusted guns are lying next to the bodies.

Choose together:

✔ You search the corpses. See 92.

✔ You go deeper into the building. See 119.

✓ If the special card number 6 is in the game, you have to choose this option. See 146.

29

Check the ending depending on the situation in the game:

If the scientists are alive and the mutants are not destroyed, see 55.

If the scientists are alive and the mutants are destroyed, see 254.

If the scientists are dead and the mutants are not destroyed, see 293.

If the scientists are dead and the mutants are destroyed, see 336.

30

"If you manage to get to the base, you should destroy it once you're done. We know about one place, where you might find enough explosives – the Warata mines far in the east." That's what they told you in Perth, and you agree that it sounded reasonable.

See 56.

31

The sea has washed ashore a turtle. It's body is the size of a well-fed cow, and it's lying upside-down. The mutated animal is looking at you with its large, glossy eyes, waving its gargantuan flippers right above the ground.

Choose together:

✔ You help the giant. See 134.

✔ You kill the giant. See 173.

✔ You leave the giant to certain death, and keep walking. See 230.

32

Your vehicle is slowly driving up a bendy, mountain road. The engine makes a horrible noise and almost dies, trying to get you through yet another sheer slope. Suddenly, there's a woman coming from behind a curve. You stop to avoid running her over. You look closely at the stranger – her face has boils and lesions, her skin covered in bloody blotches. When she sees you, she raises her collar, as if hiding something on her neck. She speaks to you, terrified, in a language you cannot understand.

Choose:

✔ You try to use sign language to communicate with her. See 89.

✔ You ignore the woman and keep driving. See 115.

33

You enter the building, weapons in hands. Rubbish is everywhere, especially under wooden benches. You are half-way through the main nave, when one of the building walls comes to life. A mutant with a flat body, small head and an extra pair of limbs detaches itself from it. One of you shoots instinctively and hits. The beast croaks loudly, then starts to flee.

If the special card number 6 is in the game: Place a chosen knight token on it. If this causes the destruction of the Stinkbug, step 3 of this round ends. Next round, no knight can explore in step 2, and you have to resolve entry 105 in step 3. You cannot choose the first option.

If the special card number 6 is not in the game, see 101.

34

In the distance you can see a patch of green surrounded by sunburned sand. Getting closer, you realize that the nearby oasis has been seized by a gang of raiders. You can hear screams coming from their camp.

Choose:

✔ You have a chat with the gang members. They'll allow you to rest if you stay out of their business. See 261.

✔ You recognize the raider boss. It's Bigby, a crook you've encountered on the trail many times before. He must have told some bollocks to a bunch of raider dipsticks and now they follow him around like a pack of loyal mutts. It's time to demote him. See 283.

✓ **Your Survival is at least 1 green die.** You stop at a safe distance from the oasis and hide your ride. At night you sneak into the camp. See 308.

35

The island isn't big. If a military base is really there, it probably stretches a few meters below ground. You need explosives in case you'll have to blow up whatever you find down there. Simple grenades or dynamite from local factories won't do – you need something to crush the rocks. Almost everyone heard about the Warata mines, and that's exactly the place you need to visit.

See 56.

36

You can see the hull of a huge ship with a white marking "266" on the side. Its bow wedged into the shore decades ago, waves and winds covering it with tons of sand. Something strange spilled out of its steel "belly". The beach close to the hole is black – it looks like a coagulated crust. A chemical odor is omnipresent... Oil. Thousands of liters. You could fill the tanks of all biker gangs of the Waste with what's spilled here.

One of you places their foot on the crust ranging from the water to the wall of greenery... and falls knee-deep in the substance. It takes a lot of effort to pull your companion out of the goo, which behaves not unlike quicksand.

Choose together:

✔ You look for an alternative path through the jungle. **See 74.**

✔ You decide to go through the ship. **See 270.**

37

You arrive at a small settlement by the road to replenish your supplies. While walking among the locals, minding your own business, you suddenly bump into a big, bald and probably partly-mutated bloke. "You got a problem?" he asks.

Choose:

✔ "Yeah!" **See 58.**

✔ You make googly eyes and smile apologetically. **See 118.**

✔ You are equipped with a ranged weapon. You shoot before he has time to punch you. **See 217.**

38

Petrol spills wide over the surface of the dirty water. One of you throws a cigarette butt, and a second later fire cleanses this filthy place. The mutants are burning alive, screaming in pain. One is torn apart by an exploding canister. A few lucky dogs manage to escape the inferno, and you're there to follow. A trail of half-burnt bodies leads you to a big building with a steel gate, the word "LAB" painted in white on them.

See 341.

39

Test Tech (2).

Pass: You pry open the back panel of the construct and learn that the ammo feeder is blocked. In other words – there's still a lot of bullets, but the sentry tower has no access to it. Unlike you...

Gain 2 ♣.

Fail: You pry open the back panel of the construct and learn that the ammo feeder is blocked. You accidentally unblock it and the robot starts spitting lead!

Search the matching wasteland deck for a **Gun Tower** enemy card. Resolve combat according to normal rules.

40

That was the Perth inhabitants' last plea. One of them said shyly: "Go to that compound, the one with the huge antenna." You asked why, and he said: "You could warn people out there. Tell them that something strange is going on in the base." You asked him no more.

See 77.

41

The active knights test **Survival** (♣) together. They add all obtained ✨.

Pass: You see it from afar. It's moved in the bushes right next to the road. When you look closer, you notice a glinting sensor

of an automatic sentry. You keep walking at the same pace, quietly discussing your next move. When you're close, you throw yourselves on the ground, and destroy the machine with a salvo from your guns.

Each active knight gains 1 ♣.

Fail: You're walking slowly along the road. Suddenly, something hidden in the bushes belches napalm-hot fire. Everything is engulfed in flames! You get down and start to shoot without really knowing the target – you just try to aim at the source of the flaming burst. The firefight – literally – lasts for a while. The asphalt is melting, and you're choking in the acrid smoke. Finally, whatever it was, stops shooting. You put out burning clothes, dress your burns, and move forward.

Each knight suffers 1 ♣ and 1 ♣ for each missing ✨. Then the **Stinkbug attacks!** (if possible).

42

You find a free table, buy some booze and join the fun. You're not quite sure what's this all about – screams and moans and toasts – but a few glasses later you start to laugh. Two hours later a new friend from the biker gang is fixing your ride. He's even sober enough to point his socket wrench at the right screws.

Heal 1 ♣ and 2 ♣. **Repair** all ♣ from your vehicle.

43

You kill maybe two dozen beasts with your well-aimed shots. The rest escapes, and you follow the survivors' trail. The mutants lead you right here – in front of a steel gate of a concrete building – just to die under your blows. Now, you're looking at the faded word "LAB" standing out against the rusty background, and wondering what's lurking on the other side...

Each knight gains 1 ♣.

See 341.

44

Unexpectedly, you chance upon a derailed train. What the hell? Someone made a route through nowhere? The vehicle resembles a snake hidden in thick bush. A few carriages are almost completely hidden under a canopy of green creepers, others lie scattered near the rails. Only the engine seems almost intact and defiant, as if ready to roll any time. You notice three ne'er-do-wells tinkering with the engine.

Choose:

✔ You sneak toward the engine. **See 78.**

✔ You check the rear carriages. **See 163.**

45

Perth is a big city with an army of hired thugs. Why are they so afraid of the island? What menace does it hide? It still bothers you. So when one of you suggests that it'd be a good idea to visit the old relay station in the north and send a warning, you simply nod.

See 77.

46

You're descending slowly, passing one sub-level after another. Every time you see identical, seemingly endless corridors. You're counting. The base has nine floors buried deep underground. If something goes wrong, you'll never return to the surface.

Finally, you reach the bottom. The tunnel you're walking now could easily do for a trunk road. Its concrete walls are moist, and it's barely bright enough for you not to stumble into something.

Every ten or fifteen meters there's a large, red button with an "SOS" sign marked on it.

You hear the mutants from afar. Their lumbering gait, and hoarse breaths echo in the tunnel. It's a big group – gray-skinned, black-eyed monsters. Upon seeing you they start to act like predators. They move with cat-like grace, and naturally spread to flank you. Take the **card number 7** from the special deck and place it face-up next to the plot sheet. This is the **Ultimate Marine**. Starting from the first player, each conscious knight resolves combat with this enemy according to normal rules. This enemy loses **Ambush**, but gains **Threat 2** (instead of 1) during this combat. Before the first combat with the **Ultimate Marine**, draw 2 tokens based on its **Threat 2** – they affect all combats with this enemy.

The **Ultimate Marine** is destroyed when it suffers a number of ☠ equal to its **Health** – return its card to the special deck.

The Ultimate Marine is destroyed: *You show the creatures no mercy. Their fish-like, strange bodies fall one by one on the floor. You look at each other, panting heavily. No one asks this question out loud, but everyone wonders if this is the end... or merely the beginning?*

See 326.

The Ultimate Marine is not destroyed: *The mutants fight like feral beasts and you have nowhere to run. Some of them fall, but so do all of you. You're struggling to free yourselves, but the creatures are pinning you to the floor, executing one by one with their clawed hands...*

If the plot sheet is the Southern Approach, see 150.

If the plot sheet is the Northern Approach, see 250.

47

You reach the outskirts of the base. The road closely follows the coastline. You pass a concrete pier, and a half-submerged warship. There's a faded, white number "156" on its side. You hesitate for a moment, but pre-Scourge tech that might be hidden inside is too tempting. You climb on board, then walk inside the belly of this steel giant.

Everything around you suddenly changes – the slippery floor, dirty walls covered in grayish moss exuding an awful smell. You hear a loud thud, and something cuts you off from daylight. You move back, but the steel door in the bulkhead, through which you entered, has slammed shut behind you.

Choose together:

☞ You try to open the door. **See 221.**

☞ You move forward, hoping to locate a different exit. **See 258.**

48

You have absolutely no idea how you survived this mess. Probably the blast from some of the charges wasn't as powerful as you planned, or maybe the bodies of these mutated wretches provided some cover from the explosion? The latter option seems more probable, as you must dig yourself out from below a pile of carcasses and guts.

The elevator platform is dark. Your matches are soaked with blood, and your flashlight is gone. You can't even check if any of your friends survived. You raise your head, and when your eyes adjust to the darkness, you notice pale, emergency lights pointing upwards. You also see the number: "-8". Damn, the elevator descended almost to the very bottom of the base. Climbing up the service ladder will be no mean feat... But, hell, you'll manage. You could've died here, too, after all.

49

You're waiting for half a minute or so, watching the creature. To your surprise it's no mutant – just a deathly pale, skinny old man wearing a moldy uniform. His shoulder marks bear the insignia of an anchor and a crown – now faded, but surely golden decades ago.

The man leans out from the hole a little and grabs the meat. He's so busy eating that you seize him and carry to the shore. He's thrashing about, moaning, but stands no chance against all of you. You examine him, ask questions... He can only stammer a few words, but judging by his looks he must've belonged to the crew of this submarine. The "HMAS Farncomb" badge, the officer's insignia, the uniform. Now, this broken man looks even worse than the mutated beasts you've encountered on the island. You leave the old-timer to himself. He crawls toward the water, still munching the beef jerky with his toothless mouth.

Each knight gains 1 ⚔. Move the group marker to the **North Base (6)** space.

50

You're drinking. Booze is mild and strong. It makes you smile for no reason. You're chatting. The man tells you about Perth: the ruined downtown, where you can still find shades of old inhabitants; the shipyard where the former military built a fortress inaccessible for common people. When it gets late, your new companion offers you a place for the night. You follow him, laughing and singing. He takes you to a small bunkhouse built over an old fishing boat. It's dark inside, but you enter without hesitation. Then you lie down on some blankets strewn on the floor.

Each knight suffers 1 ♣/☠, then sets aside all their gear cards (except for a **Knife**), resources, and vehicle sheet.

See 102.

51

You lose consciousness. God knows for how long. You wake up in the boat, wounded and hungry. Nothing is left on the deck, even the engine is gone. All around you there are only waves, and the scorching sun above your heads. You're drifting to the horizon. You're well aware that no one will help you now...

The knights fail.

52

You go deep into the thick jungle. It looks like nothing on the continent – it's as different from your usual scrub as lush fields are from a patch of the desert. The longer you walk, the more plants and insects you notice, and you don't recognize any of them. A lot of trees around have thorny branches and round, purple flowers with an orange tinge.

Suddenly, you hear a croaking roar. It echoes flatly among thick trunks. A few minutes later you locate its origin. A strange creature with fish-like scales covering its body and an ugly face – or maybe a snout? – is hanging upside down, almost fully wrapped in the plant filaments.

Choose together:


☞ You kill the mutant. **See 339.**

☞ You observe what will happen to the mutant. **See 240.**

✓ You noted in the **Outback Chronicles** that you learned about a new mutant breed. You free the strange creature. **See 199.**

53

The machines are lying motionless on the asphalt. You prod them with your boots, smash their optical sensors, and throw some components into the ocean, just to make sure these bastards won't assemble themselves back together.

Remove all defeated enemies from the game. Each knight gains 1 .

If it is round 6-8, see 264.


Otherwise, see 75.


54

You're driving along a patch of giant trees, defying all climate changes. Suddenly, you notice a small landing on the top of one of them and a man trying to chase away a flock of monstrous birds. The shotgun leaned against the base of the tree trunk proves he's unarmed. A few shots toward the flock and the beasts fly away.

You climb up spiraling rods that lead to the observation point. The agitated man thanks, then shows you a maelstrom of tar-black, heavy clouds coming from the south. "A horrible storm is coming. You must warn the mayor of Charlesville. Please. It's just a few kilometers north from here."

Choose:

 You go to the town. **See 107.**

 You ignore the warning. **See 269.**

55

You take a closer look at the scientists. Their bodies look as if a gust of wind could topple them. The men are silent. Soon, you'll sell them with their knowledge and their 'armchairs' to the highest bidder. And the mutants? Will they really be superior to humans? You ask the elders: "What will they do now?"

"The same as we do. They'll try to survive" answers one of them.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.


56

The mine looks pretty much the same as it did before the Scourge. Machines, large and small, are frantically performing hundreds of tasks simultaneously: crushing rocks, loading, transporting. Yet, the output lies in piles everywhere. After a moment you start to discern some pattern. You also notice a huge warehouse. Tens of drones are flying inside, then leaving with some crates.

Choose:

 You sneak inside the warehouse. **See 99.**


 **Your Guns is at least 1 green die and you spend 1 .** You shoot a drone down. **See 147.**


 **Your Blades is at least 1 green die.** You ambush a drone. **See 201.**


57

Driving on a two-lane road you rush into a small town. Suddenly a gigantic, scaled body of a snake crosses your way. A hundred-meter long reptile doesn't even notice you – it charges at a bipedal Cerbero war machine.

Choose:




 **You have a Light vehicle.** You turn and drive between the houses. **See 214.**

 **You have a Medium vehicle.** You quickly throw your ride in reverse. **See 272.**

 **You have a Heavy vehicle.** You push the pedal to the metal and ram the slithering beast. **See 93.**

58

You strike first, but your punch doesn't impress him much. It seems you've just made him angrier.

Test Blades (3). If you are equipped with a melee weapon, you obtain 1 additional  (2  instead, if this weapon is ).

Pass: You barely remember how the fight went down. You seem to have fallen on someone's stall and then you hit the big guy with your elbow so hard something cracked in his jaw. Now the stranger is lying on the ground, mumbling. The people around you start giving you strange looks. Time to go.

Gain 1 . Suffer 2 .

Fail: The crazy exchange of mighty blows came to an end when he broke your leg with a strong kick. Now you're lying on the cracked asphalt waiting for another attack. But he seems to have let go enough steam. Finally, he leaves you alone.

Attach 1 Injury card to your knight.

59

You manage to get away from the pitch. You carry your dazed companions as far from that damn tree as you can, and end up in a wide, concrete parking lot. At its far end there's a huge building with a steel gate. The word "LAB" is painted on the rusted steel. You get there hoping that you've finally reached your destination.

See 341.

60

People in Perth aren't sure what's happening on the island, but they know that before the Scourge a Royal Australian Navy base was located there. It's said that the scientists from the Old World Order, an organization looking for ancient technology and lore, should have more information. It means a journey to the OWO's mountain outpost.

See 246.

61

The way to the west is barred by a tall gate made of welded car wrecks and junk. That's just one of the turnpikes – the First Bridge and the fortress guarding it are many kilometers further down the ruined highway. Yet, even here you already find overpasses and steel constructions ripe with wooden extensions and shacks built by the travelers. They constitute a hanging city of sorts. It's a labyrinth, but you find one of the local overseers.

"If your guy's here, we'll find him" says a well-built man sitting in a charred armchair. "But it's gonna cost you."

Choose:

 You decide to look for the runaway on your own. **See 344.**

 **You have at least 1 gear card.** You agree to pay. **See 12.**

62

You leave the ruins before anyone from the bus can see you. It's better not to risk.

Nothing happens.

63

Epilogue: You knelt before the Pilgrim.

You're wandering around the stalls in one of New Sydney marketplaces. The place is crowded, almost stunning you with its noise so overwhelming after weeks spent in the quiet of the wastes. When you lean over a table full of clips and mags to all kinds of weapons, the locket you found after meeting the stranger from the desert slips out of your open collar. The peddler grabs you by your

wrist and bares his collarbone – there's a tattoo of an eye closely resembling the one from the locket. "The Prince shall soon come" whispers the man. "We must be ready." Then he hands you a mag perfect for the gun inside your backpack. "His time is near..." adds the trader. You walk away bewildered and unsure what's just happened.

64

Traversing the outback you notice a human shape curled up under a small tree. The poor wretch must have died of his wounds or of thirst. You stop your ride and when the cloud of dust disappears, you're ready to go.

Choose:

✔ You approach the corpse and search it. **See 91.**

✔ Halfway to the corpse you notice that someone else is interested. **See 202.**

✔ You are equipped with a ranged weapon. It may look dead, but better safe than sorry – you shoot the body before moving closer. **See 235.**

65

The man on the boat mentioned that there's a pre-Scourge base on the island. If there's anyone who can tell you more about the current status of the place, or at least something about its past, it's the Old World Order – a group of scientists and soldiers preserving old knowledge. Therefore, you must get to their mountain outpost. **See 246.**

66

You go along the coast. This route is longer, but they surely watch the main road. You look at the endless ocean, wondering what lies beyond. Sometimes people talk about the lands far away, especially when they drink, but still... Your thoughts are interrupted by a constant buzz. It's coming from the part closer to the heart of the island. Right behind a strip of thick bushes there's a wide field full of solar panels. The sound originates from a large, gray shack at the border of the installation. The black rectangles are clean. Someone must've been regularly cutting down ramblers growing all over the place. It seems that this power plant still provides electricity to the base.

Choose together:

✔ You try to disrupt the plant's activity. **See 252.**

✔ You attempt to break into the shack. **See 323.**

67

All knights test **Blades (X)** together. They add all obtained ✨.

If you obtain at least 2 ✨: These dumb beasts don't know who they're dealing with. You kill a few of them, and the rest flees. You pursue them until you reach a large building. The mutants run towards it, as if they expected some succor, but upon seeing you they scatter in all directions. You stand in front of a large gate, with the word "LAB" painted on it. **See 341.**

If you obtain at least 1 ✨: Not your best choice of a battleground. It's slippery all around the pool, and the mutants outnumber you. You quickly realize you won't defeat them here. Time to think of an escape plan. **See 122.**

If you obtain less than 1 ✨: The creatures dominate you thanks to their numbers. You end up in the swimming pool, dealing desperate blows all around you, but the mutants are protecting their home. They start to drown you. This place will be your watery grave...

See 150.

68

You're walking along the beach, feeling somewhat exposed. At some point you spot a dark shape sticking out of the water maybe fifty meters from the shore. It's not a rock, but a conning tower of a submarine.

Choose together:

✔ Ancient technology is right there, yours for the taking... You check the vessel. **See 181.**

✔ You've had enough adventures on this cursed island. You quicken the pace and walk away. **See 5.**

69

The active knights test **Tech (🛡)** together. They add all obtained ✨.

Pass: The narrow path leads you to a short promontory. You notice something from afar and decide to check it. It's an ancient robot on tracks, half-buried in an old trench. You tinker with it for a while, then remove its armor. It has holes for the construct's appendices that ideally match your heads and arms.

Each active knight searches the gear deck for the first 🃏 card and keeps it.

Fail: At the end of a short promontory, close to the ocean, you encounter an ancient robot. It's one of those models on tracks. It looks like it started to look far beyond the horizon many years ago, and its batteries finally depleted. You start tinkering with it, hoping to find some useful parts, but you accidentally trigger the self-destruct procedure. The blast throws you a few meters away from the machine! Each knight suffers 1 🃏 and breaks 1 chosen gear card for each missing ✨. Then the **Stinkbug attacks!** (if possible).

70

People in Perth think that the mutated corsairs from Alice Offsprings won't be happy to learn that there's a new power that might threaten their sea business. They aren't sure if the inhabitants of the island could actually do that, but the worshipers of the All-mother Alice don't need to know that...

You manage to reach one of the sea gangs so numerous in the pirate harbor. It operates from a place resembling something between a fishing wharf and a den of a wild beast. The old buildings are full of dank shakedown, the ground all around muddy and uneven, as if a herd of swine was bred here. The only thing that looks decent is a small fleet of cutters bristling a wide array of weapons. "You wanna talk?" some mutant more gurgles than actually speaks. "You'll spend the night at sea. If All-mother spares you, maybe we'll help."

Choose:

✔ "No time for bullshit. Can't we go straight to business?" you ask with disdain in your voice. **See 342.**

✔ "I'll sail with you". **See 106.**

71

You run to the elevator, and push the button with "0" as hard as you can. You can hear the pursuit is right behind you. Just a little bit higher, a few meters more, so close... Suddenly, you feel that the platform stops sharply. There's no way to climb. Yet, you know full well what's there in your backpacks. The explosive charges from the mine. You've been dragging them all this time for exactly this occasion. No time to lose – the mutants are already hammering at the emergency hatch. You connect the TNT bricks. One of you sets the timer for three seconds, another one presses the charges to the rock.

- 3... The mutants storm the elevator through the shaft.
 2... You shoot with all you've got, then draw your knives.
 1... They see what happens next.
 0...

The knights win (postmortem).

You have, as a group, at least 6 x 6, see 320.

The requirement above is not met, and any knight has at least 10, see 48.

72

You learn that Carcassville is ruled by a group of Elders. As normal people are rather rare visitors, one of them invites you to his home. It's an old river barge. You go below deck with your heart in your mouth.

"What do you want, stranger?" asks Orog, your host. You explain your problems with Perth and your desire to learn more about Garden Island. "I know whom you might meet there" says the mutant. "Our brothers living in the ocean. What are you planning to do to them?"

Choose:

✔ "I'll help them make peace with the inhabitants of Perth." **See 137.**

✔ "I'll help them understand they must find a new home." **See 203.**

73

"People follow me of their own free will – I do not command them" says the woman. "But if you do one thing for me, I will call a meeting and tell everyone about your proposal." When you ask about some details, it turns out the group's only quack died in a recent clash with a gang and the wounded need some attention.

Choose:

✔ You help the ones gathered in the makeshift infirmary. **See 349.**

✔ You prefer to rest in the camp and go your own way. **See 208.**

74

You cross the tree line. There's no path in here, just a tangled wall of leaves, stems and branches. You're slashing and cutting and tearing just to move a step forward. Yet, it seems as if you weren't making any progress. For a moment you get the impression that the plants around you not only refuse to surrender under your hits, but thicken, entwining your arms and taking a firmer and firmer grip on your bodies. Disoriented, you notice huge, purple calyxes of predatory flowers hanging over your heads.

If the special card number 8 is in the game, see 159.

If the special card number 8 has never been in the game, see 238.

If the special card number 8 was in the game, but has been removed: You know perfectly well how to handle this threat. Though it takes some pain and effort, soon the meaty branches of the plant are lying at your feet, and you can return to your original route. Each knight suffers 1 and 1. Move the group marker to the **North Base (6)** space.

75

You cover a long stretch of the bridge and encounter another problem. Whoever lives in the base must've expected the attack – a large part of the bridge is gone. There's a ten meter gap ahead, opening to the waves below. Your only option is to return to the barricade and construct a makeshift footbridge from what's left.

Work takes a few hours. When it gets dark, a strange sound pierces the evening calm. It brings to mind squelching that makes your skin crawl.... You're listening intently, but can't see anything in the dark. You spend the night in the wrecked truck, but hardly anyone sleeps. You finish the footbridge in the morning and move on.

Note in the Outback Chronicles that **you lost time.**

Take the **card number 6** from the special deck and place it face-up next to the plot sheet. This is the **Stinkbug**, a feral mutant that lives in the southern part of the island. Whenever the following instruction appears: "**Stinkbug attacks!**", choose a knight. The knight resolves combat with the **Stinkbug** according to normal rules. If this enemy is defeated, place the knight's token on its card.

No matter the combat result, discard all wound tokens from its card. When there are knight tokens on the **Stinkbug** card, this enemy is destroyed. Each knight with at least 1 of their tokens on the **Stinkbug** card gains 1. Remove its card from the game.

See 264.

76

You find no path, just a thick wall of nearly impassable thicket. Whoever is in the front must really have a hard time blazing the trail.

The active knights test **Survival (6)** together. They add all obtained.

Pass: You notice more and more red ants the size of big grapes. You look around. They're everywhere! On branches, tree trunks, leaves, ground... You slowly retreat and look for a different path. This forest is really dangerous.

Each active knight gains 1.

Fail: You're trudging through the tangle, cutting climbers and squeezing between tree trunks. Busy with cutting out your own path, you hardly pay attention to huge, red ants. Only when a bug the size of a big grape painfully bites one of you, you fully realize that you're in the middle of a huge anthill. You immediately flee, seeing a red army crawling from below ground to protect its home. Each knight suffers 2 for each missing. You may ignore it, if you discard the Aboriginal herbs token.

77

The huge dish can be seen from afar. It towers over the hills like some kind of a bizarre monument, and beyond it there's a crater full of seawater. Other rusty antennas stick out from its bottom. You reach the fence, then enter the relay station and walk its ghastly corridors until you reach a room, from which you can send your message. The equipment looks like it hasn't been used in ages.

Choose:

✔ You try to fix the radio and send the warning. **See 121.**

✔ It's broken, what else? You'd better look for some useful stuff here. **See 162.**

78

You approach the train. The haggard men are trying to disassemble the diesel. It seems their only weapons are rusted wrenches.

Choose:

✔ You reveal yourself hoping they're no threat to you. **See 133.**

✔ You are equipped with a **melee weapon**. You strike the closest man. **See 172.**

✔ You are equipped with a **ranged weapon**. You shoot the closest stranger in the head. **See 229.**

79

The active knights test **Survival** (🛡️) together. They add all obtained ✨.

Pass: You give the beach a wide berth, choosing a path through a sparse jungle. It's a perfect moment to leave the coastline and head towards the base. You're already far away, when you hear a loud sound coming from the beach. It's something between a loud sigh and a passionate roar. It sends shivers up your spines...

Each active knight gains 1 🛡️. Move the group marker to the **South Base (6)** space.

Fail: You climb down the dune loudly enough to draw someone's attention. The beach is suddenly all bustling. You look back and see a mob of slithering creatures rising like a tidal wave. You run through the bushes, then a sparse jungle. You fall down into a hollow – maybe a crater left after an explosion? A wrecked robot overgrown with weeds is there with you, right at the bottom of the pit. You freeze... Sounds of howling and shouts can be heard close by, then further away. You've escaped though you have no idea where you are.

Each knight suffers 1 🛡️. Move the time marker 1 space down the track for each missing ✨. You may ignore it, if you discard a Piece of the base plan token. Then move the group marker to the **South Base (6)** space.

80

When you pressed those from Perth, they finally admitted that someone had actually managed to survive the visit in the base. It was just one man – a merc – who had been captured and sent to the island. People say they saw him escape, swimming all the way to the shore. Others claim he headed toward the Great Divide. There's a chance you'll find him somewhere in the Fools' Plain stretching around the First Bridge.

You can't see the entrance to the First Bridge. It's hidden behind tens of thousands of people waiting for permission to pass to the other side. Right here you always have to pay – with your body if with nothing else. The camp itself appears all of a sudden. A tall wall of tents springs up from the desert sand. When you cross it, a cacophony assaults your ears – sounds of quarrels, banging, children's screams. One kid runs at full speed from among the tents and bumps into you, then retreats scared as hell. You start to realize that finding a runaway in this place will be hard.

Choose:

✔ You go to the bridge guards. **See 61.**

✔ You question the locals. **See 114.**

81

When you reach for your weapons, the man in the wheelchair moves his hand, presses a button and... nothing happens. You see he's surprised. He has no idea you took care of the power supply. Yet, his astonishment is rather short. You squeeze the triggers – two times for each of the old men.

✔ Remember that the scientists are dead and see 27.

82

Test Blades (2).

Pass: The lock is rusted. One strong pull and it breaks like a twig. You open the door as wide as you can and walk into the dark, a flashlight in hand.

See 127.

Fail: You keep pulling, but it's futile. Finally, you decide to pull out the door using a chain and your ride, but it turns out the door is sturdier than your grapple, not to mention the rear bumper. There's nothing to win here. Your vehicle suffers 2 🛡️.

83

You focus on sparse information about top-secret projects the OWO archivist told you about. You find a letter from the HMAS Stirling base commander. He writes that "the first batch of vodnik" has successfully finished combat tests, but the creatures still have low resistance to high-pitched sounds. Whatever it means...

Gain 1 🛡️. Note in the Outback Chronicles that **you learned about a sea mutants' weakness.** Take the challenge token from your space and place it on the plot sheet.

84

You're walking right next to the waterline. At some point you climb a high dune and freeze on its top. A small bay with white, virgin sand lies right under your feet. Navy-blue bodies covered in slimy, smooth skin are lying everywhere. You look around and see mutants on the beach, swimming, sitting in the shade of the trees... Some of them look as if they were dancing, others are sitting in old, military tents, staring at the horizon. Others still, gathered on one tall pile, are lying on each other and shaking in convulsions. Choose together:

✔ You try to bypass this place. **See 79.**

✔ You try to kill as many mutants as you can. **See 314.**

✔ One of the knights has the **Some dried meat / Lots of dried meat token.** But for their ugly looks, you could mistake the mutants for regular beachgoers... Maybe you should join the picnic? **See 288.**

85

The robot reacts with a high-pitched call: "Executing protection protocol. Please follow me." Then it rolls out the back door, pulling the cable out of the socket. Yet, it seems its batteries have charged a little. The machine has enough power to cover a short route down the alleys. Finally, it stops, but you realize you're on a wide square close to a concrete building. There's a metal gate installed in the front wall, with "LAB" written on it.

See 341.

86

It appears the locals have been attacked by a band of some hooded raiders armed with harpoons, nets and strange, soundless crossbows. They're chasing down their victims and packing them into a military truck parked nearby.

Choose:

✔ You assault the raiders. **See 123.**

✔ Taking advantage of the omnipresent chaos you free the ones who have already been captured. **See 152.**

87

You walk along an asphalt road and reach... Well, it doesn't look like a military base – more like a town. It differs from the ones that can be found on the continent though – mostly because it's hardly as ruined and looted as anything you've seen so far. You listen intently for any strange sounds and look around. The entrance to the actual base should be located somewhere here. Time to scour this place.

Choose together:

✔ You go to the bar. **See 144.**

✔ You go to the stadium. **See 309.**

✔ You go to the bank. **See 260.**

88

Heavily wounded, you fall down. The machines scan you for a moment, and when they detect vital signs, they assault you for the last time. Your death is accompanied by heavy footsteps of the constructs and clank of their servomechanisms, as they turn your bodies into a bloody pulp...

The knights fail.

89

The universal language of hand gestures enables you to gain the stranger's trust. She diffidently lowers her collar and shows you an electronic prison lock around her neck. She draws a rectangle in the dust and the radiation hazard symbol next to it, with some human figures around. You assume there are more people like her wherever she came from. You promise to help her and you're ready to go when the woman points at a rock slide nearby. She gestures you to be silent and points again, as if suggesting the only safe path to the top.

You cannot use your vehicle until you resolve the following entries.

Test Survival (2).

Pass: You climb the mountain, paying no attention to the guards armed with flamethrowers. They're guarding a few dozen exhausted prisoners. Then you carefully sneak towards a radio tower – the closest building on the mountaintop. You can see fields of tents surrounded by a barbed wire fence stretching as far as you can see.

See 186.

Fail: A small avalanche is enough to alarm the guards. They run closer and start spitting fire from their flamethrowers. You jump away, slightly burnt, and run towards the car, but the woman isn't so lucky. Her screams accompanies you on your way down.

Suffer 1 ♣ and 2 ♠.

90

Those in Perth couldn't exactly say what's on the island, but they told you to find some large-caliber gun. You asked whether they could give you something from the armaments of the old ships. They refused claiming that nothing would fit on a car. Fortunately, unlike them, you spend your life on the road, so you know where to look.

Hardly anyone visits this old airport in the middle of nowhere. Even less people know that once you venture deeper into the forest, you might find much more than just the ruined control tower and steel skeletons of military planes. Locals claim that people working close to the trees sometimes vanish, but you're different than anyone, right?

Choose:

✔ You set fire to the forest – flames will clear the path. See 257.

✔ You drive into the bush. See 310.

91

The corpse is dry as a bone, even more than you would think it would be. As if something had sucked all the body fluids...

Choose:

✔ You prefer to leave the corpse alone. See 138.

✔ A corpse is a corpse. If it has something noteworthy, it surely won't need it anymore. See 182.

92

They must've kept shooting until they ran out of ammo. Their weapons are useless. Looks like you've wasted your time... But hey! You find something in a pocket of one of the dead guys. It's a surprisingly well-preserved photo of a woman wearing a blue

dress. She's young and her skin is so smooth – you haven't seen anyone with such a smooth skin. She's got a radiant, but somewhat shy smile, and she's looking from the photo right at you. After a moment of silence you return the photo to the pocket and leave.

Move the group marker to the **Pier (3)** space.

93

You hit the steering wheel with your head. While you get up, you can see the big snake turning its head and gazing at you with its dead, black eyes. The Cerbero robot takes advantage of the distraction and shoots a burst of bullets from its cannon. A few of them bounce off, but many more manage to pierce the scales. You try to escape, but the ride won't move.

Choose:

✔ You stay in the vehicle and wait. See 135.

✔ You get off and run between the buildings. See 196.

94

The monsters are getting their asses kicked. Some of them fall on the deck, others jump into the water, bleeding like a butchered swine. You realize you're alone... and that the engine is silent. You try to start it again, but it chokes as if it was about to fall apart. Time to get your hands dirty.

Perform the following steps:

- The **Helmsman** tests **Tech** (♣). Each conscious **Crew Member** can add 1 chosen die of their **Tech** skill to this test.
- If you have the **Spare parts** token, you may discard it, so that the **Helmsman** obtains 2 additional ✨ in this test.
- If you have the **Mixed spare parts** token, you may discard it, so that the **Helmsman** obtains 1 additional ✨ in this test. Then choose any **Crew Member**, who hurts themselves when repairing the engine and suffers 1 ♠.

Pass: Fixing the engine damaged by the water mutants takes almost an hour, but in the end the damn piece of junk works – it coughs out a cloud of black smoke, then propels you toward Garden Island.

If it is round 6-8, see 3.

Otherwise, see 175.

Fail: Despite all your effort the engine won't start. You build makeshift oars and propel the boat toward Garden Island. When you reach its northern part, the sun is high. Covering just a few kilometers has taken a better part of the day.

Note in the Outback Chronicles that **you lost time**.

If it is round 6-8, see 3.

Otherwise, see 175.

95

When you approach, you realize you have to deal with some mutated freaks and the insides of the vehicle looks like a huge fish tank leaking after the bikers' attack. Still, some humanoid creatures are swarming inside. The ones who have just faced the gang must've come from here.

Take the **card number 7** from the special deck and place it face-up in front of you. Resolve combat with the enemy shown on it according to normal rules. In this combat the enemy has **Health 5** and when you defeat it, you gain 2 ♠ (ignore the **Health** and rewards from this enemy card).

No matter the combat result, return the **card number 7** back to the special deck.

96

Though it's just a little petrol, the fire quickly gets out of hand. It jumps from the grass to some nearby bushes, then to the wooden tribunes, finally to the buildings surrounding the pitch. Everything here is dry, after all. A few minutes later you're encircled by a wall of flames. It's getting hotter, the smoke choking and making your eyes water. You must flee. You run through the burning grass, painfully scalding your legs.

Each knight suffers 1 ☠.

In no time fire turns into an inferno. The nearby buildings collapse, thick, black smoke billows high into the sky. Wind pushes it in your direction. You lose your bearings for a few minutes. You can only cough and blindly look for a way out of this hell. One of you falls to the ground. You drag their body away, and finally get to a concrete square, where there's no fuel for the flames. That's when you can finally aid your friend.

Randomly choose 1 knight. They can no longer resolve this entry.

One of you leans over the choking companion.

A chosen active knight tests **Aid** (2).

Pass: You loosen your friend's collar, place them comfortably, and wipe their face with moist pieces of cloth you've just torn off your shirt. A few moments later they recover, and the fire subsides – everything that could burn in this neighborhood has burnt down. You finally have some time to check the building you stopped by. It's huge and there's "LAB" written on its gate.

The knight who passed this test gains 1 ⚔. **See 341.**

Fail: You don't have the slightest clue what to do in such emergencies. Your friend's face is burnt, their body sprawled on the concrete. You won't be able to help... Meanwhile, the fire annihilates the bushes and buildings all around you, before finally dying out. You scan the area thinking what to do next. That's when you realize you're standing right next to a tall, steel gate. A long time ago someone painted three letters on it: "LAB".

The knight randomly chosen earlier is eliminated from the game. The other knights may distribute their resources, gear cards and entry tokens among themselves. **See 341.**

97

You enter the house. A tanned, freckled, skinny guy in dungarees welcomes you from behind the counter. "Howdy, stranger! Whaddya need? I've got everything. Fishing lines and them howitzers." You have no idea what a "howitzer" is but when you look around the walls with tons of stuff bolted to them you're ready to believe you'll find some fishing lines here, too.

Barter (3).

98

The active knights test **Negotiate** (👉) together. They add all obtained ✨.

Pass: The creatures outnumber you, but it seems they've never encountered humans before. Scared as hell, they start to run in one direction like a herd of sheep. You follow them and reach a large building. The mutants stand at its tall, steel gate and start to bang on them. When they notice you, they scatter in all directions. It's calm and empty now, so you can check the gate. There's a huge word "LAB" painted on it.

Each active knight gains 1 ⚔. **See 341.**

Fail: You're outnumbered, and your pitiful attempt at intimidation has failed. You're not even sure if they understand what you're saying. They start to walk out of the pool and flank you. You'd better leave.

See 122.

99

Test **Survival** (2). If you are not equipped with any 🛡, you pass automatically.

Pass: You cannot locate any entrance for humans, but you manage to crawl inside through an opening for the flying robots. Inside you see stalls full of all kinds of crates and boxes. The ones with explosives are clearly marked. You take a few thick bars of some explosive material and run away.

Gain 1 ⚔. Note in the Outback Chronicles that **you got demolition charges**. Take the challenge token from your space and place it on the plot sheet.

Fail: A few times you barely avoid getting ran over by huge machines carrying tons of crushed rocks and gravel. Finally, you reach the warehouse. You look for an entrance, but a large construct on tracks finds you instead. It's slowly approaching, its huge gun aimed right at you, and screaming incomprehensible alerts. You escape before it opens fire.

Gain 1 ⚔. Discard the challenge token from your space.

100

Perform the following steps:

- **Check the Outback Chronicles:** if **you lost time**, move the time marker 1 space **down** the track (2 spaces for 3+ knights).
- **If you have the Cogs token:** The mechanic is no longer willing to risk his life and refuses to accompany you. He hands you his tools and bids you farewell. Discard the Cogs token. Then search the gear deck for the **Electro-tool** card, flip it to its working side and pass it to a chosen knight.
- **If you have the Grey Joe token:** The navigator is no longer willing to risk his life and chooses to stay by the boat. He hands you some of his gear and wishes you good hunting. Discard the Gray Joe token. Then search the gear deck for the **Prepper's Kit** card, flip it to its working side and pass it to a chosen knight.

During this plot a few basic rules are changed, according to what is written below.

Vehicles: The vehicle sheets are no longer used – the knights move around Garden Island on foot. From now on, each knight can carry the gear cards they are equipped with and has a backpack with 2 🎒 (the Scavenger's ability works as normal). Additionally, they may carry up to 6 resources of any kind, including 🎒. Distribute the gear cards, resources and entry tokens among yourselves now, so that no knight exceeds the aforementioned limits. Then discards all excess gear cards and/or resources. If a knight has an upgrade card working only in connection with their vehicle, they must exchange it now for a different personal or general upgrade card, as if they just received an upgrade according to normal rules (their ⚔ is not changed). Additionally, all effects resulting in 🗡 cause a knight to suffer an equal number of ☠ instead, and all effects attaching Malfunction cards cause a knight to attach an Injury card instead.

Exploration Cards: Based on the plot sheet, some sections from the exploration cards cannot be chosen, and 🗡 cannot be spent to increase the **Exploration** value. Additionally, when resolving sections, ignore the following effects: gaining ⚔, drawing wasteland cards, and placing danger markers.

Wasteland Cards: Wasteland decks are not used, unless stated otherwise.

Knight Actions: Abilities and effects providing free / additional actions, or the ones connected with moving around the board cannot be used. Abilities and effects resolved during the Camp and Explore Actions are resolved normally, within the general limits of the adventure.

Moving: The knights travel around Garden Island on foot, using the **Island Sheet** – the map representing either the northern or the southern part of the area, with their key locations. The main board depicting Australia is not used. All remaining rules changes are described in proper plot sheets.

Return to the proper plot sheet (SOUTHERN APPROACH OR NORTHERN APPROACH).

101

You're chasing the mutant through the empty town streets. The beast is now on all fours, running among the ruins like a dog. Suddenly it turns, and jumps on a fence.

Each knight tests **Blades (2)**. If a given knight's **Survival** is at least 1 green die, they obtain 1 additional ✨.

If all tests are passed: You get to the creature, Hitting it with all you have, and trying to pull it down, but the bastard jumps over the fence, lands on the other side and keeps running.

See 126.

If at least 1 test is failed: You climb the fence, following the mutant. Your companion falls on the ground on the other side, hurting themselves. Yet, there's no time to rest – you must keep running.

Each knight who failed the test suffers 1 ☠. See 126.

102

You wake up on a boat swaying gently on the waves. You look around half-conscious. A very short man is sitting on a gunwale, a sawed-off shotgun close at hand. Another one is standing behind the steering wheel. Ropes bite deep into your wrists. You try to loosen them, but they're strong and tight.

"Easy" says the midget. His face is wrinkled, like fingers held in water for too long. "We'll get there in a moment."

You turn towards the direction the man has pointed with his chin. In the rays of the rising sun you see a flat island overgrown with a toxic green forest, or maybe jungle. When you ask what's over there, yet another guy appears from below deck, as if just waiting to answer. He's wearing well-preserved, leather clothes and has a revolver holstered on his belt.

"Garden Island. Old military base. Huge. Untouched by the Scourge" he says. "You're our rent. They need humans."

Choose together:

✔ "We could help you." See 132.

✔ That guy is close to the stairs. You could take him down.

Choose 1 knight and see 174.

✔ **Choose 1 knight equipped with a Knife.** One of you reaches for the knife and throws it at the man. See 248.

103

The driver stops the bus in the ruins. A few armed men disembark, then a group of haggard women and children follows. They're carrying tons of bags. All of them disappear in one of the production halls. Only two guards are left next to the bus.

Choose:

✔ You go to talk with the group. See 128.

✔ You return to your "camp" to rest. See 222.

✔ You decide to steal from the bus in the night – surely something must've been left. See 242.

104

You sit with a group of scaly-skinned ogres, buy a bottle of booze and try to ask about the island near Perth.

Test **Negotiate (3)**. If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: *Inhuman faces express unfathomable emotions. For a moment you listen to the growling and rattling of the beasts. Finally, one of them answers: "Bad, bad 'uns. Gill-like. 'Uman meat, like, eat." Then you're forced to listen to a series of barks and snaps, accompanied by excessive gestures. All this seems to merge into a story about a threat posed by some sea mutants.*

Gain 1 🎲. Take the challenge token from your space and place it on the plot sheet. Note in the Outback Chronicles that **you learned about a new mutant breed.**

Fail: *Either you can't read the beasts well enough, or your loathing of the locals is too obvious. The scaly thugs beat you first, then kick you outside. You end up in fetid water.*

Suffer 2 🧟. Discard the challenge token from your space.

105

You're walking among the buildings. You've never seen a town from before the Scourge so well-preserved until now. Plants, so common and wild everywhere else on the island, are non-existent here, as if afraid to cross the town limits. It's unnaturally calm. Only the sound of the ocean echoes in this forsaken place. You look around, hoping to find the entrance to the base itself. A few locations draw your interest – it might be worth to check them.

Choose together:

✔ You go to the chapel. See 9.

✔ You go to the gym. See 117.

✔ You go to the bank. See 210.

106

Test **Survival (2)**. If your **Aid** is at least 1 🎲, you obtain 1 additional ✨.

Pass: *You spend the night in the cutter with seven mutants. None of them says a word in a human language. They're humming some traditional, Aborigine-like song, one after another, as if passing its melody from one person to the next. The boat is swaying on the waves and the deck is wet. You feel as if you were going crazy because of all that, but at dawn the cutter returns safely to the shore. "All-mother hasn't killed you" gurgles one of the mutants. "You can count on us."*

Gain 1 🎲. Note in the Outback Chronicles that **you have the corsairs' support.** Take the challenge token from your space and place it on the plot sheet.

Fail: *No one talks to you. It's just you and the cold. At some point huge waves start to rock the cutter. You try to hold on to something, but you're washed overboard. With your mouth full of seawater, barely able to see, you accidentally manage to grab the stick offered by the mutants. "All-mother wants you dead, but we've saved you. You're still our guest" says one of the corsairs when his crew tosses you on the deck "but we won't help."*

Gain 1 🎲. Discard the challenge token from your space.

107

You enter a small, mostly wooden, settlement built on a mountain slope. You burst into the office of the local leader. The proud fat man named Charles looks like someone who rules with an iron hand. He seats himself deeper into the moth-eaten armchair and

when he hears your news about the storm, he says: "You're not the first to spell doom to my town!"

Test **Negotiate (2)**.

Pass: You slightly exaggerate the threat, telling him about the most terrible radiation storm in his life. A moment later bells start to ring on the ruined church tower, alarming locals about the coming threat. You seek shelter from the storm just like many others – inside the town hall basement.

Next day, you can hardly recognize the town. Just a few reinforced houses are still here – the others have been taken by the tornado. Nevertheless, the locals are grateful and give you some stuff for your help – you've saved their lives, after all. You leave and they start rebuilding their home.

Gain 1 . Draw 1 gear card.

Fail: A wall would be more responsive. This damn buffoon is too stubborn to believe you. Maybe instead of losing time here you should tell the locals about the storm?

Choose:

✔ You gather everyone in the center of the town. **See 153.**

✔ You leave Charlesville. **See 269.**

108

The men tell you a story of an attack on their village. A raider gang has burned it down and gouged eyes of all village dwellers. The culprits are still there, eating away the village stocks. One of the blind men pulls a grenade out of his bag. "I've stolen it from the raiders" he explains. "You just need to wait until they gather around the campfire and you can send them all to hell."

Choose:

✔ You take the grenade and go on your way. **See 184.**

✔ You take the grenade and decide to avenge the strangers. **See 232.**

109

You browse documents describing the HMAS Stirling base on Garden Island. Among other things you learn that there's a generator on sub-level 3 that powers the whole compound. It's not much but who knows when such intel might actually come in handy.

Gain 1 . Take the challenge token from your space and place it on the plot sheet. Write "Piece of the base plan" on an entry token and place it on your vehicle sheet. Keep it for later.

110

Perth trades on a regular basis with Dugouts – a mining community with a long history. Its inhabitants buy machine parts disassembled from ships. A group of specialists resides there. Its members might build a battering ram ideal to pierce the barricade on the bridge. The problem is – no caravan has returned from Dugouts for a few weeks now.

"Some strange Cerbero construct buried itself in the sand like a juvenile antlion. I went scouting. I saw funnels twenty meters deep, and inside pieces of junk, dried carcasses, red-tinted sand" you're telling your story and people from Dugouts are standing around and listening. "I knew that I only had one choice."

Choose:

✔ "I had to guide the caravan so that it would evade the ambush" you say. **See 139.**

✔ "Tear that bastard apart!" you strike your open hand with a fist. **See 168.**

111

You dash to the wrecked truck. You mounted the gunship cannon on its roof. You point the barrel at the charging "cans" and pull the trigger. The burst is deafening, but the explosion that follows casts you off the truck roof. Maybe because of the recent impact, or maybe because the weapon was already damaged, its barrel has burst and one of the bullets has exploded in the chamber.

Choose an enemy in front of any player – the chosen enemy suffers 2 and you suffer 2 . Return to **entry 161**.

112

You shoot down a dozen mutants, and when it gets calm, you go outside. That's when the bastards assault you one last time and you have to fight them face to snout.

Each knight suffers 1 unless their **Blades** is at least 1 green die.

The few surviving mutants flee through the town, and you follow, killing all marauders. Finally, you stand in front of a large, concrete building with a steel gate. Many years ago someone painted the word "LAB" on it.

See 341.

113

There's an empty field behind the buildings. It's full of car wrecks and piles of mixed parts. A tall, powerfully built mutant with thick skin is chained to a heavy, steel workbench. A fat guy wearing dungarees and a leather jacket in gang colors is lashing the creature with a whip. The mutant's back has turned into a scrap of raw, bloody meat. A skinny teenager is standing nearby, a sign in his hands: "1 canister for 30 minutes plus 1 hour free."

Choose:

✔ You ask the kid what all this is about. **See 148.**

✔ You try to free the mutant. **See 167.**

✔ You have at least 1 . You pay with the petrol and wait for your turn. **See 192.**

114

You spend the day walking around the camp, and questioning anyone willing to talk. Finally, you find the right tent. A haggard, skinny man is sitting in the corner. He's wearing an oversize jacket with some gang colors, and has a machete tucked behind his belt. You pretend you're lost, talk for a moment, then pull out a bottle of booze bought just for the occasion.

"Listen well 'cause I'm gonna tell ya!" You already know he's half-drunk. "There was this island. They wanted to... I don't know what they wanted, but there were robots, too, and some strange creature... No human, that's for sure. They tasted my grenade. I was smarter than them" he laughs wickedly. "I think there were many more of 'em. I heard them chasing me." You try to learn something more from him, but he starts to gibber and finally falls asleep.

Take the challenge token from your space and place it on the plot sheet. Write "Piece of the base plan" on an entry token and place it on your vehicle sheet. Keep it for later.

Then choose:

✔ You leave, but first you discreetly visit a few tents. **See 158.**

✔ You rob the drunken merc. **See 197.**

115

You reach the mountaintop. Far away you can see a steel radio tower casting its long shadow on the area and some people running around, with prison collars around their necks. They're

carrying steel crates marked with the radiation hazard symbol from a warehouse further away on the top to a military truck.

Suddenly, you can smell petrol and a second later you notice a deep red flame! A few masked psychos are running your way! Search the highway/desert wasteland deck for the **Order of the Flame** enemy card. Resolve combat according to normal rules. This enemy gains **Ambush**, but if you defeat it, you additionally gain 2 ♣.

No matter the combat result: More fanatics are coming. You must escape. You press the pedal to the metal, but the mountain road is hard for your suspension.

Your vehicle suffers 2 ♠.

116

It takes two bottles of moonshine, but Red finally opens himself: "Erin can't control people here. As long as she's the leader, we'll always be just a bunch of wandering bums. It's time for a change. Take her down for me and I'll take care of the rest."

Choose:

✔ You assassinate Erin. **See 155.**

✔ You go to Erin and tell her about Red's plans. **See 239.**

117

The hall is full of equipment you can't quite recognize. You see weights and bars, and devices one can sit in or lie on. You're looking around, when you hear the sound of heavy footsteps coming from an adjacent room. You look inside, ready to fight. It's long, more like a corridor, with lockers lining both walls. Two mutants are sitting at the far end of the room.

Choose together:

✔ You call the mutants. **See 141.**

✔ **At least 1 active knight is equipped with a ranged weapon and spends 1 ♣.** Your companion aims at one of the creatures and shoots. **See 171.**

118

The big bloke looks at you with a strange mixture of interest and surprise and you take advantage of it by hitting him as hard as you can.

Choose:

✔ You smash his face. **See 143.**

✔ You kick him in the nuts. **See 190.**

119

The active knights test **Blades** (♠) together. They add all obtained ✨.

Pass: The top floor is full of abandoned offices. One of them is locked. The door is heavy, but after a short while you manage to pry it open. You find a hangman inside. His body is as mummified as the ones downstairs. The old uniform is hanging on the corpse as if it was a coat rack, not a former human being. An old pistol with a clip full of bullets is lying on the floor. For a moment you try to figure out what happened here, then take the gun and leave, doubting that you'll ever find any solution.

Each knight gains 1 ♣.

Fail: The top floor of the terminal is just one hell of a mess. Abandoned offices full of old documents and broken computers, omnipresent dust and spiders. One room is locked, but you find no way inside. You just waste a lot of time trying to force its steel door. Finally, you return to the main road.

Move the time marker 1 space **down** the track. No matter the test result, move the group marker to the **Pier (3)** space.

120

Last month the people of Perth sent a shipping of steel on the cuff to the Sun Hounds, an infamous mercenary company. The mercs haven't paid yet, which means they owe a favor. It's good because now you can collect this debt.

The Hounds' coastal base protected by a tall wall reinforced with steel beams. You're stopped just outside the gate by gun barrels pointed at your head and mirthless smiles. You explain why you're here and what you expect. They tell you to wait. Long, in the rain, which has started without warning, as if brought by a coming cyclone. Finally, someone comes out to meet you. It's a tall veteran with a tattoo of a spider on his face. You can still see a couple of barrel ready to shoot any moment.

Choose:

✔ "Time to pay. Perth won't wait!" you threaten him. **See 223.**

✔ "You owe something to those people. They can't eat steel" you explain. **See 274.**

121

Test Tech (2). If your **Repair** is at least 2, you obtain 1 additional ✨.

Pass: It takes a couple of hours to bring the power back and figure out how all this crap works. Finally, you sit in a radio operator's chair, put on the headphones and press the microphone button. You speak for a while, then change frequency. You repeat the warning a dozen times hoping that someone is listening.

Gain 1 ♠. Note in the Outback Chronicles that **you sent the radio warning**. Take the challenge token from your space and place it on the plot sheet.

Fail: It's almost dark and you're still trying to brick the power back, but it's a waste of time. Finally, you smash the mail panel with a few well-placed kicks, swear and leave.

Discard the challenge token from your space.

122

Seeing your retreat, the gym runaway starts to scream with a croaking, ugly voice, as if he was rallying his companions. New mutants appear, and start to run after a moment of hesitation. There must be a dozen or more of them. You bolt to an alley, then run headlong between dilapidated buildings. Finally, you reach the coast. You see a sturdy, tall building with concrete walls. Steel containers are piled close to its side. Time to meet your doom.

Choose together:

✔ You try to climb to the roof. **See 289.**

✔ **You noted in the Outback Chronicles that you have the corsairs support.** The head of the closest mutant bursts like an overripe watermelon. **See 321.**

123

You're heavily outnumbered, so you decide to take the enemies one by one.

Test Blades (2).

Pass: You overwhelm a raider chasing a group of locals, deal him a blow and tear the hood off his head... just to regret you've done it. The creature hiding under it barely resembles a human – it's more a mutated monster with gills. You escape the place on trembling legs.

Gain 1 . Take the **card number 7** from the special deck and read it. You may show it to other knights. Then return it to the special deck.

Fail: You run toward a raider chasing a group of locals. Suddenly, he turns to you and the hood falls, revealing his face. Some caricature of a human has been hiding under it, with gills working tirelessly on its neck. A moment of hesitation and you're pierced with a steel bolt from its strange weapon.

Take the **card number 7** from the special deck and read it. You may show it to other knights. Then return it to the special deck. Suffer 2 .

124

The station is huge. The old fence seems to be stretching as far as you can see. You cross it and move on, looking for a herd. You locate it a few minutes later – it's at least a few hundred cows. For you one is enough – even if you were to spend a month on the island. Two large drones are hovering over the animals. Sometimes they dive to herd a lost cow closer to the rest.

Choose:

You wait till one of the cows stays behind. Two machines won't look after all of them. **See 234.**

You are equipped with a ranged weapon. There are only two drones. You try to shoot them down. **See 279.**

125

The situation on the western coasts is getting out of hand, as Perth and its surrounding area plunges into chaos. People say that hordes of strange creatures are coming to the continent from the island, while waters around Garden Island are churning with unknown currents. Whatever you've learned about the base and the island may be outdated by the time you get there.

Place the following danger markers: and on **space 33 (Perth)**. Additionally, when playing for 3+ knights, you can no longer fulfill the plot goal unless there are at least +1 challenge tokens on the plot sheet.

126

The Stinkbug reaches a tall gate of a huge, concrete building. You see it bang on the gate, but nothing happens. You stop a few meters from the creature, blocking its escape. The mutant outstretches its clawed "hands" as if it tried to frighten you, then charges.

If the special card number 6 is in the game, see 164.

Otherwise, see 219.

127

You descend down the corridor hewn in a living rock. After some time you reach a small room resembling a guardhouse. The tunnel reaching even further down is much better built, with steel plates on the walls. Yet, nature succeeded here. A few meters inside there must've been a cave-in.

As to the room itself, you find a few dead CCTV screens, two corpses wearing Australian Army uniforms, and an old fridge with some magnets attached: "Garden Island – Navy pride", "Uluru – A place to go in need", "Mount Isa – Mines strong." You barely stop yourself from checking if there's any food left inside...

Gain 1 .

128

You enter the hall. A few men seize and disarm you. Then an old man with his arm in a sling led by a long-haired teenager appears. "What's your business?" he asks.

Choose:

"It's nothing. I just thought it's safer to spend the night in a bigger company." **See 157.**

"I can see you took some serious beating. Can I help somehow?" **See 206.**

129

You look around the dark, vandalized interior of the building. A few minutes later you find the main power switch and – to your surprise – some of the lights actually turn on. Then you locate the archive and start searching shelves and drawers full of old files and dusty computers.

Choose:

You've got no idea what to look for, so you simply spend a few hours hoping that you'll chance upon something interesting. **See 109.**

One of the knights has a Piece of the base plan token. You've learned enough about Garden Island to look according to a certain key. **See 83.**

130

You're supposed to sail a boat, but none of you has the skills. If you hope to reach the island, you need to find someone who has. You could travel to Alice Offsprings, but the company of mutated corsair is no fun. You decide to try your luck in Fisher's Fall, a place known for its fishermen and sailors.

The settlement can be accessed by only one road. It goes above the coastline – an old highway built on tall pillars. That's where the locals erected their houses. You realize you won't approach unseen, so you may as well leave the car and walk with your empty hands visible from a distance. A group of armed men comes to meet you. Before you can open your mouth you learn that some mutants have kidnapped one of the kids. You have but a moment to decide. **You cannot use your vehicle until you resolve the following entries.**

Choose:

"I'll go with you" you offer to help. **See 166.**

"Good luck!" you let them pass and head for the town. **See 195.**

131

You dash to the wrecked truck. You mounted the gunship cannon on its roof. You point the barrel at the charging "cans" and pull the trigger. The burst is deafening.

Choose:

You shoot in a wide arc to hit all machines. The bullets punch holes in their torsos, but the robots keep moving. Each enemy suffers 1 . Return to **entry 161.**

You concentrate fire on one machine. The bullets tear it apart. Choose an enemy in front of any player – the chosen enemy is immediately defeated. No one gains its reward. Return to **entry 161.**

132

"You? Help us? How?" the man can't stop himself from laughing. "What's in the base?" you ask.

"No one has ever come back alive" admits the man reluctantly. "Well, hardly anyone. We don't know for sure."

"We will check it out. And if we get caught, we don't know each other. You've got nothing to lose" you decide to go all-in.

Your interlocutor ponders your words for a while, then yells at his companion to sail back.

"Are you really gonna go inside? Are you mad?"

"Half of whatever we find is ours" you say, almost dumbfounded by the thought about riches you might find in the untouched base.

"OK then" says the man. "Anyone can be sacrificed. And well, I've never met someone like you before."

Once you're back on the shore, he organizes a meeting with the locals. They tell you all kinds of cock-and-bull stories about the inhabitants of the island, but you can sense their greed and need to see what's over there. They've got a plan. There's an old bridge leading to the island. It's barricaded in the middle. With a proper vehicle and a bunch of daredevils... This might actually work.

SETUP:

- Each knight retrieves their vehicle sheet, gear cards and resources.
- Place 5 challenge tokens with **!** on the following spaces: **4, 12, 15, 22, and 27**. These are the places where you might find lore about the base on Garden Island.
- Place 5 challenge tokens with **!** on the following spaces: **Alice Offsprings, 11, 26, 32, and 36**. These are the places that the locals advised you to visit.

Go to the plot sheet DAMPIER ROAD.

133

One of the men clenches his fist, ready to fight. However, the other two quickly calm him down. You learn that the group makes their living by selling parts scavenged in the badlands. Their former bodyguards were killed and they barely survived themselves. They offer you a deal: you'll keep them safe until they finish with the train and they'll share their findings in return.

Choose:

✔ You accept their offer. **See 178.**

✔ You refuse them. You just want to lie for a few hours in the shade of the train. **See 211.**

134

It takes a lot of work, but you finally manage to turn the reptile back to its feet. The animal makes a long moan, then crawls back to water. For a couple of minutes you're standing and watching its enormous shell floating on the surface. When it's time to go, you return to your vigilant pace. At some point you spot a large rock, but it turns out to be yet another turtle shell – picked clean of meat and overgrown with ivy. What killed this giant?

Each knight gains 1 **⚔**. Move the time marker 1 space **down** the track.

135

Sliding down in your seat, you hope the machine won't notice you. You wait for a minute, two, three... And it leaves. Loud steps of its polymer-steel feet move away. You wait a moment longer, then you pull out your knife and go to get some reptile meat.

Gain 1 **⚔**. Heal all **☠/☠**.

136

There's no sound. No mouths to scream in fear. One of the screens displays a short phrase: "Gestation aborted", and some computer makes a "beep". You guess that's it. Time to go.

Remember that the mutants are destroyed and see 29.

137

Orog starts to laugh heartily. "The Great Divide will close before my people and your people find common ground. But good luck. As to the island, know that your ancestors are responsible for creating those sea beasts harassing Perth. I doubt you'll talk some sense into them." Then your host tells you everything he knows about the sea mutants, but it's not much.

Take the challenge token from your space and place it on the plot sheet. Note in the Outback Chronicles that **you learned about a new mutant breed.**

138

You nudge the carcass with your boot while you leave and a whole swarm of strange centipedes crawls from inside the body. They are really big. They must have eaten their fill of that bloke and then some. Nothing happens.

139

Test **Survival (3)**. If you sacrifice your next action (from this or the next turn), you obtain 2 additional **☼**.

Pass: "We were supposed to cover this stretch of the desert in five hours tops. It took us almost two days in the end. I walked first, hitting the ground with a long stick, watching... The caravan followed and that's how we finally reached some rocks. All future transports must avoid this area, otherwise they'll end up just like the former ones" you explain and people around start patting you on the back. The murderous machine right on the trade route is the last thing they expected.

Gain 1 **⚔**. Draw 1 gear card. Note in the Outback Chronicles that **the battering ram is made for you**. Take the challenge token from your space and place it on the plot sheet.

Fail: "I did my best to find a safe passage. I was walking maybe half a kilometer ahead of the caravan and watching..." you pause because it's hard to find words. "The ground behind me simply gave way. I heard a noise, and when I looked back all of them were gone. The whole damn caravan simply vanished from the face of the earth. I heard screams, sounds of torn metal. My own ride was wrecked." You feel the stares of the people around you, but you're unable to force yourself to look at their faces.

Attach 1 Malfunction card to your vehicle. Discard the challenge token from your space.

140

You need spare parts for the boat. The engine barely works – you wouldn't want it breaking down half-way to the island. Your lives are at stake, after all. Pre-Scourge parts are a rare commodity, but you can try to find some in the Queue, the last traffic jam on the continent.

A proud highway used to run here. Nowadays, you can find only a chain of cars, half-buried in the sand, stretching for many kilometers. No one knows why so many of them ended up here. Some of them are empty, others still contain mummified passengers. A few hours of searching later you encounter a car with a trailer carrying a motorboat. You start to disassemble it, but the screws are rusted. It's already getting dark and this work will take a few hours.

Choose:

✔ Well, you'll work through the night then. **See 169.**

✔ You keep looking. No point in risking. **See 213.**

✔ You have the **Cogs token**. Together, you handle the problem in no time. **See 298.**

141

The larger from the pair orders his companion to leave, then reaches inside a locker. He takes out a heavy machine gun, and an old army beret, which, cocksure, he puts on his bald head. "No rest for the wicked. Only work, work, work..." he growls, pointing the gun at you.

Search the highway/desert wasteland deck for the **Cerbero Finest** enemy card. A chosen active knight resolves combat with him according to normal rules.

If this enemy is defeated: The powerful mutant drops down without a single sound of pain. The bench he falls on breaks under his weight. Your ears are still ringing after the firefight, but you pursue the giant's companion. **See 191.**

If this enemy is not defeated: The mutant sends you one more burst, then runs out of the gym. Wounded, you leave the cover of the lockers to pursue the enemy.

Each knight suffers 1 ☠. **See 191.**

142

"Enter, merc" the gate opens and two men armed with pistols take you to a place resembling an interrogation room. You tell them about your problem and they leave you alone for a long while. Then someone new in a snow-white lab coat appears.

"We have records about that place" he says. "Before the cataclysm they called it HMAS Stirling. Officially, a fleet of submarines was stationed there, but unofficially a few top secret projects were conducted there. 'Triton', 'Ayakashi', 'Vodnik'... We only know the names. The military used the know-how of a Japanese corporation called Kagimoto, but we know nothing about it."

"Give me something, anything..." you ask.

"We found some partial blueprints of the base. The compound was powered by a generator on sub-level 3. That's all we know" the OWO archivist says with a shrug of his shoulders.

Gain 1 ⚡. Take the challenge token from your space and place it on the plot sheet. Write "Piece of the base plan" on an entry token and place it on your vehicle sheet. Keep it for later.

143

You swing with all the strength you can muster, as if you wanted to punch his brain through his ears. Unfortunately, his skull is hard as a rock – he's still standing after you're done. Now it's his turn. His punch feels as if a train has hit you.

You lose consciousness.

144

A smashed neon sign is still hanging above the entrance to the joint. It reads: "Kanamaluka Tavern". You go inside. It's dark, but you spot a dozen shapes huddled over the tables. You reach for your weapons and wait until your sight adjusts to the darkness.

If the knights, as a group, have at least 6 ⚡: You see them now... There, among the dried corpses still sitting on the chairs... Mutants! There are just a few creatures and they haven't realized that you already know about their presence yet. A salvo from your guns, a few blows to finish off the wounded, and this group won't

bother you anymore. You're about to loot the place, when you hear a call outside.

See 305.

Otherwise: Skeletons with little dry skin left on them are sitting by the tables. You go to the bar to check if there's anything left to drink, and in this very moment the dead come to life! It turns out that mutants have been hiding among the corpses! You start to thrash about the place, toppling tables and breaking empty bottles. You manage to push the beasts outside, but another group joins them. You must flee upstairs!

Each knight suffers 2 ☠. **See 268.**

145

There are always some malcontents – even in the best of crews. A few hours spent talking with the nomads, a short show of gear from your ride and two dozen people are already packing their stuff. Erin is watching everything indifferently, while Red is raging like a bull, cursing the dissidents to die in the badlands. Yet, no one changes their mind and soon a convoy of vehicles sets out west.

Discard gear cards and/or resources with a total value of at least 6. Gain 1 ⚡. Move the time marker 1 space down the track.

146

You hear some knocking and creaking upstairs. You climb up there, weapons in hands. You see a long corridor, and an open door to the left. A steel drawer has just flown out of it! You come closer. Inside there's a strange, barely humanoid creature. It has wide, brown-gray back, segmented like a stinkbug armor. It's rummaging through some garbage, but upon hearing you it quickly turns around!

The Stinkbug attacks!

If the Stinkbug is defeated: The mutant jumps through the window after a brief fight. It breaks the glass and lands nimbly on the runway, its armored back protecting it from your attacks. Your hearts are pounding wildly as you try to figure out what the hell it was.

You search the room, where the "Stinkbug made a big mess, and find pericarp of some fungi in a drawer full of moldy papers. Did the creature smell them? Were they the reason it visited this office?

The knight who defeated the **Stinkbug** searches the gear deck for the **Tasmanian Hellraisers**, flips it to its working side, and keeps it.

If the Stinkbug is not defeated: The mutant has hands just like a normal human, but also a second pair of shorter limbs. They are located on both sides of its torso and end with chitin "scythes". The beast strikes quickly, pushes you against the wall, and wounds multiple times. You flee downstairs so quickly that you nearly break your legs.

The **Stinkbug** deals 2 ☠ to each knight.

No matter the combat result, move the group marker to the **Pier (3)** space.

147

You hit a robot hovering nearby. The machine falls down in a cloud of smoke. It's still clutching a large, black crate in its manipulators. You find explosives inside. You put them into a bag and escape before the machines around stop their work.

Gain 1 ⚡. Note in the Outback Chronicles that **you got demolition charges**. Take the challenge token from your space and place it on the plot sheet.

148

"Business as usual. That bastard gave us some hard time, so at least we can make some cash on him before we put it down" says the youngster. "Why are you standing like that? Half a can for watching!" You move away before he makes you pay for this sorry show. Then you take the opportunity to rest a while in the shade of the woodshed.

You may perform 1 free Camp Action (even if you have already performed one this turn).

149

You think you're ready for whatever is lurking inside. But when a huge, half-mechanical, half-biological spider jumps on you, you're simply overcome by fear.

Search the mountains/scrub wasteland deck for the **Cyberspider** enemy. Resolve combat according to normal rules. This enemy gains **Threat 1** and **Relentless**.

If you defeat this enemy: You attack blindly, one strike after another, until the monster moves no more. However, you worry that it poisoned you.

See 129.

If you do not defeat this enemy: You're pushed outside. The beast closes the entrance to the building with its steel treads even as you look. You'll never get inside.

Discard the challenge token from your space.

150

This hellish island... Why were you so eager to loot all those treasures from before the Scourge? If you weren't facing certain death now, you'd probably be fooling yourselves that you thought about people of Perth, or about eliminating a threat that might endanger the Waste. But the truth is – first you saved your skin, then your pride. In the end you won't even save your lives.

The knights fail.

151

"It's junk but.. whatever" sums up the most talkative mutant after a few minutes. His companions take the stuff, and you sit together over a map of the continent to discuss your plan. Half an hour later the creature says: "When you need us... we'll be there."

Gain 1 . Note in the Outback Chronicles that **you have the corsairs' support**. Take the challenge token from your space and place it on the plot sheet.

152

You sneak towards the truck. There's only one guard nearby. It's enough to jump behind the steering wheel...

Test **Survival** (2).

Pass: Before the raider knows what's happened, you're already inside pressing the accelerator. The town is far behind in no time. A few kilometers down the road you let the least scared of the locals drive and return for your ride.

Gain 1 .

Fail: Before the engine starts, the glass next to the driver's seat is shattered and a pair of strong arms pulls you out of the truck. When you realize what you're dealing with, you almost shit yourself. A mutated monster is towering over you. It's a creature more akin to some ocean dwellers than humans. You fight with him... it?... for a moment and manage to escape.

Take the **card number 7** from the special deck and read it. You may show it to other knights. Then return it to the special deck. Suffer 2 .

153

If you have less than 6 : Most of the people consider you a crazy fool, but there are some who take your warning seriously. A local hunter invites you to wait out the storm in the shelter under his home.

You're listening to the howling wind and deafening thunders for the whole night. You leave the shelter in the morning, hardly able to recognize the place. Most of the houses have been blown away by the merciless wind. Few survivors are wandering around the ruins, looking for their belongings. You won't help anyone here.

Gain 1 .

If you have at least 6 : Your words strike fear in the hearts of the locals, who quickly get to securing their stuff. However, not everyone is happy about your visions of doom. The moment you finish your speech, local militia in some patchwork armor appear and accuse you of spreading panic.

Choose:

You let them arrest you. See 194.

You run away. See 237.

154

You're getting closer and closer, yet he's standing, as if he melded with the pavement. When you're but a few steps away, he starts to retreat at a slow pace. He gets across a hole in a fence, and you follow. You end up at an old swimming pool next to a ruined sports hall. Years of disuse have turned water inside into a swamp. More creatures similar to the one you've been following are weltering in the dank goo. When they see you, they start to hiss and bristle, but they don't look particularly warlike.

Choose together:

You intimidate the beasts with weapons and shouting. See 98.

You assault them. See 67.

You spend x together. You throw a couple of canisters into the pool, and light them up. See 38.

155

At night you sneak to the woman's tent, a sharp knife in your hand. Test **Blades** (3). If your **Survival** is at least 1 green die, you obtain 1 additional .

Pass: You get to her cot and stab her a dozen times. When you're done, you roll the body into blankets and load it to your ride. There's no time for talking with Red – you hope he'll honor his part the deal.

Gain 1 . Move the time marker 1 space down the track.

Fail: You get to her cot and stab her a dozen times. Suddenly, you hear a female voice from the corner of the tent: "Those were pretty decent blankets, you motherfucker!" Then a blow to the head turns everything black...

You lose consciousness.

156

You run to the elevator, and reach the surface. On the way you can hear the mutants climbing the walls of the elevator shaft. You leave the building, dash straight towards the beach, and freeze in astonishment. There are tens of ships and boats, large and small, swaying on the waves all around the island...

They heard! They heard your call! Someone must've understood what's happening on the island, then mustered some forces, and sailed here. You turn around. The pink-skinned beasts are already there. Hundreds of them... You can hear the shots coming from the ocean. First bullets and shells fly past you, hitting the mutant ranks. You close your eyes, feeling hot blasts of explosions on your faces. The knights win (postmortem).

If you have, as a group, at least 6 x 6, see 320.

If the requirement above is not met, and any knight has at least 10, see 301.

157

Test Negotiate (2).

Pass: The old man sizes you up... then introduces himself. "People call me Bald Al. Sit with us by the fire. We're on the run from Smoky Bay. A few days ago our town was raided by some strange, mutated creatures who'd come from beneath the waves..." You spend over an hour listening to the story about the attack of the fish-like monsters. What's interesting it seems their main goal was to kidnap as many people as possible.

Take 1 challenge token from the pool (if available) and place it on the plot sheet.

Fail: The old man sizes you up and says after a moment of consideration: "You're right, stranger. It's much safer in a group, but you don't belong to ours. Get out of here while you still can." They lead you out of the hall and watch you walking away into the dark. Nothing happens.

158

The camp is enormous and chaotic. A thing or two can be found inside the unguarded tents...

You gain the number of chosen resources equal to your **Exploration**.

159

The Hungry Tree attacks! The **Hungry Tree** gains +1 **Health** during this combat.

If the hungry tree is defeated: You're struggling, though it's hard to reach for weapons. Finally, thanks to your coordinated efforts, you manage to free yourselves of the vines and creepers, then cut off meaty branches and flowers. The plants die, and you return to the beach in a point well beyond the sticky pool. Nothing happens.

If the hungry tree is not defeated: You're struggling to reach for your weapons, but the vines and tendrils hold tight. Their tiny thorns pierce your skin and you can feel a painful itching. The plants start to choke you – your sight dims, and you're about to pass away... Suddenly, there's a silent snap. One of you has reached for a lighter. The vines shy away from the fire, loosening their grip. You free yourselves and flee toward the beach, still drowsy with poison. Each knight suffers 2. You may ignore it, if you discard the Aborigine herbs token.

No matter the combat result, move the group marker to the **North Base (6)** space.

160

Part of the island is covered in dense jungle. If you land far from the base itself, you'll have to cross that wild part. It means spiders, snakes, and who knows what else. So, you need some sort of an antidote for venom and repellents against insects.

You reach a plateau rising over a dry flatland, its rock walls dotted with hundreds of huts built of wood, clay, and steel sheets. There's open ground reminding a pitch, where dark-skinned kids are playing gorri. They're throwing stones and ski poles at a rolling, metal hubcap. Elderly Aborigines are sitting in the shade, watching you with blank, disinterested looks. Two old rifles are lying within their arm's reach. You greet the group and tell what you're looking for.

"You'll fix that." A grey-haired woman points at a power generator behind her. "Then you'll get what you want."

Choose:

☹ "I don't know a thing about repairs. Can't we just trade?" **See 185.**

☹ "I could give it a try." **See 216.**

✓ **You are the Spirit Warrior or the Mercenary.** You decide to take advantage of your common heritage with the locals. **See 228.**

161

The truck has almost punched the barricade through and rested on a pile of steel beams. That's the end of the road for it. You cross the destroyed obstacle, your legs still weak and trembling after the impact. But there's no time to rest. You assault has alarmed the guards. A few Cerbero constructs are already running your way, and you're well aware that they won't welcome you with steel magnolias. Starting from the first player, each conscious knight searches the highway/desert wasteland deck for the first enemy and places it in front of themselves. Then perform the following steps:

- If you have the **Cannon** token, you may discard it to lay suppressive fire. Choose any knight – they resolve **entry 131**.
- If you have the **Bent cannon** token, you may discard it to lay suppressive fire. Choose any knight – they resolve **entry 111**.

Starting from the first player, each knight with an enemy in front of themselves resolves combat according to normal rules. After you resolve all combats, see below:

If all knights are unconscious, see 88.

If all enemies are defeated and at least 1 knight is conscious, see 53.

If not all enemies are defeated and at least 1 knight is conscious, see 22.

162

You're walking through empty corridors, checking offices and generator rooms. You're paging through indiscernible files and rummaging through desks and shelves. You find a couple of items, but nothing really useful.

Gain 1 and 1. Search the gear deck for the first card and keep it. Discard the challenge token from your space.

163

You reach the end of the train. Cargo carriages are long since plundered of all usable stuff. Whoever the scavengers were, in the end they must've fought over the loot. Upon searching the dried, sun-bleached corpses, you find some useful items.

Draw 1 gear card.

164

The Stinkbug attacks! Repeat combat with the Stinkbug until it is destroyed, or until all knights lose consciousness. During all these combats the Stinkbug loses **Ambush**.

If the Stinkbug is destroyed: *The strange creature fought until the very end. Even bleeding and howling in pain, it was still deadly fast. You wouldn't be able to defeat two such beasts... However, now you focus on the gate itself. You discern a word painted in white decades ago: "LAB".*

See 341.

If all knights are unconscious: *You are more numerous, but you're dealing with a real monster here. It assaults you like death incarnate. It deals precise and quick strikes, at the same time dodging your blows. Soon you're down on the cracked asphalt, bleeding like slaughtered pigs.*

See 150.

165

You start shooting at the raiders. They're lousy shots, but they have the numbers and after a few moments you start to worry about ammo. You may spend 2 ♣.

If you do: *Another few shots and the wankers retreat to their vehicles, leaving the camp in disarray. You free the captured settlers and sort to through the leftover items for anything useful. Gain 1 ♠. Draw 1 gear card.*

Otherwise: *The riders start to surround you. You retreat to your ride while you still can and escape, chased by bullets ricocheting off the vehicle's bodywork.*

Your vehicle suffers 2 ♣.

166

After a long march you encounter a primitive mutant lair. You assault the place, side by side with the fishermen. It's a wild, primal clash, using everything you can to kill your foes. On top of that, it's happening in a narrow space, and you risk accidentally shooting your companions.

Search the matching wasteland deck for the first ♣ enemy. Resolve combat according to normal rules. If you use a ranged weapon in this combat, you lose 1 chosen die. If you use a melee weapon or fight bare-handed, you gain 1 white die.

If you defeat this enemy: *The red haze of battle rage disappears, and you see a father hugging his freed son. A moment later you take the opportunity to say that you're looking for a seasoned seaman. Grey Joe, the saved boy's uncle, immediately agrees to help.*

Gain 1 ♠. Take the challenge token from your space and place it on the plot sheet. Write "Gray Joe, 166" on an entry token and place it on your vehicle sheet. It takes 2 ♣. You may pass Grey Joe to a different knight as if it was a gear card. As long as you have Grey Joe, you roll 1 additional green die when testing **Survival** and you gain +1 **Exploration**.

If you do not defeat this enemy: *The enemies are too strong. Two seamen are killed, and the rest retreats. Once all this is over, one of the men sits on the sand and starts to silently stare at the horizon. Tears are running down his cheeks like two mountain creeks. The rest says nothing.*

Gain 1 ♠. Discard the challenge token from your space.

167

You start yelling and stopping the fat ganger from any more lashes, when you suddenly hear a guttural "Fuck off!" spoken by the mutant. Surprised, you back down but you can't stop thinking about this situation.

Choose:

✔ You find a place to rest, then move on. See 266.

✔ You hide at the edge of the scrub and watch. See 316.

168

"I was walking in the front, ready for anything. Cerbero 'cans' and me – yes sir, we have some history, so I had no problem wrecking another corp bastard. I just needed a heavy-hitter."

Choose:

✔ "I decided to persuade the caravaneers that you have to lose to gain". See 187.

✔ **Your Tech is at least 1 green die.** "I quickly improvised an explosive charge". See 205.

✔ **You have the Frag Grenade or the Molotov's Cocktail gear card.** "I happened to have something right for the occasion." See 231.

169

In the dim stars, with a flashlight in one hand, you're trying to drive off the scorpions, which made a nest inside this damn boat. Your other hand is busy unscrewing the engine cover.

Test **Tech** (3). If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: *An hour or more of exhausting effort later you finally take the cover off and reach the engine. You disassemble everything you can, then leave with a trunk full of junk.*

Gain 1 ♠. Take the challenge token from your space and place it on the plot sheet. Write "Spare parts, 169" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2 ♣ and has a value of 2. You may keep it for later.

Fail: *It's dark, cold, and all kinds of venomous bugs are crawling everywhere. One of them had stung you in the calf, another one in the hand. It hurts like hell. However, you keep trying until you finally succeed.*

Suffer 2 ♣. Take the challenge token from your space and place it on the plot sheet. Write "Spare parts, 169" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2 ♣ and has a value of 2. You may keep it for later.

170

You have to know more about the place you're about to visit. The base is on the island, so it had to belong the Royal Australian Navy. It's time to visit a similar place and check the potential layout and security measures.

It seems many years after the Scourge people lived in this base named HMAS South Shore. They had looted practically everything. The only thing left after a helipad for military copters is a concrete field, with cops of grass sticking here and there. Even the graffiti left by some gangs faded. You find an entrance to the main office. If any files are left, they must be here. It looks like some creature made a nest inside. Right by the door you see thin, metallic webs, and a rustling sound is coming from the building.

Choose:

☛ You enter, heedless of danger. **See 149.**

☛ You retreat and decide to search a different part of the compound. **See 189.**

171

A chosen active knight equipped with a ranged weapon tests **Guns (2)**.

Pass: Boom! The shot is deafeningly loud! The larger mutant from the pair catches the flying bullet mid-air with a lightning-quick motion of his powerful hand. Dark blood stains the floor, but he seems unmoved by the wound. He takes a huge gun from a lockers and opens fire, while his smaller companion flees outside.

The active knight gains 1 ⚔. **See 215.**

Fail: The bullet hits a wall, chipping off plaster. The mutants jump away in two different directions – the small one toward the exit, the big one toward a locker, from which he takes out a weapon. He points the barrel of a heavy machine gun at you and starts to shoot.

See 233.

172

That wasn't such a good idea. One of the strangers falls to the ground, but his companions seem to be mad, not afraid. Before you're done with them, you're bloodied, bruised and completely exhausted after fighting in the midday heat.

Suffer 2 ☠. Draw 1 gear card.

173

You approach the turtle and slit its throat, afraid to look into the beast's eyes. You've got no option but to bear its pitiful moaning, but finally it dies. It takes a lot of effort to remove the thick carapace from the monster's body and get to its fresh, pink meat.

Choose together:

☛ You decide to roast the meat and rest. **See 255.**

☛ You decide to use the turtle carapace to strengthen your armor.

See 313.

174

One of you rises up sharply, hitting the midget with their shoulder and sending him into the water. Then your companion runs toward the man with the revolver. He shoots once, but it's already too late – two bodies roll down the stairs. The stranger's head turns into a bloody pulp on the way down. Seeing your supremacy, the helmsman jumps overboard without putting up a fight. The boat is yours! Even though your companion is wounded, they'll recover soon.

The chosen knight suffers 2 ☠.

You change course, but even sailing away from the island you cannot stop talking about what you've just heard. An untouched military base from before the catastrophe... Hard to imagine what riches it might hold... You must get there. You don't know how yet, but you simply must...

You search the boat, unwittingly noticing her name: "Parmelia." Then you pump out all the fuel from the vessel and camouflage her – it will come in handy later. Finally, you learn who stole your cars, retrieve them and hit the road.

SETUP:

- Each knight retrieves their vehicle sheet, gear cards and resources, then gains 1 🗡.

- Place 5 challenge tokens with ! on the following spaces: **4, 12, 15, 22, and 27**. These are the places where you might find lore about the base on Garden Island.
- Place 5 challenge tokens with ! on the following spaces: **1, 6, 25, 34, and Carcassville**. These are the places that might be beneficial for the task ahead.

Go to the plot sheet FREEMANTLE.

175

The boat buries its prow in the sandy shore, but you don't mind. You unload all your stuff onto the beach and jump out of the boat. You notice some strange plants close to the shore – ones you've never seen in your life. They look like saplings. Their thin branches are covered in huge, orange calyxes. One of you touches the plant. The calyx opens and ejects a cloud of spores. Your companion jumps away, and the cloud is dispersed by the wind a moment later. You laugh nervously, then cut down the saplings – no one got hurt, right? Still, over there, deep in the jungle covering this part of the island, you can see more similar plants much more mature than the ones from the beach...

The **Helmsman** suffers 1 ☠. Take the **card number 8** from the special deck and place it face-up next to the plot sheet. This is the **Hungry Tree**, a strange plant growing in the northern part of the island. Whenever the following instruction appears: "**Hungry Tree attacks!**", choose a knight. The knight resolves combat with the **Hungry Tree** according to normal rules. If it is defeated, the knight may spend 🗡 🗡. If they do, the **Hungry Tree** is destroyed – remove its card from the game. Additionally, each knight gains 1 ⚔.

If the **Hungry Tree** is not defeated, or the knight cannot spend the required number of 🗡, discard all wound tokens from the **Hungry Tree** card. **See 3.**

176

"OWO helps no liars. Leave now" the same voice says calmly through the speaker.

"I'm not lying, I..." you start to add more credibility to your story, but the metallic voice interrupts you. A few meters to the left a steel arm with a gun springs up. You're not going to check if this crap actually works, or simply looks intimidating.

Discard the challenge token from your space.

177

Your friend's death is silent – well, even if it wasn't you wouldn't like to listen to it. You simply run ahead until you leave this accursed estate, and return to the coastal road. You only hope that your companion's sacrifice won't be in vain.

The knight chosen earlier is eliminated from the game. Move the group marker to the **HMAS Sirius (3)** space.

178

You spend the whole day on the lookout. If you're not busy listening to the sounds of the wilds, you're watching the men gutting the train and pumping fuel out of its vast tank. In the evening one of the scavengers honors your agreement.

Gain 2 🗡 and draw 1 gear card.

179

You succeed thanks to your primal strength, determination, and a few tools that are no longer usable. Once done, you are a proud owner of a cannon 2 meters long and an ammo reserve for it.

Gain 1 . Take the challenge token from your space and place it on the plot sheet. Write "Cannon, 179" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2 and has a value of 4. You may keep it for later.

180

Who might live on the island? Humans, robots, mutants? For now, you've got nothing. Maybe the freaks from Carcassville know more? You need to check it.

Carcassville is a large city, but no one knows exactly how it works. Mutants usually gather in tribes, gangs or herds, but in the middle of this dank swamp they managed to found a real community. It seems hundreds of them live around here. You doubt if you'll leave this place alive.

Choose:

You have to take the risk – you head to the city. **See 11.**

You decide to stay in the outskirts and ambush one of the locals for interrogation. **See 345.**

181

You have to swim in order to get on board. There's a huge hole with jagged rim in the conning tower, large enough to work as an entrance. It reeks of stale saltwater, and strange echoes can be heard from deep inside. However, from your current position you notice some shape at the end of the hull, almost completely submerged under the waves. Maybe it's worth taking a look?

Choose together:

You climb downstairs. **See 21.**

You check the mysterious shape at the end of the hull. **See 262.**

One of the knights discards the Some dried meat / Lots of dried meat token. You place the supplies close to the hole, and lure whatever lives inside the vessel outside. **See 285.**

182

Searching the carcass you suddenly feel an excruciating pain – something has bitten you! You bounce back when a whole swarm of strange centipedes crawls from inside the body. That bite looks really nasty, but you're not giving up. All the bugs must be gone by now...

Draw 2 gear cards and keep 1 of them. Discard the other card. Suffer 2 .

183

Take the **card number 7** from the special deck and place it face-up next to the plot sheet. This is the **Ultimate Marine**. Place wound tokens on it. Starting from the first player, each conscious knight resolves combat with this enemy according to normal rules. This enemy loses **Ambush**. Before the first combat with the **Ultimate Marine**, draw 1 token based on its **Threat 1** – it affects all combats with this enemy. The **Ultimate Marine** is destroyed when it suffers a number of equal to its **Health** – return its card to the special deck.

If the Ultimate Marine is destroyed: *It was a wild fight and you still cannot believe you're alive. When the gray-skinned, dead-eyed beasts started to flee, you followed them. You finished off the last one right in front of a tall building. Now, you're standing in front of a huge gate with the word "LAB" painted on it.*

See 341.

If the Ultimate Marine is not destroyed: *You fought bravely, but the mutant swarm was simply too much. When you ran out of ammo and they broke inside the tavern, you reached for knives, clubs, chairs, and anything you could lay your hands on, but the creatures literally crushed you under their slimy bodies...*

See 250.

184

You put the item into your backpack and leave, ignoring the desperate, pleading screams.

Search the gear deck for the **Frag Grenade** and keep it.

185

Test **Negotiate (3)**. You may discard any gear card to obtain a number of additional equal to its value.

Pass: "OK, let's trade" says the woman and calls one of the kids. She speaks a few words in her language and waits. A moment later the boy is back with a handful of various leaves. "Put these into your shoes" explains the biddy. "Throw these into the fire before you go to sleep." You pack the "weeds" into your bag and thank. You've got no idea whether you've just been cheated, or not...

Gain 1 . Take the challenge token from your space and place it on the plot sheet. Write "Aborigine herbs, 185" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1 . Keep it for later.

Fail: "We don't need your stuff" the woman snaps impatiently. You glance once again at the rifles on the ground and the band of teens denting the hubcap with well-aimed throws and decide to leave.

Discard the challenge token from your space.

186

You enter the building through a door barely hanging on its hinges. Burnt paper is all over the place. Air is filled with the smell of petrol. You climb up the stairs, along blackened walls. You find a small office on the second floor – to your surprise, it seems intact. There's a ladder leading higher up, straight to the radio mast.

Choose:

You climb to the top of the tower. **See 198.**

You search the office. **See 227.**

187

Test **Negotiate (3)**. If your **Aid** is at least 1 green die, you obtain 2 additional .

Pass: "We picked the biggest truck to draw attention of the robot. When me and the driver were driving one way, the rest of the caravan was going around the dangerous area. At the most opportune moment we jumped out and covered the rest of the way on foot. I can still hear the sound of ground steel..." The Dugouts locals start to cheer and congratulate you.

Gain 1 . Note in the Outback Chronicles that **the battering ram is made for you**. Take the challenge token from your space and place it on the plot sheet.

Fail: "We hadn't even started when a steel limb sprung out from beneath the sand and cut our truck in half. Then the robot focused on the caravan. I'm the only survivor and my car is damaged so bad I hardly got here." You feel the stares of the people around you, but you're unable to force yourself to look at their faces.

Attach 1 Malfunction card to your vehicle. Discard the challenge token from your space.

188

You're watching the clash. The robbers are defeated and the vehicle's passengers carry the ones still alive inside. To your surprise the victors loot nothing from the dead – they simply hide inside the construct while a few repair bots are busy fixing the vehicle. A few hours later it's safe to check what's left behind – the steel "truck" is long gone.

Gain 2 chosen resources. Draw 1 gear card. If you still have any action available, you may choose to Explore – instead of drawing **Exploration** cards, you gain a number of chosen resources or draw a number of gear cards (in any combination) equal to your **Exploration**.

189

The base seems pillaged and ruined, but it's a military compound after all, so you're sure scavengers haven't found everything.

Choose:

☛ You look for an infirmary. See 207.

☛ You look for warehouses. See 226.

☛ You sneak around the base, drawing its general layout. See 244.

190

A high-pitched squeak coming from such a big, aggressive guy, draws attention of everyone around. You can hear them laughing. He drops to the asphalt, clenching his private parts, and you can easily search him.

Gain 1 ♠. Draw 1 gear card.

191

You go outside and carefully look around, noticing the mutant's shape at the end of an alley.

Choose together:

☛ You approach the runaway. See 154.

☛ You retreat. See 122.

192

Discard 1 ♣. Then choose:

☛ You take the whip from the panting ganger and continue his work. See 220.

☛ You take the whip from the panting ganger and let the mutant catch some breath. See 245.

193

You escape the city chased by a gang of raging brutes, so furious that they no longer resemble human beings. You got a serious beating and your ride has more dents than roadside wrecks.

Gain 1 ♠. Suffer 2 ♣. Your vehicle suffers 2 ♣. Discard the challenge token from your space.

194

You spend the night inside an empty prison cell under the town hall, listening to screams and thunders. A man, his clothes in tatters, comes in the morning and releases you. You see people wandering aimlessly around smoking ruins. On the other hand, those who believed your speech show their gratitude.

Gain 1 ♠. Draw 1 gear card.

195

You enter the town and start to talk with the locals. They are the ones left behind – women and children mostly. Visitors come here rarely, so the inhabitants start to talk with you about their

troubles – mutants, a sea monster that sank one of the boats, some pestilence affecting the meagre coastal crops... Fifteen minutes later you've got enough, but you won't shoot all of them dead, right?

Choose:

☛ A tempting thought, yet you prefer to find some more empathy in you. See 267.

☛ Hell! How come you haven't come up with this idea earlier? The settlement is defenseless now, right? See 306.

196

You lean and run towards the collapsed, wooden house. First you feel the pain, then you realize a shell has exploded right next to you. You fall down, bleeding. You nervously await further shots, but instead you hear the war machine walk away.

Gain 1 ♠. You suffer 3 ♣.

197

You spend a moment to search this place.

Search the gear deck for the **Machete** and **Trash Armor**, and keep them.

When you go outside, they're already waiting. It looks like the runaway has found new friends since his daring escape.

Search the matching wasteland deck for the first ♣ enemy. Resolve combat according to normal rules.

198

Height makes you dizzy. A strong gust of wind makes you grab the railing and that's when you notice an AK. You pick it up and use its butt to open the antenna panel. Some control diodes are flashing green. You switch them and a moment later you can hear desperate screams coming from the base of the tower. It seems you've just freed the prisoners of their electronic yokes.

When you're downstairs again, you see a field of ruin – a dozen scorched bodies of inmates, a few wardens practically torn to pieces. All survivors must've fled by now.

Gain 1 ♠. Search the gear deck for the **AK** and keep it.

199

You delicately cut open the cocoon. The gray-skinned monster jumps out of it like a scared animal, and throws itself at you immediately. You pin it to the ground. Its face has no human nose, just two gaping holes, and fish gills on an unnaturally thick neck. Its skin is smooth and moist, shark-like. As you watch the mutant in sick fascination, it springs to its feet and escapes. You realize that – willingly or not – it's left a necklace behind. This item, made of seashells and weeds, brings to mind talismans that can be found among the Aborigines.

Each knight gains 1 ♠. A chosen active knight searches the gear deck for a **Lucky Charm** card, flips it to its working side, and keeps it. Move the group marker to the **HMAS Farncomb (5)** space.

200

Interlude.

When you finally manage to return to Perth, with the help of the locals you finish tuning the truck that's supposed to take you to the island.

Place your knight figures on the camp space of the board. Place the camp marker I on **space 33 (Perth)**. Each knight gains 1 ♠. Each knight may perform 1 free Camp Action.

Place all your gear cards (except for those in your hands and armor slots), entry tokens and ♣ markers next to the plot sheet

– they are treated as if they were on your vehicle sheets (you loaded them into the armored truck). Then remove your vehicle sheets from the game – they will not be used anymore in this adventure. From now on you cannot use any effects or abilities referring to vehicles (i.e. based on 🗡️, MP, part cards etc.).

When you're ready, you head to the Dampier Road bridge, followed by nervous looks of the locals. If you fail, those who live in the base will punish the people of Perth.

A parking lot was here before the Scourge, and a forgotten car covered in thorny creepers reminds you of that. Beyond this point there's only the ocean and the endless bridge. You try to see what's there, but you only discern a small gnarl on the gray, concrete construction. It must be the barricade, but it's hard to assess its size. You get in the truck and start the engine.

Choose the **Driver**. Pass them the first player marker to remember about this (if the current **Driver** loses consciousness when resolving the following scripts, pass this marker to a different knight – they become the new **Driver**). All the other knights are the **Passengers**.

You're moving forward – the driver focused on the road ahead, the rest of you turning your heads around, scanning the vicinity. You're awaiting some ambush. The engine is growling in anticipation, and the bridge goes straight like an arrow. Finally, you see the barricade. It's as wide as the bridge itself and made of sandbags, Czech hedgehogs, and huge pieces of junk. The driver pressed the pedal to the metal. The engine roars as you hit the barrier at full speed, arms raised to protect your heads.

You suffer 3 x 🗡️. Distribute them in any way you like among the knights, starting from the **Passengers**. Each **Passenger** has to suffer at least 1 🗡️ (if possible). Before you distribute these 🗡️, perform the following steps:

- The **Driver** tests **Tech (X)**. Lower the total 🗡️ you would suffer by 1 (by 2 for 3+ knights) for each obtained ✨.
- Check the Outback Chronicles: if **the battering ram is made for you**, additionally lower the total 🗡️ you would suffer by 2 x 🗡️.

Wham! Broken glass is everywhere! The world has literally exploded, but you've survived. You wipe blood from your faces and look through the broken windows. There are piles of sand and dented steel sheets all around you, and the barricade is broken in two.

If it is round 1-5, see 264.

Otherwise, see 161.

201

You lie down on the top of a tall rock that the flying drones pass from time to time, then you jump on one of the automatons. The robot starts to spin to shake you off, but it finally hits the ground with a loud thud. Your bruises are rewarded with the contents of the crate that the drone was carrying – explosives!

Gain 1 🗡️. Suffer 1 🗡️. Note in the Outback Chronicles that **you got demolition charges**. Take the challenge token from your space and place it on the plot sheet.

202

The stranger is dressed in a long, ragged robe. His face is hidden under the hood and you can see a pendant on his chest, made of motorcycle chain, with a medallion representing an eye. But the

strangest things about the bloke are his bare, wounded feet – as if he came here from the heart of the desert...

Choose:

✔ You talk to the weirdo, proposing to share the loot from the dead man. **See 253.**

✔ You take a few steps toward the stranger with a smile on your face... and perform a sneak attack! **See 281.**

✔ Better not to mess with that lunatic. With your weapon ready you retreat to your ride. **See 296.**

203

Orog starts to laugh heartily. "At least you're sincere in your hatred. The question is – will it help when you face the threat? As to the island, know that your ancestors are responsible for creating those sea beasts harassing Perth. People who live in those pitiful ruins stand no chance." Then your host tells you everything he knows about the sea mutants, but it's not much.

When you leave, a group of muscular mutants is already waiting for you on the deck. For the last time you hear Orog's voice coming from below: "Don't you ever come here again, stranger, or else we'll turn you into fertilizer for our plantations."

Take the challenge token from your space and place it on the plot sheet. Note in the Outback Chronicles that **you learned about a new mutant breed**.

From now on you cannot perform the City Action in Carcassville. Place your knight token on Carcassville to remember about that.

204

You were right. Shortly after, a few gunshots stop the screams permanently. You're surprised someone wasted ammo on those losers.

Heal 1 🗡️ and 2 🗡️.

205

"I collected a few canisters, gunpowder from a few dozen bullets, then I made a simple primer. When another funnel started to appear in front of the caravan, I threw my 'present' right at the robot. It swallowed it just like it'd swallowed everything else before... then it burst from the inside!" People start to cheer you and a moment later you're sitting in a bar with a glass full of warm beer that tastes like piss.

Draw 1 gear card. Note in the Outback Chronicles that **the battering ram is made for you**. Take the challenge token from your space and place it on the plot sheet.

206

"Can you?" asks the old man, pointing at the group of a dozen wounded.

Test **Aid (2)**.

Pass: You professionally help a few people and soon you're sitting by the fire, listening to the story of these poor strangers. It appears that they were attacked by some black-eyed mutants coming from the sea. They unexpectedly raided the town of Smoky Bay, bent on kidnapping as many inhabitants as possible.

Gain 1 🗡️. Take 1 challenge token from the pool (if available) and place it on the plot sheet.

Fail: You start to change the bandages of the first wounded stranger, but you're so clumsy that you're quickly thrown out of the hall by a few guards. It's high time you left this place...





Nothing happens.

207

Treatment rooms are empty, but you manage to find a small store with drugs and bandages – one clearly missed by scavengers.

Test **Aid** (X).

Pass: You choose the medical supplies, which – even overdue – might help in recovery. Plus some patches and bandages.

Gain 1  for each obtained . If you obtain at least 3 , additionally search the gear deck for the first  card and keep it. Take the challenge token from your space and place it on the plot sheet.

Fail: You take a few pills from the most colorful boxes, then you inject yourself with something – surely you'll feel better!

Suffer 2 . Discard the challenge token from your space.

208


You spend some time talking and resting. You're back on the road at dawn.

Heal 1  and 3 .


209

You've been waiting for over an hour when suddenly some kind of device springs up from beneath the snow and a voice can be heard: "Who are you and what do you want?"

Choose:

 "I live in Perth. Our city is in danger and we need help" you lie.

See 176.

 "I'm a merc looking for some aid" you tell the truth. See 142.

210

You pass a chapel and a swimming pool full of thick, smelly goo. Finally, you reach a large, one-storey building with the sign: "Bank" on it. Next to the entrance there's a dead machine. It looks like a computer, but banknotes are sticking out of its demolished belly. The wind is jerking them as if trying to pull them away.

You go inside. It's calm. Very calm. You go to the office, but suddenly stop in surprise. The computer standing on the desk still works. A low hum is coming from inside its casing. You sit at the desk and press a button on the dusty keyboard. The screen comes alive. You've never seen anything like this before. Uncertain, you move a small device on the desk, and see a small pointer on the screen. You click here and there, randomly choosing different pictures.

Discard 1 challenge token from the plot sheet (2 tokens for 3+ knights) to **achieve success**. Otherwise, you **suffer failure**.

Success achieved: The screen starts to show a recording of the buildings you've been exploring for the last couple of hours, but from the time before the cataclysm. People in uniforms, military vehicles... The view switches – now the camera shows a huge warehouse. Its gate opens and a truck drives inside. Before the gate closes, you notice the vehicle is slowly disappearing below the floor. This must be the entrance to the underground part of the base.



See 282.

Failure suffered: You press a dozen buttons. Suddenly, the screen shows a blue background and a small window: "Enter password". You keep mishandling the keyboard, move the small object on the desk for a couple more minutes, but nothing else happens.

See 318.



211

You drive away from the diesel and set up a camp. The scavengers watch you for a quarter of an hour and then they deem you harmless enough for them to resume their work.

Heal 1  and 2 .


212

Walking among crowded stalls takes almost an hour, but finally you end up in a dry riverbed, where hundreds of people are tinkering with all kinds of bikes and cars. The youngster shows you a dirty beanpole called Cogs. You leave Rust Waters after a short talk.

Discard gear cards and/or resources with a total value of at least 3. Gain 1 . Take the challenge token from your space and place it on the plot sheet. Write "Cogs, 212" on an entry token and place it on your vehicle sheet. It takes 2 . You may pass Cogs to a different knight as if it was a gear card. As long as you have Cogs, you roll 1 additional blue die when testing **Tech** and you gain +2 **Repair**.

213

You're slowly driving along the line of wrecks, with little hope of finding another boat. A few kilometers further, you notice an old van. There's a faded sticker of a boat and a toolbox on its side. You pry the back door open, and find boxes full of tools and spare parts inside. You load them into your ride and leave.

Discard the challenge token from your space. Write "Mixed spare parts, 213" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2  and has a value of 1.

214

The giants, occupied with their fight, don't notice you disappearing behind a brick building – a pharmacy, maybe? You watch the fight of the huge snake and the mighty war machine from around the corner.

Roll 1 white die: if you obtain a blank, the machine wins. Otherwise, the serpent wins. Resolve the proper option below:

The machine wins: The reptile caught the robot and knocked it down, but it was a mistake. The machine thrust its mighty arm straight into the snake's body and sent a high-voltage electric impulse through it. A moment later the smell of burned animal reaches you. The robot scans the surroundings for a moment and leaves. You can finally come out of hiding and grab some meat.


Heal all / .


The serpent wins: The beast swung its body and hit with a bone inset at the end of its tail straight into the machine's optoelectronic head. The blinded giant sent a burst of bullets around, destroying a few already ruined houses. One more hit and it fell down onto sand. The winner is slowly slithering away into the desert. Time to get some junk.

Gain 1 . **Repair** all .

215

Search the highway/desert wasteland deck for the **Cerbero Finest** enemy card. A chosen active knight resolves combat with him according to normal rules. Place 2 wound tokens on this enemy.

 **If this enemy is defeated:** The powerful mutant drops down without a single sound of pain. The bench he falls on breaks under his weight. Your ears are still ringing after the firefight, but you pursue the giant's companion. See 191.

 **If this enemy is not defeated:** The mutant sends you one more burst, then runs out of the gym. Wounded, you leave the cover of the lockers to pursue the enemy.

Each knight suffers 1 . See 191.


216

Test Tech (2).

Pass: Fixing the generator is pretty easy. You even pour some of your petrol inside to prove that everything works. The device starts to hum and the Aborigine woman gives you a handful of leaves. She explains, which to put inside your shoes, and which to burn in the night in the campfire.

Gain 1 . Take the challenge token from your space and place it on the plot sheet. Write "Aborigine herbs, 216" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1 . Keep it for later.

Fail: You're trying to repair this old power generator, but you have no idea, what exactly happened and why it won't work. You disassemble it, then put it back together, cursing under your breath... A few hours later the biddy comes to you and says: "Stop wasting your time. It's junk, can't you see? It'll never work." Then she hands you some leaves and explains, how to use them to keep snakes and insects away.

Discard the challenge token from your space. Write "Aborigine herbs, 216" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1 . Keep it for later.

217

One quick move, a thud and the bloke is bleeding on the asphalt. You look around, as if awaiting applause, but instead you can see angry looks and many hands clenched on weapons. Time to convince the locals that the bloke was asking for it.

Test Negotiate (2).

Pass: They listen to you and nod. Someone even says: "He had it coming." It seems you've managed to talk your way out.



Gain 1 .

Fail: You realize no one really cares about the beaten neighbor, but they won't let you go until you offer them some kind of a buyout.

Discard 1 chosen gear card. Otherwise, suffer 3 .

218

All this work takes a couple of hours, but in the end you manage to detach both the cannon and its ammo reserve. You doubt it might actually work after so many years of neglect, but you take everything anyway.

Gain 1 . Take the challenge token from your space and place it on the plot sheet. Write "Cannon, 218" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2  and has a value of 4. You may keep it for later.

219

Take the **card number 6** from the special deck and place it face-up next to the plot sheet. This is the **Stinkbug**, a feral mutant that lives in the southern part of the island. Choose a knight. The knight resolves combat with the **Stinkbug** according to normal rules.

If the Stinkbug is defeated: The strange creature fought until the very end. Even bleeding and howling in pain, it was still deadly fast. You wouldn't be able to defeat two such beasts... However, now you focus on the gate itself. You discern a word painted in white decades ago: "LAB".

Remove the special card number 6 from the game. See 341.

If the Stinkbug is not defeated: You are more numerous, but you're dealing with a real monster here. It assaults you like death incarnate. It deals precise and quick strikes, at the same time dodging your blows. It takes advantage of your uncertainty to escape. You rest for a moment, out of breath. Then you look around. You see a word "LAB" on the gate the beast was banging on.

▼ Each knight suffers 1 . Remove the special card number 6 from the game. See 341.

220

Tormenting a living, sentient being can only bring joy to a real psychopath. Of course, you might have your reasons... Did mutants hurt you? Or maybe it's easier to mistreat someone who cannot fight back? No matter the answer, you're the only one to give it. Be it as it may, you lost some fuel. Nothing happens.


221

If there is only 1 active knight, the door remains closed. Otherwise, it opens.

If the door opens: The old lock holds tight, but it's simple to work out. It takes a moment to deal with it. The rest is only a matter of administering enough raw strength to pull open the heavy, watertight door installed in the bulkhead. Once you succeed, you jump outside and run back to the shore.



Move the group marker to the **South Base (6)** space.

If the door remains closed: Your companion slides their hand deep into the lock. Some spring bursts, but steel parts mangle his fingers. What's worse, they're too weak to push this heavy, sliding door. It seems you're here to stay...

The active knight suffers 1 . Then the **Stinkbug attacks!** (if possible).

No matter the combat result, step 3 of this round ends. Next round, no knight can explore in step 2, and you have to resolve **entry 221** in step 3.


222

You lie down by the embers of your fire and sleep until the morning. Heal 1  and 2 .

223

Test Negotiate (3). If your **Blades** is at least 1 green die or you have at least 3 , you obtain 1 additional .

Pass: The man looks intimidated enough. He must've believed that those from Perth are ready to go to war. He promises to pay and lets you inside. After a meal he hands you a rifle wrapped in oiled cloth. You'd rather have the Hounds help you with the task at hand, but it's better than nothing.

Gain 1 . Search the gear deck for the **Hunting Rifle** or **AK**, flip it to its working side and keep it.

Discard the challenge token from your space.

Fail: The veteran laughs loud and before you can even react he slaps you hard in the face. You want to fight back, but a shot is fired. The bullet flies right next to your head. You freeze and that's when a heavy blow hits you in the jaw. Then another. You fall prone, half-conscious. You can hear footsteps and the sound of the closing gate. One day you'll come here to avenge this insult... but for now you simply want to get to your car.

Suffer 2 . Discard the challenge token from your space.

224

You look at the red button, but can't force yourselves to press it. To kill a whole race with one touch? Maybe the elders were right? Maybe this is the future? You're not the ones to make such decisions. You take one last look at all this, and simply leave.

Remember that the mutants are not destroyed and see 29.

225

This piece of news find you far on the trail, while you're busy searching for more intel on the Garden Island base. Perth has severed all trade agreements, and any travelers who find themselves closer than a day's ride from the ruins of the city disappear. Mutated fishermen from Carcassville and corsairs from Alice Offsprings keep telling unbelievable stories about a breed of water mutants who are attacking their vessels without warning, or trying to dominate coastal settlements. It seems the worst scenario is underway.

The knights fail. Resolve all epilogue entries noted in the Outback Chronicles.

226

You quickly realize that whatever lurks in the main office must be a part of some bigger swarm, and the huge warehouses are its main nest. The dried husks of bikers are a proof that they lacked alertness. You scavenge what you can until a sound from the closest building scares you away.

You gain a number of chosen resources or draw a number of gear cards equal to your **Exploration**. Discard the challenge token from your space.

227

You find a syringe with some drug inside the desk and some steel shelves full of files on the people who were brought here by the Cerbero company from New Zealand, Indonesia, and New Guinea. Murders, robberies, beatings. Test subjects meant to be rehabilitated. You realize that the prisoners here are not so much different from their fire-loving, psychotic wardens and this whole place still works despite the passage of time. You quietly leave the tower and return to your vehicle – let the beasts handle the beasts. Gain 1 ⚔. Search the gear deck for a **Med-injector** and keep it.

228

"You've clearly forgotten about your roots, if you need to ask for such things. Let the children of this earth remind you about the legacy of your ancestors" says the old woman. The brats, wicked smiles on their faces, pick up more rocks, while the teenage girl rolling the hubcaps points at the line in the sand. You're supposed to run along it. Looks like you're about to change into a gorri ball... Choose:

☞ You accept your penance. You start to run to suffer as little damage as possible. **See 241.**

☞ You accept your penance, but you decide to walk at a proud, slow pace of a true waste knight. **See 302.**

229

One corpse is enough to make them panic.

Choose:

☞ You keep shooting. **See 256.**

☞ You spare them. **See 294.**

230

The moaning of the animal dying in the sun echoes along the coastline for a long time. At some point it turns into a high-pitch shriek of death. You're sure something must've killed the turtle – something following your trails... Unfortunately, you're too far to learn more about the danger.

Nothing happens.

231

Discard the **Frag Grenade** or **Molotov's Cocktail** gear card. "The very moment the ground started to tremble, I gave the signal. The caravan swerved aside and I threw my 'present' right at the robot. It swallowed it just like it'd swallowed everything else before... then it burst from inside!" People start to cheer you and a moment later you're sitting in a bar with a glass full of warm beer that tastes like piss.

Draw 1 gear card. Note in the Outback Chronicles that **the battering ram is made for you**. Take the challenge token from your space and place it on the plot sheet.

232

Search the gear deck for the **Frag Grenade** and keep it. You listen to the guidelines on how to reach the village. A thin column of smoke indicates where the remains of village huts are. You approach the place, hide in the thicket and slowly sneak towards the settlement.

Test **Survival (2)**. If you have the Ghillie Suit gear card, you pass automatically.

Pass: When you reach the edge of the bush, you remain there, watching. There are eight of them. You can see dried blood on their armor and weapons in their arms. They are busy searching for more loot. Only when it gets dark they gather around the campfire. You pull the pin and throw the grenade. Shrapnel turns them into a pulp. Sadly, their equipment is nothing but junk now. Gain 1 ⚔. Discard the **Frag Grenade** gear card.

Fail: "Stop making noises" you think, but it's already too late. "Who's there?" You can hear a shout coming from one of the buildings. There is a burst, then a second, third... Wounded, you fall to the ground and retreat.

Suffer 2 ☹.

233

Search the highway/desert wasteland deck for the **Cerbero Finest** enemy card. A chosen active knight resolves combat with him according to normal rules.

If this enemy is defeated: The powerful mutant drops down without a single sound of pain. The bench he falls on breaks under his weight. Your ears are still ringing after the firefight, but you pursue the giant's companion.

See 191.

If this enemy is not defeated: The mutant sends you one more burst, then runs out of the gym. Wounded, you leave the cover of the lockers to pursue the enemy.

Each knight suffers 1 ☹. **See 191.**

234

Test **Survival** (2). If your **Aid** is at least 1 green die, you obtain 1 additional ✨.

Pass: *It takes all night, but right before dawn you hear a lost calf. The robots must've missed it in the dark. You calm the animal down, lead it to a nearby gorge and kill quietly. Then you cut out a few huge pieces of meat and disappear. The only thing left to do is to dry them.*

Gain 1 ⚔️. Take the challenge token from your space and place it on the plot sheet. Write "Some dried meat, 234" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1 🗡️ and has a value of 2. When performing the Camp Action, you may discard this token to heal 4 🩹. You may also keep it for later.

Fail: *It's getting colder, and a moonless night makes it impossible to find one's bearings. If you add the threat of dangerous machines and venomous snakes hiding in dry grass, you realize you want to be anywhere but here.*

Gain 1 ⚔️. Discard the challenge token from your space.

235

One good shot and the body falls to the side jerked by the bullet. You feel much safer approaching the dry carcass. A quick search results in some useful items.

Draw 2 gear cards and keep 1 of them. Discard the other card.

236

You quickly block the door using tables and chairs, and take cover behind the counter. Then you shoot through the window whenever you see a mutant's head.

Spend any number of 🗡️ together:

If you spend 🗡️+🗡️, see 183.

If you spend 🗡️+1 🗡️, see 112.

If you spend 🗡️+2 🗡️, see 43.

237

You dash down a steep alley and quickly escape the militia. You reach your ride and resume your journey – this time chased by the clouds looming on the horizon. At some point you encounter a huge train tunnel piercing a hill. It's where you decide to wait out the storm.

Heal 2 🩹. Suffer 1 🗡️.

238

Take the **card number 8** from the special deck and place it face-up next to the plot sheet. This is the **Hungry Tree**, a strange plant growing in the northern part of the island. Choose a knight. The knight resolves combat with the **Hungry Tree** according to normal rules.

If the Hungry Tree is defeated: *You companion massacres the trunk of the plant. With each consecutive attack the meaty branches sag, and you can move freely again. Once you're done, you cut your way through the jungle to the coast.*

The knight who defeated the **Hungry Tree** gains 2 ⚔️.

If the Hungry Tree is not defeated: *You companion assaults the plant, but soon he's in the air, lifted by the deadly vines. You manage to free yourselves after a prolonged fight, but you feel weakened. Poison is running down your veins.*

Each knight suffers 2 🩹. You may ignore it, if you discard the Aborigine herbs token.

No matter the combat result, remove the **Hungry Tree** card from the game. Move the group marker to the **North Base** (6) space.

239

You discreetly visit Erin. When you tell her about Red's betrayal, she just says: "Red's been helping me for a few good years. Why should I believe some stranger, and not my own advisor?"

Test **Negotiate** (3). If you have at least 3 ⚔️, you obtain 1 additional ✨.

Pass: *It takes a long while, but you finally make the woman see the truth. Red is banished and Erin, grateful for your help, decides to lead her people to Perth.*

Gain 1 ⚔️. Move the time marker 1 space **down** the track.

Fail: *The woman wants to hear you no more. "Get the hell out of here while you have two good legs and a working ride. Save your poison for other suckers." One warning is enough. You leave the nomad camp behind.*

Nothing happens.

240

Through the translucent wall of the cocoon you're watching the still living mutant's body being dissolved by the digestive juices of the plant. Some other wretch would have drowned in them almost instantly, but the creature is well-adapted to its aquatic environment, which enables it to last much, much longer. To its doom considering how it's writhing, fighting for another second of its life... Finally the cocoon bursts, and a deformed skeleton falls out of it... with a strange necklace on its neck. You take the finding and retreat cautiously.

A chosen active knight searches the gear deck for a **Lucky Charm** card, flips it to its working side, and keeps it. Move the time marker 1 space **down** the track. Move the group marker to the **HMAS Farncomb** (5) space.

241

The kids are screaming frantically and throwing sharp rocks.

Roll 1 blue die. Suffer 1 🩹 for each obtained ✨.

If you are conscious: *The woman shakes her head with disapproval, but finally gives you a handful of leaves. She explains, which to put inside your shoes, and which to burn in the night in the campfire.*

Take the challenge token from your space and place it on the plot sheet. Write "Aborigine herbs, 241" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1 🗡️. Keep it for later.

242

You sneak close to the bus and enter it when one guard falls asleep and the other is busy pissing in the dark. A moment later and you're inside. The light of the fire burning in front of the door is enough to figure out what's where.

Choose:

🗡️ You grab the closest bag and run before the other guard comes back. See 263.

🗡️ You take some time to properly loot the bus. See 276.

243

You dismantle the construct like an old toy. Lying on the ground with its ripped off grippers and smashed sensors, it can only writhe like a giant worm. Unfortunately, as the robot crushed the flowers, you've inhaled some pollen during the fight.

Each knight suffers 1 ☹. Step 3 of this round ends. Next round, no knight can explore in step 2, and you have to resolve **entry 87** in step 3. You cannot choose the second option.

244

You're sure that the Garden Island base wasn't built in exactly the same way as this one, but most of the solutions were similar – all this belonged to the government, after all. A few hours spent on scouting the compound give you some insight into the challenges awaiting you on the island.

Take the challenge token from your space and place it on the plot sheet. Write "Piece of the base plan" on an entry token and place it on your vehicle sheet. Keep it for later.

245

The teenager starts to quarrel, but you threaten him with a whip and say that you've paid for one and a half hour. Funny thing, though, even the mutant starts to protest, but who cares? Maybe 15 minutes later and you realize that the wounds on the creature's back are starting to regenerate. One look at the canisters stacked next to the brat and you start to understand what kind of scam is going on here. In spite of this, you wait in the heat for an hour before returning the whip to the boy.

Gain 1 ☹.

246

Test **Survival (3)**. If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: *Your vehicle is buried in a snowdrift, so you have to cover the rest of the way by foot. Your shoes are useless on frozen rocks. You reach the place long after dark, chilled to the bone. You stand in front of a tall fence protecting the base, and you have no idea what awaits inside...*

See 209.

Fail: *You left your ride far behind. When you are half-way up the steep slope you realize that your clothes are far from warm. You keep slipping and a chilling wind lashes you with its gusts. You keep trudging forward, but you cannot locate the base anywhere. Finally, you spend the night in some cold cave and retreat from the path in the morning.*

Suffer 2 ☹. Discard the challenge token from your space.

247

"Your timing is impeccable, my friends" says one of the old men through a speaker installed in his armchair. You see him pressing a button on the armrest. The other two do the same. "Project 413. Our last. Perfect!" he continues. "They're smarter, quicker, healthier... Better humans for a worse world."

You want to react, but notice that the glass "cocoon" open up. Roily liquid spills out, and you see tall, skinny figures with light-pink skin. They're bald, they have large, radiant, blue eyes, knobby fingers, bone protrusions sticking out of their bodies like quills... "Behold our creations... and die!" The elder ends his speech yelling. The creatures are getting closer. They pass their "fathers" on the way. A few nimble movements – blows dealt almost unconsciously – and you have their full attention.

✔ See 284.

✔ **You noted in the Outback Chronicles that you sent the radio warning, and you want to use this option. See 156.**

✔ **You noted in the Outback Chronicles that you got demolishing charges, and you want to use this option. See 71.**

248

The chosen knight discards their **Knife** gear card.

The knife hits the man in the chest. He falls down the stairs with a moan. The midget next to the gunwale shoots, but you're ready – the buckshot punches a hole in the rotten planks of the deck. He pulls the trigger once again, but the shotgun jams. One blow and he's in the water. Seeing your supremacy, the helmsman jumps overboard without putting up a fight. The boat is yours!

You change course, but even sailing away from the island you cannot stop talking about what you've just heard. An untouched military base from before the catastrophe... Hard to imagine what riches it might hold... You must get there. You don't know how yet, but you simply must...

You search the boat, unwittingly noticing her name: "Parmelia." Then you pump out all the fuel from the vessel and camouflage her – it will come in handy later. Finally, you learn who stole your cars, retrieve them and hit the road.

SETUP:

- Each knight retrieves their vehicle sheet, gear cards and resources, then gains 1 ☹.
- Place 5 challenge tokens with **!** on the following spaces: **4, 12, 15, 22, and 27**. These are the places where you might find lore about the base on Garden Island.
- Place 5 challenge tokens with **!** on the following spaces: **1, 6, 25, 34, and Carcassville**. These are the places that might be beneficial for the task ahead.

Go to the plot sheet FREEMANTLE.

249

You run down the alley, then scramble through the bushes following the trail of broken plants left by the dragged body. You pass by a few houses, and finally find yourselves in a narrow, open space. A strange tree with thick branches and purple flowers grows here. You can barely recognize a human in the shape hidden inside a cocoon of thin, light green filaments, hanging maybe two meters above the ground.

The Hungry Tree attacks! The knight chosen earlier cannot fight with this enemy.

If the hungry tree is defeated: *The green branches fall to the ground. You cut open the cocoon and escape. Soon your friend comes to his senses.*

Nothing happens.

If the Hungry Tree is not defeated: *The plant starts to lash you with its branches. The wounds burn. You slash, shoot, and burn the tree, but even with its flowers and leaves gone it keeps attacking you with its vicious tendrils. Finally, you cut open the cocoon and escape this place together, heading back toward the beach.*

The knight chosen earlier loses consciousness.


No matter the combat result, move the group marker to the **HMAS Sirius (3)** space.

250

You've lived like dogs, and now you're in for a dog's death – here, in this God forsaken stretch of land, among primitive mutants, flesh-eating trees, and who knows what else. Bu there's one thing you must admit – you came here because you wanted to, on your own terms, and not even a bunch of slimy, foul-smelling fish-men will ever take that away from you. Soon, they'll burn in hell just

like you. The difference is – you were raised by the Waste, and you're used to heat like no one else. The knights fail.


251

The screws are rusty. You try to force them to move – even jump on the wrench – but bend the barrel of the cannon by accident. Trying to straighten it is useless – you need a specialist to repair it properly. You drag this piece of junk to your ride and leave. Take the challenge token from your space and place it on the plot sheet. Write "Bent cannon, 251" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2  and has a value of 3. You may keep it for later.

252

You start to methodically cut wires connecting each panel. It's a quick – almost automatic – work, and you barely make a sound. You're almost done with the first row, when a group of figures appears, coming from the water. They have noseless faces, gills, wet skin glinting in the sun... and large, dead eyes.

Take the **card number 7** from the special deck and place it face-up next to the plot sheet. This is the **Ultimate Marine**, a humanoid creature from the depths of the ocean. Starting from the first player, each conscious knight resolves combat with this enemy according to normal rules. Before the first combat, draw 1 token based on its **Threat 1** – it affects all combats with this enemy.

The **Ultimate Marine** is destroyed when it suffers a number of  equal to its **Health** – return its card to the special deck.


The Ultimate Marine is destroyed, see 271.


The Ultimate Marine is not destroyed, see 292.

253

"You cannot share, what belongs to the Prince" says the stranger. "Soon, He will come and rule these lands. Bow down to Him now and you will bask in His glory on the Judgement Day". Most of what the stranger said is gibberish, but you understand that he doesn't want to split.

Choose:

 **Playtime's over.** You've tried to settle it in a civilized manner, but if it's impossible... **See 281.**

 **You're not the bowing type, but if you can profit from it... You kneel before the strange man.** **See 319.**

254



You look at the scientists' faces. They resemble masks, with little life left in them. Should you tell them you've just annihilated their "children"? The project they've been researching for half a century? What for? They might get upset and break down before you get to the closest city, and sell them to the highest bidder.

You reach the surface. The scientists' old, vacant eyes reflect sunlight for the first time in decades.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

255

You camp next to the carcass, feasting on the animal's flesh. You also take the opportunity to repair your gear.

Each knight heals 1  and 4 , and may use their **Repair** as if they were performing the Camp Action. Move the time marker 1 space **down** the track.

256

Both men bite the dust. You search their bodies, but to no avail. You check the engine and take some of the tools they left. The dead won't need them anymore.

Search the gear deck for the **Repair Kit**, flip it to its working side and keep it.

As you leave the train, you hear the roar of multiple engines. It looks like all this shooting has drawn some attention.


Test Tech (2).

Pass: You run away along the rails before someone notices you. Still, the sounds of pursuit accompany you for many kilometers. Nothing happens.

Fail: You see how the wall of green and brown falls under the wheels of military off-roads. You hear a burst from a HMG. The bullets hit the back of your ride. You start sharply, trying to get away as far as you can.

Your vehicle suffers 1  for each missing .

257

Test Tech (2). You may spend 1  to obtain 1 additional .

Pass: You follow the flames, from time to time encountering charred animal carcasses. You can't even recognize some of them – are these apes, humans, or mutants? Finally, you reach an overgrown wreck of a gunship.



See 280.

Fail: You pour some petrol on the bushes, throw a match and sit comfortably. You're watching the flames consume dry leaves and branches, and the frenzied birds flying in circles in the smoke. Fire is spreading slowly. You probably dozed off, because a loud explosion far in the scrub wakes you up. In the morning, on a particularly burned patch of land, you find what's left of a gunship. You've lost a lot of time here.

You lose all remaining actions. Discard the challenge token from your space.

258



You reach a hold. The whip is slightly askew, so water fills one side of the room. You see something resembling roe inside. You kneel beside it and immerse your fingers in it to check its consistency. In that very moment an inhuman howl deafens you. You turn around to face a flurry of blows from an unknown enemy.

The active knights test **Blades** () together. They add all obtained .

Pass: You take a close look at the body. It's a woman. She's naked, her skin pale and sagging. Dappled, thin tentacles are hanging in place of a human mouth. Closed eyelids look as if eyeballs were missing underneath. Just looking at this creature makes you nauseous. You continue your journey through the warship, and when you finally find an exit, you simply run away, not caring for any treasures of the old civilization.

Each active knight gains 1 . Move the group marker to the **South Base (6)** space.

Fail: You feel pain, then the world goes dark. You wake up wounded and sore. Everything is upside down. You're hanging, wrapped in cocoons made of that grayish "moss", just like animal carcasses in a slaughterhouse. You start to struggle, and finally one of you manages to rip apart the constraining membrane. You find the way out of this dank hold and flee to the shore.

Each knight suffers 1  for each missing . Move the time marker 1 space **down** the track. Move the group marker to the **South Base (6)** space.

259

Test Negotiate (2).

Pass: *The boy knows his business, but you finally manage to strike a good deal. He takes you to some workshop, where you talk for a while with a couple of veteran mechanics. Unfortunately, none of them wants to risk a journey to Perth. You leave Rust Waters with some advice on repairing cars... but not much else.*

Take the challenge token from your space and place it on the plot sheet.

Fail: *The boy mocks you and disappears in the crowd. You lose precious time trying to find someone useful, but it's all in vain.*

Discard the challenge token from your space.

260

As you wander through the town streets, you chance upon a small, brick building marked with a "Bank" sign. There's a machine installed next to its door, with some pre-Scourge banknotes sticking out of it. The only thing you can do with them now is wipe your ass. You enter the place and look around. It's messy inside – only animals have been visiting this place for years. You go deeper, and find an old robot in the back room. It doesn't look like a combat model. You start to tinker with it.

The active knights test **Tech** (🔧) together. They add all obtained ✨.

Pass: *You locate a hole in its chassis, and a cable hidden inside. You plug it into the socket in the wall, guided more by curiosity, than hoping for anything to happen. Yet, a diode on the construct's "head" flashes blue. This building still has power! You keep looking. There's the robot's control panel. You figure out the right button to press and turn the machine on.*

Each active knight gains 1 ⚡. **See 317.**

Fail: *You check the machine, knock here and there, but nothing happens. Finally, you tear its chassis off to check why it doesn't work. Inside it looks like new, but you still have no clue. However, in the meantime you learn that the building has power!*

See 334.

261

The gang is brutally dealing with a group of settlers, who have been living here. Their tormented shrieks keep you awake.

Choose:

✔ You roll over. Things will calm down eventually. **See 204.**

✔ You can't just stand back and do nothing when innocent people are getting hurt. **See 165.**

262

Each knight tests **Survival (2)**. If any active knight's **Survival** is at least 1 green die, this is a **Survival (1)** test instead.

If all tests are passed: *The hull of the submarine is long and slippery, and covered in seaweed. You're treading very carefully. Finally, you realize that the shape is actually an old lifeboat. Plastic floaters still keep it on the surface. Inside, there are two skeletons in uniforms, and an untouched container full of supplies. Each knight gains 1 🟩 and 1 🟨. A chosen active knight searches the gear deck for the **Mil-feed** card, flips it to its working side, and keeps it.*

If at least 1 test is failed: *You're trying to walk on the slippery hull covered in seaweed. Suddenly, a high wave sweeps one of you overboard. Focused on escorting them back to the shore, you have*

no time to take a closer look at the object. In the end, you have to rest, and dry your clothes and equipment.

Move the time marker 1 space **down** the track.

No matter the test result, move the group marker to the **North Base (6)** space.

263

You leave before anyone sees you. When you reach your ride, you look inside the stolen bag.

Roll 1 green die. Gain 1 🟨 or 1 🟩 for each obtained ✨. If you obtain 🟨, draw 1 gear card (ignoring 🛠️ cards).

264

Each unconscious knight performs 1 free Regain Consciousness Action.

Fifteen minutes of forced march later you finally get to the shore. Soon, real trouble will start, but for the time being you enjoy yellow sand under your feet. The bridge ends on a narrow promontory, then the road disappears in thick scrub. Time to choose your path. Set aside all challenge tokens placed on the plot sheet – they will be needed later.

Go to the plot sheet SOUTHERN APPROACH.

265

The machine's glass "head" shines red, then an alarm sound pierces the air. On top of that Wall-y starts to squeal: "Robbery! Robbery!" and tases you with weak, yet irritating, electric charges. You quickly smash it to pieces. All that noise will surely draw unwanted attention!

Each active knight suffers 1 ☠️.

You run outside, looking for a place to hide. You practically bump into an old sentry bot coming from behind the corner, and it immediately homes in on you.

Search any wasteland deck for a **Gun Tower** enemy card. A chosen active knight resolves combat with it according to normal rules. This enemy gains 1 white die.

If this enemy is defeated: *You wreck the automaton. Then you follow the trail of its wide tracks left in the omnipresent garbage. This way, you reach a large building close to the coastline. Its concrete, windowless walls fill you with dread. You approach the place, and read the writing on its steel gate: "LAB".*

The knight who defeated the enemy gains 1 ⚡. **See 341.**

If this enemy is not defeated: *The fight with the robot is challenging, but you finally manage to smash its optical sensors and escape. You follow its trail, running. The track marks it left in broken glass and debris are clearly visible. They lead you straight to a steel gate of a large, windowless building. There's a word "LAB" on it, painted in white.*

Each knight is dealt 1 ☠️. **See 341.**

266

A few hours away from the heat and rough roads. That's exactly what you needed.




Heal 1 🟡 and 2 ☠️.

267

Test **Aid (2)**. You may spend 1 🟩 to obtain 1 additional ✨.

Pass: *You spend the day with the locals. You talk, comfort, tell some tales from the road... When the wounded men return with*

the saved kid, you share a meal. You also learn this and that about the waters around Perth, but no fisherman is willing to help you.

Gain 1  Heal 1  and 3 . Take the challenge token from your space and place it on the plot sheet.

Fail: The locals' complaining is as futile as your attempts to cheer them up. When the wounded men return to Fisher's Fall, things get even worse. They haven't managed to get inside the mutants' lair. You leave before they start looking for a scapegoat.

Gain 1 .




268

The active knights test **Survival** () together. They add all obtained .

Pass: You've got a head start on the mutants. You burst into a room and hide wherever you can – inside the wardrobe, under the bed, behind the door. You can hear the creatures slouching around this floor. One enters the room you're in. A quick stab with a knife, securing the body from hitting the floor... Some time later the rest of the creatures leave. You see through the window that they're headed towards a large building with a steel gate, located in the town outskirts. You follow the beasts, and when they scatter, you approach the gate. The faded writing reads: "LAB".

See 341.

Fail: You have no idea what to do, and you can already hear the heavy stomping of the ugly, black-eyed monsters, so you simply jump out through the window. Hitting the pavement hurts – especially your ankles and knees – but it doesn't matter. You run away from this place – the further, the better. A few minutes later you leave the maze-like town alleys, and reach an empty square, or maybe a parking lot. There's a huge, windowless building right in front of you. It has a large, steel gate with a word "LAB" painted on it in white.

Each knight suffers 1  for each missing . If, as a result of these , a given knight loses consciousness, they are eliminated from the game.

See 341.

269

You're racing against the darkening sky and hurricane wind. You sharply turn the steering wheel to evade a ball lightning rolling your way! A gust of wind nearly blows your car off the road. When you manage to regain control of the steering wheel, your ride is already dancing in the whirlwind.

Search the highway/desert wasteland deck for the **Acid Rain** and **Radioactive Storm** event cards and resolve them consecutively according to normal rules.

270

Discard any number of challenge tokens.

If you discard 2 challenge tokens, see 295.

If you discard 1 challenge token, see 315.

If you discard no challenge tokens, see 337.

271


Some creatures retreat, others drop dead on the ground. You could take a closer look at them, but you prefer to finish your interrupted work before more of them come. You keep cutting the wires until you no longer hear the buzz from the shack. Then you return to the beach.

Note in the Outback Chronicles that **you cut off the external power source of the base**. Move the group marker to the **Atoll (5)** space.

272

You try to move the gear stick with a shaking hand. Finally, it sets into place, you push the pedal to the metal and race blindly backwards. The ride skids and you feel you're losing control.

Test **Tech (2)**.

Pass: You've managed to make a turn and stay on the road. The mighty thud behind you is something you feel more than you hear, but you prefer to focus on the road rather than learn who has won. Gain 1 .

Fail: The vehicle has totally lost traction. It hits an old, leaning lantern and you crash the side window with your head, hurting yourself with broken glass. The engine chokes, but you manage to shake it off and drive away.

You suffer 2 . Your vehicle suffers 2 .

273

Take the **card number 8** from the special deck and place it face-up next to the plot sheet. This is the **Hungry Tree**, a strange plant growing in the northern part of the island. Choose a knight. The knight resolves combat with the **Hungry Tree** according to normal rules.

If the Hungry Tree is defeated: Your friend's desperate attacks bring results. The tree branches sag, and soon you can focus on the dead mutant. It's half-man, half-fish – gills, vestigial fins, smooth skin... It's also wearing a necklace made of seashells, which resembles an Aboriginal talisman.

The knight who defeated the **Hungry Tree** searches the gear deck for a **Lucky Charm**, flips it to its working side, and keeps it.

If the Hungry Tree is not defeated: The calyxes of the flowers growing on the trunk and branches of the tree open wide and burst with clouds of spores. You're standing too close to avoid inhaling at least some of them.


Roll for each knight as if the **Hungry Tree** attacked them.

No matter the combat result, remove the **Hungry Tree** card from the game. Move the group marker to the **HMAS Farncomb (5)** space.

274

Test **Negotiate (3)**. If your **Aid** is at least 1 green die, you obtain 1 additional .

Pass: The man nods his head and invites you inside. For a couple of hours you listen to his story about a multitude of enemies the Sun Hounds have to face, how hard it is to find new recruits, and how expensive they are to arm properly. Finally you understand that even a small team of mercenaries is out of the question. They can only offer some weapons. It's much less than you expected, but time is of the essence.

Gain 1 . Search the gear deck for the **Submachine Gun** and **Machete**, and keep them. Discard the challenge token from your space.

Fail: The veteran shakes his head. "Perth will get its money in due time" he says and walks away. You try to stop him, but two bullets hit the sand close to your feet. You raise your hands and retreat with a bitter taste of defeat in your mouth.

Discard the challenge token from your space.

275

You go inside – a spacious hall opens up before you. Most of its floor is actually a wide elevator platform. You could easily park two large trucks on it. There's a console installed in one corner with buttons numbered from "0" to "-9". They glow faintly.

Choose together:

✔ You assume that the command center is on the lowest level. So, you press the "-9" button. The elevator starts to descend... See 46.

✔ **One of the knights discards a Piece of the base plan token.** You recollect that the power source of the base was located on sub-level 3, so you press the corresponding button. The elevator starts to descend... See 328.

276

You carefully search the bus. You find a few useful items. The question is – how are you going to get out of here considering that the other guards is back and already waking up his companion.

Choose:

✔ You attack the guards. See 290.

✔ You wait until the guys drop their guards again. See 312.

✔ **Your Blades and Survival are at least 1 green die each.** You get close to the door silent as death and deal two quick blows. See 335.

277

You lift your weapons and aim, when one of the scientists presses a button on the armrest of his seat. Two sentry bots rise from under the floor, armed with rotary cannons.

Each conscious knight must spend 1 ♠ and test **Guns (X)**. If a given knight has no ♠, is not equipped with a ranged weapon, or does not want to use it, they may test **Blades (X)** instead, but suffers 2 ☠ first. No matter the test type, all conscious knights add all obtained ✨.

If the number of ✨ is at least 2 x 🎲: You're quicker that these old "cans". First, you destroy the machines, then their masters. They die in silence – more like effigies, mockeries of human beings. Just as if someone brutally deflated rubber dolls.

Remember that the scientists are dead and see 27.

Otherwise: Heavily wounded, you run for cover and wait for the bots to use up all ammo. Then you get back to learn that the scientist died in the firefight. You ask yourselves how many decades were they waiting in this dungeon for their doom. Who cares? They met it, right?

Each knight is dealt 4 ☠.

If at least 1 knight is conscious: remember that the scientists are dead and see 27.

278

The blind men spread their hands helplessly – they have nothing. Not even food. You chase them off and go on your own way. Not much further you find scorched remains of a settlement. A few well-armed raiders are searching the ruins for loot. They notice you – there's no chance to run away now.

Search the matching wasteland deck for the first 🌀 or 🗡 enemy. Resolve combat according to normal rules. This enemy gains +1 **Health**. If you defeat this enemy, you additionally gain 2 chosen resources.

279

Test **Guns (3)**. You may spend X ♠ to obtain 1 additional ✨ for each ♠ spent.

Pass: You don't hit with the first bullet, but once you find your targets, both drones are shot down. Once they hit the ground, they explode, killing a few cows. The rest of the herd panics and runs away. You take the opportunity and slice off a few pieces of fresh meat before more machines come. The only thing left to do it to dry them.

Gain 1 🎲. Take the challenge token from your space and place it on the plot sheet. Write "Lots of dried meat, 279" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2 🎲 and has a value of 4. When performing the Camp Action, you may discard this token to heal 8 ☠. You may also keep it for later.

Fail: You keep shooting, but you only manage to deal with one drone. The other one evades your attack, lays some suppressive fire, then launches a few smoke grenades. Everything disappears in a thick cloud and you have to escape before other constructs start looking for you.

Gain 1 🎲. Suffer 2 ☠. Discard the challenge token from your space.

280

A huge cannon is mounted at the front of the hull – 30mm caliber or so. Something like this would turn even the toughest Cerbero construct into a pile of junk. You need to retrieve it somehow.

Choose:

✔ You take your tools and attempt to disassemble the cannon. See 251.

✔ **Your Repair is at least 2.** You painstakingly unscrew one screw after another. See 218.

✔ **Your Blades is at least 1 green die.** Your mama didn't give birth to a wimp – your muscles versus this junk. See 179.

281

Brandishing your weapon you hear a sound behind your back. To your horror you can see the dead body rising and walking shakily towards you! You stop paying attention to the desert wanderer and concentrate on the dead bloke.

Test **Blades / Guns (3)**.

Pass: The body falls under a flurry of your attacks... again. You look around, but the stranger is nowhere to be found. As far as you can see, there's only a barren desert.

Draw 1 gear card.

Fail: Panic causes your attacks to miss. You fall to the ground embraced by the dry corpse. Suddenly, gigantic centipedes crawl out from it! When you get up, the stranger is nowhere to be seen. At least the corpse had something of value...

Suffer 1 ☠ for each missing ✨. Draw 1 gear card.

282

You leave the bank and start to look around the neighborhood. You've got no idea where to go, but the base center is not that big. The active knights test **Survival (🎲)** together. They add all obtained ✨. You may discard a Piece of the base plan token to pass this test automatically.

Pass: You're wandering the empty streets. The town differs from the ones on the continent. Shops still have unbroken windows, some wrecks still have tires on their wheels. You even encounter a military van, inside of which you find a well-kept riot shield. You spot the building shown on the recording from afar. It's huge, with

a steel gate on the front side. A truck could easily get inside. You approach the entrance with a faded word "LAB" painted on it.

A chosen knight searches the gear deck for the **Riot Shield**, flips it to its working side, and keeps it. **See 341.**

Fail: The base seems small, but it gets dark before you're done exploring it. You hide on the top floor of some house. You find a room to rest, and barricade its door with old furniture. It's better to wait out the night. You're already lying on the floor, half-asleep, when you hear some strange sounds coming through the windows. It's as if a choir of devils was singing a hellish hymn. Glass is being shattered, accompanying the eerie melody. You stay vigilant for most of the night. At some point it seems something is passing close to your hideout, but nothing happens in the end.

You resume your exploration in the morning. You visit one place you missed yesterday, and almost instantly stumble across a building with a steel gate. There's a word "LAB" painted in white on it, though the color faded in the sun.

Each knight suffers 1 **▲**. **See 341.**

283

You step into the center of the camp and challenge Bigby to a duel. His goons form a circle and start shouting and whipping up clouds of sand with their boots.

You have at least 3 **⚔:** The bloke is dumb enough not to recognize you and he accepts the challenge. Before he manages to raise his weapon you brandish yours... He drops dead with a hole in his head. Three other thugs follow his lead to the afterworld. Just in case. Now you're the boss.

Gain 1 **⚔**. Write "Bigby's gang, 283" on an entry token.

Engagement: Discard this token to immediately defeat your **☉** enemy OR to deal 3 **☉** to any other enemy type.

Otherwise: Bigby must've recognized you, just as you recognized him. He doesn't even reach for his gun, he just shields himself with the first loser he can grab and disappears in a cloud of dust. The raiders attack you hoping that one of them will be able to seize the leadership. You shoot a few knees and bash a few heads to prove your worth, then you leave all that chaos behind.

Gain 1 **⚔**. Suffer 1 **☉**. Note in the Outback Chronicles that you **angered Bigby (338, epilogue)**.

284

You're running as fast as you can, chased by hundreds of the strange creatures. You jump on the elevator platform and nervously hit the buttons on the panel. The elevator ascends, but stops long before reaching the surface.

You hear them. They're climbing the shaft walls. You block the emergency hatch in the floor of the platform, but the monsters are too numerous, and they storm the elevator. A moment of desperate fight, but you know all is lost...

The knights fail.

285

A few minutes pass, and you hear the soft sound of bare feet climbing up the steel ladder rungs. Then there's the sniffing, and a pale face flashes in the hole of the damaged conning tower. A clawed hand reaches for the meat...

Choose together:

✔ You hit the monster with all you've got when it grabs the meat. **See 311.**

✔ The Some dried meat token has been discarded. You wait for this thing to gorge on the meat. **See 330.**

✔ The Lots of dried meat token has been discarded. You wait for this thing to gorge on the meat. **See 49.**

286

Furious, the youngster jumps at you with a knife!

Test **Blades (2)**.

Pass: You dodge the attack, twist his arm and knock him out with a well-aimed blow. The crowd falls silent. Everyone is looking at you now. You'd better disappear.

Gain 1 **⚔**. Discard the challenge token from your space.

Fail: The boy stabs you. You're out of breath. You fall down to your knees, blood staining your clothes. Your "guide" disappears in the crowd. You beg for help, but no one cares. You must find the strength to deal with it yourself.

Suffer 2 **☉**. Discard the challenge token from your space.

287

You pour petrol in a few strategic positions to contain the fire, and throw most of the canisters right next to the tree. Then you throw a match. The fire quickly reaches the trunk. The green branches closer to the crown start to flail chaotically. The flames consume the plant and everything around it. You're watching the spectacle with delight, when you hear a strange, creaking sounds. They are made by a robot on tracks, which drives into the fire and picks a few purple flowers with its long grippers. Then it starts to drive away towards the edge of the town.

Choose together:

✔ You follow the robot. **See 327.**

✔ You destroy the robot along with the flowers. **See 243.**

288

You holster your weapons, take out the meat and hesitantly walk down the dune toward the mutants. A few of them notice you and start to make odd sounds. Then the rest joins the "choir". The creatures are unarmed, yet their claws could gut a bear. Some mutants – especially the adult ones – have barcodes tattooed on their arms. You show them the supplies and try to look friendly.

The active knights test **Aid (⚔)** together. They add all obtained **✳**. You may discard the Some dried meat token to obtain 1 additional **✳** or the Lots of dried meat token to pass this test automatically.

Pass: The mutants comprehend your intentions. They share the meat among themselves, and offer you some raw fish in return. You manage to tolerate this mob for half an hour, listening to the gibberish that seems to stand for talking among these creatures. Then you retreat towards the base. Looks like you've just encountered a new, sentient race...

Each knight gains 1 **⚔**. Move the group marker to the **South Base (6)** space.

Fail: Your good intentions must've passed for fear. The monsters start to surround you, and push you towards a sparse jungle. Then they pick up sticks, or large seashells and start to throw them at you. You don't wait for escalation and choose to flee into the wilds instead.

Each knight suffers 1 **☉**. Move the time marker 1 space **down** the track. You may ignore it, if you discard a Piece of the base plan token. Then move the group marker to the **South Base (6)** space.

289

All knights test **Survival** (X) together. They add all obtained ✨. For each knight whose **Blades** is at least 1 green die, add 1 ✨ to the total.

If you obtain at least 4 ✨: You climb the containers to get to the roof. The mutants are right behind you, but you have the high ground. You slash their hands, when they try to grab the edge of the roof, and mercilessly shoot them down. Soon, half of them is dead, and the other half fleeing. You climb down to take a closer look at the building that's just saved your lives. It has a large, steel gate, and a word "LAB" painted in white on one wall.

See 341.

If you obtain less than 4 ✨: You're frantically trying to jump on the first container, then climb to the roof, but the beasts prove too quick. They pull you down to the ground with their clawed hands. At first, you try to defend yourselves from their blows, but the beasts are legion. Finally, you curl up in fetal position, just to protect your heads and bellies...

See 150.

290

Test **Blades** (3).

Pass: You knock over the surprised men and run toward your vehicle. They start yelling to alarm the rest of the group, but cannot organize a pursuit quickly enough. Once you're a few kilometers away, you take a look at the stolen stuff.

Roll 2 green dice. Gain 1 ♣ or 1 ♠ for each obtained ✨. Draw 1 gear card for each obtained ♣ (ignoring ♠ cards).

Fail: While you're busy fighting one guard, the other runs to the hall where the rest of the group is resting, yelling as if the devil himself was chasing him. It's time to go.

Suffer 1 ♡ for each missing ✨.

291

Your companion stops in an overgrown alley for no apparent reason. Suddenly, a few thick ivy stems spring out of the green thicket, entwine them, and drag them down the alley.

Choose together:

✔ You charge, heedless of the danger. See 249.

✔ You leave the poor bastard and move on. See 177.

292

You try to shoot, slash, and kick, but the creatures are too quick. Their clawed hands pierce your armor, their dead eyes strike fear in your hearts even when you're busy fighting. You flee, wounded, leaving the power plant behind.

Discard 1 challenge token from the plot sheet. Move the group marker to the **Atoll** (S) space.

293

You're walking through the island, looking around and thinking: "Will it be enough for the new race, or maybe humans will try to claim this stretch of land, too? Will they swim to the continent? Haven't we lost a chance to stop a war with this new species?"

Maybe you've just killed the only men who could answer these questions? It's too late to change anything.

The knights win. Resolve all epilogue entries noted in the **Outback Chronicles**.

294

The men scatter. You make sure they're gone for good and you check the diesel. Some decent tools are yours for the taking.

Search the gear deck for the **Repair Kit**, flip it to its working side and keep it.

295

You go inside the hold of the ship through the hole in its side. The steel floor is covered in black goo. Each step costs you a lot of effort, but you manage to get to the narrow stairs. Higher up the floor is clean. You explore deck after deck, staying vigilant. Finally, you find a few useful items and get to the beach on the other side of the vessel.

Each active knight gains 1 chosen resource and draws 1 gear card. Each of the other knights gains 1 chosen resource. Move the group marker to the **North Base** (6) space.

296

The stranger doesn't move, but you feel he's watching you. When you get into your ride, you can see in the corner of your eye that he reaches towards the corpse. When the dead body starts twitching, as if it wanted to stand up, you push the pedal to the metal, almost crapping your jocks, and leave the madman behind, telling yourself that it was just a mirage caused by heat.

Gain 1 ♠.

297

"Have you come from the world above to stop us?" asks in a digitally-enhanced voice one of the old men. "Good, good. However, it doesn't matter anymore."

"What's all this?" you ask sharply.

The second elder answers: "It's a new race, new humans. A military project. And today... They shall populate the earth. They're stronger, healthier, and smarter than us. They fear no radiation, or hunger."

"Yes, we've seen" you say mockingly, recollecting the primitive beasts inhabiting the island, but to your astonishment the old men start to croak, as if laughing.

"You've seen nothing but their humble beginnings. A transient stage" sums up the third of the elders. Then he adds silently: "This is our progeny..."

You look at each other, unsure what to do next.

Choose together:

✔ You take the elders with you. See 331.

✔ You decide to execute the scientists. See 277.

✔ You decide to execute the scientists, and you noted in the **Outback Chronicles** that you turned off the generators in the base, or that you cut off the external power source of the base. See 81.

298

Cogs looks like someone completely unaware of anything else besides the motorboat. He takes out some tools from his backpack, and an hour later he's already at the engine. He hands you a few wrenches, points at the most crucial screws, then returns to his work. Once you're done, you have a pile of parts. The mechanic checks everything meticulously, then wraps a few choice pieces in oiled rags.

Take the challenge token from your space and place it on the plot sheet. Write "Spare parts, 298" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1 ♠ and has a value of 3. You may keep it for later.

To hell with the keyboard, sensors, and all that. You'll manage differently. Maybe the gate is huge, but it can be unhinged just like any other door.

A chosen knight tests **Blades** (4). For each other knight, whose **Blades** is at least 1 green die, and for each ♠ spent as a group, the testing knight obtains 1 additional ✨.

Pass: You find some steel rods, and use them to chip off concrete by one of the hinges. Then you install rough-and-ready explosives in the hole. In the end one section of the gate fall to the ground with a wham.

See below, skipping the "Fail" paragraph.

Fail: First, you labor just to make holes by the hinges, then to plant the explosives. When you detonate them, debris wounds one of you. Good news is – your way is open.

Randomly choose 1 knight to suffer 4 ☹.

No matter the test result, see 275. If you noted in the Outback Chronicles that **the robots regrouped**, see 17 instead.

300

Interlude.

You return to Perth. The locals haven't found your boat. It's still hidden in a marina of an abandoned yacht club in Freemantle, waiting for you to use it. You move all the stuff from your trunks to the boat – your rides will stay here for the time being. When the high tide comes, you start the old engine and ship out.

Place your knight figures on the camp space of the board. Place the camp marker I on **space 33 (Perth)**. Each knight gains 1 🍷. Each knight may perform 1 free Camp Action.

Place all your gear cards (except for those in your hands and armor slots), entry tokens and 🗺 markers next to the plot sheet – they are treated as if they were on your vehicle sheets (you loaded them into the boat). Then remove your vehicle sheets from the game – they will not be used anymore in this adventure. From now on you cannot use any effects or abilities referring to vehicles (i.e. based on 🗺, MP, part cards etc.).

The day is about to end. In the last rays of the sun you see the green lighthouse at the end of the breakwater. It looks like no one's touched it since the Scourge. It's as if its keeper's simply forgotten to turn on the light on its top.

Choose the **Helmsman**. Pass them the first player marker to remember about this (if the current **Helmsman** loses consciousness when resolving the following scripts, pass this marker to a different knight – they become the new **Helmsman**). All the other knights are the **Crew Members**.

You're sailing in the dark. Engine speed is low, and you're busy listening and staring into the darkness, hoping that you won't see anything. There's just one question in your heads: "Why the hell are we getting into this shit?" Before you can answer yourselves, you feel more than hear that the bottom of your boat grates against something hard. A reef? Shallows? No matter. The whole deck rocks violently. You have to take a new course, or else you won't reach the island.

Each **Crew Member** suffers 1 ☹. Then discard 2 x 🗺 gear cards and/or resources. Any knights can discard them. Before you discard these gear cards/resources, perform the following steps:

- The **Helmsman** tests **Survival** (X). Lower the total number of gear cards/resources you discard by 1 for each obtained ✨ (and additionally by 1 for 3+ knights).
- If you have the Grey Joe token, the **Helmsman** obtains 2 additional ✨ in their test.

You pray this to be the end. Sometime later the sound of grating dies down, and your boat is in the open sea. The swaying makes it hard to move around the deck. You're now somewhere between one darkness and another, with no clue how long this doomed cruise will last.

If it is round 1-5, see 3.

Otherwise, see 24.

301

You have absolutely no idea how you survived this mess. Bullets were whizzing past your head, your friends were dying of wounds, and blood of the mutated beasts – torn apart by shells and grenades – was everywhere. At some point, a blast of an explosion threw you in the air, and you landed fifteen or twenty paces away from the shore. Ocean waves closed over your head.

The next thing you remember is heat and thirst. Your arms are stiff, tightly holding a piece of driftwood, while your burnt, wounded body hurts like hell. One look and you know that the ebb tide must've taken you into the open sea.

Yet, there's a lot to be happy about. First of all, you're still alive. This gives you some hopes for the future. Those poor bastards who died in the battle of Garden Island can't say that much about themselves, can they?

302

The kids are screaming frantically and throwing anything they can find around – rocks, pieces of metal sheets, one even has a broken boomerang.

Roll 2 blue dice. Suffer 1 ☹ for each obtained ✨.

If you are conscious: The woman nods her head with approval, then gives you a handful of leaves. She explains, which to put inside your shoes, and which to burn in the night in the campfire. You see a glimmer of respect in her eyes.

Gain 1 🍷. Take the challenge token from your space and place it on the plot sheet. Write "Aborigine herbs, 302" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1 🗺. Keep it for later.

303

If there is 1 active knight: You're not going to explore the whole estate by yourself. You break a window in the first house and search it.

Gain 2 chosen resources. Suffer 1 ☹.

If there are 2 active knights: You watch each other's back while breaking into a few houses. Your efforts are handsomely rewarded. Each active knight gains 1 chosen resource and draws 1 gear card.

If there are 3+ active knights: You meticulously search the whole estate. If there's anything worth taking, it's yours. Unfortunately, you also lose precious time.

Each active knight gains 1 chosen resource and draws 1 gear card (flip it to its working side). Move the time marker 1 space **down** the track.

No matter the number of active knights, move the group marker to the **HMAS Sirius** (3) space.

304

"You look like you can afford, but no worries, I'll be gentle" says the youngster. "A few bullets, some fuel... We'll work it out."

Choose:

☛ You try to haggle. See 259.

✓ You have gear cards and/or resources with a total value of at least 3. No time for trifles. You pay the guy and follow him. See 212.

305

The building is surrounded. The enemies are much more numerous. You need to come up with a plan – and quickly. For the moment the place is empty. You also see stairs leading to the next floor.

Choose together:

☛ You decide to hide upstairs. See 268.

✓ At least 1 active knight is equipped with a ranged weapon and, as a group, you have at least ♠ x ♣. You barricade yourselves downstairs and lay down suppressive fire. See 236.

306

Test Guns (2) / Blades (2).

Pass: You assault women and children with a weapon in your hand. A few shots in the air, a few blows and a moment later you control the whole town. You loot what you can before the men return.

Gain 1 ♠. Draw 1 gear card and gain 3 chosen resources. Discard the challenge token from your space.

Fail: The people here are tougher than you'd have thought. Women and children take grab anything they can – hammers, axes, grappling hooks – and attack! You barely manage to get to your vehicle.

Gain 1 ♠. Suffer 2 ☹. Your vehicle suffers 2 ☹. Discard the challenge token from your space.

307

The Hungry Tree attacks!

If the Hungry Tree is defeated: You shoot and hack the plant until it ceases any activity. Then you examine the dead mutant – it has black eyes, a mouth like a fish, and nodular skin closely resembling that of a stingray. He also has a barcode tattooed on its arm. Finally, a talisman almost identical to the ones made by the Aborigines is hanging from its neck.

The knight who defeated the **Hungry Tree** searches the gear deck for a **Lucky Charm**, flips it to its working side, and keeps it.

If the Hungry Tree is not defeated: You're ineffectively trying to fend off the branches. Suddenly, a few flowers open up simultaneously, and eject a cloud of spores in the air. Unwittingly, you inhale some of them.

Roll for each knight as if the **Hungry Tree** attacked them. No matter the combat result, move the group marker to the **HMAS Farncomb (5)** space.

308

After a short reconnaissance you locate the tent with the captured settlers. You manage to free a few of them before the guards sound the alarm.

Gain 1 ♠.

309

You're walking slowly, looking left and right. All of a sudden, you enter a wide field, probably a pitch, overgrown with dry grass. Tribunes are lining its sides. Looks like it's a home to one and only player now – a visitor, one might say – a huge tree of the species you've already seen on the island. Its thick, tough branches are covered with enormous, purple flowers. You fully realize you won't destroy this plant with any "conventional" means.

Choose together:

☛ You sneak by the tree hoping it won't detect your presence. See 14.

✓ You spend, as a group, 1 ♠. You sparingly use the petrol you have to set fire to the dry grass. See 96.

✓ You spend, as a group, ♠ ♠. You burn everything to the ground. See 287.

310

The bush is thick and dry. You're driving very slowly. Twigs keep snapping under your wheels. You're pretty sure you can hear something more a few times, but have no idea what it might be. Suddenly, some shape jumps at you!

Search the matching wasteland deck for the first ♣ enemy. Resolve combat according to normal rules. This enemy gains **Ambush**.

If you defeat this enemy: You attack blindly, not sure what you've actually killed. More sounds can be heard, so you hurry deeper into the scrub, just to leave whatever it is far behind. You almost crash into a wreck of a gunship.

☛ See 280.

If you do not defeat this enemy: You're trying to free yourself, but the beast keeps dragging you faster and faster through the shrubs. You keep kicking blindly and grab nearby tree trunks, but this crazy journey continues. Finally, one of your blows connects and for a moment you are free. You spring to your feet and escape to your ride.

Suffer 1 ☹. Discard the challenge token from your space.

311

You hear a moan, and the body falls back into the submarine. Unfortunately, the meat is gone, too. When you're about to climb down the ladder, the clangor of a few dozen other inhabitants of the wreck effectively discourages you from visiting the vessel. Move the group marker to the **North Base (6)** space.

312

You're lying hidden under a seat for a couple of hours, listening to a jaw-dropping story about some raid that must've happened wherever the guards come from. From what you understand, some black-eyed, fish-like mutants were responsible and they kidnapped many of the guards' friends. Finally, you manage to escape right before the dawn, when both guards are asleep. It's time to take a look at your loot.

Note in the **Outback Chronicles** that **you learned about a new mutant breed**. Roll 2 green dice. Gain 1 ♣ or 1 ♠ for each obtained ☼. Draw 1 gear card for each obtained ♣ (ignoring ♣ cards). You lose all remaining actions.

313

For a long while you're busy smashing the hard carapace, and attaching its pieces to your armor. You also take the opportunity to repair your gear.

Each knight flips all their 🗡️ gear cards to their working side (if a given knight has no such cards, they may search the gear deck for a **Trash Armor** card, flip it to its working side, and keep it instead), and may use their **Repair** as if they were performing the Camp Action. Move the time marker 1 space **down** the track.

314

The active knights have to spend 1 🗡️ each and test **Guns** (🔫). If they have no 🗡️, they are not equipped with ranged weapons, or they do not wish to use them, they may test **Blades** (🗡️) instead, but first each of them suffers 2 ☠️. No matter the test type, they add all obtained ✨.

Pass: *You're shooting at the mutants with everything you've got. They die on the spot, flee towards the water, sometimes blindly charge right at you, just to perish at your feet. You kill at least two dozen before you understand that there are too many of them and it's time for a tactical retreat. As you leave, you hear a strange moaning. It does not sound scary, but... sad.*

Each active knight gains 1 🏠. Move the group marker to the **South Base (6)** space.

Fail: *You keep pulling the triggers. The bullets hit the sand, the water, the "fish-men" bodies. Some beats flee to the ocean, others charge at you. You stand no chance, especially as you're overwhelmed by fear at the very sight of the mob of monsters running at you. You're swept by a wave of meat stinking with saltwater.*

Each active knight loses consciousness. Each of the other knights suffers 2 ☠️. Move the group marker to the **South Base (6)** space.

315

Just a few steps inside, and you're stuck to the steel floor of the ship covered in half-dried oil. You're trying to move forward, but each step is a feat of strength. You fumble, trip... A few items fall out of your backpacks and bags, forever gone in the cargo hold. They're stuck in the goo despite your best efforts to recover them. You could as well try to fight with a famished dingo for a scrap of meat. In the end you leave all this, and focus on finding the path to the other side of the vessel.

Each knight discards 1 chosen gear card. Move the group marker to the **North Base (6)** space.

316

It's dusk and all the visitors are gone. The boy unchains the mutant, gives him some water, and then they start carrying spare parts together. Maybe 15 minutes later you notice that the wounds on the creature's back are starting to regenerate! The beast works for an hour or so and disappears inside the house, patted by the boy. Gain 1 🏠.

317

Two artificial eyes come to life. The robot "observes" you for a short while, then says with an artificial voice: "Electronic bank assistant Wall-y, at your service. How may I help you?"

Choose together:

🗡️ One of you recalls a certain pre-Scourge word and says: "I want to take a loan." **See 19.**

🗡️ One of you whines fearfully: "We're in danger!" **See 85.**

🗡️ One of you jokes: "Give us all your money! It's a stickup!" **See 265.**

318

While ransacking the place, you find a passage downstairs. It leads to a room decorated with marble tiles, and a huge vault installed in the back wall. Next to it, there's an old sentry bot bolted to the floor. One more step and the machine activates. First, a diode glows red, next you hear the clank of ammo feeders preparing the construct for combat.

Search any wasteland deck for a **Gun Tower** enemy card. A chosen active knight resolves combat with it according to normal rules.

If this enemy is defeated: *You smash all visible sensors of the construct, and tear off its cannons. Finally, you yank the vault door, but it's locked. Disappointed, you examine the robot again. At the base of the sentry gun there's a thick cable in metal protective casing that must've provided power. You need to check where it leads, and which building still generates electricity.*

The knight who defeated the enemy gains 1 🏠. **See 333.**

This enemy is not defeated: *The damaged robot demolishes the interior of the room with full-auto bursts, then starts to spin chaotically on its base. Pieces of chipped-off marble wound you, and the unending series of shots hurts your ears. Finally, the machine explodes. When the dust settles, you realize that the robot had some external power source – thick cable being a solid proof of this theory. It means that one of the buildings must still be electrified.*

Each knight is dealt 2 ☠️. **See 333.**

319

The stranger raises his hand and you feel a chill getting to your bones. "You have chosen well, my friend. Watch for the signs. The legions of faithful will soon rule this devastated land." Then he takes a few steps and reaches towards the corpse. When the carcass starts to stand up, you lose consciousness. You wake up at dusk. Both the man and the carcass are gone. The only thing you manage to find is the stranger's medallion stuck in dirt.

Note in the *Outback Chronicles* that **you knelt before the Pilgrim (63, epilogue)**.

320

"After all was done, people said that the heroes from Garden Island didn't die. They were seen drifting on an old barrel toward the land. Apparently, they came to Perth, bought a round for everyone in each and every joint in the Bottom, then headed east to face a corrupt merchant cartel.

Others claimed that those daredevils boarded an old, military jolly boat, and sailed west to check if there's any future outside the Waste. In Carcassville they say that... What? What really happened? Who gives a damn? True legends live in stories and the dead rot under the sand. The two go hand in hand".

321

You hear the whir of a rotary cannon, and instinctively lie down on the ground. The bullets pierce the steel containers, chip off huge chunks of asphalt, damage the concrete walls of the building... but, above all, turn the mutants chasing you into a bloody mess. The creatures scatter, leaving their dead behind.

Once the bullets stop whizzing over your heads, you hesitantly look around – something glows in the distance. You spot a cutter with the flag of Alice Offsprings on its mast, and a heavy, multi-barreled cannon mounted on the deck. Someone is watching you through binoculars from there. That someone has just saved your sorry asses.

You get up and immediately notice a steel gate installed in one of the building walls. Decades ago a word was painted on it. Only three letters, but so meaningful: “LAB”.

See 341.

322

You dismantle the terminal, and manage to power it up. Now, you just have to figure out the proper code.

A chosen knight tests **Tech** (3). For each other knight, whose **Tech** is at least 1 green die, the testing knight obtains 1 additional ✨.

Pass: Lines of numbers are displayed on the screen, then a sentence appears: “Emergency access granted”, and the gate opens with a dull clang.

See below, skipping the “Fail” paragraph.

Fail: You must’ve connected the terminal incorrectly, because the screen starts to flash, and exposed wires spark. Whoever is standing close is electrocuted. On the bright side, though, the same impulse opens the steel gate.

The testing knight suffers 2 ☹️. Each of the other knights suffers 1 ☹️. If you noted in the Outback Chronicles that **you cut off the external power source of the base**, ignore these ☹️.

No matter the test result, see 275. If you noted in the Outback Chronicles that **the robots regrouped**, see 17 instead.

323

The active knights test **Tech** (🔑) together. They add all obtained ✨.

Pass: You open the padlock and get inside. The room is filled with all kinds of devices you know nothing about. They’re large, buzzing and gleaming with hundreds of diodes. You look around. There’s not much left to scavenge. A pre-Scourge med-kit is hanging on the wall, and you find some tools in a crate.

Each knight gains 1 🗡️. A chosen knight searches the gear deck for the **Repair Kit**, flips it to its working side, and keeps it. Move the group marker to the **Atoll** (5) space.

Fail: You’re trying to get inside. The padlock finally surrenders, but when you disturb the lock, you disrupt some wire. Electric current flows through your bodies like a river of liquid pain. Spasms shake your bodies for the next hour. Nothing in this world will make you enter this building ever again.

Each active knight suffers 2 ☹️. Move the time marker 1 space **down** the track. Move the group marker to the **Atoll** (5) space.

324

The active knights test **Tech** (🔑) together. They add all obtained ✨. You have to spend at least 2 🗡️ to use challenge tokens for additional ✨ in this test.

Pass: The car chokes, and black smoke belches out from the exhaust pipe, but – to your surprise – the engine starts to work. You get inside and in just a few minutes you cover a distance that would take more than an hour of walking.

Move the time marker 1 space up the track. Move the group marker to the **HMAS Sirius** (3) space.

Fail: The car chokes, and black smoke belches out of the exhaust pipe. Unfortunately, the engine won’t start. On top of that you flush out a swarm of spiders that had a nest under the hood. They bite you painfully and force you to leave their lair.

Each knight suffers 1 ☹️. Move the group marker to the **HMAS Sirius** (3) space.

325

Maybe it’s a matter of bad planning, maybe bad luck, but in the end you fail to collect enough lore about the Garden Island base to safely return to Perth. Especially that – from what you’ve heard – the city has fallen under complete control of the mutated beasts that swarmed from the ocean.

You really don’t care, but still the situation in the western coast is already disastrous... and aggravating. Looks like you’re in for a landlubber’s life. Your only hope is that whatever was bred in the base won’t be able to cope with the scorched the Outback deserts.

The knights fail. Resolve all epilogue entries noted in the Outback Chronicles.

326

Each unconscious knight performs 1 free Regain Consciousness Action.

You end up in a gigantic cavern. All around you there are high stillage-like structures with wide shelves, stacked with hundreds of glass tanks full of turbid liquid, connected to each other with thick wires, pipes, and cables. Three odd vehicles are approaching from the far end of the cavern. They look like huge wheelchairs on tracks. There’s one man sitting in each of them. Man... or at least a creature that used to be a man: nearly white and wrinkled skin, milky eyes, limp mouths, discolored strands of hair on otherwise bald heads. Wires connect their thin arms and legs to their seats.

See 297. If the time marker is on space 1 or 2 of the track, see 247 instead.

327

Following the machine, you reach a large, windowless building. The robot stops in front of a tall gate, as if waiting for something. You also turn towards the gate. There’s a big, white writing right above your heads: “LAB”.

See 341.

328

The elevator stops, and you see a long corridor. You get through it and find yourselves in a large hall. It’s full of devices, cables, wires, columns of huge batteries... Screens display incomprehensible strings of numbers and letters. You also notice a large lever set in a green field. You pull it down, but not fully. There’s an alarming beep from the closest computer, and all the lights dim at once. Good. The elevator should still work, but whatever they do downstairs, they won’t have enough power for that now. You get back to the elevator, and this time press “-9”. This is the lowest level and probably the command center of the base.

Note in the Outback Chronicles that **you turned off the generators in the base**. See 46.

329

You find your runaway in some lousy joint. He’s drunk, but able to talk. “The island? Damn, I saw the entrance to the compound” he says, visibly scared. “I saw some writings there, too, but I can’t read. And the whole town! Oh, and a huge gate and an elevator behind it. A truck could easily fit there.” Then he starts to recollect

even more details – just enough to give you a vague impression about what to expect in the base. Half of this is probably made-up, and the other half twisted by fear, but it's better than nothing.

Gain 1 . Take the challenge token from your space and place it on the plot sheet. Write "Piece of the base plan" on an entry token and place it on your vehicle sheet. Keep it for later.

330

You're waiting for half a minute or so, watching the creature. To your surprise it's no mutant – just a deathly pale, skinny old man wearing a moldy uniform. His shoulder marks bear the insignia of an anchor and a crown – now faded, but surely golden decades ago. The man leans out from the hole a little to get the meat, but senses your presence. He moans something in panic, then plunges into the black abyss. You're not going to follow him, though. You can already hear more wretches approaching the ladder.

Move the group marker to the **North Base (6)** space.

331

"We've come to take you from here" you say calmly, but firmly. "Up there we have a new government that requires your services." These are lies, but you don't want the old men to know the whole truth until they're back on the surface. Far from their mutants, robots, or traps. "Your mission here is accomplished. We're grateful" you add.

There's a moment of silence, but finally the tracks of their wheelchairs start to move. The scientists approach you. "We're ready" says one of them. "We haven't seen the sun for such a long time." They seem... relieved, but maybe it's just a trick of the light. "Go to the elevator. We will catch up in a moment" you say, and look at the stacks of tanks lining the walls.

Remember that the scientists are alive and see 27.

332

The blind men are totally helpless. They can't even run away. They trip on roots or bump into trees. You take the leather bag and are astonished to find an old, pre-Scourge grenade inside. A real treasure. You attach it to your belt and go away.

Search the gear deck for the **Frag Grenade** and keep it.


333

The cable leads to a box outside the building, then along the streets, safely hidden under steel panels marked with faded, yellow paint. As you follow the cable, you reach a small transformer station. It's cuddled to a huge building with a tall gate in the front. Even a truck would easily fit inside. You come closer and see the word "LAB" painted in white.

See 341.

334

You find a cable providing power to the building. It leads along the streets, safely hidden under steel panels marked with faded, yellow paint. As you follow the cable, you pass a large swimming pool that's turned into a foul swamp. Something is bubbling inside. You'd do well to avoid detection...

The active knights test **Survival** () together. They add all obtained .


Pass: You slow down and sneak past the pool. Nothing happens. You continue on along the power cable, until you reach a huge, windowless building. There's a transformer station next to it, but

something else draws your interest – a tall, steel gate with a word "LAB" on it.

See 341.

Fail: You're passing the pool, when you hear a splash. As you turn around, you see a dozen mutants. They have big, black eyes, and skin like that of a shark. They lunge at you, but you're not going to stand like fools – time to flee! You're running through the alleys and streets, tumbling, falling down on broken glass, getting up again and again... Belatedly, you realize no one's chasing you. Maybe the creatures were just defending their watery lair?






You look around, panting. There's a large, windowless building in front of you. A tall, steel gate is installed in its front wall. The word "LAB" is painted in white on it.

Each knight suffers 1  and discards 1 chosen resource.

See 341.

335

The guards are down. You lean them against the bus wheel to keep up appearances and give yourself more time to run, then you take the loot and return to your car. When you're at a safe distance, you check your findings.

Roll 2 green dice. Gain 1  or 1  for each obtained . Draw 1 gear card for each obtained  (ignoring  cards).

336

This is the end. No more mutants, no more mad scientists. Just you and the job well done. You wonder for a moment what the creatures from the glass tanks looked like. Were they really so perfect? So intelligent? What would they achieve given a chance? It doesn't matter anymore. All in all, it turned out they were weaker than you, because you're here, alive, and they're deep down – dead. The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

337

You're walking on the upper deck, hoping to find some path through the ship, when suddenly your companion simply... vanishes.

Randomly choose 1 knight. They can no longer resolve this entry.

You hear a dull splash and you realize your friend has fallen through a rusted deck right into an oil tank. You throw them a rope, and manage to pull them back up, but they've swallowed the black goo. Unless someone gives first aid to them, everything will end badly...

A chosen active knight tests **Aid** (2).

Pass: You pump oil out of your companion's lungs. They're choking and having a hard time coming to themselves, but at least they're alive. Once done, you continue your journey.

The knight chosen before gains 1 .

Fail: You're trying to help, but it's too late. You pump oil out of your companion's lungs with a series of quick pushes. Dark blood mixes with oil... Your friend won't make another step, yet you must go on, unless you want to end like them.

The knight randomly chosen earlier is eliminated from the game. The other knights may distribute their resources, gear cards and entry tokens among themselves.

No matter the test result, move the group marker to the **North Base (6)** space.

338

Epilogue: you angered Bigby.

You've spent the last two days here, in Rock Falls, west of Darwin long gone under the waves. Calling this place a "shithole" is a gross understatement. A few shacks made of planks and steel sheets, a huge swath of cleared scrub – enough to park your ride and put up a tent – and a spring. You'll get there if you're ready to wait in a kilometer-long queue. Oh, and there's the bar called "Louis" – the only decent building in this hellhole. It's where you can gamble your gas away and sip moonshine so lousy you're lucky if you wake up in the morning with your seeing intact. But better this than the wasteland, right?

Suddenly, there's a shout coming from the street outside: "Come out, you bastard! It's payback time! No one's gonna throw no shit Bigby's way!" That name rings a bell, so you go to a dirty window and look outside. Yes, it's him again. He gathered a bunch of losers... again. To give the guy justice – they look better than his last crew. Maybe you shouldn't have told the story how you'd dealt with him in every single joint from here to Gangraen... Well, what's done is done and it's time to finish Bigby once and for all. You draw your gun and reach for the door...

339

You come closer and stab this thing in the chest. You hear another shriek, much louder than the last one. The grayish body convulses, dark blood flowing from under the cocoon. Suddenly the plant, from which the creature is hanging, lashes at you with its long branches. The strikes cut your skin, and wounds sting as if sprinkled with salt.

If the special card number 8 is in the game, see 307.

If the special card number 8 has never been in the game, see 273.

If the special card number 8 was in the game, but has been removed: You nimbly cut off the branches and flowers, before the latter open themselves. Then you examine the fish-man's body – gills, gray-blue skin, a bar code tattooed on one arm... Your only reward is a talisman somewhat similar to those made by the Aborigines. A chosen active knight searches the gear deck for a **Lucky Charm**, flips it to its working side, and keeps it. Move the group marker to the **HMAS Farncomb (5)** space.

340

Hundreds of cars, thousands of people, the smell of grease and cooked food mixed together... There's no other place like this in all the Waste. You're walking, chasing away touts and looking for a decent mechanic. Suddenly, at one of the markets, you bump into a young, fidgety man. "Are you looking for something or someone, mate? I've been living here forever and I can find everything... as long as you pay."

Choose:

✔ "I need a mechanic who will go with me to Perth for a couple of days" you agree. **See 304.**

✔ "Beat it, squirt! I need no hustlers!" you refuse. **See 286.**

341

Interlude.

Each unconscious knight performs 1 free Regain Consciousness Action.

The longer you look at the gate, the better you understand it's no simple entrance. There's no padlock or sliding bolt, and instead there's a metal box on the wall. Inside you find a dead screen,

keyboard, camera, and some other sensors you've never seen before. Speaking of cameras – the whole front of the building boasts at least four or five more. The thing you're looking for – the heart of the base – must be hidden behind this barrier. You decide to rest for a while and consider your options.

Each knight may perform 1 free Camp Action.

Important: From now on you no longer spend any actions, the steps of the round are omitted, and you stop counting rounds. The story is detailed in the following entries and instructions.

Somewhat refreshed, you resume your endeavor. You could try to work out the dead terminal, or take a more "direct" approach.

Choose 1 knight and choose together:

✔ You check the terminal. **See 322.**

✔ You focus on the gate. **See 299.**

342

Suggesting a mutant that his religious ritual is a waste of time might not be your brightest move, but hey, it's pirates you're dealing with. A few heavy set mutants talk for a moment in a way you don't even try to understand, and then the first creature speaks again: "You don't wanna wait? Then pay!"

Choose:

✔ You realize they'll beat the shit out of you in a moment. Time to leave. **See 193.**

✔ You have gear cards and/or resources with a total value of at least 4. You unload the stuff and wait till the mutants sniff around them. **See 151.**

343

You learn on the trail that the threat to Perth is slowly turning into the threat to Australia. Travelers say that even the largest cities have been attacked by strange creatures coming from the sea, and that many coastal settlements cannot be reached. It's high time you started doing your job.

Place a danger marker ! on each city space and on each space with a challenge token, which is on the coast (i.e. neighbors the ocean around the continent).

344

Roll a number of white dice equal to your **Exploration**.

If you obtain at least 2 ✨, see 329.

Otherwise: You lose the whole day, walking from one wooden shack to another. You'd need an army of helpers to find that merc here. You lose all remaining actions. Discard the challenge token from your space.

345

Test **Survival (3)**. If you have the **Ghillie Suit** gear card, you obtain 1 additional ✨.

Pass: You're waiting in the wilds close to Carcassville, looking for a lone prey. You finally see a bald midget with grayish, flaking skin. You jump at him and pull him deep in the bushes. A moment of questioning about the island and Perth throws the creature into a panic fit. You finally slap him in the face. "Swimmers. Swimmers, there" he says, spitting out blood. "Sail-no! 'Uman, no! Bite, blood!" That's not much, but at least you know something.

Gain 1 🏆. Take the challenge token from your space and place it on the plot sheet. Note in the Outback Chronicles that **you learned about a new mutant breed.**

Fail: You're waiting in the bushes for a lone mutant. However, you haven't considered some of them can sense your smell. You notice four albinos. They're moving smoothly, at the same time, as if one mind was controlling their bodies. They've got no eyes, brows, even eye sockets are missing. Their mouths are elongated, dog-like, noses sniffing... All four are closing in on you and you realize it's time to run.

Discard the challenge token from your space.

346

Old, wooden walls are creaking whenever the wind blows. You calm down – those strange sounds, that's certainly it. You look around, kicking trash, when something detaches from the wall. The creature has a wide back, segmented like a bug. It literally changes color as you look. It passes you, running, its claws slashing around, then bolts outside. You start to pursue the monster.

Each knight suffers 1 ☹. Then see 101.

347

Your contacts in Perth inform that fish-like mutants have assaulted the city a few times. Many inhabitants have been killed, and others barricaded themselves in the ruins. Persuading them to help will be much harder.

Place the following danger markers: ! and ☹ on **space 33 (Perth)**. Additionally, when playing for 3+ knights, you can no longer fulfill the plot goal unless there are at least 2 conscious knights on **space 33**.

348

Taking such a risk? Not today. You've got a job to do.

You may spend 1 🗡 to perform 1 free Move Action (even if you have already performed one this turn). Otherwise, nothing happens.

349

Test **Aid (2)**. You may spend 1 🗡 to obtain 1 additional ✨.

Pass: You professionally dress wounds and choose proper anti-inflammatory drugs from the group's stash. Your care and Erin's speech persuade the nomads. They break camp and head west.

Gain 1 🗡. Move the time marker 1 space **down** the track.

Fail: You spoil not only your work, but the work of whoever helped the wounded before. You're beaten and chased away.

You suffer 2 ☹. Your vehicle suffers 2 🗡.


AWAKENING

1

The scientists fall silent when you approach their table. Only one – a young, lean man, looks boldly into your eyes. The rest pretends to examine the map lying before them. The youth nudges his companion encouraging him to talk to you.

“Please, sit down!” the other guy invites you. When asked for a job, the scientists look at each other understandingly and nod their heads. “My name is Martin” says the man who appears to be their leader. “We’re looking for someone able to quickly deactivate a couple of Cerbero machines” he explains pointing at some markings on the map. “Once you’re done take out these parts from them”. He slides a couple of hand-drawn schematics.

SETUP:

Search both wasteland decks for all  enemy cards. Then shuffle these cards and create a separate deck – this is the **Machine Deck**.

If the machine deck is already in the game, skip this step.

Choose together:

✔ You take the offer. Soon, you’re away from Pumps ready to smash some robots into bits. **See 20.**

✔ It’s much easier to encounter old Cerbero creations lately. You’d rather stay away from them. **See 40.**

✔ **You must choose this option if you have already refused Anton’s offer.** Haywire robots in the badlands? Not a chance. It’s better to hit the road and see what that brings. **See 350.**

2

In Dust River, one of many towns on your trail, you chance upon a surprisingly well-stocked shop with junk and electronics owned by a woman called Agnes. Looking for information about robots you start a conversation with her.

If you have no challenge tokens: The woman has some noteworthy items to trade.


Barter (2).

If you have any challenge tokens: The woman is highly interested in the modules you took from the destroyed constructs.

Barter (2). Additionally, you may discard any number of challenge tokens you have. Gain 3 chosen resources and draw 1 gear card for each discarded challenge token. If you discard any challenge tokens, note that **you sold some modules to Agnes** in the Outback Chronicles.

3

At first you doubt handing precious supplies to the meanest smugglers in the Waste is a good idea but finally you decide to trust the OWO’s contacts.

Gain 1 . You may give any number of resources and/or gear cards you have to chosen knights. You may perform 1 free City Action. Discard the plot token from your space.

4

You’ve been watching a peculiar scene for a while now. Not far from the road, there’s a wide field, but instead of a tractor, horse or ox a robot has been harnessed to the plow. It has no legs – just a huge torso propelling itself forward with powerful arms. When this strange rig reaches the edge of the field, the farmer overseeing everything flashes a strong torch before the construct’s visor and leads it to a new patch.

The man must’ve felt your presence – he turns, gives you a thumbs-up and shouts: “I left it the photo-receptors!” Then he gets back to work.

Gain 1 .

5

You cross a dusty riverbed using a rusted bridge and pass a sign with a hardly visible name Borroloola. Dried crocodile husks crunch underneath your wheels as you carefully drive among ruins. A moment later you notice a row of industrial buildings marked with the sinister Cerbero logo. It was built on the outskirts of this town. The sound of dented metal sheets and red targeting beams scanning the area make you aware that if you were looking for robots, you surely came to the right place.

When you draw a card from the machine deck, you may draw 2 cards, choose 1 to resolve and place the other 1 at the bottom of the deck.

Engagement: Suffer 1 .

6

You notice a plastic bucket under a cliff overhang. Something is dripping from it. You come closer and after just a few steps you notice a distinctive smell of crude oil. The bucket is almost full.

Choose:

✔ Oil is oil – it’s best to pour it into the tank. **See 59.**

✔ You hide and wait. Someone will surely come for this bucket. **See 102.**

✔ **Your Survival is at least 1 green die.** You search for the tracks of those who left the bucket here. **See 159.**

7

Crouching on the hill you can see some figures chasing around the fire a half-naked, young woman with fiery red hair. It seems, without your help, a terrible fate awaits her.

Choose:

✔ You will take the bastards by surprise – you sneak closer. **See 44.**

✔ You wait to see how the situation develops. Things aren’t always what they appear to be. **See 174.**

✔ **You are equipped with a ranged weapon.** You start shooting the thugs from the good vantage point. **See 232.**

8

There are places, which no self-respecting Aussie should visit. Places few returned from even in better times, where people live in isolated communities and hate outsiders. This is one of those places.

Choose:

✔ You decide to retrace your own steps and withdraw. **See 39.**

✔ Despite locals’ hostile looks, you try to be friendly. **See 70.**

✔ You decide to show that you’re tougher than anyone else here. **See 106.**

9

Sounds of a shootout warn you about danger early enough. You manage to stealthily approach a dilapidated farmstead. A band of thugs is firing at the main building. A car is burning right next to it. A few more hoodlums are flanking the house. Whoever is inside will soon be dead.

Choose:

✔ You attack the gang from the rear. **See 64.**

✔ You don’t get involved. There are just too many of them. **See 156.**

10

SETUP:

Place 4 challenge tokens with **!** on the following spaces: **3, 12, 18, and 19**. These are the Jammer's activity sites that you may investigate.

Distribute 2 **J** among yourselves.

Go to the plot sheet **ON JAMMER'S TRAIL**.

11

Big, rusty dumpers and remains of a tall headframe direct you to this abandoned mine. Its buildings greet you with doors hanging sadly on hinges. Heaps of coal are overgrown with vegetation you've never seen before.

Choose:

J You loot the surface part of the complex. **See 32.**

J You climb the nearest coal heap, intrigued by the unusual flora. **See 56.**

J The headframe still has some power reserve. You decide to go down. **See 119.**

12

You've made your way to the mercenary camp belonging to the Sun Hounds. It's a group of professional killers ready to take any job if the payment is good enough. You've had some dealings with them and know that it's good to have them on your side to use as allies against the Cerbero machines.

Choose:

J You must choose this option if a plot token is present on your space and you have just placed your figure here after visiting Alice Offsprings. **See 33.**

J You persuade the mercenaries to help your cause. **See 80.**

J You challenge their captain to a duel. **See 139.**

13

Amidst the desert you encounter an image straight from the old world. A few dozens of mounted stockmen accompanied by motorized guards drive a herd of cows along the trail. Some of the animals have several heads.

Choose:

J Some of the cows have run off in your direction. You stop and help drive them back to the herd. **See 38.**

J Taking advantage of the stockmen's inattention you steal one of the healthy calves. **See 134.**

J During a break you talk to the stockmen, indicating that some cows have mutated. **See 186.**

14

Robots are numerous. Frontal attack means a huge risk. Maybe it's worth to find a different approach?

Choose:

J "There's no time for subtlety." **See 37.**

J "Let the cattle do dirty work." **See 111.**

15

You've finally reached a place where someone will appreciate the vision of mining business you're planning to unfold.

If you performed the City Action in New Sydney, see 36.

If you performed the City Action in Gangraen, see 113.

If you performed the City Action in any other city, see 255.

16

Making your way through the bush, you can see a big truck even from a distance. It's all grown over. It must have stood here for decades. Instead of a trailer, a gigantic tube is fixed onto the chassis. It points to the sky.

Choose:

J You search the surroundings of the vehicle. **See 104.**

J You check the cabin. **See 155.**

J You climb the tube to look around. **See 192.**

J **Your Tech is at least 1 green die.** You examine the instruments controlling the strange machine. **See 218.**

17

Nightfall comes earlier than expected, with you still on the road. Looking for a place to sleep you notice a path disappearing in the thicket. Light glimmers through the green. You walk a few dozen paces and enter a narrow clearing. On its far side there is a peculiar hut built of steel sheets and composite planks, with a thatched roof. It's covered with traditional, Aboriginal symbols. In front of it a few totems are wedged in to the earth. Animal furs, but also cables, wires and advanced electronic parts hang down from the poles. You can hear the hum of an electric power generator coming from behind the hut. It provides power for many bulbs circling the whole glade.

Choose:

J You head to the hut. **See 108.**

J **You are not the Spirit Warrior or the Priest.** You carefully steal the stuff from the totems. **See 143.**

18

"Damn cans!" yells a man standing in the middle of the road you hoped to travel. Everywhere around you can see smoking car wrecks, steel sheets and casings left after a shootout.

When asked what happened, the stranger explains: "I have no idea where those machines came from. We were traveling to Pumps with some wares when all hell broke loose! Missiles, flamethrowers and whatever else you can imagine! We gave them hell but when the dust settled I was the only one alive, with an empty tank and this whole mess around!"

Choose:

J You collect what you can. **See 83.**

J **Spend 1**. You want a detailed account of this combat. **See 123.**

19

A group of trailers have been set up by the busy road. About a dozen rides are parked around them. A clatter of poker chips and a flurry of shuffling cards can be heard from underneath the umbrellas buried in the sand. You get closer to have a look around the casino.

Choose:

J The Aboriginal gambler offers you a set of lucky dice. **See 256.**

J **You have at least 3 resources and/or 2 gear cards.** You sit at the poker table with a sinister-looking stranger covering his face with a scarf. **See 254.**

J **You have a Medium or Heavy vehicle.** You decide to attach one of the casino's trailers to your car's hook and escape with it before the owners pull themselves together. **See 198.**

20

SETUP:

Place **4** challenge tokens with **!** on the following spaces: **3**, **9**, **13**, **15**, **17**, **18** (for 2+ knights) and, additionally, on space **1** (for 3+ knights) and space **19** (for 4+ knights). These are Cerbero machines you may engage in combat.

Go to the plot sheet **LOOKING FOR PARTS**.

21

While circling a dune, which seems to rise right in the middle of the trail, you notice a big, old shipping container covered with a faded camouflage netting. You come closer and find that its door is secured with an electronic lock.

Choose:

✔ **It's no use to force a lock when the container itself almost falls apart. You kick a hole in its wall. See 46.**

✔ **You pull off the camouflage netting and check the markings on the container. See 152.**

✔ **Spend 1.** You improvise an explosive to destroy the lock. **See 235.**

22

For most of the time you're crossing a land more barren than ever before. The indicator of your Geiger counter warns about increasing radiation level but the Judges' map clearly shows you've come to the right place. At some point the desert surface becomes uneven – it's dotted with craters. Buildings jut out of some, while concrete bunker structures mar the horizon.

When the night falls, you notice an island of lights. Soon, you're driving among houses of a small town whose inhabitants disappear inside upon seeing you. A group of strongly built men armed with primitive weapons swarms out, blocking your way. Their skin is covered with boils, they have low foreheads and pathetic tufts of hair. Yet, whatever nature has taken from them in looks, made up generously in powerful muscles and impressive height.

Place a **!** danger marker on your space. From now on knights no longer discard a challenge token to perform the Plot Action on space 31. Flip the plot token on your space to remember about it.

Check the Outback Chronicles:

✔ **If you spied on TITAN, see 207.**

✔ **Otherwise, see 168.**

23

A sea of car wrecks slowly devoured by rust stretches to the horizon. Maybe you will find something useful here? Full of hope, you enter this virgin area.

Choose:

✔ **You drive into a labyrinth built of piles of car bodies. See 214.**

✔ **You look for spare parts. See 167.**

✔ **You climb the first pile of junk and search the wrecks on its top. See 237.**

24

You encounter a windswept valley. Someone has installed a number of electricity generating windmills in it. Thick cables go to a set of large batteries, hidden under the roof. Behind them there's a streamlined building, jury-rigged of various metal sheets.

Choose:

✔ **You go towards the strange building. See 79.**

✔ **You decide to charge your battery here. See 121.**

✔ **Your Tech is at least 1 green die. You tinker with a big battery to build something useful of it. See 224.**

25

Ruined, multi-storey overpasses and crisscrossing highway exits mar the horizon long before you reach the place. Vast parking lots full of dusty vehicles and dilapidated garages prove that once some kind of car factory or logistics center was located here. A few robots are diligently checking one car after another, disassembling some parts and smashing engines when their search is over.

Resolution: If this enemy is defeated, gain 1 additional **!**.

26

You stop to set up camp. A woman's cry for help wakes you up in the middle of the night. It seems to be coming from behind the nearby hill.

Choose:

✔ **You decide to carefully crawl onto the hill and assess the situation. See 7.**

✔ **You run towards the source of screams, shrieking like a madman to scare the assailants away. See 72.**

✔ **You are a male knight. A man can't get a decent sleep even in the middle of nowhere... You tuck in deeper in your sleeping bag and try to go back to sleep. See 165.**

27

Completely exhausted, you make a camp near a warehouse complex. The glow of your fire lures other travelers and soon over a dozen people are sitting around, sharing their scarce food supplies. After the meal people are more eager to talk than to sleep. They share the most recent news from the wasteland – something about a giant robot or rumors about the destruction of the First Bridge and strange half-humans, half-machines spreading word of a new order.

Choose:

✔ **You quash the rumors that the First Bridge has fallen. See 68.**

✔ **You hide deeper into your sleeping bag. See 128.**

✔ **The Cerbero Pilgrims are in the game. You tell everyone that the robots do not seek the well-being of humans. See 171.**

28

You reverse to gain some ground for accelerating and start driving. The camera is following your vehicle and when you are about 30 meters from the gate a steel blockade with a toothed rim springs out of the sand.

Test **Tech (3)**. If you have a **Medium** vehicle, you obtain 1 additional **!**.

Pass: You turn at the last moment, hitting the barrier with the back of your car, but besides the torn off bumper nothing bad happens. The blockade shuts with a clang.

Your vehicle suffers 2 **!**.

Fail: You brake sharply but you end up with your car's grill pierced by the steel tooth anyway. You reverse and the blockade shuts with a clang.

Your vehicle suffers 5 **!**.

No matter the test result: You won't achieve anything this way. If you ram the fence, you'll drive into the desert full of craters and holes and won't get far and the road is blocked.

From now on any knight performing the Plot Action on space 29 cannot choose the third option in entry **160**.

29

You withdraw to a safe distance and shoot.

Test **Guns (2)**.

Pass: The abdomen of the monstrous spider bursts, splashing something disgusting over the whole cabin. The gun may be dirty, but it's yours.

Search the gear deck for the **Submachine Gun**, flip it to its working side and keep it. Suffer 1☹.

Fail: The bullet hits. Unfortunately, it doesn't hit the spider but your dream gun. The creature runs away, but the destroyed gun is of no use.

Nothing happens.

30

The man doesn't take "No" for an answer. He blocks your way. "In the wrong hands the module installed in the Jammer will lead to a catastrophe! Take this, too! Just help me!" He reaches to his holster for a gun and points at a pick-up parked in front of the bar. It's full of canisters.

Choose together:

✓ **If you have already refused the scientists' proposition, you must choose this option.** You take the stuff, leave Pumps behind and go looking for the Jammer. **See 50.**

☹ **What more could possibly harm this barren place? Everything turned into desert anyway. You want to talk with the scientists. See 1.**

31

You're driving a patched road barely 30 kilometers per hour looking for something worth scavenging, when you suddenly chance upon a strange construct. It looks just like every other piece of junk on the trail. The thing resembles a small bulldozer on tracks, but it's evidently more advanced considering the Cerbero logo painted on its side. The robot is trying to clear the road of wrecked cars.

Choose:

☹ You destroy this wretched "can". **See 88.**

☹ You disassemble the robot. **See 112.**

☹ You drive closer to the wreck the construct is currently pushing and help it clear the road. **See 202.**

32

Test **Survival (X)**.

Pass: You carefully search the dusty rooms, open some lockers with personal belongings of miners and wander around offices full of faded paper.

Draw 1 gear card for each obtained ☼. You may keep each ♠ card drawn. Discard the remaining cards.

Fail: Hours spent inhaling contaminated dust make you feel sick. There are only skeletons and useless keepsakes here.

Suffer 1♣♠.

33

The ship full of misshapen Alice's pirates docks to a concrete quay. Around you can see half-sunken hulls of sailboats and a few huge yachts. The green of seaweed decade after decade wins with the white of laminate. There is also a well-preserved, navy minesweeper which clearly stands out when compared to the remaining wrecks.

You jump to the bank welcomed by a group of well-armed mercenaries. "What do you want?" asks their captain. You can hear her voice tremble. You choose to press the advantage and tell

her about TITAN and the support from Alice. "Are you with us or with the bloody machines?" you finally ask.

Test **Negotiate (2)**.

Pass: The Sun Hounds are on your side. The human side.

Discard the plot token from your space. Note that **you secured the Sun Hounds' support** in the Outback Chronicles.

Fail: "They are too powerful" says the captain about the machines.

"We won't win. My company has served all kinds of paymasters. The machines won't be the worst. Leave while you can."

Discard the plot token from your space.

34

You pass a town recently looted by raiders. Fires are still raging in some places and the town dwellers have bigger worries than yet another vagrant in the area.

Choose:

☹ You help a family who got hurt in the attack. **See 148.**

☹ You seize the opportunity and rob the nearest house. **See 184.**

☹ You pursue the wankers responsible for the looting. **See 229.**

35

Professor Gunn points a desolate area on the Judges' map. "The beast usually grazes here. I won't wish you luck, because I know that if you succeed, many of my children will die very, very soon."

Move the plot token from **space 31** to the desert space directly below it. A knight on this space may perform the **Plot Action (Luring the beast)** to face **Arnkerrth**.

If a knight performs the Plot Action on the desert space directly below space 31, **see 149**.

36

You get in touch with a group of officials managing the city. They are very interested in a working mine, which will provide the self-appointed capital of the Waste with a steady supply of black gold. Gain 2♠. Draw 2 gear cards. Discard the Canavan's Folly token.

37

Test **Blades/Guns (S)**. When testing, you gain dice from your equipped weapon. If there is no plot token present on space 22, you obtain 1 additional ☼.

Pass: A few well-aimed attacks and the cattle spreads around the pasture while you have time to scavenge the smoking wrecks.

Gain 1♠. Take a challenge token from the pool and place it on your vehicle sheet. Discard the plot token from your space.

Fail: The robots shoot back and chase you away from the herd. TITAN is gaining power...

Gain 1♠. Suffer 1☹ for each missing ☼. If the Cerbero Pilgrims are in the game, they heal 2☹ (4☹ for 3+ knights). Discard the plot token from your space.

38

Grateful stockmen invite you for a meal.

Heal 1♠ and 3☹.

39

Test **Survival (2)**. If you have the **Road Map** or **The Outback Bible** gear card, you pass automatically.

Pass: *Although you get the impression that you got lost among the side roads, you are finally able to get back to the main trail. Incidentally, you come across an old petrol station as well.*

Gain 2🎲.

Fail: *You manage to get away from the settlement, but eventually you hang your ride on some road bump and then spend half a day looking for the main road.*

Your vehicle suffers 2🔪. You lose all remaining actions.

40

The scientists seem undaunted by your refusal. They have another ace up their sleeve. They know where you can find an abandoned factory. It is rumored that you might find there information about technologies used to create Cerbero combat robots. With such knowledge you would be able to fight the corporation's machines much easier. Besides, such places often hold valuable items and relics of old.

Choose together:

✓ **If you have already refused Anton's proposition, you must choose this option.** *'All right! Let's smash some 'tins'!* You leave Pumps and start looking for enemies. **See 60.**

✗ **No way.** *It's better to talk with the newcomer. Expressions on the scientists' faces tell more than words. You are not the first ones to decline.* **See 217.**

41

You barely manage to elbow your way inside – the place is brimming with guests. Two guitarists are playing a lively tune and moonshine is flowing freely to dirty glasses. Soot-stained miners mingle here with bikers, settlers pawn their tools for drinks and a few mutants chose to sit at a table in the corner, looking grimly over their glasses.

Choose:

✗ **You talk to the bartender.** **See 74.**

✗ **You throw a few cigarettes to the guitarists hoping they will jazz the party up.** **See 117.**

✓ **There is no plot token present on space 31.** *You join the mutants.* **See 161.**

42

Traveling through a small settlement, you notice a crowd gathered around a man dressed in an old cassock. He is delivering a fiery sermon, standing on a wooden box. Next to him, there's an open donation bag, full of bullets and cigarettes.

Choose:

✗ **You start a debate with the preacher.** **See 163.**

✗ **You listen to the sermon.** *Then you allow the priest to lay his hands on you.* **See 203.**

✓ **You are not the Spirit Warrior or the Priest.** *"God has forgotten about us a long time ago" you think and charge to throw the preacher off his pathetic 'pulpit'.* **See 249.**

43

You're driving through a damp area praying the road that has led you here doesn't end in a pool of water considering it's falling lower and lower. At some point flashes inside the swamp draw your attention. When you look closer, you notice a steel body

sticking out of water. Electric discharges a few meters long make it dangerous to approach the robot.

Choose:

✗ **You don't want to risk getting deeper.** **See 62.**

✗ **You improvise a lasso and throw it on the robot.** **See 116.**

44

Your **Blades** and **Survival** are at least 1 green die each.

YES: *You approach unseen to a distance of several steps and reach for a rock. The first thug falls down with his head bashed in. You knock down the second one with a well-placed hook. The third one escapes, leaving you alone with the grateful woman. But how the hell did she get here?*

Gain 1🎲. Draw 1 gear card. Note that **you saved Ginger Mary (140, epilogue)** in the *Outback Chronicles*.

NO: *At the last moment you trip on a rock and start a small avalanche. One of the thugs brandishes a gun and shoots blindly towards the hill. The others grab the woman. Wounded, you retreat.*

Suffer 2🔪.

45

Wild greenery and bog-like soil make it hard to drive but at least you can count on some relief from the desert heat. At some point you notice a sign stating: "Currawinya" and when you look up you can hardly catch your breath. As far as you can see there's a muddy lake from which stick out trees with round tops. However, that's not what you're worried about but tens of mud-covered, unmoving, steel shapes, as if a group of Cerbero constructs tried to cross this impassable swamp for no apparent reason. Waves on the surface of the water and sudden splashed warn you that at least some of the machines still work.

When attacking, you lose 1 chosen die (to a min. of 1)

46

Test **Blades (2)**. If you are the **Slasher**, you pass automatically.

Pass: *Just a few kicks and a hole appears in the container's wall, big enough to reach inside. There are wooden ammo crates everywhere. You take the nearest one and load it onto your ride.*

Gain 3🎲.

Fail: *The metal is stronger than you expected. Kicking it ends with pain and a sprained ankle. Pissed off, you give up on fighting with that heap of junk.*

Suffer 2🔪.

47

You are driving along a road running parallel to the highway. Suddenly you can hear wild screams coming from a nearby settlement. You decide to check what's going on and soon you see a peculiar scene: a humanoid Cerbero construct has been chained to a broken fountain in the center of the town square. It seems every inhabitant of this backwoods place must've come to play. One by one, they prod the robot with a primitive stun rod. To your surprise, the machine reacts with metallic moans.

Choose:

✗ **You ask what's all this.** **See 94.**

✗ **You say you want to torment the machine, too.** **See 135.**

✓ **You have at least 1 gear card.** *You propose to buy the robot for parts.* **See 213.**

48

A woman with unnaturally pale skin gets out of the jeep. She says to call her Rachel. "What's the status of TITAN?" she asks. You describe the colossus, its force field and the whole area around the solar park. The woman considers the information for a moment and says: "Theoretically, we could employ some of our missiles to strike at the robot, but we have few warheads left. You must do something in return. Our medical supplies are almost depleted and our scouts are still undergoing training. We need as many meds and bandages as possible. Also, our technicians are complaining that they have almost no spare components for our computers. If you find any, it will surely help." Then Rachel leaves you in a cloud of dust.

From now on, any knight on space 29 may place any number of ☐ on it (it costs no action). A knight with the Control module may discard it when on space 29 to place on this space up to 2☐ from the pool (it costs no action). When there are ♠×☐ on space 29, see 227.

49

First lines of mutant warriors enter the area within the force field and suddenly stop in their tracks. However, more and more warriors arrive, their determination boundless. They are pushing forward, roaring and brandishing their weapons. You can almost feel how the barrier is slowly surrendering to their feral rage... A hundred steps, then fifty...

And then TITAN awakens. Its orange eye focuses on the mutants and robots start swarming around the group. Despite heroic efforts your allies must finally retreat. You give them cover fire for a moment, then retreat with the remaining veterans.

Discard 1 force field token from space 28 for each obtained ✨.

✔ If there are no force field tokens on space 28, see 183.

50

SETUP:

Place 4 challenge tokens with ! on the following spaces: 3, 12, 18, and 19. These are the Jammer's activity sites that you may investigate.

Distribute 2 ♣ and 2 ♠ among yourselves. Search the gear deck for the **Machine Pistol** and keep it.

Go to the plot sheet **ON JAMMER'S TRAIL**.

51

You had to take off a few things, but you have finally managed to squeeze through. And right on time – steel ropes supporting the elevator suddenly snap and it crashes at the bottom of the shaft.

Discard your equipped armor card.

52

You can't withstand TITAN's barrage. When the first of your cars turn into a ball of fire, you realize you can only retreat. You run to your vehicles chased by bullets spit from the robot's miniguns. Sand and rocks are bursting everywhere. One of you falls to the ground, wounded, but the scream of pain is drowned by the explosion of another car. You stumble half-conscious, seeing as if through the haze a giant robot approaching relentlessly...

The knights fail. Resolve all epilogue entries noted in the Outback Chronicles. Additionally:

✔ If you sold some modules to Agnes, see 73.

53

You're talking to Captain Thomas, a tanned, bearded man wearing an aviator jacket on his bare body. He's accompanied by a pair of vigilant bodyguards. Smeared with grease, he's disassembling an engine of the old transport aircraft. "I'm listening" he says without even turning to you.

You tell him roughly about your plans of disabling TITAN and the force field that protects it hoping that the man would have some idea. "I've already lost one plane because of that junk" he answers. "I'm not gonna risk any more unless I get something in return. I need fuel – any amount you can find. If you fulfill your part of the deal, I can send a glider over the solar park for a recon." From now on, any knight on space 26 may place any number of ☐ on it (it costs no action). When there are ♠×☐ on space 26, see 222.

54

With the Judges' map you also got a faded leaflet of a property development company advertising a gated community – a green jewel among sun-scorched desolation. The place known as "Refuge" where the wealthy could find some respite from busy coastal cities and professional security forces guaranteed safety and discretion. After a few days' ride monotonous yellows and reds of the desert are broken by bright greens. When you come closer, you realize nature had nothing to do with this place. Over a tangled, dank jungle you can see a characteristic skyline of the terraced roofs of the estate you know from the cover of the leaflet.

From now on knights no longer discard a challenge token to perform the Plot Action on space 30. Flip the plot token on your space to remember about it.

Check the Outback Chronicles:

✔ If you spied on TITAN, see 97.

✔ Otherwise, see 120.

55

What at first seemed to be just a remnant of a long-dead rancher's dream turns out to be some kind of research facility. You ram through an old fence with a sign saying: "Canobie Experimental" and head toward the compound, trying to outrun robots. Even getting inside is problematic. Once you succeed, you have no idea where to go next.

Choose:

✔ This is a Cerbero facility. They surely have some kind of machine control center. See 179.

✔ Someone experimented on cattle here. You want to know more. See 223.

56

Walking blindly into unknown bushes is never a good idea. You would do better shooting yourself in the foot instead of climbing that bloody coal heap in that goddamn heat.

Suffer 1☠ and 1☠.

57

Your attention is drawn to an overgrown gate barely visible among trees. You smash the rusted padlock with a crowbar and drive slowly up a muddy road. You drive out of bushes to a flat area reaching a rocky slope into which a concrete construction has been wedged. A steel door is set in it. One of Cerbero constructs has been standing a decades long vigil in front of it. The robot in covered

with coiling, thick stems of morning glory, yet a dim glow of its visor indicates that the thing could still work.

Choose:

✔ You attack while the robot is dormant. **See 92.**

✔ You decide to dismantle it. **See 127.**

✔ **Discard 1 challenge token.** You try to reactivate the construct. **See 158.**

58

Test **Tech (3)**. If your **Repair** is at least 3, you obtain 1 additional ✨.

Pass: You overload the aggregates and watch with satisfaction how they melt down. The cable is now beyond repair.

Gain 1 ⚔️. Discard 1 force field token from space 28 and the plot token from your space.

✔ If there are no force field tokens on space 28, **see 170.**

Fail: You tamper with wires and switches for long hours. Once you succeed at overloading the aggregates, you realize that a new enemy has been lured by your presence.

Discard 1 force field token from space 28 and the plot token from your space. Search the matching wasteland deck for the first ☠️ enemy. Resolve combat according to normal rules.

✔ After combat, if there are no force field tokens on space 28, **see 170.**

59

You pour the contents of the bucket into your tank and drive away. Gaining speed, you take a sharp turn when suddenly the engine stutters and dies. You lose control over the vehicle and end up on the side of the road. Pouring crude oil into the tank wasn't such a great idea, after all.

Attach 1 Malfunction card to your vehicle.

60

SETUP:

Place 🏠 + 4 challenge tokens with ! on the following spaces: 3, 9, 13, 15, 17, 18 (for 2+ knights) and, additionally, on space 1 (for 3+ knights) and space 19 (for 4+ knights). These are Cerbero machines you may engage in combat.

Place a plot token (any number) on space 8. A knight on this space may perform the **Plot Action (Explore a Cerbero factory)**. If they do, **see 153.**

Go to the plot sheet LOOKING FOR PARTS.

61

Test **Tech (3)**. Check the Outback Chronicles: if **you obtained the control module**, you obtain 2 ✨.

Pass: You deftly open the robot's head and pluck out the microchip. The construct turns off and you have a moment to study data from the screens and gauges. It appears that the "Refuge" is connected with the solar park and you might manage to reverse the electric current, thus weakening TITAN's force field.

Gain 1 ⚔️. Write on an entry token: "Control module" (check the plot sheet concerning the rules for the Control module). Discard 2 force field tokens from space 28 and the plot token from your space.

✔ If there are no force field tokens on space 28, **see 170**

Fail: You're manipulating the robot when it wakes up from its "coma". You manage to disrupt its work procedures but finally a steel tentacle shoots toward you and pushes you out of the building. Suffer 3 ☠️. Discard 1 force field token from space 28 and the plot token from your space.

✔ If there are no force field tokens on space 28, **see 170.**

62

A moment later the road starts to ascend. Feeling safer, you accelerate and leave this accursed area.

Suffer 1 ☠️.

63

Epilogue: you escaped the cannibals' skewer.

"Billy, come here you idiot!" The whole farm echoes with a low, female voice.

A boy with a deformed face is walking through the yard, clearly ashamed. A woman comes out of the largest building around. The word 'huge' cannot fully convey her immense size, just as the word 'heat' cannot tell you anything about the temperature of the Australian the Outback.

"How could you let the stranger go, you imbecile?" roars the woman at the boy. "We bound that bastard like a ham for a holiday feast." "I-I don't know m-mom" answers the youngster, stuttering and afraid. "T-that s-stranger was smarter than m-me..."

"What should I do with you, Billy?" asks the woman, her voice suddenly tender and full of affection.

The boy lowers his head, as if he was making up some kind of punishment for himself. A butcher's knife in the woman's hand pierces his belly deep. A few more stabs and the poor wretch falls down wailing on the ground.

"My sweet Billy. A life for a life. You should know at least that" says the woman, and then she points at her dying son with the bloodied knife. Two 'cousins' lift his body up. The fire is already burning and the skewer is ready. A great feast awaits.

64

You sneak closer using the distraction – the bikers are focused on the enemy hiding inside the house.

Test **Survival (X)**. Then search the matching wasteland deck for the first ☠️ enemy. Resolve combat according to normal rules. In this combat you gain 1 additional white die for each ✨ obtained in the **Survival** test.

If you defeat this enemy, see 180.

If you do not defeat this enemy: Nothing happens.

65

A sturdy gate set between concrete pillars is the only remnant of a kilometers-long fence that used to circle this rocky desert. You pass it leaving behind a signboard that welcomes you in Warata Excavations. A moment later you hear sounds of work. You reach for your weapon the moment you see bots damping rocks on one of enormous tippers. They're probably fulfilling some task programmed many years ago as the vehicle's bed has turned into a stony hill. Even a dozen of such trucks wouldn't contain so much output ceaselessly unloaded by mindless robots. Calmed, you place your hand on the wheel. Suddenly, an alarm siren fills the air with its sound.

Engagement: Draw 1 threat token.

66

You begin to slowly sneak up on the old man, drawing your weapon at the same time. He must have sensed your intentions. There is a shot and one of the headlights on your ride bursts into pieces. Then the weapon is pointed at you. "Get lost, you vermin!" – growls the old goat. You don't wait for another warning shot. Your vehicle suffers 2 ✨.

67

You have no idea how you've ended up in this wild place. You were simply following some overgrown road dreaming it would be a shortcut to the highway when the trail narrowed, turning into a mere path, while thicket and rocks put your suspension to the test. Despite all that you've ploughed through all this and now you're standing in front of a small compound, its concrete buildings standing on a flat hill. A radar antenna on the roof of the largest building is rotating slowly with a sickening scrunch.

Choose:

✔ You enter the main building. See 103.

✔ You search the area for something of value. See 129.

68

You tell the story about TITAN's attack on the First Bridge, the heroic defense of the settlement and its rebuilding which united all inhabitants and newcomers. You have to embellish your tale a little as you didn't witness all events but people love such stories.

Test **Negotiate (X)**.

Pass: The listeners are hanging on your every word. They go to sleep full of faith in humanity. In the morning you find a couple of items next to your vehicle.

Gain 1 chosen resource for each obtained ✨. If you obtain at least 3 ✨, you additionally gain 1 ⚔.

Fail: The travelers gathered around the fire call you a liar. They look at one another and start a heated discussion about the indomitable power of TITAN. You prefer not to stay in their company for the night.

Suffer 1 ♣. If the Cerbero Pilgrims are in the game, they heal 2♣ (4♣ for 3+ knights).

69

The heat is unbearable. For some time you're trying to hike through the rough land, hiding in the craters or sneaking among the sinkholes but in the end it's simply too exhausting and you return to the road. Every couple of hundred meters you notice some dark rods sticking out of the ground. Diodes crowning them flash whenever you pass one. You are 2 or 3 kilometers away from the entry gate when you decide you've had enough. Walking the whole distance is simply insane.

Suffer 1 ♣. From now on any knight performing the Plot Action on space 29 cannot choose the second option in entry 160.

70

Test **Negotiate (2)**. If you are the **Spirit Warrior** or the **Mercenary**, you fail automatically.

Pass: Although all the locals seem to be at least distant cousins, it is possible to have a meaningful conversation with them. They even have some interesting stuff to sell. You try not to think where they got them from...

Barter (2). When Bartering, each ♣ has a value of 2 instead of 1 (both ways).

Fail: Appearances weren't deceiving in this case. You quickly notice that the dwellers want to rob you, at least.

Discard 1 chosen gear card OR suffer 3♣.

71

Alice's influence must reach much further than one might think, if the Old World Order members chose to send you to her. Upon reaching the pirate harbor, you can feel the salty breeze, then the

smell of rotting fish and fumes of tens of motorboats and ships both small and large navigating the bay.

When you introduce yourself to one of Alice's underlings, he leads you up a spiral staircase straight to the top of the highest building on the pier. You are welcomed by an imposing mutant wearing an admiral's hat. He barks: "All-mother is busy. What do you want, stranger?"

Choose:

✔ "My companions need support to fight the machines." See 98.

✔ "Spread the word that Cerbero cannot rule Australia again." See 248.

72

You are equipped with an armor.

YES: Your armor slows you down, so when you reach the top of the hill, you are welcomed by a barrage of fire – two men shoot you, the third one tries to shield the redhead with his own body. You're lucky it's dark and they're terrible shots. You run down the hill waving your weapon and scare away all four of them. The camp is yours.

You are dealt 4♣. If you are conscious, gain 2 chosen resources and draw 2 gear cards.

NO: You run around the hill and make a surprise attack from the flank, jumping straight into a group of three men and a red-haired woman. One of the blokes shoots blindly and kills his friend, you knock the other one out with a well-aimed punch... and the unlucky shooter is hit by the girl with a thick branch from the campfire. Then she tells you a sob story about her kidnapping and thanks for saving her.

Gain 1 ⚔. Draw 1 gear card. Note that you saved **Ginger Mary (140)** in the Outback Chronicles.

73

Epilogue: you sold some modules to Agnes

Rumors from the west has reach even backwater Dust River. They say a group of daredevils faced a giant robot that now commands an army of machines terrorizing the area along the Great Divide. No one knows when the army crosses the barrier but many locals have chosen to head toward the coast, as far from danger as possible.

Agnes is not one of them. She has a shop and workshop here, after all. It would be hard to leave all this behind and she can't consider moving out without a big truck...

The woman's considerations are interrupted by screams outside. A few inhabitants are running terrified pointing at something in the west. The mechanic takes her shotgun and takes a look through the window to check what's going on. Suddenly glass shatters and sharp shards shred the woman's face. Another explosion rips the roof off Agnes's workshop burying her under broken concrete. Measured thuds quake earth fifty meters around heralding TITAN's coming. The robot leans over the ruined house. With its steel finger it rakes aside shattered bricks and steel sheets, as if it was looking for something. A moment later the giant retrieves a box full of parts and modules. A hole appears in its wrist and from it a swarm of spider-like repair bots scuttles outside. They penetrate the box, quickly locate useful parts and disappear with their loot inside the robot.

TITAN straightens and starts looking with inhuman patience at the carnage of Dust River citizens. Soon, it will be complete and then it will sit among ruins of New Sydney.

74

Outshouting the din, you order a round and ask the bartender about the latest gossip. He recounts casually a recent rock burst in the mine and a knife duel from last night, but you can tell he's really busy. You buy a few drinks around, talk, rest, but when you start bothering people with your story about a giant robot threatening the Waste, the bartender concludes that you've had enough for one day and refuses to pour you another glass.

Heal 1♣ and 2♠.

75

Resolve your attack according to normal rules.

✔ If you are equipped with a ranged weapon, spend 1♣ and see 107.

✔ If you are equipped with a melee weapon, see 138.

76

Test **Blades (2)**. If you have just resolved 189, you obtain 1 additional ✨.

Pass: *A few prods and slaps sober the oldie up. However, he cannot give you any meaningful answers to your questions concerning Cerbero. This whole conversation seems futile. Just when you're about to leave the man alone, he grabs you by the hand, takes a flashlight and leads you to a room full of all kinds of military papers, tactical maps and blueprints. Who gathered them her and why? Who is this man, really? Well, now it's unimportant. The only thing that counts is that you will learn how Cerbero war machines work.*

Gain 1♠. Note that **you found TITAN's weakness** in the Outback Chronicles. Discard the plot token from your space.

Fail: *The greybeard springs up with surprising speed, runs to a narrow passage and slams shut a huge steel door behind. He does not react to pleas or threats. You must settle for the reserves he's managed to gather here.*

Gain 1♠ and 1 chosen resource. Draw 1 gear card. Discard the plot token from your space.

77

You pass the advanced part to Elaine.

Discard the Control module or Rare microchips.

The woman calls one of her colleagues who examines the module through a large magnifying glass, then gives his boss a knowing glance.

"Perfect! We can work with that" decides Elaine. "Concerning the company support, we will immediately send a group of specialists to the place you told us about. They should be able to at least weaken the force field. You must deal with the robot by yourselves."

Gain 1♠. Discard 1 force field token from space 28 and the plot token from your space.

✔ If there are no force field tokens on space 28, see 170.

78

The man pierces you with his gaze and says in pidgin English: "Welcome, wanderer. Daku has prepared a prayer for you. Come with Daku." Anxious and unsure, you place your hand on a weapon and follow the gaffer. You ascend the narrowing path for almost two hours till you reach a wide plateau. For a moment you think it's covered with a colorful forest. Soon you realize these are hundreds of totems. Daku approaches one of them and points with his wrinkled hand: "Make your sacrifice for the spirits!"

Discard 1 chosen gear card. If you are the **Spirit Warrior**, you may discard 1 chosen resource instead.

The shaman takes a down to earth look at your offering as if he was calculating something in his head, then starts a ritual. For a quarter of an hour or so you watch Daku dancing and singing. You do not feel they might actually have any effect but it's better to have the spirits on your side, right? When the ritual ends, the shaman takes your stuff and disappears among the totems. A group of fierce warriors replaces him, clearly letting you know that it's time for you to leave.

Discard the plot token from your space and see 136.

79

The door opens. You are greeted by a small, grizzly geezer in a work apron, with a double-barreled shotgun in his hands. He has a strange circlet on his head with a set of lenses attached, and there's a pair of worn-out glasses on his nose. "Who in the blazes goes there?" he asks.

Choose:

✔ You ask him about this place. See 242.

✔ Surely, he's blind as a bat! It will be easy to sneak on him. See 66.

80

Test **Negotiate (3)**. You may discard a gear card to obtain X additional ✨ (X = the value of the discarded card).

Pass: *Your talks went well. The Sun Hounds will support your cause and will come when ordered.*

Gain 1♠. Discard the plot token from your space. Note that **you secured the Sun Hounds' support** in the Outback Chronicles.

Fail: *You haven't made the right impression. The mercenaries beat you to a pulp pissed that they had to listen to your pathetic speech.*

Gain 1♠. Suffer 2♠ for each missing ✨. Discard the plot token from your space.

81

A few days later you learn that TITAN is still standing. Its force field must've been more powerful that you had thought and absorbed most of the missile's destructive power or maybe Red Tomb's inhabitants had chosen to use a weaker warhead. What matters now is that you still have a problem to solve.

Gain 2♠. Suffer 1♣. Each knight on space 28 is eliminated from the game. Each knight on a space adjacent to space 28 suffers 1♣. Discard 1 force field token from space 28 and the plot token from your space.

82

You're visiting Abbots, a settlement you've stayed more than once in the past to rest or trade. Today it stands abandoned, though you can tell that not so long ago someone lived here – houses have been left with their doors ajar, even a lonely generator is still running on fumes. No scavengers have come here yet. Looking around, you find trails of a dozen cars leading to the north.

Choose:

✔ You follow the trails. You owe Abbots people that much. See 141.

✔ Too much valuables have been left here. It's better you take them. See 188.

83

The man gives you an astonished look, then, resigned, he starts doing exactly the same thing – searching the area for anything of value.

Gain 2 chosen resources. Draw 1 gear card.

84

You spend the rest of the day among inhabitants of Ground Zero. Though the only sensible talkers seem to be professor Gunn and the warrior chief Mirrin, some of the mutants – especially the younger ones – are just as smart as ordinary people. Walking around the town you realize this place long ago used to be some kind of training ground or test zone – furnishings bear military signs and many houses are little more than provisional prefabricate structures reinforced by their inhabitants. The professor himself lives in a bunker guarded by two powerfully built veterans.

Perform the City Action. You may use 1 shop (instead of 2) except for the Quack.

85

The monotonous, desert landscape is interspersed with strange sinkholes and basins, as if someone tried to sift sand through a giant sieve. Some of them are barely a few paces long, others may have 15 or 20 meters. You're navigating between hollows careful not to end up in one of them. At the bottom of the deepest sinkholes you can see some structures – walls of reinforced concrete, bent air ducts, torn wires. At some point a robot raises from the sand and you realize that there must be some gigantic building compound under your feet.

Engagement: Your vehicle suffers 2 ☠.

86

You ask people who look sober about local authorities. Some of them point at the tallest building on the main street – one with a broken clock on its front. This must be some kind of a town hall. Others show you dark, concrete structures next to the closest winding tower. A dirty, neon sign over the entrance features a pick. That must be the mining company's HQ.

Choose:

✔ You go to the "town hall." See 109.

✔ You go to the mining company's HQ. See 187.

87

Your ride leaps forward but it turns out that it's not the door that has let go but the back of your vehicle.

Your vehicle suffers 3 ☠.

88

You get off, take a crowbar and punish the construct for every single thing human race has had to suffer because of machines. Once done, you feel much better. At least psychically, because you've smashed its battery. It might have some detrimental effect on your health...

Gain 1 ☠. Suffer 1 ☠.

89

You circle the building, planting explosives in key spots. You set the timer for 30 seconds and run away to hide behind a buried solar panel. The sound of explosion mixes with TITAN's metallic scream. Melted fragments of cables and hot pieces of batteries are falling down like rain.

Gain 1 ☠. Suffer 1 ☠. Discard 1 force field token from space 28 and the plot token matching this entry.

✔ If there are no force field tokens on space 28, see 170.

90

Interlude.

Place knight figures on **space 0**. This is **First Bridge** – the only existing crossing through the Great Divide. Each unconscious knight performs 1 free Regain consciousness Action. Even from far away you realize that something is horribly wrong. A cloud of smoke is hanging over the First Bridge, while wounded and panicked people are walking the main road. When you reach the meeting point, you're more than surprised. On the outskirts of the settlement you see a bloodbath – massacred soldiers, still smoldering robot wrecks and huge footprints as if belonging to some giant. You also notice movement among concrete trenches nearby.

It turns out that Martin and his fellow OWO scientists managed to hide when the battle started. "It's all TITAN's doing!" he says excitedly. "It's a war engine reactivated by robots whom you've battled. We had no clue why robots were so active in the badlands, but now all has become clear. It's time to oppose a new Cerbero tyranny. The processors and microchips you've collected will be useful in creating a weapon that will defeat TITAN. You must take the parts to our main research facility on the western coast. That's where the most ingenious minds of our organization work." Place a plot token (any number) on **space 27**. This is Old World Order's **secret research facility**.

You agree to help. You're the Waste's last hope, after all... You stay for a few days in the First Bridge taking counsel from the OWO specialists and helping with the rebuilding.

Each knight gains 1 ☠ and draws 1 gear card. Each knight may perform 1 free City Action.

During your talks with the scientists you learn where to look for allies and information. You can't rely on some weapon, even the best one, as it may not be enough to win the confrontation with the Cerbero colossus. Martin tells you about a few possible destinations: a mercenary camp, an old Cerbero bunker, a smugglers' city, a research facility of the company... Each of them may hide the key to your victory.

Place plot tokens (any number) on the following spaces: **4**, **Alice Offsprings**, **35**, and **36**. These are places where you might **find support** in your fight with TITAN.

As soon as the roads leading to and from the First Bridge are passable again, lots of newcomers appear from all corners of Australia. They bring rumors about hooded wanderers announcing the coming of the Steel Messiah who will unite the Waste. Many ignore their words, however, there are those who begin to believe in the new order led by robots.

Take the **card number 1** from the special deck and place it face-up next to the plot sheet. These are **Cerbero Pilgrims**, half-human supporters of TITAN.

Return to the plot sheet **JOURNEY TO THE WEST**.

91

You open the panel, choose two wires and connect them, praying not to die in this infernal abyss... A spark jumps, then an electrical current goes through your body, but the elevator reaches the nearest floor. Then it stops for good.

Gain 1⚡. If you are the **Mechanic**, nothing happens. Otherwise, suffer 2☠.

92

You assault the machine. A moment later it's just a smoldering husk. Now, you can safely deal with the shelter it guarded. It turns out the door is sealed shut. The only way is to open them forcefully. Choose:

✔ You try to wring it from its hinges using your vehicle. See 166.
 ✓ Discard 2♣. You improvise an explosive from the available stuff. See 209.

93

You're running with the group of mutants toward TITAN, then smartly let them overtake you a little.

Gain 1⚡. Roll 1 white die.

If you obtain 1-2 ✨, see 49.

If you obtain 0 ✨, see 176.

94

"This junk has been around for years" explains one of the locals pointing at the robot. "Sometimes it herded cows, sometimes cleaned the town... Once it even killed a rabid dingo that lurked on the outskirts. But enough is enough! Recently robots attacked our town and burnt down a few houses. Some folks died, too. Now it's time for revenge! He must've been spying all that time!"

Gain 1⚡.

95

You defeat the guard and quickly dispose of the remaining constructs – these were simple workers who didn't react even when you damaged them with your attacks. Then you take a closer look at their work. The robots dug out an electric cable that appears to connect the "Refuge" with the solar park where TITAN is located. Then they installed some aggregates around it. You have little knowledge about such things but the easiest way is to just get rid of that junk.

Choose:

✔ You short circuit the aggregates. See 58.

✔ You cut the cable. See 199.

96

You're driving an old highway leading under a canopy of unnaturally overgrown trees. Suddenly you see a sign by a turnoff informing about a nearby airport. Crumbling concrete barely sustains your vehicle's weight, yet you're slowly going deeper into the wild jungle.

An earthen runway is surprisingly well maintained. Someone must cut out branches on a regular basis so that the risk involved in taking off is minimal. Besides a few smaller planes you see a huge, military transport aircraft being repaired by a group of mechanics and a ruined control tower. The whole place is guarded by a dozen well-armed men.

From now on knights no longer discard a challenge token to perform the Plot Action on space 26. Flip the plot token on your space to remember about it.

Check the Outback Chronicles:

✔ If you spied on TITAN, see 53.

✔ Otherwise, see 177.

97

You check the map and consider everything you know about TITAN. You conclude that relatively small distance of the "Refuge" from the old solar park is key – either the colossus is using power reserves of the estate to recharge itself or the "Refuge" is connected with the plant and thus might become a tool of TITAN's destruction. The problem is – you'll probably have to walk from here and that's a good several kilometers to cover.

Choose:

✔ You do recon around the estate. See 137.

✔ You leave your ride and enter the jungle. See 164.

98

The "Admiral" looks narrowly at you and says: "Those wise guys from the OWO mentioned you and your friends but we still don't know what to make of you. If you have some stuff to pass to your pals, leave them here. If not, get out of here and quick, before one of my brothers gets angry."

Choose:

✔ You leave a few things counting that they will be given to your companions. See 3.

✓ 3+ ⚡. "You'll take me, too." See 131.

✓ 5+ ⚡. "You'll take me, too. Oh, and add a few things as a token of good will." See 194.

99

You pick up a long branch and try to poke the giant spider. It dodges quickly. It's hard to tell where it went. When you take a look inside the cabin, the mutant arachnid appears right in front of you.

Test **Blades** (2).

Pass: You hit the spider with the branch. It escapes, leaving his nest unguarded.

Search the gear deck for the **Submachine Gun**, flip it to its working side and keep it.

Fail: You can feel it bites you in the shoulder. Pain is excruciating. The spider will guard its nest fiercely. It's not worth risking your life.

Suffer 1♣ and 2☠.

100

You're driving slowly among rows of solar panels stretching for many kilometers around. Some are buried under the sand, others were destroyed by the elements, but many still look operational. At some point a black shape stands out against the setting sun. You circle it around not to be blinded and realize that you're standing in the face of an eucalyptus-tall, humanoid robot. Its arms and torso is covered with thick cables disappearing in the ground or leading to buildings made of composite and metal sheets. That's where the batteries collecting solar power are hidden. The machine looks battered and severely damaged, but watching it for a while, you notice tiny bots resembling spiders or centipedes tirelessly seal the "wounds" of the dormant construct.

Choose:

✔ End of the trip. You hit TITAN with the biggest caliber. See 75.

✔ You approach the machine to take a better look. See 126.

101

You almost lose your grip of the steering wheel when the hinges break and your car leaps forward. You turn back and get out, ready to search the shelter. Inside you find quite a lot of supplies, but the place itself looks unused, as if its owner never managed to escape from the catastrophe.

Gain 3 chosen resources. Draw 1 gear card and flip it to its working side.

102

It's quiet for a long time, but finally the silence is interrupted by strange, barking sounds. No animal you know makes such noises. Two figures emerge from behind the rocks – a grownup and a child. They appear to be human, but after a moment you notice disproportionately long arms, bald heads, noseless faces, black eyes... They approach the bucket – the older one helps the young one lift it to its lips. You can hear the little mutant quaff the black liquid.

Choose:

☛ Time to go. **See 130.**

☛ You try to communicate with them. **See 221.**

✓ **You are equipped with a ranged weapon and spend 1 ♣.** This filth needs to be exterminated. **See 252.**

103

You open a steel hatch. Inside, the room is illuminated by green, monochromatic screen showing data collected by radars and sensors. There's a skeleton in a faded Cerbero uniform sitting in a swivel chair.

Check the Outback Chronicles:

☛ If you **spied on TITAN**, see 151.

☛ Otherwise, see 178.

104

Walking around the machine, you suddenly step on something hard and hear a dry crack. You dig through the litter and find some yellowed bones. A plastic helmet is still fastened to the skull, but there are no visible markings on it. The skeleton is dressed in a water-soaked bulletproof vest.

Search the gear deck for a **Vest** and keep it.

105

You're arduously climbing a mountain path, trying to steer clear from rocks and wrecked robots. Something must've caused an avalanche that swept over a dozen of constructs. Another turn and you see a chain of shelters wedged into living rock. One is being plundered by a group of damaged robots. The roar of your engine grabs their attention. Even better, dented plating and twisted limbs of your enemies give you hope for an advantage.

In this combat your enemy suffers -1♥ (to a min. of 1).

106

You spot the biggest and dumbest brute among them and knock him down with one well-aimed punch. When you proudly rise your head, the wall of people parts, revealing a group of deformed rednecks armed with clubs and machetes and wearing human limbs on their necks and belts. One of them grabs the fallen giant, starts to stroke him and asks you in a sobbing voice: "Whaddya do to Little George?"

Choose:

☛ You seem to have messed with the wrong family. Time to get out of here. **See 132.**

☛ It seems you will need to prove your worth a few more times... You grab your weapon. **See 257.**

107

Your bullet hits an invisible barrier maybe a dozen paces from TITAN. For a moment air seems to shimmer and a second later you can hear a metallic grinding drowning out the ceaseless hum of charging batteries.

The single eye of the cyclopean construct is starting to open. You prefer not to wait until it sees you.

Gain 1♠.

☛ **See 150.**

108

You shout introduction so that the host doesn't shoot you on sight and approach the house. A fat guy wearing dirty overalls appears at the doorstep. He looks more like a mechanic than a shaman – especially that he is white. He's holding a custom-made submachine gun. "Should I worry or you're here to do business, huh?" she asks. You tell him you're just looking for a place to sleep. "I won't let you come inside the house, it's cramped anyway. But you can crash in the yard. And we could share a meal, too."

Eating supper, you learn that the guy inherited the place from a medicine man who kicked the bucket a year or so ago and set up his workshop here. Sometimes travelers visit him, sometimes locals trade some stuff, so he can barter or help with repairs.

Barter (2). Then choose one: you may flip a damaged gear card to its working side OR heal 1♠ and 3♣.

109

Despite a late hour you see lights in the building. You go through a dusty hall and enter a spacious office... interrupting intimate moments of a couple frolicking behind an old, wooden desk. "What the hell do you want?!" shouts a man. You can tell he is more than a little drunk. The girl looking more like a hooker than a town hall clerk runs out of the room laughing. "I'm Rico, the mayor of this shithole!" growls the man. "What's your business? We're closed!"

You tell him about your problems with TITAN and the Judges' involvement, but Rico turns a deaf ear to all this. "I've got enough problems here to worry about some piece of junk. And I haven't seen a Judge in Gangraen for over a year! They're smart enough to learn that my town rules itself well enough! Get the hell out of here, you mongrel, or else you'll end up in a deep shaft!"

You clench your fist to strike this bastard but hearing Rico's shouts a few thugs with batons appear. Instead of punching this pig in the face you hit one of his bodyguards. You stumble to the street giving a free show to the onlookers.

Gain 1♠. Suffer 2♣.

110

Test Blades / Guns (3).

Pass: Your attack casts the strange machine aside, away from the panel. Gauges turn from green to yellow, then to orange and you realize it's time to get out of here.

Gain 1♠. Discard 1 force field token from space 28 and the plot token from your space.

☛ If there are no force field tokens on space 28, **see 170.**

Fail: Despite your efforts the machine is adamant. A steel tentacle shoots toward you and pushes you out of the building.

Gain 1♠. Suffer 3♣. Discard the plot token from your space.

111

You start driving around the herd, shouting, honking and shooting in the air. There's a chance the cows will panic.

Test Survival (3). If your **Tech** is at least 1 green die, you obtain 1 additional ✨.

Pass: Before the robots have a chance to intervene, the cows stampede and run through the plain trampling everything in their path. The constructs are totaled.

Gain 1⚡. If the Cerbero Pilgrims are in the game, they suffer 2☠ (4☠ for 3+ knights). Discard the plot token from your space.

Fail: Your plan is successful, yet you become the target of the panicked herd, not the machines. Your vehicle saves your life this time.

Gain 1⚡. Attach 1 Malfunction card to your vehicle. If the Cerbero Pilgrims are in the game, they heal 2☠ (4☠ for 3+ knights). Discard the plot token from your space.

112

You switch the robot to a stand-by mode and tinker with it for a while.

Test Tech (X). If you are the **Mechanic** or the **Scientist**, you obtain 1 additional ✨. Gain 1🛠 for each obtained ✨. If you obtain at least 3🛠, you additionally gain 1⚡.

113

A considerable number of miners come to talk about Canavan's Folly. A few guard the door to the lousy watering hole where you set up the meeting and a moment later you realize they want no competition... They kick you till you can do nothing but crawl and force you to swear that you won't tell anyone about the mine.

Gain 2⚡. You lose consciousness. Attach 1 Malfunction card to your vehicle. Discard the Canavan's Folly token.

114

Test Tech (2).

Pass: For over an hour you manipulate the settings and change frequencies until you manage to pinpoint and isolate the channel used by machines for communication.

Gain 1⚡. Move the time marker 1 space to the right on the track. Discard the plot token from your space.

Fail: You have no idea how to adjust the transmitter. You must take more blatant actions.

You may immediately resolve 162. If you do not, discard the plot token from your space.

115

There's no way to tell if the giant rock plates forming the steep road up were created by nature. But tens of smaller and bigger totems wedged in living rock prove that humans must be around.

You've been driving over an hour on this winding road when suddenly you see an old man with painted skin. He's standing next to a rusted shopping cart full of all kinds of Aborigine handiwork. You brake suddenly and look around, afraid of a potential ambush. Then you disembark.

From now on knights no longer discard a challenge token to perform the Plot Action on space 25. Flip the plot token on your space to remember about it.

Check the Outback Chronicles:

✔ If you spied on TITAN, see 78.

✔ Otherwise, see 154.

116

Test Survival (2).

Pass: You throw the lasso, then tie the rope to your vehicle and slowly drag the robot out of the water. It turns out to be a real treat.

Gain 1⚡ and 2 chosen resources. Suffer 1☠.

Fail: You throw the lasso, then tie the rope to your ride. When you try to drag the robot out of the swamp, it turns out it's either too heavy or it stuck too deep in the mud.

Your vehicle suffers 1☠ (2☠ instead if this is not a **Heavy** vehicle). Suffer 1☠.

117

Discard 1 chosen resource or gear card.

The guitarists do their best. A moment later some space is freed around them and first pairs start dancing joyfully. Even you manage to meet a partner and for a moment you forget what you came here for.

Heal 2♠ and 2☠. Note that **you met someone interesting in Gangraen (228, epilogue)** in the Outback Chronicles.

118

A huge explosion shakes the area. You fear it's yet another of TITAN's tricks and dive behind a cover, but the first boom is followed by another... and another. You can't believe your eyes! The giant robot falls to its knees with an ear-splitting smash of crushing armor plates and breaking rams. When the construct leans to one side and props itself on its only working arm, you concentrate all firepower on its batteries. A moment later you must look for cover again to shield yourselves from the deadly debris when the last explosion turns TITAN into a burning wreck.

You look at each other unsure whether you've actually managed to survive this hellish battle. You're brought to reality by roar of an engine. Some stranger must've watched your struggle from a safe distance. "Why the hell didn't he come to help?" you think with rising anger. He just says: "Good job. The Waste won't forget". Then he gets into his jeep and leaves you in a cloud of dust.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles. Additionally:

✔ If you sold some modules to Agnes, see 195.

119

Your **Survival** and **Tech** are at least 1 green die each.

YES: You descend inside the elevator to the lowest level. Then you manage to get the trams running. Journey through the tunnels turns out to be fruitful. Tons of coal await to be mined out. A savvy entrepreneur could turn a tidy profit here.

Note that **you discovered Canavan's Folly mine** in the Outback Chronicles. Write "Canavan's Folly, 119" on an entry token and place it on your knight sheet.

✔ When you next perform the City Action, see 15.

NO: The mine elevator is very old and shaky. Suddenly it stops between the levels. You need to get out of here.

✔ You try to squeeze through the crevice between the elevator floor and the tunnel. See 51.

✔ You tinker with the control panel to get the elevator running again. See 91.

✔ You start jumping hoping that the elevator would work again. See 172.

120

A long recon provides you with some insight about this place. Water is everywhere and the skyscrapers that used to be inhabited by VIPs are slowly sinking in a huge marsh. Maybe the machinery that kept this place in good shape was damaged and turned it into one huge lake? Anyway, you can still find quite a lot of useful things here.

Test **Survival (X)**. Gain 1 chosen resource for each obtained ☼. Then suffer 1☹.

121

You park your ride and connect one of the big batteries and your vehicle's battery with clamps. At first nothing happens, but suddenly you realize that the clamps are extremely hot! When you try to disconnect them, there is a burst of sparks. At the same time you hear shouts coming from the strange building. You jump into your ride and grab the wheel with burned hands, hoping the battery isn't overcharged. The car starts vigorously! The windmills are soon far behind.

Suffer 1☹. Gain 2☑. If gained ☑ exceeds your **Tank** capacity, your vehicle suffers 1☹ for each ☑ you had to discard.

122

Interlude

Place knight figures on space 28. This is the **Solar park** where TITAN is currently located. Each unconscious knight performs 1 free Regain consciousness Action. Then each knight performs 1 free Camp Action (if the Cerbero Pilgrims are in the game, it cannot be performed).

Cannons have played their murderous song. The one you were supposed to defeat has come to face you, welcoming you with a powerful salvo. Your camp has been wiped out.

Each knight tests **Survival (3)**. Each knight suffers 1☹ for each missing ☼. If this causes any knight to fall unconscious, after resolving this entry a given knight performs 1 free Regain consciousness Action.

After withstanding TITAN's assault you decide it's high time to strike back. You're not called the Waste knights for pretty eyes! It's either YOU or IT! It's time to become a legend!

Return to the plot sheet **OPEN WASTELAND**.

123

You're pouring petrol inside the stranger's tank while he's telling you everything he's remembered. You learn some details about the constructs that attacked his group, their tactics and how his companions dealt with the robots. It looks like the Jammer had a reason to strike right here...

Peek at the top 3 cards of the machine deck and return them in any order. If one of these cards is the Jammer, gain 1☑.

124

You truly regret you didn't witness this. They say the ball of fire and the mushroom cloud were as spectacular as horrible to see. The most important thing is – the missile totaled TITAN. Of course, even the most rabid mutants won't be able to come closer than 20 kilometers to the place of explosion, but possible damage that this Cerbero construct could cause would be much greater. Still, you're happy hardly anyone knows about your involvement in the destruction of the machine.

Many weeks later you're driving on fumes along an old highway. Suddenly, you see the familiar shape of the Judges' armored carrier. The place is bustling with hurried activities and the Judges' antennas interfere with the CB radios in your rides. Hogan is overseeing everything. You come closer to greet him and maybe trade some stuff for petrol but he looks at you sternly. "You like fireworks, huh?" he says with a sneer. "Screw this. We need all the bodies we can get. Take the shit and get to work." You look at a nearby pile of bloodied dusters belonging to dead Judges. "Sure as hell you'll find the right size in there" he adds with a bitter smile. The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

125

A cracked highway fringing the coast brings you some solace from heat. At some point it ascends slowly propped up by concrete posts and rusted supporting beams. Ocean has started claiming the land and it keeps eroding the structure. Maybe 20 kilometers farther you see a plume of smoke. When you reach your destination, you learn that the inhabitants of this fisherman community are involved in a firefight with a group of robots. For now, they have the higher ground but their ammo caches must be near empty. It's time to take the initiative!

Resolution: If this enemy is defeated, gain 1 additional ☑.

126

You're walking slowly towards TITAN. Barely a dozen paces away you can feel your hair electrify and notice grains of sand flowing around some invisible barrier protecting the colossus. Just to be sure, you throw a broken tile of a solar panel. It shatters into pieces upon hitting the barrier. Deactivating TITAN will be harder than you assumed...

Gain 1☑.

See 150.

127

You cautiously approach the machine, expecting its attack, but the can stays motionless. You get to work starting from an open panel at the back of the robot.

Test **Tech (3)**. If you have at least 1 challenge token, you obtain 1 additional ☼.

Pass: A few hours of work bears fruit. You recover some advanced parts similar to those the OWO scientists were looking for earlier. Take a challenge token from the pool and place it on your vehicle sheet.

Fail: Dabbling with a Cerbero creation must've ended badly. You accidentally trigger the self-destruction procedure. You manage to distance yourself a few steps away from the construct when it explodes.

Suffer 1♣ and 2☹.

128

Tomorrow is yet another hard day on the road. It's no use wasting time for idle talks. At least the supper was surprisingly tasty.

Heal 2♠ and 3☹.

129

You've managed to locate a small storehouse with provisions. Besides highly overdue cans and petrol for power generators, you chance upon a well-stocked cabinet with pharmaceuticals. Unfortunately, most of their names mean nothing to you. You

decide to rifle through the shelves using your cursory knowledge of ancient meds.

Test Aid (X). If you are the **Scientist** or the **Scavenger**, you obtain 1 additional ✨. Gain 1 🗡 for each obtained ✨. If you obtain at least 3 ✨, search the gear deck for the first 🗡 card and keep it. No matter the test result, gain 2 🗡.

130

You retreat quietly watching as the "father" lifts the bucket and laps the sooty liquid. The sounds of sucking and slurping are disgusting. You have no desire to return to this area for a long time. Nothing happens.

131

The glimmer in the Admiral's eye proves he respects your approach. "Sure, just show me the place!" he says.

Gain 1 🗡. You may give any number of resources and/or gear cards you have to a chosen knights. Then place your figure on any space bordering the ocean (this is not treated as moving). If this is a space with a plot token or a city space, you may perform 1 free Plot Action or City Action there, respectively. Discard the plot token from Alice Offsprings.

132

You reach your ride the moment one of the "cousins" breaks your mirror with a club.

You have a **Light** or **Medium** vehicle.

YES: You start the engine quickly and leave this cursed place far behind. The springs are busted, but at least you're alive.

Your vehicle suffers 1 🗡.

NO: Before you manage to start up, a few more members of the family reach your ride. They smash the windows, puncture the tires and two, or three of them shoot the bodywork with homemade guns.

You are dealt 3 🗡. Your vehicle suffers 3 🗡.

133

Nothing happens for a couple of minutes and when you think that the Judges pulled your leg marking this spot on the map, you notice a cloud of dust. It's getting closer. You ready your weapon and wait. A military jeep parks on the other side of the gate. Two strikingly similar men with soldier cut disembark. They have fresh sunburns and uniforms so new as if someone sew them yesterday. A third person is sitting in the back.

Check the Outback Chronicles:

✔ If you spied on TITAN, see 48.

✔ Otherwise, see 216.

134

Getting a lasso on a stray calf is easy. Stuffing it onto your ride is another story. It turns out that the dumb beast can be incredibly stubborn.

Choose:

✔ You try to force the calf onto your vehicle alive. See 215.

✔ You are equipped with a ranged weapon. You kill the calf. See 247.

135

Someone pats you on the back, puts the stun rod into your hands and encourages you: "Hit it!" For a moment you look at the machine struggling in its chains. Then you stick the tip of the electrical lance into its side and trigger the first impulse. The

robot turns its head toward you and for a moment you have the impression that its featureless face radiates pain, but next prods quickly make you forget about this.

Once done, you organize a fiesta with the locals.

Heal 1 🗡 and 3 🗡.

136

Take from the pool a number of general tokens equal to the value of the gear card you sacrificed (if you are the **Spirit Warrior**, take 4 general tokens instead). They represent **fate's judgements**. You may discard 1 fate's judgement to choose and re-roll chosen dice in any roll (even if rolled by an enemy or another knight). The new results must be accepted.

137

The "Refuge" is an enormous place. Even circling its area takes the better part of the day. Finally, you come across something interesting. To the north you notice some strange activity and when you come closer and take a look through binoculars, you see a group of robots working over a very thick cable pulled out of the ground. A cybernetic guard is watching their safety.

Choose:

✔ You strike at the guard. See 204.

✔ You wait till nightfall to sneak closer and assess the situation. See 181.

138

You reach for your weapon and charge the colossus with a battle cry. Maybe a dozen paces away from TITAN you feel some sort of resistance, as if you fell into deep water. You swing blindly. Your blade makes a flaming arc in the air and – irresistibly hot – falls down from your hands. Some kind of invisible force pushes you back. A second later you can hear a metallic grinding drowning out the ceaseless hum of charging batteries. The single eye of the cyclopean construct is starting to open. It's time to run.

Gain 1 🗡. Break the weapon you attacked TITAN with.

✔ See 150.

139

Test Blades/Guns (3). If you are equipped with a ranged weapon, you may spend 1 🗡 to obtain 1 additional ✨.

Pass: You've proven your worth. The mercenaries are yours to command. They will follow you to hell and back.

Gain 1 🗡. Discard the plot token from your space. Note that you secured the **Sun Hounds' support** in the Outback Chronicles.

Fail: Instead of getting allies, you've made new enemies. You've barely managed to escape the mercenary camp alive but you know it's not going to end that easy.

You gain 1 🗡. If the Cerbero Pilgrims are in the game, they heal 2 🗡 (4 🗡 for 3+ knights). Discard the plot token from your space.

140

Epilogue: you saved Ginger Mary.

The afterglow of fire consuming a group of nearby buildings illuminates a crowd of men in leather jackets standing next to a huge truck. They're passing around a bottle of moonshine, smoking and laughing. Suddenly, a shadow passes over them. A lithe shape of a long-haired women stands dark against the flames reaching high into the sky. The men fall silent.

"Finish the bottle. Then we leave. Steve, you drink like a pussy, as always, so you'll drive" says the red-haired beauty. Upon hearing her words, everyone but Steve burst out with somewhat forced laughter. "Where are we heading, Mary?" asks Steve, the youngest of the men. "To the place where we'll find more suckers like them" says the women, pointing at the plundered settlement. "To the east."

141

An hour or so later you reach a ruined farm. All is calm around, no cars can be seen either. You carefully drive among the buildings. Double door of a huge barn is open. The sound of your engine flushes out a pack of dingo, their furs wet with blood. The pack leader is chewing on a glistening coil of innards, dragging them behind him like a garland.

You disembark, weapon at a ready. From the doorstep you can smell blood and rotting meat. The deeper you go the worse the stench gets. Inside the building someone set up a kind of a slaughterhouse or a makeshift surgery room – there are a few bloodied tables with human body parts: severed limbs, plucked eyes. All this is mixed with cybernetic parts, coils of wires, sensors and disassembled weapons. A body is lying in one corner. Its forearm was replaced with a long blade. Apparently the implant was rejected. You start to figure out how the Cerbero Pilgrims are gaining in numbers so quickly...

If the Cerbero Pilgrims are in the game, they suffer 2☠ (4☠ for 3+ knights). Otherwise, gain 1👑.

142

You walk around the main street looking for drunk suckers. In one hour you manage to rob a few people.

Test **Survival (X)**. Draw 1 gear card **OR** gain 1 chosen resource for each obtained ✨.

Unfortunately, it looks like you're not the only one preying on those people. Soon, some dregs start to follow you, and when you decide to leave Gangraen just to be safe, they go into pursuit.

Search the matching wasteland deck for the first ☠ enemy. Resolve combat according to normal rules. This enemy gains +1♥.

If you do not defeat this enemy, place your knight token on Gangraen. From now on you cannot perform any Plot or City Actions on this space.

No matter the combat result, any knight performing the Plot Action on Gangraen cannot choose the third option in entry 225.

143

Test **Survival (2)**. If you are the **Stalker** or the **Scout**, you pass automatically.

Pass: You sneak among the totems and carefully strip them off the best robot parts. Then you retreat to your ride.

Take a challenge token from the pool and place it on your vehicle sheet.

Fail: While taking another cybernetic module you let it fall to the ground. The damn junk hits the ground with a loud clang. Someone inside the house cocks a gun and in no time you're running chased by automatic fire.

You are dealt 4☠.

144

"I'm not talking about some random piece of junk wandering the badlands. This must be some advanced model, you'll know when you see it. Decapitate it or rip its heart out, if it has one. You'll surely find some decent processors inside."

You leave wondering where you might find something like this...

Note the number of this entry in the Outback Chronicles. When a knight defeats for the first time one of the following ☠ enemies: **C3D2**, **Jammer**, **Steel Dragonfly** or **Cerbero Hunter**, in addition to normal rewards the knight also gains **Rare microchips**. Then the knight writes "Rare microchips" on a entry token and places it on their vehicle sheet. This token can only be used when performing the Plot Action on Gangraen.

145

You're walking through this mire pissed that you had to leave your car behind. You're being bitten by every little bug that lives here and your boots are full of sloshing, smelly mud. Once the sign warning not to trespass is behind, you start sneaking through wet greenery. Suddenly, the forests turn into a huge glade, as if deliberately cut and you nearly bump into a wrecked automated guard. Luckily, it broke many decades ago. However, its pals are patrolling the wall encircling a Cerbero facility. You barely have time to look at the "Ω" symbol punched on the steel gate when robots' bullets start shredding mud all around you into pieces.

Resolution: Change all ☠ suffered in this combat into ☠. If this enemy is defeated, draw 1 additional gear card.

146

A powerful screech and roar fill your ears and in split second everything is drowned in a thick, acrid smoke. It feels as if someone drenched you in boiling water. The whole spectacle lasts for almost a minute. Then you look to the sky and through a thick shroud of smoke you can see a bright flame, which soon merges with the sun. Gain 1👑. Note that **you launched the missile** in the Outback Chronicles.

147

Test **Tech (3)**. Suffer 2☠ for each missing ✨.

A few minutes later the batteries start draining power from TITAN instead of charging it. At some point you realize the process is much faster than anticipated. You run to your ride and when you're maybe fifty paces from the building the bundle of cables is ripped by explosion! Its melted pieces are falling down everywhere around and you can hear from afar TITAN's metallic scream.

Gain 1👑. Discard 1 force field token from space 28 and the plot token matching this entry.

☠ If there are no force field tokens on space 28, see 170.

148

Test **Aid (2)**. If you have the **Medkit** or **Doctor's Bag** gear card, you pass automatically.

Pass: The grateful family gives you some items saved from the fire. Gain 1👑 and 1👑.

Fail: Despite your best efforts, adults, as well as children, die in your hands. When you raise your head, you notice a group of dwellers covered with soot. They don't look friendly...

Choose:

☠ You try to explain that you were only trying to help. See 201.

☠ You prefer to go away, before they get into firing range. See 241.

149

You're traveling through the desert looking around when suddenly the earth itself starts to shake and your vehicle is thrown in the air. A dune is rising straight under your wheels! A moment later you realize it's the enormous back of some giant monstrosity! You accelerate and distance yourself from the beast which reveals its terrifying bulk.

Take the **card number 3** from the special deck and place it face-up next to the plot sheet. This is **Arnkerrth**. Resolve combat according to normal rules, with the following exceptions:

- Any ♣ dealt to **Arnkerrth** should be marked on its card using wound tokens.
- If **Arnkerrth** is not defeated at the end of a round, remove all wound tokens from its card (i.e. it fully heals).

Arnkerrth stays in the game until it is defeated. Until **Arnkerrth** is defeated, any knight may perform the **Plot Action (Fight Arnkerrth)** to resolve combat with this enemy. Note this in the Outback Chronicles.

♥ If you defeat **Arnkerrth**, each knight who has dealt **Arnkerrth** any ♣ in this round gains 1♠. Remove **Arnkerrth** from the game and discard the plot token matching this entry. If you are unconscious, perform 1 free Regain consciousness Action. Then see 208.

150

You are no expert as far as advanced technologies go, but it looks like TITAN is protected by some kind of force field, just like the most dangerous Cerbero robots. If you hope to destroy the giant, you must first turn off or overload the field.

Place ♠ general tokens on space 28. These are the layers of TITAN's force field. In order to defeat TITAN you should deactivate the force field (i.e. discard all general tokens from space 28). Note the number of this entry and that **you spied on TITAN** in the Outback Chronicles. From now on, the plot special rule **Spying on TITAN** is no longer used.

151

You understand from the read-outs that the radar has localized TITAN. What's important, you can even control the robot. Apparently, this outpost decodes some of its commands. It's time to turn off that piece of junk!

Test **Tech (2)**.

Pass: You deactivate the outer layer of the force field when TITAN breaks connection using some kind of an encrypting software.

Gain 1♠. Discard 1 force field token from space 28.

♥ If there are no force field tokens on space 28, see 170.

Fail: At the first attempt to take advantage of the connection, TITAN detects your presence. Then quickly protects itself with an encrypting software. The only thing left to do is to search this place.

Draw 1 gear card and flip it to its working side.

152

Pulling off the camouflage netting whips up clouds of dust. It seems it can still be useful.

Search the gear deck for the **Ghillie Suit** and keep it.

On the container wall you can see a barely legible, white inscription: "Myambat Ammunition Depot". Apparently, one of the military transports went missing in the desert.

Gain 1♠. Suffer 1♣.

153

It would be nigh impossible to navigate this mountain labyrinth. After a few hours you manage to cross this rocky barrier and see an immense basin carved among peaks. The earthworks must've taken years. A vast building compound was built at the bottom of this artificial crater. A tunnel opens in one of the slopes, rails reaching deep inside – that's how they transported robots out of here. Thanks to the scientists' plans you know exactly where to find the research center.

Inside a building full of testing chambers and abandoned laboratories wrecked Cerbero constructs do their best to mark their presence: scouting bots, drones, prototype cyborgs merged long ago with once-living tissues. You can also find lots of tools to disassemble machines with.

Test **Tech (2)**.

Pass: In the case of some combat models the main hydraulic system is exposed. You collect knowledge that will help you deal with Cerbero robots more efficiently.

Take the challenge token from your space and place it on your knight sheet. From now on, all ♣ enemies suffer -1♥ in combat (to a min. of 1).

Fail: You've overestimated your skills. While tinkering with a robot, you accidentally turn on the production line.

From now on, all ♣ enemies gain 1 white die in combat. Place the plot token from your space on the plot sheet to remember about this.

154

The man walks to you slowly. He takes a good look of you, then says in pidgin English: "What do you want from Daku, wanderer? I can feel you bring poisoned thoughts with you. Something has awakened in the west and it's corrupting our land with its presence."

When you mention TITAN and the plans of its destruction, the old man answers: "Daku can help. Do you have something to appease the spirits? Or some burning water to trade?" he adds with a toothless grin.

Barter (special). Instead of drawing cards from the gear deck, search it for the Boomerang, Lucky Charm, and Spear. When Bartering, Daku does not accept ♣ but ♠ has a value of 2 (both ways).

155

On the passenger's seat you find a real treasure – a submachine gun! It looks as if it was produced yesterday... And there's a spider on it, as big as a scooter's tire. There's a challenge in its gleaming eyes.

Choose:

♥ You try to chase it away with something long. See 99.

✓ You are equipped with a ranged weapon. You shoot the animal. See 29.

156

You speed up to escape this place, but a few gang members notice you. They run to their rides, then start a pursuit.

Test **Tech (2)**. If you are the **Avenger**, you pass automatically.

Pass: You leave them far behind.

Gain 1♠.

Fail: They shoot at you for some time, but finally let it go. You had a head start, after all.

You are dealt 1♣ and your vehicle suffers 1♠ for each missing ♠.

157

You let the mutants go first. When they are maybe 50 paces from the chosen building, a few machines spring up from the sand shredding the quickest warriors to pieces. Yet, their lines do not falter – some mutants engage the robots while the elite group led by Mirrin reaches the building and the coils of cables. They cut them paying no heed to fountains of sparks, tear apart the composite walls and rip away heavy battery cells.

When the second wave of constructs arrives, the cables wriggle on the sand like headless snakes and the building is but a blackened husk. You retreat swiftly accompanied by the mutants.

Gain 1 . Discard 1 force field token from space 28.

✔ If there are no force field tokens on space 28, see 183.

158

You approach the machine. It doesn't react so you examine it meticulously. There is an open panel in its back with a few slots and a small screen displaying the phrase: "System reset". Led by a hunch, from the parts and modules you collected earlier you choose a large plate covered with a net of microcircuits, then slide it into the largest slot. Suddenly, the robot straightens itself. The screen flashes: "Choose activation mode." It seems you might use the construct against its brethren.

Choose any enemy card from among those removed from the game and place it next to your knight sheet. In combat you may remove this card from the game to do one of the following: when attacking, gain this enemy's dice OR prevent a number of equal to this enemy's Health.

159

The tracks lead up, between the rocks. You climb slowly, watching the path before you. That's why you almost step on corpses of three man lying on the ground. They must have done the same you've been doing – following tracks. You don't know what got them, but certainly not raiders, since their things are still scattered around them. You gather the most valuable items and go away. It wouldn't be good to end up like them.

Draw 1 gear card. Gain 2 chosen resources.

160

From the moment Uluru breaks the horizon you get this irrational feeling of being watched. When you're still at least 15 kilometers away from the red rock, you see an old fence and a gate barring you from going further along the gravel road you've been travelling. Around, there are some military-style signs informing that trespassing is strictly forbidden.

You come closer and notice a small CCTV camera, which rotates toward you with a silent whirr. Besides that not a soul can be seen. Everything is barren. The desert behind the fence is dotted with small craters and sinkholes.

Place a danger marker on your space. From now on knights no longer discard a challenge token to perform the Plot Action on space 29. Flip the plot token on your space to remember about it.

Choose:

✔ You come closer to the camera so that whoever is on the other side can take a good look at you. See 133.

✔ You climb the fence and walk the rest of the distance. See 69.

✔ You have a Medium or Heavy vehicle. You ram the gate. See 28.

161

You take a vacant stool from a nearby table and join the mutants as if they were your old friends. At the beginning they are very distrustful, but when you share with them your experiences in Ground Zero, they start listening very closely. They had no idea that settlements where beings such as them can live in peace even exist.

Learning about TITAN they just shrug: "There's only few of us here", explains a woman with deformed ears who is dressed in dungarees. "We get the worst job, just to survive and drink one before going to sleep. We won't help you. But we might go south, to the place you mentioned. Who knows?"

Gain 1 .

162

Test **Blades** (3). You may spend X to obtain X additional . **Pass:** The transmitter starts sparkling, then bursts into flames. It's going to be much harder for robots to communicate.

Gain 1 . Move the time marker 1 space to the right on the track. Discard the plot token from your space.

Fail: It's either bad luck or you suck at electronics. You're electrocuted and feel disheartened as far as playing with this junk goes.

Suffer 2+X (X = the number of spent when testing **Blades**). Discard the plot token from your space.

163

Test **Negotiate** (3). If you are the **Spirit Warrior** or the **Priest**, you pass automatically.

Pass: The people listen to your heated argument and, after a while, they divide into two camps. But the power of your persuasion ultimately prevails and the preacher leaves with his head bowed in shame.

Gain 1 . Draw 1 gear card.

Fail: Either you've run out of arguments, or the man has managed to persuade the locals a long time ago. They back the preacher up and chase you away with stones.

Suffer 1 . Your vehicle suffers 1 .

164

You're floundering through a swampy jungle that used to be the garden of Eden. Plastic trash and other mementos of ancient prosperity float everywhere around. A few hours later you manage to leave this green hell and get to drier land. It's actually made of hundreds of parked cars. Tall apartment buildings tower over you, their lower floors completely flooded by muddy water.

You can hear a buzzing sound from one of buildings, as if something in these forgotten ruins was still working. When you enter the place, you see a multi-limbed construct managing a huge control panel full of buttons, knobs and touchscreens. It's very similar to the Jammer whom you were looking for with such determination.

You cannot use your vehicle until you resolve the following entries.

Choose:

✔ You attack the construct. See 110.

✔ You try to take out the robot's control module. See 61.

165

You hear a few more screams and fall asleep. In the morning you find an empty tent and a burned out campfire, but nothing else.

Heal 1 and 2 .

166

You attach a steel rope to the door and press the accelerator. The door starts creaking, just like your drive.

Roll the following dice depending on the vehicle you have:

- **Light:** 1 white die
- **Medium:** 1 white and 1 green die
- **Heavy:** 1 white and 2 green dice

If you obtain at least 2 ✨, see 101.

Otherwise, see 87.

167

Being patient pays off. A few hours later you have a crate full of valuable parts.

Discard 1 Malfunction card from your vehicle OR repair 3 ✨.

168

A wrinkled, old man in a ragged hazmat suit walks out in front of the group. He is the only one unarmed. "Welcome, stranger! I'm professor Gunn. We hardly ever have visitors here, in Ground Zero. If you're lost, you still have time to turn back" he says in a raspy voice.

You tell the oldster how you learned about this place and about your mission to destroy TITAN. "Together with my children we live far from calamities of this world" he answers. "I don't know how we could help you. You can rest here and trade some things but besides that you won't find the solution to your problems."

Perform the City Action. You may use 1 shop (instead of 2) except for the Quack.

169

It's far too much for you. The machines are taking control over the badlands, terrorizing everyone. When you realize that they are planning something more than just spreading chaos, it's far too late. The mechanical constructs have managed to rebuild one of the last great creations of Cerbero Corporation – TITAN. That insidious, giant robot has started its tyranny of Australia.

The knights fail.

170

You truly regret you didn't witness this. They say the explosion could be seen for many kilometers around. You managed to overload TITAN's force field, which imploded and turned the construct into a molten pile of slag. Although only trusted few know about your involvement, the results of your failure would be felt throughout the Waste.

Many weeks later you're driving on fumes along an old highway. Suddenly, you see the familiar shape of the Judges' armored carrier. The place is bustling with hurried activities and the Judges' antennas interfere with the CB radios in your rides. Hogan is overseeing everything. You come closer to greet him and maybe trade some stuff for petrol but he looks at you sternly. "It's good you're here" he says as if you saw each other yesterday. "We need all the bodies we can get. Take the shit and get to work." You look at a nearby pile of bloodied dusters belonging to dead Judges. "Sure as hell you'll find the right size in there" he adds with a bitter smile.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

171

You tell about your struggle with the machines and persuade the strangers that their dominion will end with the enslavement of human race. However, there are some in the group who have a completely different point of view.

Test **Negotiate** (3). You may discard 1 challenge token to obtain 2 additional ✨.

Pass: Your story supported by the evidence of your victories persuade even the biggest malcontents and cowards. TITAN won't find any followers by this fire.

Gain 1 ⚔️. If the Cerbero Pilgrims are in the game, they suffer 2 ⚔️ (4 ⚔️ for 3+ knights).

Fail: Your arguments have been refuted. Soon you face a group of hostile people more than eager to seek favor of the new masters. Suffer 2 ⚔️. Take 1 challenge token from your vehicle sheet and place it next to the plot sheet.

172

What were you thinking? The elevator vibrates, old steel ropes on which it hangs break and you start falling down...

You are eliminated from the game.

173

You suddenly recollect hours and hours spent over the documents found in the greybeard's bunker. In a flash of insight you locate the self-repair module of the giant robot. It must've been exposed during your earlier attacks.

The knight chosen earlier may perform 1 free attack against TITAN with a ranged weapon. This attack gains Armor piercing. Additionally, if this attack deals at least 3 ⚔️, until the end of the confrontation with TITAN it cannot heal any ⚔️ (the 🗑️ icon is considered a blank).

If the chosen knight is not equipped with a ranged weapon, the knight may suffer 2 ⚔️ to attack TITAN with a melee weapon using the rules described above.

174

A few more rounds around the fire and the woman falls laughing into the arms of one of the "thugs". They banter for a moment and disappear inside a tent. The remaining two men sit by the fire and start drinking a flask of some muddy moonshine.

Choose:

✔️ You don't think anything needs saving here, including the woman's virginity. See 238.

✔️ You haven't waited for so long to leave empty handed. An hour, or two more and you'll be able to walk into the camp like you own the place. See 196.

175

You cross a dusty riverbed under a rusted bridge and pass a sign with a hardly visible name Borrooloola. A dark shape of a partially ruined factory complex towers over the remnants of a few dozen houses. When you come closer you see a crater indicating some bomb or missile hit the building long ago. Maybe you've spent too much time in the heat but you hear something working inside the factory...

Suffer 1 ⚔️. You may resolve combat according to normal rules with the last drawn enemy. Instead of placing the defeated enemy next to the machine deck, remove it from the game. This way you cannot fight with the Jammer.

176

First lines of mutant warriors enter the area within the force field and suddenly stop in their tracks. The barrier turns out to be too strong. You realize that frontal assault was a horrible idea when first robots appear around the group. You run closer to provide some cover fire for your allies but soon you are surrounded and a pitched battle turns into a bloodbath. Only primal fury of the elite warriors led by Mirrin saves lives of the toughest or the luckiest of you. Suffer 1♣ and 3♠.

177

Bodyguards strip you of your weapons and escort you to the so-called Captain Thomas. A tanned, bearded man wearing an aviator jacket on his bare body welcomes you. He has a strange cap on his head – a century ago it was white and there's a faded, golden anchor on its front. "G'day, mate! I'm Thomas. We hardly see any random visitors here, so state your business."

You introduce yourself and explain to him your problems with TITAN. The more you say, the sterner he looks. Finally, he interrupts: "I know what you're talking about. One of my planes has gone missing near the old solar park. Until I know more, I'm not gonna risk any more flights to that area. But if you have something to pay with, I can sell you some intel from our last recon flights."

You may discard 1 chosen gear card **OR** 2 chosen resources to peek at the top 3 cards of each wasteland deck and return them in any order.

178

The radar detects various spots of activity in the area stretching hundreds of kilometers away from here. You have no idea what to look for but at least you know where to expect it. You'll be prepared.

Draw 1 card from a chosen wasteland deck. If this is an enemy, gain its rewards as if you defeated it. Discard its card. Otherwise, gain 1♠. Discard the drawn wasteland card.

179

Test **Tech** (3). If there is no plot token on space 22, you obtain 1 additional ✨.

Pass: You locate the scientists' HQ and manage to turn off the machines guarding the herd.

If the Cerbero Pilgrims are in the game, they suffer 2♠ (4♠ for 3+ knights). Otherwise, you gain 1♠. Discard the plot token from your space.

Fail: Before you can make up your mind, the robots assault you. You must retreat.

Gain 1♠. Suffer 2♠. If the Cerbero Pilgrims are in the game, they heal 2♠ (4♠ for 3+ knights). Discard the plot token from your space.

180

After you've killed a few gang members, the rest makes a smart move and quickly leaves. You can hear a voice from inside the house: "I hope you won't shoot me when I come out." The front door is kicked out and a tall, tanned, handsome guy in a Judge's duster appears on the doorstep. He has a hunting rifle in one hand and a long knife in the other. "Thanks for help, mate! Fifteen minutes more and I'd have to kill every one of them! You saved a whole bunch of scumbags today, my friend!" he laughs and adds: "I'm Olivier, by the way."

You sit together to rest. You share info about TITAN with the man and show him the map. To return the favor for your support, Olivier provides you with more insight about each of the marked locations. He also shows you some useful shortcuts.

Gain 1♠. Take 1 challenge token from the pool and place it next to the plot sheet.

181

For a couple of hours you watch the robots working and when the night falls you sneak closer. The machines are tireless be it night or day. They need not light and only fountains of sparks visible when they're welding or cutting something enable you to observe their activities. It seems you won't learn a lot this way.

You may immediately resolve **entry 204** in order to strike at the guard.

If you do not, you lose all remaining actions. From now on any knight performing the Plot Action on **space 30** must choose the second option in **entry 97**.

182

You turn the key, but nothing happens. Looking around the truck, you check if something has opened or turned on. You angrily kick the big, flat tire and walk away. It was a waste of time.

Gain 1♠.

183

When you see streaks of discharges flowing over the nigh-invisible dome of the force field, you decide it's better to get the hell out. You're driving like crazy seeing in the corner of your eye how solar panels and metal buildings are being torn apart by the destabilized field. At some point you hear the metallic scream of agony ushered by TITAN. You're blinded by the explosion consuming the giant but you never take your foot of the accelerator...

Many weeks later you're driving on fumes along an old highway. Suddenly, you see the familiar shape of the Judges' armored carrier. The place is bustling with hurried activities and the Judges' antennas interfere with the CB radios in your rides. Hogan is overseeing everything. You come closer to greet him and maybe trade some stuff for petrol but he looks at you sternly. "It's good you're here" he says as if you saw each other yesterday. "We need all the bodies we can get. Take the shit and get to work." You look at a nearby pile of bloodied dusters belonging to dead Judges. "Sure as hell you'll find the right size in there" he adds with a bitter smile.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

184

Under the cover of smoke you enter one of the further buildings that are still standing. You step over the body of the murdered owner, trying not to mind the expression on his face when you search the lockers for valuables.

Draw 1 gear card.

185

You wonder why the hell robots want to visit a station. Yet, upon seeing hundreds of cows herded by constructs to new pastures you quickly understand that in the struggle for the hearts of the Waste's inhabitants food supplies will play a huge role. You can't allow TITAN to keep them in its steel hand.

Choose:

♣ You eliminate the guards of the herd. **See 14.**

♠ You scout the station compound. **See 55.**

186

Test Aid (2).

Pass: *At first the stockmen laugh at you, but after you give them some expert advice, they separate the healthy animals from the mutated ones. Then some of them drive the sick cattle north, to the camp of local mutants.*

Gain 1 . Draw 1 gear card.

Fail: *Pissed off, the stockmen punish you for your insolence. Suffer 2 .*

187

You go inside. In yellow lamp light a few people are noting shift schedules on a blackboard or counting something on abacuses, just to write their calculations in huge ledgers. At the far end of the room, behind a large desk, sits a scathing woman in her forties. She wears a formal suit jacket with a silver, pick-shaped pin. Her long fingers are dancing nimbly on a computer keyboard. She calls you with a gesture. "My name is Elaine Jenkins. I'm one of the managers of the Western Company. How can I help?"

Check the Outback Chronicles:

♥ If you spied on TITAN, see 212.

♥ Otherwise, see 236.

188

You systematically comb the settlement. Amazed, you find less stuff than expected and no vehicles. As if the locals have chosen to move out suddenly or have been forced to escape from some danger. It's best not to stay long enough to learn what that might be.

Gain 2 chosen resources. Draw 1 gear card.

189

Test Negotiate (3).

Pass: *Trying to talk with a lunatic makes no sense, though you've managed to occupy is attention for a moment. There must be some other way to understand his madness.*

You may immediately resolve **entry 76**. If you do not, discard the plot token from your space.

Fail: *The greybeard springs up with surprising speed, runs to a narrow passage and slams shut a huge steel door behind. He does not react neither to pleas nor threats. You must settle for the reserves he's managed to gather here.*

Gain 1 and 1 chosen resource. Draw 1 gear card. Discard the plot token from your space.

190

Though it seemed the Jammer would stick to wild or abandoned places, your investigation leads you to the largest oasis of eastern Australia. Rust Waters welcomes you with clamor of traders and roar of hundreds of vehicles. Locating the construct might be a little hard. Besides other things, Rust Waters is a hub of activity for all kinds of mechanics and inventors supplying themselves in relics of ancient technology brought here for barter by travelers.

Before drawing the first card from the machine deck, you must discard 1 chosen resource or gear card. Otherwise, this action ends immediately. When resolving this action, you gain +1 **Exploration**.

191

Interlude.

"You've proven your mettle getting here from so far away." These are the first words you heard. You really impressed the OWO members. You can't even count how many times you had got lost among the peaks before you finally managed to locate this military facility.

Each unconscious knight performs 1 free Regain consciousness Action. Each knight who reached space 27 with at least 1 challenge token gains 1 . All knights not on space 27 discard their challenge tokens.

You rest for a couple of days. Then they lead you to an underground compound where the scientists are researching the parts you've brought. The weapon they're working on is supposed to be very effective against machines. It's up to you to test it...

Take the card number 2 from the special deck and place it with its working side face-up next to the plot sheet. This is the prototype "**Executioner**" EMP Cannon. The ammunition (charges) for this weapon are all challenge tokens delivered to the OWO research facility – place them on the card representing the "Executioner".

The scientists' radars have located TITAN. It's powering up its batteries in one of the ancient solar parks. It's time to check what this walking tin can actually do. You gather again for the last battle to gain immortal fame in the Waste or die trying.

Place knight figures on space 28. This is the **solar park** where TITAN is currently located. You may perform 1 free Camp Action. When performing this action, one knight must equip the "Executioner" EMP Cannon.

If the Cerbero Pilgrims are in the game, each knight suffers 1 .

Return to the plot sheet **FACE-OFF**.

192

Using a small ladder, you climb the body of the steel colossus. Then you keep climbing, grabbing whatever you can. The machinery is covered with some kind of weed, which provides good grip.

Test Survival (2).

Pass: *A few times you almost slipped, risking that you'd end your life in this bush. Finally you reach the top. You are high above the trees and have a great view of the whole surrounding area.*

Gain 1 . You may perform 1 free Explore Action (even if you have already performed one this turn). When performing this action, you gain +2 **Exploration**.

Fail: *Grabbing on a thick stalk, you try to put your foot on another rivet. Then the plant breaks. You fall down on empty canisters standing on the truck. You bounce off them painfully and drop on the forest litter.*

Attach 1 Injury card to your knight.

193

For a couple of minutes nothing happens, then you can feel the earth quake. Dust and sand start flowing inside the warehouse through every hole and chink and the blast of the launching missiles illuminates the area.

You're impatiently waiting. The only thing left to do is to stare at the screen. It seems time has stopped... Suddenly TITAN is engulfed in an explosion so huge that the video feed is terminated. Rachel turns off the computer. "I guess that's it. We won't help you anymore. Be discreet about this place. We don't want to harm more innocent people than absolutely necessary."

The woman leaves and you are escorted by the soldiers up to the outer fence.

♥ If there is 1 force field token on space 28, see 124.

♥ If there are 2+ force field tokens on space 28, see 81.

194

"I misjudged you" says the Admiral. "The scientists were right. We will help you. Where should we ship the stuff and you?"

Gain 1 ⚔ and 2 chosen resources. Draw 2 gear cards. You may give any number of resources and/or gear cards you have to chosen knights. Then place your figure on any space bordering the ocean (this is not treated as moving). If this is a space with a plot token or a city space, you may perform 1 free Plot Action or City Action there, respectively. Discard the plot token from Alice Offsprings.

195

Epilogue: You sold some modules to Agnes.

Despite the raging sandstorm someone is banging on the shop door. Agnes reluctantly stands up from her workbench and peeks outside. Some stranger is waiting, wrapped in a long trench coat, with a case in his hand. A moment of hesitation, but Agnes finally lets him in. A cloud of sand accompanies the man and when it settles, the stranger is ready with the case open. Inside there is a well-preserved drill-driver with a set of batteries.

Agnes takes a good look of the visitor – tall, powerfully built, with a scarf on his face and goggles thinly fitting his head. Certainly a wanderer from afar.

"Name your price" she says just to get rid of him as quickly as she can. The stranger looks around the workshop and finally points at a box with parts and modules Agnes traded with some vagabond a few weeks earlier. The worst deal of her life – they turned out to be too advanced to have any use. "It's yours" she says as if she didn't care but deep inside she hopes the guy has no idea what he's doing. The stranger nods his head, retrieves a single microchip from the box and a moment later the only trace of his visit is another pile of sand that Agnes will have to sweep. And the drill-driver, of course. A real treasure for her next barter.

Storm is getting stronger, but the wanderer going west seems not to mind. He's walking upright, one step after another despite the wind, leaving deep trails in the sand. At some point a powerful gust throws back his hood, revealing tens of cables running along his neck and disappearing under the collar of his coat. The whistle of the wind is pierced by a high-pitched sound – a signal far away that only few can decode. The time of rebuilding is coming...

196

You walk among the drunk men. They seem to be traveling scavengers. You find a few useful items and are quietly leaving the camp, when suddenly you feel someone is watching you. In the light of the glowing embers you notice the pale face of the young woman, surrounded by a halo of red hair. She must have taken a good look at your face...

Gain 1 chosen resource. Draw 2 gear cards. Note that **you stole from Ginger Mary (253, epilogue)** in the Outback Chronicles.

197

Another visit in the old solar park is much more stressful – knowing that a few kilometers away there's a giant machine that might wake up at any moment nearly paralyzes you. Following the intel from the pilot you find one of the matching buildings and the bundle of cables. It turns out that unplugging them may not be so simple.

☛ You change the settings and reverse the flow of the electric current. **See 147.**

☑ Spend 3 ⚔. You improvise an explosive and blow up the batteries. **See 89.**

198

You carefully drive to the trailer, remove the chocks from under the wheels and attach it to your ride. Then you start – slowly at first, then faster and faster. When you hear panicked screams from inside the trailer, you push the pedal to the metal and leave the camp in a cloud of dust.

Choose:

☛ Spend 2 ⚔: **see 220.**

☛ Spend 1 ⚔: **see 234.**

☛ Spend 0 ⚔: **see 251.**

199

Test **Blades (3)**. If you are equipped with a two-handed ⚔ weapon, you obtain 1 additional ⚔.

Pass: You keep hitting the cable in a shower of sparks and you finally damage it.

Gain 1 ⚔. Discard 1 force field token from space 28 and the plot token from your space.

☛ If there are no force field tokens on space 28, **see 170.**

Fail: You've managed to severely damage the cable but you're electrocuted when dealing the final blow.

Discard 1 force field token from space 28 and the plot token from your space. Your knight is eliminated from the game.

☛ If there are no force field tokens on space 28, **see 170.**

200

During your struggles with machines and learning algorithms of their activities you've managed to discern different goals they had. Some kept reactivating old factories, others were searching the badlands for buried warehouses or forgotten Cerbero facilities, others still sucked energy from ancient generators. Following robots you realized they are remotely controlled by some sort of a transmitter.

Place a plot token (any number) on space 22. This is the **Cerbero Transmitter Station.**

Now, the most important part is to close the deal. You head toward the First Bridge, the border between the civilized east and the virgin and dangerous west of the continent.

☛ If you were hired by the OWO scientists, **see 90.**

☛ If you were hired by Anton and **you disabled the Jammer**, **see 240.**

☛ If you were hired by Anton, but you did not disable the Jammer, **see 258.**

201

Test **Negotiate (2)**.

Pass: You've managed to explain the situation. When you stay to help bury the family, the locals appreciate your commitment.

Gain 1 ⚔.

Fail: You're tripping over your tongue trying to explain the situation. Luckily, the locals don't think you are a lost raider, but a vagrant trying to seize the opportunity. Perhaps that's why they just beat you up.

Suffer 1 ♣ and 2 ♠.

202

Together with the robot, you push the wreck off the road. Then the construct reverses and attempts to push another destroyed car with its small blade. Its stubborn determination opens your eyes to this simple truth – you're wasting your time here. Nothing happens.

203

Although it seems unbelievable, his intervention makes you feel calm and rested.

Heal 2▲ OR 2♣.

204

Search the matching wasteland deck for the first ♣ enemy. Resolve combat according to normal rules. This enemy gains +1♥.

✔ If this enemy is defeated, gain 1 additional ♠ and see 95. Otherwise, from now on any knight performing the Plot Action on space 30 must choose the second option in entry 97.

205

✔ If a plot token is present on space 22, see 244. Otherwise, see below.

You marvel at your own recklessness, entering this bunker without any backup plan. Fortunately, gossips from the bartenders in the crowded Arid Inn have turned out to be true. The hermit and his abode were in the expected place. Inside, you found the old-timer. He behaves even stranger than supposed, considering the stories you've heard about him. One moment he's blabbing just to fall silent for half an hour, he points at the wall, laughs, then starts crying for no apparent reason. Could he really know anything about Cerbero?

Choose:

✔ You try to talk to the man. See 189.

✔ You use more direct methods to reach him. See 76.

206

Test **Blades** (2). If you have a **Knife** gear card, you pass automatically.

Pass: You flex your muscles to loosen the rope, then you cut it. A few minutes later you disappear in a cloud of dust and smoke. Those dipsticks didn't even take the keys out of the ignition.

Gain 1♠. Note that **you escaped the cannibals' skewer** (63) in the Outback Chronicles.

Fail: Messing with the locals was a grave mistake... Literally! You are eliminated from the game.

207

A wrinkled, old man wearing a ragged hazmat suit appears in front of the group. "Hello! I'm professor Gunn. What brings you to Ground Zero?" he asks in a raspy voice. You briefly tell him about TITAN, its threat and the force field protecting it.

The man considers your words for a moment and concludes: "We could help you but you would need support of all my children and the only thing they understand is brute force. You must prove yourself in combat with Arnkerth, just like every adult warrior here does. When you feel ready, go south and don't return without a trophy. The beast will surely find you."

Choose:

✔ You aren't ready yet. See 84.

✔ You ask for directions. See 35.

208

You return to Ground Zero carrying one of huge fangs scavenged from Arnkerth's body. The locals are greeting you and wildly cheering. In the center of town a group of the most veteran warriors awaits. They nod their heads in respect and slap you on the back. You notice all of them have very similar fangs hanging from their belts. Professor Gunn is less enthusiastic. "Many of my children shall never return but I understand that TITAN must be destroyed for the greater good of the whole Waste. Gather the best warriors and use them as you will." Then he cordially bids farewell each and every leaving warrior.

You set forth leading almost a hundred fierce veterans thinking what strategy to use. A few days later you reach the old solar park.

Place your figure on space 28 (this is not treated as moving). Upon seeing the colossus some warriors lose spirit but their chief, Mirrin, quickly restores order. Then he asks: "Where should we strike?"

Choose:

✔ "Attack one of the buildings where the cables lead." See 157.

✔ "Assault the robot." See 93.

209

The blast rips the steel door off its hinges. You come closer and point your torch inside realizing in this very moment that the loud sound has echoed off the slope. An avalanche may start any time now. You're not going to be buried alive here, so you just grab a few crates closest to the entrance and run for the vehicle. In the wing mirror you can see first stones rolling down the hill.

Roll 2 white dice. Gain 1 chosen resource for each obtained ✨.

210

No sane man would come to this boondocks. Probably that's why you encounter a complex of mountain shelters connected with a single, narrow road full of boulders and curves. Most of the gates and doors leading to the bunkers were destroyed, their rooms plundered long ago. Yet, Cerbero logos and rusted heavy equipment clearly indicate that someone had great plans concerning this place.

Test **Survival** (X) before drawing the first card from the machine deck. When resolving this action, you gain +1 **Exploration** for each obtained ✨.

Whenever you draw a card from the machine deck, your vehicle suffers 1♣.

211

You win by a landslide. The stranger springs up and it seems he's reaching for his gun, but in the end he just shoots you a dirty look and detaches from his sturdy jeep the items he has gambled away. The spectators slap you on the back and for the whole evening you feel like a hero of the Waste.

Gain 2♠ and 3 chosen resources. Draw 1 gear card. Then check roll results:

- for each ♠: While you were gone, someone banged up your ride. Your vehicle suffers 2♣.

- for each ♣: During the evening party you get involved in a fight. Suffer 1♣.

212

You explain to her the whole mess with TITAN – the force field, the solar park, countless Cerbero Constructs... She's listening with growing interest. "This sounds like a place for my company

to invest. Let's start with passing all this information to my secretary" she points at a bald guy behind one of the desks. "As to my company's support... I need a little better incentive. If you've had so many contacts with Cerbero constructs, once or twice you must've found some interesting parts, right?"

Choose:

✔ "I have no such parts but I can get them." See 144.

✔ You have the Control module or Rare micro-chips. "You might like this." See 77.

213

The screams die down and the locals look puzzled at each other. Then a fat guy currently holding the stun rod points it at you and says: "Who the hell are you? Some robot lover?"

Test **Negotiate** (2). If you are the **Scavenger**, you pass automatically.

Pass: You explain that it would be a shame if the construct went to waste and that you'll gladly take the robot once they're done with it.

Discard 1 chosen gear card. Take a challenge token from the pool and place it on your vehicle sheet.

Fail: You start explaining that you're just passing by and have a friend who buys such stuff and that... Enraged crowd beats you into a pulp.

Discard 1 chosen gear card. You lose consciousness.

214

A few biker gangs are camping on a clearing among wrecks. They are preparing for a race. Your only option now is to join them.

Test **Tech** (3). If you have a **Light** vehicle, you obtain 1 additional ✨.

Pass: You leave the bikers in the dust. Notoriety and stuff they bet belong to you now!

Gain 1 🎲. Draw 1 gear card.

Fail: You try to follow the bikers, but they know their way around here. Finally, you crash into a wall of steel, seriously damaging your ride.

Attach 1 Malfunction card to your vehicle.

215

Test **Blades** (3). If you do not have a **Light** vehicle, you obtain 1 additional ✨.

Pass: You wrestle with the calf for a few minutes, but finally manage to drive it into the vehicle.

Write "A hale calf, 215" on an entry token and place it on your vehicle sheet. This token is treated as a gear card with a value of 4 that takes 3 🎲. After you Barter the hale calf, discard its token.

Fail: The calf slides down, crushing your legs. Then it freaks out and flees to the desert.

Suffer 2 🩸.

216

"This is a restricted military area. Leave immediately!" says one of the soldiers. You explain to him the whole problem with TITAN and suggest that the military should certainly deal with it. He seems somewhat confused and returns to the car to talk with his third companion. The person decides to get off the car. It's a tall, deathly-pale woman in her fifties wearing a black, tight suit with an electronic panel on one shoulder. The soldier opens an umbrella over her head to provide a little shade.

"Greetings, survivor!" She says with a determined voice. "I'm Rachel and I represent a community living in the Red Tomb, an experimental government shelter. Until now we've had no dealings with outside world but... times are changing. Our sensors have detected a significant concentration of energy in the west but without additional information we won't take any action. Come back once you learn more." She turns on her heel and disappears inside the jeep accompanied by the soldiers.

From now on any knight performing the Plot Action on space 29 must choose the first option in entry 160.

217

"There's no time for talking" says the man sitting heavily. "I'm Anton. I'm one of the Judges. You've probably heard about us. I was hired with my companions by citizens of Queen's Valley to find a certain cybernetic creation they call 'Jammer'". However, there were too many active machines in the area. I'm the only one alive from my team, the others were murdered by those 'cans'. I must look for reinforcements but someone should keep tabs on the robot. They say it's equipped with a unique module enabling it to control other machines. If we laid our hands on it, the Waste would surely become a safer place. I have no idea where the Jammer is now but we managed to locate a few areas of his activity. I also have some bullets to spare – for starters. You'll get more once the Jammer is down and we meet again".

SETUP:

Search both wasteland decks for all 🎲 enemy cards. Then shuffle these cards and create a separate deck – this is the **Machine Deck**.

If the machine deck is already in the game, skip this step.

Choose together:

✔ You take Anton's ammo and leave Pumps. See 10.

✔ This is some odd business. You refuse to help Anton and go to the scientists. See 30.

✔ You must choose this option if you have already refused the scientists' offer. Killer machines that decimated a squad of Judges? There are many sweeter ways to leave this world. See 350.

218

On a big, wide control panel full of levers and buttons there are still traces of dried blood... You examine the buttons and notice a key stuck in a hole. It's easy to guess what will happen, when you turn it... But you do it anyway.

Roll 1 white die.

✔ If you obtain at least 1 ✨, see 146.

✔ Otherwise, see 182.

219

Hills forming banks of this seawater-filled crater are covered with rusted constructions jutting up into the sky. Antennas, satellite dishes and radars hang from them like ripe grapes. Some of them seem to be working still, while others must've broken down during the Scourge and now simply juts dead over the water.

You focus on a few radio masts glimmering with fresh steel. Surely, it's machines' work. Your plan is simple. Adjusting the transmitter for different waves should jam the communication between Cerbero constructs. And this will buy you time. The question is – maybe you should destroy it completely...

Choose:

✔ You try to adjust the transmitter. See 114.

✔ You try to destroy the transmitter. See 162.

220

You didn't even see the pursuit. The passengers got lost on the way, but the trailer is yours.

Draw 2 gear cards. Write "Trailer, 220" on an entry token and place it next to your vehicle sheet. From now on your vehicle gains +2 🗡️. When a Malfunction card is attached to your vehicle, discard the Trailer token.

221

You come out with your arms raised and greet them calmly. They respond with a bark. The mutant throws the bucket, spilling oil everywhere. It seems it's going to attack you. You try to rise your weapon, but then the creature squirts a jet of black, thick liquid straight into your eyes. It burns like hell and you can't see anything. When you finally manage to wipe the sticky goo off your face, the monsters are gone.

Gain 1 🛡️. Suffer 2 🗡️.

222

You've been waiting at the airport for a couple of hours. Finally, a scouting glider appears over the treetops. It touches down gracefully on the runway and its pilot debriefs quickly with Captain Thomas. "To make it short, it looks like the force field itself is invulnerable but a huge bundle of cables goes from TITAN to some utility buildings far beyond the field's reach. Maybe if you unplugged some of them the barrier would weaken, too?"

Gain 1 🛡️. Discard all 🗡️ from space 26. Move the plot token from space 26 to space 28. Any knight on space 28 may perform the Plot Action to try and unplug the cables powering TITAN.

🗡️ If a knight performs the Plot Action on space 28, see 197.

223

Test Aid (2).

Pass: You browse old lab reports and understand that the cattle from this facility is more resistant to radiation, but eating its meat might have unpredictable results.

Gain 2 🛡️. Discard the plot token from your space.

Fail: Before you can make up your mind, the robots assault you. You must retreat.

Gain 1 🛡️. Your vehicle suffers 3 🗡️. If the Cerbero Pilgrims are in the game, they heal 2 🗡️ (4 🗡️ for 3+ knights). Discard the plot token from your space.

224

You remove one of the battery cells and, using parts lying around, you jury-rig a module able to discharge short electrical impulses. It would fit some kind of weapon perfectly...

Write "Energy module, 224" on an entry token. Place it on your knight sheet and take 2 general tokens from the pool. These are charges. At the start of your turn you may place both charges on a melee weapon card. If you do, it gains: "Before attacking with this weapon, you may discard 1 charge from it to deal 2 additional 🗡️. **Resolution:** Suffer 1 🗡️." Discard the Energy module when you have no charges left.

225

You arrive to Gangraen, a mining town notorious for best saloons and high mortality rate of newcomers, at the most unfortunate time – after sunset. Its gravel streets are full of drunk visitors, girls in gaudy dresses encourage passers-by to visit crowded bars and damaged neon lights illuminate building fronts along the main street. Head-

frames tower over all this, their deep black steel much darker than evening grays of the mountains surrounding this hellhole.

From now on knights no longer discard a challenge token to perform the Plot Action on Gangraen. Flip the plot token on your space to remember about it.

Choose:

🗡️ You enter the first joint to see what's going on. See 41.

🗡️ You look for someone in charge. See 86.

🗡️ You seize the opportunity and start robbing drunkards. See 142.

226

Epilogue: you heard Djarrtjuntjun's prophecy.

You recollect the day you met that Aborigine cheater. So far, this grandly named 'bright future' is nothing but a rugged trail, constant fighting, traitorous friends, hunger, thirst...

On the other hand, it's been a few months since your meeting and you're still here, unlike many others you've met on the road. Maybe you shouldn't expect anything more? Maybe the fact that you live one day longer than anyone you know is the true blessing?

227

When you bring the last batch of medical supplies, instead of the guards' jeep you're welcomed by the open gate. You hesitate for a moment, then keep on driving and the redness of Uluru is slowly dominating your surroundings. A few kilometers further and you notice cupolas of underground missile silos partially buried under the sand or concealed with faded camouflage nets. There's also a huge, vault door in the slope of the sacred mountain.

They stop you at a checkpoint guarding the inner fence. Soldiers disarm you and lead you to one of the nearby warehouses. It's mostly empty. There's only a desk with a computer and Rachel sitting next to it. "Time for your reward" she says pointing at the screen. Hazy camera feed shows a shape of the giant robot. "The question remains what you expect us to do. Should we attempt to weaken TITAN's force field or simply hit it with a nuclear warhead?"

Choose:

🗡️ "Weaken the field." See 250.

🗡️ "Nuke the bastard." See 193.

228

Epilogue: you met someone interesting in Gangraen.

A few weeks pass since the day you defeated TITAN. Though it seemed you would find some peace, you have spent all this time eliminating the remnants of the robot army still executing anti-human procedures installed by the gigantic construct. Each night spent on the road makes you think obsessively about the person you left in Gangraen. Finally, you head north, secretly hoping that you will relax in the arms of the person so close to you. However, dreams hardly ever come true in this desolated world.

Read only if you are a female knight:

You ask around about the man you spent the romantic night with. It turns out he's a miner working high in the mountains for one of the companies. You follow his trail – who knows when he returns to the city?

A few hours on a rocky path and you reach the spot, but you only find an empty camp. The entrance to the mine is blocked with tons of rock, as if an avalanche struck not long ago. Or maybe a cave-in happened? Everyone who worked here is gone, their tents, tools and unfinished meals lying abandoned. There's nothing for you here. Time to hit the road.

Read only if you are a male knight:

You see her walking the street with some biker – leather jacket, huge pistol tucked in his belt, pockets full of loot. He can buy any girl around here. They're hugging each other and your blood starts to boil. You reach for the knife and start walking toward them, but fortunately you come to your senses and decide to visit the joint, where you met the girl.

"Crystal?" asks the bartender. "Yeah, she works here. She brings guys for a drink or two. Why? Are you in love?" he laughs. Then he looks into your eyes and realizes he's gone too far. Instantly, he reaches for a gun hidden under the counter, but you're much faster. One solid punch and he's down, bleeding. You turn around and get into your ride. There's nothing for you here. Time to hit the road.

229

Test Survival (2).

Pass: You pursue the raiders responsible for destruction of the town until nightfall. They've made camp and are occupied dividing the spoils. It's payback time!

Search the matching wasteland deck for the first ☉ or ☿ enemy. Resolve combat according to normal rules. You gain 1 additional white die during this combat. If you defeat this enemy, gain 1 additional ⚔.

Fail: You lose track on a fragment of damaged road surface spanning for a few miles. Suddenly you feel someone is watching you...

Search the matching wasteland deck for the first ☉ or ☿ enemy. Resolve combat according to normal rules. This enemy gains **Ambush**. If you defeat this enemy, gain 1 additional ⚔.

230

Despite exhaustion, mud, omnipresent mosquitoes and the fact that you had to leave your ride far behind to scramble through this mire, you're quite glad you're here. This research facility must've been hidden well enough to preserve lots of useful gear. Bad news is – tens of dormant Cerbero robots are here, too.

Whenever you draw a card from the machine deck, suffer 1 ☹. At the end of this action, you may choose one of the following: remove the last drawn enemy from the game or gain its rewards as if you defeated it. If you choose the reward, shuffle this enemy to the matching wasteland deck (you cannot remove the Jammer from the game this way).

231

The game drags out. Sometimes you win some small stakes, sometimes the stranger does. Finally, you decide to split the pot. The spectators slap you on the back appreciating your skills, then you all go to the camp to have some fun.

Gain 1 ⚔. Then check roll results:

- for each ✨: gain 1 chosen resource.
- for each ♠: While you were gone, someone banged up your ride. Your vehicle suffers 2 ⚔.
- for each ♣: During the evening party you get involved in a fight. Suffer 1 ☹.

232

Test Guns (3). You may spend 1 ♠ to obtain 1 additional ✨. **Pass:** You put your enemies down with a few well aimed shots, then you go down to receive the reward from the hands of the grateful girl. But you can't stop wondering, where did she actually come from?

Gain 1 ⚔. Draw 1 gear card. Note that **you saved Ginger Mary (140)** in the Outback Chronicles.

Fail: You start shooting, but darkness and moving targets result in the bullets hitting everyone: the woman and the thugs. They know your position now. They return fire, so you decide to withdraw. Suffer 2 ☹.

233

Test Negotiate (3). If you are a female knight, you obtain 2 additional ✨.

Pass: A few minutes of being nice wouldn't hurt you, especially if your life is on the line. When the cousin frees you, hoping for something more, you stun him with the rod you were tied to and run to your ride.

Gain 1 ⚔. Note that **you escaped the cannibals' skewer (63)** in the Outback Chronicles.

Fail: It's no coincidence THAT cousin is keeping an eye you. He's totally immune to your charms.

You are eliminated from the game.

234

You've managed to increase the distance from the pursuers, but that crazy chase has put you in a new kind of trouble. Will you manage to defend your loot?

Search the matching wasteland deck for the first enemy. Resolve combat according to normal rules.

If you defeat this enemy: You've managed to keep the trailer attached, although you've lost the passengers somewhere.

Draw 2 gear cards. Write "Trailer, 234" on an entry token and place it next to your vehicle sheet. From now on your vehicle gains +2 ♣. When a Malfunction card is attached to your vehicle, discard the Trailer token.

235

Test Tech (3). You may spend X ♠ to obtain X additional ✨.

Pass: A controlled explosion destroys the lock and the container opens. There are stacks of boxes with guns and ammunition inside. Draw 3 gear cards. You may keep each ♠ and ♣ card. Discard the remaining cards.

Fail: Your explosive triggers a much bigger detonation inside the container. The blast throws you to the ground. Only a smoldering rubble remains of the metal box.

Suffer 1 ♠ and 3 ☹.

236

You tell about your mission – the threat of TITAN and your contacts among the Judges. The woman listens to you patiently, then says: "I fully understand the situation, but my company is no charity organization. Our assets are frozen in many different investments. I would need a really strong argument to change that. Come back when you know more or you have some interesting findings to offer. I must warn you, though. We aren't interested in some junk or overdue drugs from the wasteland."

Nothing happens.

237

Test Survival (2).

Pass: Although you almost fell a few times and the climb was exhausting, you manage to scavenge some interesting things.

Draw 3 gear cards and keep 1 of them. Discard the remaining cards.

Fail: During your search, you must have woken up some feral inhabitant of this iron desolation.

Search the matching wasteland deck for the first ♣ or ♠ enemy. Resolve combat according to normal rules. This enemy gains **Ambush**.

238

It's better to go back to your camp and catch at least a few hours of sleep.

Heal 1 ♣ and 2 ♠.

239

"I feel that bright future awaits you" says the gambler. "You will accomplish great things." His voice is as hypnotic as the movement of his hands and you gradually fall into a strange trance. A passerby wakes you up, nudging your arm. You conclude a few hours must've passed by since the talk with the Aborigine. A few of your items have also disappeared.

Discard 1 chosen gear card. You lose all remaining actions. Note that you **heard Djarrtjuntjun's prophecy (226, epilogue)** in the Outback Chronicles.

240

Interlude.

Place knight figures on space 0. This is **First Bridge** – the only existing crossing through the Great Divide. Each unconscious knight performs 1 free Regain consciousness Action.

Anton arrives at the meeting point earlier than expected. "Have you learned anything about the Jammer?" he asks bluntly.

You take out the Jammer's cybernetic body from the trunk. Despite being riddled with bullet holes and scarred by your blows, it still looks threatening. Yet Anton seems to pay it no mind. He produces a strange-looking tool from his coat and wedges it into the back of the construct's skull. Artificial skin bursts, revealing a steel casing which opens up like a flower. Inside, there's the machine's main processor. Anton plucks it out and smiles triumphantly, when suddenly you are deafened by an explosion!

A missile hits the ground a dozen meters from Anton. You're thrown into the air like rag dolls. When you stand up, blood spilling from your ears and noses, you see a colossal robot spitting its deathly payload toward the fortifications of the First Bridge. You grab Anton and retreat behind the nearest cover.

You got lucky this time. Anton didn't. His wound give little hope for recovery. However, the man still wants to tell you everything he knows about recent events out in the wasteland.

"Robots have successfully finished the reactivation process of TITAN, one of the last great creations of Cerbero Corporation" he says weakly. "The key to disrupt the functioning of TITAN is the very robot you've been searching for. Contact my companions, the Judges. Give them all information you've found" adds Anton. Then he falls unconscious.

One knight may test **Aid (3)**. If this is the **Scientist** or the **Priest**, they obtain 1 additional ✨.

Pass: Anton is stabilized. You carry him to the nearest quack. He'll live but it's going to take months before he's back on the trail. The knight who passed this test gains 1 ♠.

Fail: You can't do anything to help Anton. His fight is over. Nothing happens.

Assault on First Bridge is repelled. The giant machine escaped, heavily damaged, to the west. Unfortunately, the settlement is in ruins and there's no way to leave. You spend the next few days

regrouping, helping with rebuilding and seeking information about the organization mentioned by Anton.

Each knight gains 1 ♠ and 2 chosen resources. Each knight may perform 1 free City Action.

If you disabled the Jammer, remove its card from the game and note in the Outback Chronicles that **you obtained the control module**.

One day, an armored carrier drives into the First Bridge from the west. It's bristling with guns and antennas. A group of grim, tough man in dark dusters disembarks from the vehicle. Once they start asking around about Anton, you immediately know these are the Judges. You share news of Anton's fate and discuss the Jammer's activities. They look at one another and place a map of west Australia on the table. Their leader, Hogan, says: "We've managed to locate TITAN. It looks weakened and vulnerable. It's charging its batteries in an old solar park."

Place a plot token (any number) on **space 28**. This is the **location of TITAN**.

"You can take the opportunity and strike fast" says Hogan. "However, it would be strange if such a formidable enemy didn't have any additional protection. That's why based on the info you gathered and our knowledge of the area we've found a few places of interest. You'll have to decide for yourselves where to go. Our forces are busy somewhere else." With this, he passes the map to you and takes his leave, accompanied by the remaining Judges.

Place plot tokens (any number) on the following spaces: **25, 26, 29, 30, 31** and **Gangraen**. These are places where you might **find support** in your fight with TITAN.

Return to the plot sheet **GROWING POWER**.

241

You reach your ride dodging bullets and stones whizzing past your head. You start driving the moment your window is shattered by a stray bullet.

Your vehicle suffers 1 ♠.

242

Test **Negotiate (2)**.

Pass: You assure the old man that you mean no harm. It turns out he does the maintenance of the wind farm. He makes a living selling charged batteries to neighboring settlements. People often visit him, bringing depleted batteries and goods to trade.

Barter (2).

Fail: "Shove off!" – shouts the old man and shoots in the air. Then he points the weapon at you. You don't wait for another warning shot. Nothing happens.

243

You are utterly defeated. An unnatural, almost robotic, cackle emerges from the stranger's throat, silencing all spectators. He stands up and grabs you by the neck forcing you to give him what you've wagered. Regardless, you still see a glimpse of respect in the eyes of other wanderers. You could use some cheering up, so you go to the camp to have some fun.

Gain 1 ♠. Discard 3 chosen resources or 2 chosen gear cards. Then check roll results:

- for each ♠: While you were gone, someone banged up your ride. Your vehicle suffers 2 ♠.
- for each ♣: During the evening party you get involved in a fight. Suffer 1 ♠.

244

You can see smoke from far away. You expected to find the ancient bunker in the location pointed by the OWO scientists, but machines must've got here first. They wrenched the whole construction from the earth – each and every concrete piece, reinforcing rod and cable coil that held this place together. They paid for it with destruction of at least a few robots, but they could afford it. Judging by blood traces the hermit is no more. Discard the plot token from your space.

245

You're losing precious time searching for the Jammer. Every time you feel you're close to catching it, the sinister robot eludes you. He leaves behind a trail of plundered factories and activated automatons for you to fight. In the meantime, you start hearing rumors about robot attacks increasing in number all over the country. When you decide to stop the chase, it's already too late. The mechanical constructs have managed to rebuild one of the last great creations of Cerbero Corporation – TITAN. That insidious, giant robot has started its tyranny of Australia. The knights fail.

246

You are rolling downhill, hitting stones and branches on the way. Finally, a trunk of a dried out acacia stops you. There's no place on your body, which doesn't radiate pain. Suffer 4☹.

If you lose consciousness as a result of suffering these ☹:

The last thing you remember is a terrible burning heat on your skin, a stench of smoke in your nostrils and wild shrieks hurting your ears. You are eliminated from the game.

Otherwise: You manage to get up. The rope is broken and the rod is bent. You grab it determined and climb the hill using the way around. At the top you stun the bloke guarding your ride and leave this sick place far behind you.

Gain 2☹. Note that **you escaped the cannibals' skewer (63, epilogue)** in the Outback Chronicles.

247

Test Guns (2).

Pass: One shot and an hour of messing about in blood bring results. You acquire a stock of top quality meat, which will last you for a few days.

Take 3 general tokens. They represent fresh meat. Each is treated as a gear card with a value of 1. When performing the Camp Action, you may discard any number of these tokens to heal 3☹ for each discarded token.

Fail: The bullet in the chamber turns out to be a dud. The bang freaks the calf out. It goes berserk and starts frantically tugging at the rope, destroying everything in its immediate surroundings. You run to the cabin and start driving. The rope holding the calf breaks. Suffer 1☹. Your vehicle suffers 2☹.

248

The Admiral pierces you with a judging gaze and says: "Well, the 'cans' made their offer to us, too. You, humans, don't give a damn about us just like those steel bastards. Why should we help you instead?"

Test Negotiate (3).

Pass: Your arguments persuade the mutant. He sends ships along the Great Divide announcing that TITAN should see enemies

in Alice and everyone who calls himself a true inhabitant of the Waste.

Gain 1☹. If the Cerbero Pilgrims are in the game, they suffer 2☹ (4☹ for 3+ knights). Otherwise, you draw 1 gear card. Discard the plot token from your space.

Fail: "You sound just like the robots, so I'm gonna treat you exactly the same."

Gain 1☹. You lose consciousness. Discard the plot token from your space.

249

Your **Blades and Guns** are at least 1 green die each.

YES: You disperse the crowd with a few shots into the air and then you hand out blows left and right to discourage the most devoted followers from protecting the preacher. Finally, you reach the speaker himself. His smooth words turn into gibberish when you break his jaw with a mighty blow. Then you grab the donation bag. Gain 2 chosen resources.

NO: You move through the crowd, but people don't let you pass. A moment later you feel the first blows and find yourself in dire need to flee.

Suffer 2☹.

250

For a couple of minutes nothing happens, then you can feel the earth quake. Dust and sand start flowing inside the warehouse through every hole and chink and the blast of the launching missiles illuminates the area.

You're impatiently waiting. The only thing left to do is to stare at the screen. It seems time has stopped... Then a series of explosions obscures TITAN. Each consecutive blast causes the force field to absorb the hit with a blinding glow, but it seems weaker every time. Rachel turns off the computer. "I guess that's it. We won't help you anymore. Be discreet about this place. We don't want to harm more innocent people than absolutely necessary."

The woman leaves and you are escorted by the soldiers up to the outer fence.

Gain 2☹. Suffer 1☹. Discard 1 force field token from space 28 and the plot token from your space.

☹ If there are no force field tokens on space 28, see 170.

251

You had a good start, but you hear the sounds of pursuit a few minutes later. In the rear mirror you can see a boy getting out of the trailer and detaching it. The metal box swerves to the side and hits a nearby dune, but the pursuers don't give up the chase. You squeeze everything out of your ride. Getting caught means you end up hanging from the nearest post.

Test Tech (3). If you are the **Avenger**, you obtain 1 additional ☹.

Pass: You are a true virtuoso of the steering wheel. The enemies give up.

Gain 1☹.

Fail: What were you thinking, trying to cheat the cheaters?

Your vehicle suffers 2☹ for each missing ☹.

252

The mutants stand no chance. You kill the big one where it stands and the young one falls a few steps further. The bucket with oil falls to the ground. The black liquid sinks into sand. You come closer, but the freaks dressed in rags have nothing valuable on them.

Time to go.

Gain 1☹.

253

Epilogue: you stole from Ginger Mary.

Glow of a fire is barely visible. The scavengers' bodies are lying around – blood from their slit throats long drunk by the parched, thirsty soil of this place. The red-haired woman is almost finished packing stuff. She's taken everything – even clothes and tools used for demolishing. All this is neatly wrapped and placed on the makeshift sledge made of branches. The woman spits into her hands and starts towing this clobber – no small task for someone her size. The closest settlement is at least fifty kilometers away, but Mary will finally reach it.

And then she'll come to her own. Later, she'll find the poor bastard who put her in this mess.... As she always does.

254

The longer you play, the more heated the game becomes. Other survivors are gathering around you. After a moment you conclude they've started placing bets on your game.

Choose 1-4 dice of any color and roll. If you are the **Trailblazer** or the **Scavenger**, you obtain 1 additional ✨.

If you obtain 4+ ✨, see 211.

If you obtain 1-3 ✨, see 231.

If you obtain 0 ✨, see 243.

255

Some traders decide to make a deal with you. The negotiations are tough, but in the end you reach a satisfying compromise.

Test **Negotiate (X)**. Gain 1 chosen resource for each obtained ✨. Draw 1 gear card. Discard the Canavan's Folly token.

256

The dark-skinned man is covered with strange amulets and feather necklaces. He looks more like a shaman than a gambler. The movement of his hands during shuffling is mesmerizing.

Discard 1 chosen resource to search the gear deck for a **Lucky Charm** and keep it.

If you do not want to discard any resources, see 239.

257

Test **Blades/Guns (5)**. When testing, you gain dice from your equipped weapon.

Pass: *A few precise attacks and half of the weird family lie dead or wounded in the middle of the road. The rest of them scatter and not one of the locals has any doubt that you're fearless.*

Gain 2 ⚔.

Fail: *You struggle for a moment in the steel grip of a dozen arms, then one of the cousins stuns you with a thick branch.*

Attach 1 Injury card to your knight.

When you wake up, you're tied to a steel rod. A big campfire is burning nearby. You start to understand what they do with outsiders here...

Choose:

✔ You try to squeeze out of the ropes. **See 206.**

✔ You try to charm the nearest cousin. **See 233.**

✔ You roll away towards the steep hill the settlement is located on. **See 246.**

258

Interlude.

Place knight figures on space 0. This is **First Bridge** – the only existing crossing through the Great Divide. Each unconscious knight performs 1 free Regain consciousness Action.

Anton arrives at the meeting point earlier than expected. "Have you learned anything about the Jammer?" he asks bluntly.

You tell the Judge everything. Anton listens to the story about your search for the Jammer. He notes some of the intel, records the rest. Then he asks you a lot of detailed questions. That's when you realize you know more about Cerbero machines than you thought. When you finally reach some substantial conclusions, suddenly you are deafened by an explosion!

A missile hits the ground a dozen meters from Anton. You're thrown into the air like rag dolls. When you stand up, blood spilling from your ears and noses, you see a colossal robot spitting its deathly payload toward the fortifications of the First Bridge. You grab Anton and retreat behind the nearest cover.

You got lucky this time. Anton didn't. His wound give little hope for recovery. However, the man still wants to tell you everything he knows about recent events out in the wasteland.

"Robots have successfully finished the reactivation process of TITAN, one of the last great creations of Cerbero Corporation" he says weakly. "The key to disrupt the functioning of TITAN is the very robot you've been searching for. Contact my companions, the Judges. Give them all information you've found" adds Anton. Then he falls unconscious.

One knight may test **Aid (3)**. If this is the **Scientist** or the **Priest**, they obtain 1 additional ✨.

Pass: Anton is stabilized. You carry him to the nearest quack. He'll live but it's going to take months before he's back on the trail. The knight who passed this test gains 1 ⚔.

Fail: You can't do anything to help Anton. His fight is over. Nothing happens.

Assault on the First Bridge is repelled. The giant machine escaped, heavily damaged, to the west. Unfortunately, the settlement is in ruins and there's no way to leave. You spend the next few days regrouping, helping with rebuilding and seeking information about the organization mentioned by Anton.

Each knight gains 1 ⚔ and 2 chosen resources. Each knight may perform 1 free City Action.

One day, an armored carrier drives into the First Bridge from the west. It's bristling with guns and antennas. A group of grim, tough man in dark dusters disembarks from the vehicle. Once they start asking around about Anton, you immediately know these are the Judges. You share news of Anton's fate and discuss the Jammer's activities. They look at one another and place a map of west Australia on the table. Their leader, Hogan, says: "We've managed to locate TITAN. It looks weakened and vulnerable. It's charging its batteries in an old solar park."

Place a plot token (any number) on **space 28**. This is the **location of TITAN**.

"You can take the opportunity and strike fast" says Hogan. "However, it would be strange if such a formidable enemy didn't have any additional protection. That's why based on the info you gathered and our knowledge of the area we've found a few places of interest. You'll have to decide for yourselves where to go. Our forces are busy somewhere else." With this, he passes the map to you and takes his leave, accompanied by the remaining Judges.

Place plot tokens (any number) on the following spaces: **25, 26, 29, 30, 31**, and **Gangraen**. These are places where you might **find support** in your fight with TITAN.

Return to the plot sheet **GROWING POWER**.

259

You sit on the roadside with the man who spoke first. He's around 40, tall, wiry, and despite his emaciated face he has the natural charisma typical of military officers or born leaders.

"They call me James Cook" he introduces himself. "Until recently I lived in Dike. It's a pretty decent place out in the swamps maybe 60 kilometers to the south-west from here. Over a month ago a haywire robot appeared at our gate. It killed two people before we managed to disable it. A few days later another machine came walking along the only road leading to the settlement" he sighs. "The town council decided to arm everyone and reinforce the fence. Soon, another 'can' came by. No one knew why they kept coming, but finally five or six of them assaulted the town... Our food and water reserves were stretched thin. The hunters we sent to scout for food in the swamps kept disappearing... I tried to learn anything from the council – where the hell were these robots coming from? Was there anything in Dike worth their interest? I got no answers. Finally I gathered a few families, with whom I had come to Dike five years earlier, and we decided to find a new home before the machines kill everyone."

Having said that, James gets up and orders everyone to resume their march. "Our people are probably still fighting out there" he adds. 15 minutes later there's no trace left of the refugees aside from a slowly settling cloud of dust.

Choose:

✔ You go to Dike to help the besieged. **See 305.**

✔ Some shithole besieged by robots? No way. You head toward the Great Divide instead. **See 325.**

260

In the evening, after a day of tough fights, you only want to lie down to sleep, but the mayor calls everyone to gather in front of the town hall.

"We haven't had an occasion to celebrate for a long time" she says in a solemn tone. "Our new friends have done something truly special, cleansing the vicinity of robots. That's why me and the rest of the council have decided to organize a small party."

Eager people start to carry tables and light bonfires. Soon, you sit with the rest of Dike's citizens to share a meal. It's nothing special – heated canned food, some greens from the vegetable patch cultivated inside the fence, grilled crocodile meat – but it's a nice change from the monotony of combat.

Each knight on space 7 heals 1♣ and 1♠.

Helen speaks again after the feast: "That's not all what we've prepared for you. We planned to keep this weapon as our last resort, but the council thinks that you'll decide when best to use it. Peter?" she turns to a man with graying hair who is sitting next to her. He's wearing a dirty white apron. He looks at Helen somewhat dissatisfied but reaches under the table and takes out a military ammo crate. Two words are painted on it: "Plasma grenades". Peter opens the lid and his eyes widen with astonishment. "Someone has taken the grenade!" he yells.

In this very moment a mumbling, stuttering voice can be heard from the other side of the square: "M-me! I-I h-have! B-bring!" You see a teenage boy who must've fallen out of his cradle one time too many as a child, or maybe his parents didn't mind radiation enough to avoid certain areas. Anyway, he's holding in his hands some very modern grenade and is hobbling toward the tables. Everyone falls silent at once. You can feel the tension in the air. "Hey, isn't that Dumb Jay? How the hell did he get to the crate?" asks someone. At the same

time the boy trips and falls to the ground. When he lifts himself up from the dust, he's still holding the grenade in his right hand... and the pin in his left hand. The bomb opens a bit, revealing a string of flashing diodes. They are pulsing faster and faster.

Choose 1 knight on space 7 and **see 275.**

261

You feel the earth tremble under your feet. Suddenly a steel leg springs out from below – one, then another... A moment later you see the conical shape of the construct. When the remaining robots were keeping the defenders busy, something dug its way under the fence. The Digger's arms start to spin madly, annihilating everything in their path and massacring a few locals who are trying to attack the robot. Finally, the Digger rushes among your parked vehicles and damages them seriously, before being destroyed.

Remove the **Digger** card from the game (you gain no reward). Vehicles of all knights on space 7 suffer 2♣ each.

262

When you walk through these vast halls, at first you watch your every step. Soon you realize that everything here works based on some unclear procedure that has nothing to do with you. If anyone guarded this place, they are no longer here waiting for the likes of you.

Finally, you find something akin to a production control room. It towers over assembly lines where robots are putting together other robots and sending them far into the badlands. The interior is strikingly similar to the underground storage hall hidden in Dike – it's just many times bigger. A few corpses in uniforms are strewn on the floor – probably factory workers mummified in dry air. However, one large lever marked in red catches your attention. On each side of it there is a narrow, flat hole.

Choose:

✔ You pull the lever. **See 301.**

✔ **Your Tech is at least 1 green die.** Some codes or access keys are required. **See 313.**

263

Someone elbows their way through the throng and stands in front of you shouting: "Traitors! Murderers!" At first you have no idea what to do, but then you recognize the newcomer – it's the man who led the group of refugees from Dike. Who would have thought that he would survive and choose to return here?

People start to mutter: "It's James! James Cook!" says someone. "Impossible! Wasn't he supposed to be dead? The strangers said everyone had been killed by some gang!" adds another one. If you don't end this now, you'll be in trouble...

Choose:

✔ "You left your people to die, you coward! Or maybe you sold them yourself?" **See 281.**

✔ **You are equipped with a ranged weapon.** You draw your gun and sell the man his ticket to hell. **See 292.**

264

Test Survival (2).

Pass: You feel that something is trying to grasp your legs, so you're kicking the water all the harder. Finally, you climb the antenna and quickly damage the hydraulic cylinders of the dish. The broken construction leans over the water, which suddenly bursts! A powerful tentacle springs from below and sweeps you into the abyss!

Gain 1 ⚔. Suffer 2 ☠ and 1 ☠. From now a knight performing the Plot Action on space 22 cannot choose the third option in entry 339.

If the **Blind Watcher** is in the game, place your knight token on space 22. Otherwise, see 300.

Fail: A powerful tentacle grabs you and pulls under the water, crushing your chest. You instinctively stab your knife into the tentacle and free yourself. Then you damage the hydraulic cylinders of the antenna with your last strength. Its dish leans over the water.

Gain 1 ⚔. Suffer 1 ☠. Attach 1 Injury card to your knight. From now on any knight performing the Plot Action on space 22 cannot choose the third option in entry 339.

If the **Blind Watcher** is in the game, place your knight token on space 22. Otherwise, see 300.

265

This is the moment you've been waiting for. It's time to get out of here while the robots are busy. A few shots and there are no more people eager to drive your cars. Then you go. You can see in your rearview mirrors how the town hall is being consumed by fire. Its glow reveals how shades of humans are still trying to repel the machines...

Naive fools! They could've fled a long time ago instead of holding on to this forgotten hellhole in the middle of the swamps. You always win – you have no home and no one to care for. You are the waste knights, after all!

The knights fail.

266

You're riding along the slope and reach the steel mast of the transmitter. You swiftly rip the panel open and deactivate the device. The construction stops its rotation... then its top breaks loose from the crowning with a metallic moan. The dish falls down, bounces a few times from the rocks and rolls straight into the middle of the pool. Dirty water splashes everywhere around. Suddenly you hear an animal roar!

Gain 1 ⚔. From now on any knight performing the Plot Action on space 22 cannot choose the second option in entry 339.

If the **Blind Watcher** is in the game, it suffers 2 ☠ and you place your knight token on space 22. Otherwise, see 300.

267

Dike may be under siege, but the machines must be realizing some bigger plan. Today you're unwittingly following a trail of destruction they left in this area. It leads you to a gigantic parking lot next to a ruined building, which might have been a shopping mall decades ago. The place has become a silent witness of a clash between robots and a group of three or four dozen motorized rowers. Now most of the vehicles are damaged and people are trying to recover after the pitched battle.

Choose:

☛ You try to help the wounded. See 283.

☛ You offer to help with the repairs. See 348.

☛ You tell them about Dike – they will find shelter there and reinforce the defenders. See 367.

268

The creature falls dead at your feet. When you rise your head, you realize that the man you've been following has witnessed the whole combat. He's standing a few paces away. He opens his mouth as if he wanted to say something, but the blade in his guts shuts him

up forever. When you're done, you search his corpse and drag him next to the body of the beast. No one will ask what happened here. Gain 1 ⚔. Draw 1 gear card and gain 1 chosen resource. Cross off from the Outback Chronicles that **the refugees' leader has survived**.

269

Most of the people here are armed, but no one is aggressive towards you. When the dead bloke is finally buried, his companions invite you to rest and eat a meal with them.

Heal 1 ♣ or 3 ☠.

270

The digging has barely begun when you hear a conversation nearby. It's difficult to understand what they're talking about, but you prefer to stop working. If they see what you're doing here, it won't end with a simple beating.

Nothing happens.

271

You can hear gasps of relief, then clapping. Jay is clapping, too, though he seems not to realize the danger. You return to the tables. People are cheering, patting you on the back, thanking... When you approach Helen to give the grenade back to her, the woman says: "I was right about you. Keep the weapon. We've had it for a long time. It should be very effective against machines."

The inhabitants spend a few more hours partying, while you're doing your best to keep your hands from shaking at the mere thought of what might have happened if you hadn't been quick enough.

Gain 1 ⚔. Write "Plasma Grenade, 271" on an entry token and place it in the Storage. This token is treated as a weapon gear card that takes 1 ⚔. It has a value of 4. When you **Barter** the Plasma Grenade, discard its token. The Plasma Grenade works as described below:

Plasma Grenade

Advance: Roll 2 red and 2 blue dice and apply their results (if you obtain 1 ⚔, suffer 2 ☠). Then remove this token from the game.

272

You carefully sneak among the compound buildings. You finally reach the tallest construction made of concrete, composite and glass. The entrance welcomes you with dimly flashing strip lights, but maybe it would be better to get to the top by climbing a wall?

Choose:

☛ You go through the main entrance. See 303.

☛ You climb the wall of the tower. See 317.

273





Focused on the sounds of the shooting coming from the walls, you barely spot a dark shape quickly sneaking among the Dike buildings. When you follow it, you learn that it's a cyborg that managed to infiltrate the town. You manage to catch and destroy it, but a series of explosions means that its diversion is successful. Not only inhabitants have been harmed – your storage has taken some damage, too.

Remove the **Cerbero Hunter** card from the game (you gain no reward).

Discard 1 random gear card and 3 chosen resources from the Storage.

274

You drive through a moss-covered ravine. After about 15 minutes you begin to encounter parts of the flyer's canopy and composite plates from the gondola. A few minutes later more valuable items begin to appear: bullets, a damaged cannon from the machine, a torn bag. Time to get out and look around.

Test **Survival (X)**. Gain 1  or  for each obtained . If you obtain at least 3 , draw 1 gear card.

275

The chosen knight chooses:

✔ You run up do Jay and put the pin back in its place. **See 295.**

✔ "Get down everyone!" you scream at the top of your lungs. **See 308.**

✔ "Jay, boys want to take your ball!" You shout to the dimwit. **See 324.**

✔ You are equipped with a ranged weapon. You shoot at the grenade while Jay is still far. **See 346.**

276

Ramming steel constructs half a ton each with this thing? Not the best of your ideas... You bounce off one of the robots. Your bike somersaults and crashes.

Attach 1 Malfunction card to your vehicle.

You're trying to start the engine under enemy fire. Before you manage to escape on the damaged vehicle, you're wounded and bleeding like a stuck pig.

You are dealt 4 . If you spent  in entry 307, you are dealt 2  instead.

277

The mindless tenacity of the machines kills your spirit. You're quickly running out of food, water and ammo, yet the robots keep assaulting your walls. Finally, they make a breach and a chaotic battle ensues.

It seems that the constructs are killing the inhabitants incidentally – their only target is the town hall. Soon, the place that was supposed to be the last bastion of the defenders turns into a slaughterhouse. The locals are fleeing blindly in all directions – some of them drown in the lake, others run off with the rest of their belongings, others still get to your vehicles having no idea how to start their engines.

Check the Outback Chronicles: if **the refugees' leader has survived**, **see 265.**

Otherwise, **see 294.**

278

Looking for a drop of water you encounter a lonely homestead. In the yard, there is a well, lined with stones. Next to a crane with a long wooden pole there are two teenagers, very similar to each other. Clubs are laying on the ground next to them. "You want some water?" asks one of them. "It will cost you."

Choose:

✔ You reach into your bag to pay them. **See 296.**

✔ You intimidate the punks. **See 311.**


✔ This well is barely holding up. You offer to help them repair it. **See 327.**


279

You press the pedal to the metal. You feel that only your driving skills keep this piece of junk on the ground.



Test **Tech (2)**.


Pass: You must be the champion of the steering wheel! You reach the mast of the transmitter. Then you quickly rip the panel open and turn this damn thing off. The dish slowly stops... then breaks loose from the top of the construction with a metallic moan. The dish falls down, bounces a few times from the rocks and rolls straight into the middle of the pool. Dirty water splashes everywhere around. You hear an animal roar!

Gain 1 . From now a knight performing the Plot Action on space 22 cannot choose the second option in entry 339.

If the **Blind Watcher** is in the game, it suffers 2  and you place your knight token on space 22. Otherwise, **see 300.**

Fail: You jump from the tumbling vehicle at the very last moment. It crashes into the water at the same moment when you reach the mast of the transmitter. You smash the panel and hope for a miracle. The dish slowly stops... then breaks loose from the top of the construction with a metallic moan. The dish falls down, bounces a few times from the rocks and rolls right to the pool. Dirty water splashes everywhere around. Suddenly you hear an animal roar!

Gain 1 . Suffer 1 . Attach 1 Malfunction card to your vehicle. From now on any knight performing the Plot Action on space 22 cannot choose the second option in entry 339.





If the **Blind Watcher** is in the game, it suffers 3  and you place your knight token on space 22. Otherwise, **see 300.**

280

You cock your guns and open fire.

Each knight equipped with a ranged weapon has to spend 1 .

First bodies fall upon the ground. The group's leader must've anticipated your intentions as he's managed to dodge your bullets and lunge over the roadside, but many of his fellow travelers weren't so lucky. The refugees scatter in all directions, leaving some of their meager belongings on the highway. Once you've managed to scare everyone off, you approach the leftovers and steal what you can.

Distribute 1  and 1  (2  and 1  for 3+ knights) among yourselves. Search the gear deck for the **Mil-feed** and flip it to its working side and additionally draw 1 gear card. Distribute these 2 gear cards among yourselves. Note in the Outback Chronicles that **the refugees' leader has survived**.

Among the scattered stuff you find an old map of the area they used to call Queensland. It shows a few settlements and towns you know. Additionally, in its lower-left corner you also notice a circle and the word 'home' scribbled in a kid's handwriting. The place can't be more than 60 or 70 kilometers to the south-west from here.

Choose:

✔ You head toward the place shown on the map. **See 305.**

✔ If these people were running away from there, it must be dangerous. You head toward the Great Divide instead. **See 325.**

281

Test **Negotiate (3)**.

Pass: The man is dumbfounded by your brashness. He's trying to explain himself and tell what really happened during your encounter, but the crowd wants blood. The locals throw themselves on James Cook right in front of you, venting all the rage and

impuissance of the last few weeks. When they're done, even hungry dogs don't want to touch this piece of beaten to death meat.

Each knight gains 1 . Cross off from the Outback Chronicles that **the refugees' leader has survived**.

Fail: The council members silence you – they want to know what James Cook has to say. He tells about the whole encounter and the longer his story of your slaughter of the refugees continues, the more people cast you grim looks. You're not going to wait for the ending – you draw your weapons and try to get to your cars, but the locals are too numerous. You fall unconscious to the ground.

See 306.

282

Test Survival (1).

Pass: You're swimming quickly aware that something is chasing you under the water. You spring to the shore when the water behind you churns and a long, thick tentacle smashes the rocks. Fortunately, you're safe now inside your car.

Suffer 1 .

Fail: When you get to the shore, a huge tentacle springs from under the water. The strike is so powerful that you are thrown a few meters over the rocks – luckily this much far from danger.

Suffer 3 and 1 . Then, if the **Blind Watcher** is not in the game, see 300.

283

Test Aid (X).

Pass: You walk among people dressing their wounds or simply exchanging a few kind words. Then you simply leave. For days to come the rovers will probably be exchanging stories about a mysterious stranger who saved their friends' lives.

Gain 1 for each 2 obtained (min. 1 .

Fail: The rovers quickly recognize you as a stranger and assume that you have evil intentions. Punches, kicks and curses swiftly discourage you from staying here.

Suffer 2 . Your vehicle suffers 2 .

284

A few dozen people start shooting at the mutant simultaneously. Bullets are ripping holes in his powerful body or ricocheting off his armor and steel implants. Suddenly there's an explosion!

Remove the **Triskele** card from the game (you gain no reward). Each knight on space 7 suffers 2 . Lower the ramparts durability by 2.

285

Epilogue: You saved the zeppelin pilot's life.

A few weeks had passed since the day you saved Mia – the pilot of the flyer from Queen's Valley. You'd have probably forgotten about the whole thing if not for a certain encounter on the trail. You were transporting a huge load of high-octane fuel from Pumps to an old airport near the ruins of Cairns. You knew well that the stuff is hot and each ganger around has a hard-on just thinking about it, so you left the city at dark, with the best nitro that Pumps could offer. Yet, you cannot run from a threat that's already waiting for you on the road. The bandits struck on a 5-kilometer long strip of a ruined highway. They jumped out from between car wrecks, packing heavy weapons. They kept their distance knowing exactly what you were transporting and threatened that one shot would turn you into a human torch.

When you recollect that scene, the gang leader's words seem kind of funny especially that a moment later he was the one engulfed in flames and screaming in pain. The group got bombed with some incendiary load. You saw a dark shape against the deep blue of the sky. It reminded you of the zeppelin Mia had piloted. What are the chances it was her? Right there, in that God-forsaken place? Rather slim. But if that was her, then you're even.

286

It's probably thanks to the adrenaline still pumped through your veins that you notice a shape hiding behind the nearest tree, watching you... Unfortunately, you don't have enough time to react. The man you've been following stabs you in the guts. You fall down into the mud, helplessly looking at the stranger.

"We haven't had a chance to meet. I'm James Cook. Such a bastard as yourself won't mind, but you killed many of my friends. Now it's time for you to die. If it's any comfort to you, your companions will end in more or less the same way." Then he walks away.

As you're slowly losing consciousness, you're imagining the conversation between the council members and James Cook. The fate of your friends is sealed. The only question is: will they hand them to the robots, shoot them in the heads straight away, or maybe drown them in the lake? You no longer have strength to find the answer... The knights fail.

287

Test Survival (2).

Pass: You get a shovel from the trunk and loosen a few bigger boulders. When the time comes, you push them toward the robots. You don't wait to check if all machines were destroyed.

After resolving the **Wave of Steel** rule in the next round, place 1 wound token on each enemy in the machine row (2 wound tokens instead for 3+ knights).

Fail: You work like a dog trying to push the boulders down the slope, but the only result is the broken shovel helve and an unhealthy interest the last robot from the group shows toward you.

Draw the top card from the machine deck and resolve combat according to normal rules. If you defeat this enemy, lay out 1 enemy less in the machine row when resolving the **Wave of Steel** rule next round.

288

The map is nothing if precise, so you are forced to wander mountain roads despite having some intel on the location. Finally, one of them takes you to a flat ridge encircling a wide basin carved in the living rock by some heavy machinery. You spot a vast building compound at its bottom. A tunnel opens in one of the slopes, rails reaching deep inside.

This whole place is full of artificial life. Lights are flashing, the din of assembly lines is echoing around the mountains, and an automated platform disappears in the tunnel loaded with a dozen machines.

One of the buildings is particularly tall and crowned with jutting antennas. Some of them are slowly rotating. You drive down the slope, camouflage your vehicle and sneak closer to the compound. Choose:

✔ You attempt to stop the assembly lines. See 262.

✔ You look for a way up the relay tower. See 272.

289

You run over one robot and smash it into pieces, though your ride takes some damage, too. That's something to worry about when you're far away from here.

Gain 1 . Attach 1 Malfunction card to your vehicle. Lay out 1 enemy less in the machine row when resolving the **Wave of Steel** rule next round.

Now it's time to go before its steel friends get you. The shooting starts...

You are dealt 2 . If you spent in entry 307, nothing happens instead.

290

Some kind of ceremony is taking place in a small, desert settlement. You approach curiously and witness a funeral. A muscular, tattooed man lies on the planks. Someone placed a long-barreled revolver in his hand and a fuel can under his head. It will all be buried in a moment.

Choose:

You join the mourners and loudly show your grief. **See 269.**

This loot cannot go to waste. You will dig the items out at night. **See 302.**

You check the contents of mourners' pockets. **See 318.**

291

That was a bad idea. The truck is too heavy and too slow to hold on to such a steep slope. It's probably time to abandon the ship, captain!

Choose:

"I won't leave my Betty – or whatever it's called – to this dark fate!" **See 309.**

"Life is more important than this piece of junk." **See 322.**

292

Test **Guns** (3). If your **Blades** is at least 1 green die, you obtain 1 additional .

Pass: The bloke opened his mouth just to catch a bullet in it. He falls dead, splashing blood and what's left of his brain on the first row of the inhabitants. It seems you effectively turned their attention away from existential problems. A few more lies fed to the council and James turns into crocodile fodder.

Each knight gains 1 . Cross off from the Outback Chronicles that **the refugees' leader has survived**.

Fail: You're still trying to draw your gun when you're tackled by the council guards. The members want to hear James Cook's story. He tells about the whole encounter and the longer his story of your slaughter of the refugees continues, the more people cast you grim looks. You're not going to wait for the ending – you draw your weapons and try to get to your cars, but the locals are too numerous. You fall unconscious to the ground.

See 306.

293

A cannonade wakes you up in the night. You run out of the storage where you set up your bedroom and see the guards shooting at some unseen enemy. It seems the machines have changed their dull routine and coordinated a night attack!

Draw the top card from the machine deck (do not draw any threat tokens for the **Threat** trait). Then resolve the entry matching the name of the drawn enemy:

If this is the Digger, see 261.

If this is the Cerbero Hunter, see 273.

If these are the Toasters, see 310.

If this is the Steel Dragonfly, see 321.

If this is the Driller, see 335.

If this is Triskele, see 351.

If this is any other enemy, see 364.

294

This moment had to come sooner or later. Your enemies were too numerous, yet there are still many people you can save. You run to your rides and start the engines – each of you can take at least three or four Dike inhabitants who might survive. Then you get to the town hall, shooting down a few machines, which are heading that way. You enter the building and join the group of defenders still protecting the elevator. Helen and the rest of the council are among them.

"I don't know what these 'cans' want" says the woman. "But as long as we're alive, they won't get it."

Her wrinkled face shines with a smile. She pushes one of you to the side and shoots the robot coming inside the building. "Time to give them hell!" she yells at the top of her lungs.

And that's what you give them.

The knights fail.

295

Test **Survival** (3). If your **Blades** is at least 1 green die, you obtain 1 additional .

Pass: You get to Jay, wrest the grenade and the pin from the disoriented boy and put them together.

See 271.

Fail: You catch your leg on the tabletop when jumping from your seat and end up on the ground. You stand up again and dash forward, but the grenade explodes.

See 316.

296

The boys get up and come to you to rummage through your stuff. They pick and choose for a moment and finally decide on an item. You don't even look at them. All you can think of is water. You haven't had a drop for almost two days.

Discard 1 chosen gear card. Heal 1 and 3 . Then you may perform 1 free Camp Action (even if you have already performed one this turn).

297

You gather a group of volunteers, hand out some ammo and organize a proper hunt. Some citizens get inside primitive boats, others walk into the jungle, while you focus on finding the biggest game in this area. You are a little worried by the fact that most of the actual hunters disappeared in the swamps many days earlier, but every survivor has to know some basics of survival, right?

Check the Outback Chronicles: if **the refugees' leader has survived, see 356.**

Otherwise, test **Survival** (4). You obtain 1 additional for fulfilling each of the following requirements:

- this turn all enemies from the machine row have been defeated
- you have the **Ghillie Suit** gear card
- you discard -1 (you may discard from the Storage or from vehicle sheets of other knights on space 7)

Pass: A few hours in the middle of these stinking, sweltering swamps will turn everyone into a commando. The square in front of the town hall is full of piles of dead crocodiles, snakes, and even more exotic beasts. The proud "hunters" are boasting of their fresh scratches and mosquito bites.

Suffer 1 ☹ and 1 ♣. Each knight gains 1 ⚔ (you gain 2 ⚔ instead). Raise the ramparts durability by ♣. If there are 3+ knights in the game, lay out 1 enemy less in the machine row when resolving the **Wave of Steel** rule next round.

Fail: This was a dumb idea. A few people haven't returned from the swamps – they must've escaped or died. A few more have been badly stung or lost their weapons. Even you are empty handed, though you spent hours on the lookout for any prey.

Suffer 1 ☹ and 1 ♣. Lower the ramparts durability by ♣. If there are 3+ knights in the game, lay out 1 enemy more in the machine row when resolving the **Wave of Steel** rule next round.

298

When you leave the shade of the trees, you spot a group of people in front of the gate – it's Helen and the rest of the council. Your would be victim is pointing his gun at your bound, gagged friends. "I'm James Cook!" shouts the man. "You killed my friends. We don't have many laws around here, but blood is repaid with blood." Then he executes them. Shots are fired and dead bodies fall into the sand.

In a different situation you would draw your weapon, but you realize that all Dike inhabitants are watching you from the top of the fence. You start to consider escaping into the jungle, when James Cook speaks again: "I survived, so you also have the right to live. Go wherever you like and if no machine or swamp beast gets you, then I guess rascals get their second chances, too."

You turn back and walk away waiting for the shot that is never fired.

The knights fail.

299

Triskele stops maybe 50 meters from the gate. Then he points at himself, shakes his weapons and calls in a hoarse voice as if his vocal cords weren't accustomed to speaking: "Me ready to fight! Who comes down to me? You win, robots attack no more. I win, I take my trophies! Close combat only, fangs and claws" he shakes his weapons again. "Nature, like!"

Choose:

☛ No way to miss from this distance. "Fire at will!" you shout. **See 284.**

✓ **At least 1 knight on space 7 is equipped with a melee weapon.** You accept the challenge. Choose 1 knight who meets the requirements. Then **see 319.**

300

Place your knight token on space 22. When there are ♣-1 knight tokens on it, discard the plot token from space 22 (in order to achieve this, the other transmitters have to be disabled).

Take the **card number 4** from the special deck and place it face-up next to the plot sheet. This is the **Blind Watcher**. Starting from the next action, after a knight resolves any action on space 22 except for Regaining Consciousness (but including the Move Action that ends on space 22), the knight

has to resolve combat with the **Blind Watcher**. The combat is resolved according to normal rules except for the following:

- any ☹ dealt to the **Blind Watcher** should be marked on its card using wound tokens.
- if the **Blind Watcher** is not defeated until the end of the round, it deals 2 ☹ to each knight on space 22.

The **Blind Watcher** stays in the game until it is defeated.

If the **Blind Watcher** is defeated, the knight who defeated it may divide the reward from this enemy card freely among all knights participating in the game. Then both the **Blind Watcher** and the plot token on **space 22** should be removed from the game.

301

The lever resists your efforts, but you practically hang yourself on it and finally pull it down. The assembly lines stop. A second later the pale luminance of LED lamps in the production hall is replaced with the furious red of alarm beacons. "Intruder! Intruder!" Speakers hidden in walls are screaming their warning. You start to run.

Test **Blades** and **Survival (4)**. Roll dice for both of these skills and add each obtained ☼.

Pass: The escape through the factory is like an obstacle course. Some security systems must've activated. Even arms of assembly robots are trying to kill you... to no avail.

Gain 2 ⚔. Discard the plot token from your space. Next round lay out 1 enemy less (2 enemies less for 3+ knights) from the machine deck.

Fail: You're running like a madman. Suddenly one of the mechanical arms lifts you up and closes, holding your abdomen. You choke to death the very moment when it crushes your torso.

You are eliminated from the game. Discard the plot token from your space. Next round lay out 1 enemy less (2 enemies less for 3+ knights) from the machine deck.

302

After the ceremony you politely ask for a place to rest and go to sleep. A few hours after dusk, when the whole camp is asleep, you go to grab the loot.

Test **Survival (2)**.

Pass: Crawling slowly like a snake, you make one move after another. You can see a pile of stones, which were used to cover the body. Is it better to remove them quickly? Or should it be done slowly and quietly?

Gain 1 ⚔. Then choose:

☛ You dig quickly. **See 270.**

☛ You slowly remove the stones. **See 343.**

Fail: You rattle the stones as if a Cerberus robot was rummaging through them. A raspy voice shouts: "What in the blazes is going on there?" You slowly withdraw to your bedding.

Nothing happens.

303

You approach a glass-covered elevator. Each step leaves a trail in the dust-covered floor. You push the only button on the panel, but it flashes red. The hall resounds with the same soft, female voice you heard in the elevator leading to the storage hall in Dike. Here it's multiplied by echoes ringing in this vast room: "Authorization required."

A pair of huge, red diodes starts to glow in the corner of the hall and you can hear a metallic clank.

Test Tech (2).

Pass: You quickly rip the cover off the panel and connect a few wires. The elevator comes to life and the sounds in the corner of the hall fall silent. You're going up.

See 331.

Fail: Panicked, you tear the elevator panel apart and try to work something out with the wires. At the same time a bipedal robot raises to its feet. You can already hear its whirring machine guns. The elevator is slowly going down...

Suffer 3 ☹. If you are conscious, see 331.

304

Epilogue: You saved the zeppelin passenger's life.

You had no idea what the guy's name was. After all, with that kind of neck wound he could only rattle. You remember that he was a giant of a man.

However, when you visited New Sydney by some chance, he found you himself. How the hell did he do that in that populous metropolis? You have no clue. But you don't regret a single moment of welcome he prepared for you: juicy kangaroo meat you didn't have to check with your Geiger counter, vodka from before the Scourge, a company of people whose skin was so smooth that you were sure they hadn't left the city for a moment to feel the burning sun of the badlands.

And after all that, you woke up in a comfortable bed. And there were no strings attached, no one to fool you out of this bliss. You settled your goodbyes with Big Bob – 'cause that's what they called him – with a firm shake of your hands and you returned to the wasteland. Well, it's always good to be kind to strangers, isn't it? Just one thing, though. When you'd been waiting at the BBQ for your share of meat, you'd recalled the screams of the woman burning alive in the cockpit of the crashed flyer...

305

A few hours' drive and the landscape around you starts to change. The sandy waysides of the highway turn greener, with muddy pools and copses of dwarf trees scattered here and there. Finally, the road itself disappears under murky water.

At some point you notice a long dike hidden among greenery deep in the swamp. Another hour and you emerge from the decaying jungle into the open. The dike runs across an unnaturally round lake. There's an artificial island in the middle of it, and a small town with a tall wall protecting it. Towers crowned with muzzles of flamethrowers stand vigil over the place. Upon seeing you, tens of armed people swarm behind the fence and man the turrets. A puckered sign next to the road with the phrase: "Welcome to Dike" discourages you from visiting the town.

A hale woman in an old uniform with the characteristic "C" marking Cerbero property appears over the main gate and shouts: "Who the hell are you?"

If you resolved 259 (or 259 and 325), see 360.

If you resolved 280 (or 280 and 325), see 373.

306

The heat is unbearable. You wake up with a taste of metal and your own blood in your mouth. Your shoulders are torn with pain. You can barely see. Your back is burned by hot metal sheets. You realize that they hung you outside the fence. The lake around Dike is evaporating in the scorching sun. The air above the road leading to the main gate is shimmering in the heat. You notice the shapes of robots approaching the town as if through a haze.

"I bet two bullets on you, so you'd better make it till dark" you hear James Cook's voice over your head. The defenders cock their weapons.

The knights fail.

307

Cerbero 'tins' are far from subtle. Thanks to this you easily manage to find cover among rocks and now you're watching a group of robots walking along a rugged road. It looks like they're heading to Dike. The question is – are you going to do something about that? Choose:

☑ It's best to lay low and rest. See 330.

☑ A small avalanche should do the job. See 287.

☑ High ground, sturdy car... You ram the group. You may spend 1 🗡. Then see 355.

308

Your scream awakens people from their stupor. Some start to run, others follow your advice and throw themselves on the sand, others still overturn the tables and hide behind the makeshift cover. The black of night is lit by a bright flash. You can hear screams of the wounded when the bolts of the discharge penetrate the area for a second. There's no trace of Jay – just a dozen-meter wide circle of sand vitrified by the blast. On top of that, a section of the wall has been destroyed. Fortunately, the damage is not serious.

Each knight on space 7 suffers 1 ☹. Lower the ramparts durability by 2 (by 4 for 3+ knights).

309

You're pressing the gas pedal with both legs and watching at the same time as the horizon is rotating in front of your eyes. The truck majestically tumbles down the crater and ends up in the water. The last thing you remember is a deafening roar, whose vibrato is powerful enough to churn the water and cast it a few meters up.

You lose consciousness. Your vehicle is wrecked. If the **Blind Watcher** is in the game, it suffers 6 ☹.

Otherwise, see 300.

310

You're watching a few of the defenders as they're bathing the attacking robots in streams of liquid fire. Suddenly someone returns fire from the other side of the fence! One of the flamer turrets is swept off by the blast and the huge fuel tanks the weapon was connected to explode. Cleaning this mess will take hours...

Remove the **Toasters** card from the game (you gain no reward).

Write "Damaged flamer, 310" on an entry token and place it on the plot sheet next to the Plot Action **Heavy Flamers**. As long as this token is on the plot sheet, the knights cannot perform this Plot Action. When performing the Camp Action, any knight may fix the flamer turret according to normal rules for repairing gear cards (i.e. By spending the **Repair** points). Place 1 general token on the Damaged flamer token for each point spent. When there are 4+ 🗡 general tokens on it, discard all general tokens and the Damaged flamer token from the plot sheet. Each knight on space 7 gains 1 🗡.

311

You stand right in front of them, give them a dirty look and flash a mocking grin. Then you say: "Grab the lever and fetch me some water."

Test **Negotiate** (2). If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: The younger one springs up and after a moment offers you a bucket full of water. You quaff the cool liquid, spilling some of it on yourself. It's the greatest feeling in the world. Then you throw them one more nasty look and walk away.

Gain 1 🍷. Heal 1 🍀 and 3 🍄.

Fail: You seem to have underestimated the punks. One of them quickly pulls out a rusty revolver. The gun is old and you're not even sure if it's loaded, but you prefer not to test it on your own skin. You rise your hands and walk back slowly.

Nothing happens.

312

The bullet hits. A blinding discharge follows. Fortunately, the boy is far enough not to harm anyone but himself. The fence gets damaged, too, but you may always rebuild it...

The locals cheer your shooting expertise and the council members follow suit. Yet, the boy's death and the ruined fence sour the inhabitants' moods.

Gain 1 🍷. Lower the ramparts durability by 2 (by 4 for 3+ knights).

313

You search the control room. A few corpses have red or blue cards strapped around their necks, though the first ones are rarer. You collect a whole bunch and stand before the lever again.

Choose:

✔ You insert 2 blue cards and pull the lever. **See 328.**

✔ You insert 2 red cards and pull the lever. **See 341.**

✔ You insert 1 red and 1 blue card and pull the lever. **See 362.**

314

In the dead of night you are summoned to a secret council meeting. A few trusted guards lead you to the town hall. Helen and the rest of the council members are waiting in the lobby. The woman removes the chain from a door, revealing a small room hidden behind it. When you enter, lights and a panel with a row of numbers from 0 to 3 turn on. A soft, female voice encourages you: "Please choose level. For levels 2 and 3 please use the authorization code." The mayor presses "1". A sliding door hidden until now in the wall closes with a moan of rusted steel.

You are slowly moving down. Strained elevator mechanisms are cracking as if in pain. The council members are sweating, while the guards are nervously looking at you. Only now you notice that all of them are wearing overalls, military suits or aprons with Cerbero patches. You discreetly check your weapons just in case. Maybe 2 minutes later the door opens again. You enter a wide, dimly lit corridor. Helen leads everyone to a large room full of keyboards, screens and levers. One of the walls is transparent. Although decades-old dust settled on the glass, you can still see a huge storage hall full of containers and barrels. Most of them are marked with the Cerbero logo.

Once you overcome your initial shock, Helen says: "Please, sit down. You've been protecting Dike for the last couple of days, but the robots keep coming. We think we know why. We chanced upon this place almost 20 years ago. We managed to scavenge some stuff

from the buildings on the surface and erect a decent settlement. We've brought in many survivors since then. Unfortunately, two months ago something changed" she sighs. "The inoperative elevator started to talk to us and some of these screens turned on automatically. Then the machines came. Apparently, there's something they want in that hall or somewhere in the lower levels inaccessible to us. We have no clue what it might be, but we do have an idea how to thwart their plans."

She points at a large screen featuring a map. You assume it shows the whole continent. There are a few dozen dots surrounded by lines of unclear codes or numbers. Two of them are connected by pulsing lines with a third one, bigger than any other.

"Peter?" the woman says to the scientist-like man you already know. He takes over: "I worked out that something is sending signals to Dike from these two places. I marked their locations on this map" he hands you an old tourist brochure. "Someone must check what's there and break the communication, ASAP. These signals probably guide the machines to us. If you don't handle this, we're doomed."

Place plot tokens (any number) on **space 8** and **22**. Any knight on one of these spaces may perform the Plot Action. When they do, see:

• **288, if the Plot Action has been performed on space 8.**

• **339, if the Plot Action has been performed on space 22.**

From now on the knights have a new plot goal. There can be only 1 plot token (0 plot tokens for 3+ knights) from the ones introduced above on the board. Otherwise, when the time marker would leave the track, **see 277**.

Note this information in the Outback Chronicles.

315

You go to the grandly entitled infirmary. After so many days of fighting this long building covered with sheet tin that used to be a cafeteria is now full of sick and wounded people – dozens of them, actually. Its interior is ringing with moans of pain and reeks of blood. The unbearable heat outside only makes matters worse. A few people are moving around the cots administering medicines or changing bandages. It's time to join them.

Test **Aid** (3). You obtain 1 additional ✨ for fulfilling each of the following requirements:

- this turn all enemies from the machine row have been defeated
- you discard the Med-injector gear card
- you discard 🍄-1 🍄 (you may discard 🍄 from the Storage or from vehicle sheets of other knights on space 7)

Pass: Hours spent by the beds not only enable you to relieve the volunteers helping with the sick, but also enable you to get to know the locals better. Despite exhaustion you feel that you're making a change here.

Each knight gains 1 🍷. Raise the ramparts durability by 🍄. If there are 3+ knights in the game, lay out 1 enemy less in the machine row when resolving the **Wave of Steel** rule next round.

Fail: You are barely able to stand this stench and heat for an hour or two. When one of you vomits into a container full of freshly fumigated surgical instruments, Chris Roberts, one of the council members and the local doctor, discreetly leads you out of the infirmary. You spend the rest of the night fighting with fever.

Lower the ramparts durability by 🍄. If there are 3+ knights in the game, each knight on space 7 suffers 1 🍄.

316

You're blinded by the discharge. The last thing you remember is the heatwave. When you wake up, you see overturned tables, wounded locals moaning in pain and the spot where Jay was standing when the grenade exploded. There's nothing but a dozen-meter wide circle of sand vitrified by the blast. You also realize that your burns are really painful.

You suffer 4 ☹.

317

You cling to every aperture, every composite tile dented by age. Move after move you're climbing higher when suddenly you lose your footing.

Test **Survival** (3). If you are not wounded, you obtain 1 additional ✨.

Pass: You kick the air in panic for a moment, but then you manage to pull up. Adrenaline helps you all the way up.

See 344.

Fail: You break off. You try to slow the fall by stretching your arms to the wall. You break your nails but it's a small price to pay for survival.

Attach 1 Injury card to your knight.

318

You come closer and pretend you grieve with everyone else, simultaneously checking for valuables in their pockets.

Test **Survival** (X). Gain 1 ♠ or 1 ♣ for each obtained ✨.

If you obtain at least 1 ✨: You could take their pants off and they wouldn't notice. You pickpocket one of them, then another and quickly walk away.

If you obtain no ✨: Your intended victim turns around quickly. Seeing what you were planning to do, he quietly threatens you with a knife, but it seems he doesn't want to interrupt the ceremony. You leave quietly.

Nothing happens.

319

Your companion climbs down followed by the looks of all Dike inhabitants. The challenger walks through a half-open gate, which is closed quickly behind. Triskele is already waiting, angry growls on his foul mouth and clubs hitting against each other. The moment your friend reached for their weapon, the mutant roars and rushes to attack!

Draw 1 threat token and place it on the **Triskele** card. The chosen knight resolves combat according to normal rules. They may use only melee weapons during this combat.

If Triskele is defeated, see 329.

Otherwise, see 342.

320

You slowly drive down the slope until you almost reach the pool. It stinks of dead meat rotting for days in water. The surface is rippled. Rusty barrels and rotten planks are floating everywhere. You are maybe 60 meters from the transmitter mast jutting out of the water, but you can see the hydraulic cylinders supporting the antenna dish.

Choose:

✔ You collect some driftwood and build a makeshift raft. **See 333.**

✔ You swim to the transmitter. **See 349.**

✔ You are equipped with a ranged weapon. You aim at the cylinders. **See 361.**

321

You hear a unique buzzing, something flies over the fence and two guards fall down decapitated. A moment later the situation happens again. Terrified defenders jump down from the ramparts. The assaulting machines take advantage of their absence and hit twice as hard. You man the flamers and try to shoot down the flying beast before they breach the wall. Whatever has been attacking from above disappears after its mission is accomplished. Each knight on space 7 may test **Guns** (X). Add all obtained ✨. Lower the ramparts durability depending on the number of knights in the game: 6 / 8 / 10 for 2 / 3 / 4 knights, respectively, minus the sum of the obtained ✨.

Remove the **Steel Dragonfly** card from the game (you gain no reward).

322

You take the most opportune moment and jump out of the tumbling vehicle. You hurt yourself upon the stones but you get up and keep running. Seeing your ride quickly drown in the dirty water is as painful as your wounds.

You get to the transmitter panel and rip out the cables. The dish stops... then breaks loose from the top of the construction with a metallic moan. It bounces a few times from the rocks and rolls straight into the middle of the pool. Dirty water splashes everywhere around. Suddenly you hear an animal roar!

Gain 1 ♠. Suffer 2 ☹. Your vehicle is wrecked. From now on any knight performing the Plot Action on space 22 cannot choose the second option in entry 339.

If the **Blind Watcher** is in the game, it suffers 4 ☹ and you place your knight token on space 22. Otherwise, **see 300.**

323

A column of black smoke marks where the strange vehicle has ended its flight. You notice the crashed gondola: someone is thrashing about inside the burning cabin. Another person is sitting on the ground in deep shock a few yards further, applying pressure to his bleeding neck. You can't help them both.

Choose:

✔ You rush to pull the poor fellow out of the gondola. **See 352.**

✔ You run up to the man sitting on the ground and try to treat his wound. **See 363.**

✔ You got the lay of the land. Now you just need to wait until both of them die. **See 357.**

324

Jay shouts: "B-ball m-mine!", throws himself on the ground and curls up in a ball, covering the grenade with his body. A second later there's a blinding discharge. It's hard to say whether the unwitting sacrifice made by the boy saved anyone. The explosion wounded many people and damaged the fence. It might've been much worse, though. The other thing is – the locals returning to their homes are looking at you in a strange way...

Each knight on space 7 suffers 2 ☹. Lower the ramparts durability by 1 (by 2 for 3+ knights).

325

You set up a camp by the highway. You share the food you have left and fall asleep around a small fire. A thud of heavy steps wakes you up early in the morning. Still drowsy, you look around and realize that a Cerbero construct is passing nearby. Suddenly it stops and scans the area with a greenish, fluorescent beam. When

you start to believe that you escaped its scrutiny hidden behind your cars, a screeching sound pierces the air. The only thing left to do is to get into your cars and smash the 'cans' into pieces.

Starting from the first player, each knight draws 1 enemy card from the machine deck and resolves combat according to normal rules. Remove each defeated enemy from the game. Place each undefeated enemy face-down on a pile next to the machine deck.

Then each unconscious knight performs 1 free Regain Consciousness Action.

The fight was tough but you repelled the robots. The question is – should you push to the west or retreat a few dozen kilometers to the place the refugees came from?

Choose:

♣ You head to the refugees' town. See 305.

♣ You keep going west no matter what. See 372.

326

Test **Guns** (4). When testing, you gain dice from your equipped weapon.

Pass: *There's a shot and the man ends up face down in the mud. You search him, drag him a few meters away and dump him in a dark pool. Inhabitants of this swamp will get rid of the corpse before this day is done.*

Gain 1 ♠. Draw 1 gear card and gain 1 chosen resource. Cross off from the Outback Chronicles that **the refugees' leader has survived**.

Fail: *Darkness, exhaustion, sweaty finger pulling the trigger... There are many excuses but only one result. Your missing shot warns the stranger and he dashes forward deeper into the swamp. You won't catch him. You return to Dike worried but still hopeful that you will get to the town before him. See 298.*

327

The "Guardians of the Well" look at you suspiciously, not sure what you want from them. You rise your hands and repeat: "I can make you a better water-drawing mechanism. Just let me drink some first." It works. They give you a bucket of water and you can finally quench your thirst.

Heal 1 ♠ and 3 ♣. Then choose:

♣ You know nothing about repairing things. Time to run. See 338.

♣ **Your Tech is at least 1 green die.** You've promised to help them, and so you do. See 358.

328

The lever moves smoothly. The assembly lines stop. A second later the pale luminance of LED lamps in the production hall is replaced with the furious red of alarm beacons. "Alert! Alert!" Speakers hidden in walls are screaming their warning and you start to run.

Test **Blades and Survival** (3). Roll dice for both of these skills and add each obtained ✨.

Pass: *The escape through the factory is like an obstacle course. Some security systems must've activated. Even arms of assembly robots are trying to kill you... to no avail.*

Gain 2 ♠. Discard the plot token from your space. Next round lay out 1 enemy less (2 enemies less for 3+ knights) from the machine deck.

Fail: *You're running like a madman. Suddenly, an arc of electricity turns you into a scrap of burned meat.*

You are eliminated from the game. Discard the plot token from your space. Next round lay out 1 enemy less (2 enemies less for 3+ knights) from the machine deck.

329

A two car wide dike becomes a real arena. A flurry of strikes and dodges, sparks struck against armor, heavy breathing of your friend and low shuffling of the monster... A cloud of dust engulfs the combatants. Suddenly you hear a moan and mortally wounded Triskele comes out of the cloud. He takes a few steps in the blinding searchlights, then collapses on the ground. The cheer of the inhabitants is deafening.

Once all is done, you find out that the mutant had explosives strapped to his back, yet he didn't trigger the detonator. Maybe he didn't believe in his own defeat? If not that, you'd have to assume that he could actually understand what an honorable duel is...

The knight chosen before gains 1 ♠ and 2 ♣ in addition to the reward for defeating **Triskele**. Remove the **Triskele** card from the game.

Next round do not lay out any new enemy cards in the machine row.

330

You hide even better and wait until the constructs walk past you. Then you set up a camp. Let the rest worry about the robots – other threats are waiting for you on the road.

You may perform 1 free Camp Action (even if you have already performed one this turn).

331

The top floor. You enter a glass bubble crowning this building. The number of control panels makes your head spin, but luckily for you, only two or three of them are active. It's mostly trial and error, yet finally you discover how to deactivate the device. 15 minutes later you can feel through the quaking of the building that the antennas on the roof no longer work. The screens turn black.

Gain 1 ♠. Discard the plot token from your space.

332

You construct a primitive explosive charge and trigger it from the outside. The blast is deafening. A moment later all control panels and electronic equipment explode. You run off when more explosions destroy the weakened transmitter base, which topples down the crater slope in a cloud of ground concrete. When the avalanche of debris hits the water, you hear an animal roar.

Gain 1 ♠. From now on any knight performing the Plot Action on space 22 cannot choose the first option in entry 339.

If the **Blind Watcher** is in the game, it suffers 2 ♣ and you place your knight token on space 22. Otherwise, see 300.

333

Test **Tech** (2). If your **Survival** is at least 1 green die, you obtain 1 additional ✨.

Pass: *You tie together a few barrels, build something akin to a deck from planks and sail toward the antenna. You unscrew a few of the cylinders and a moment later the transmitter dish leans dead over the water surface. You look down and see a huge, dark shape in the depth...*

Gain 1 ♠. From now on any knight performing the Plot Action on space 22 cannot choose the third option in entry 339.

If the **Blind Watcher** is in the game, place your knight token on space 22. Otherwise, see 300.

Fail: *The raft, poorly knocked together, falls apart when you're half way. You end up in murky, salty water... and instinctively feel that you're not alone.*

Choose:

☛ You keep swimming to the transmitter. **See 264.**

☛ You return to the shore. **See 282.**

334

Hard days of the siege – for Dike inhabitants weeks – leave no one untouched. Despite the danger lurking in the swamps, one by one people start disappearing from the town. Often these are guards who volunteered for the worst night vigils.

One day Helen visits you secretly: "It's time for you to prove yourselves in something more than just combat. You have to give my people some great example, because they closed their ears to the words of comfort spoken constantly by the council members." When you ask, what you could do, the mayor tells you about the locals' needs.

Read the options below, then choose 1 knight on space 7 and decide, which task they should manage:

☛ "A fervent speech will push the citizens to fight even harder." **See 347.**

☛ "Reinforce the gate – security above all else." **See 359.**

☛ "Help the wounded in the infirmary – people will remember this." **See 315.**

☛ "A good hunt in the swamps means more food for everyone." **See 297.**

335

Sounds of shots are coming from the main gate. Bright searchlights and flames spewed forth by the flamers turn night into day. Most of the citizens have already manned the fence, others are running into the heat of battle, leaving the ramparts from the lake side undefended. Something is off here...

You head there and when you are a few dozen steps from the fence you're deafened by the grinding of torn metal sheets. A huge drill pierces the wall. A robot follows and soon the whole section of the fence collapses inside. The machine rushes toward you!

Draw 2 threat tokens and place them on the **Driller**. Choose 1 knight and resolve combat according to normal rules. If the **Driller** is not defeated, it self-destructs: each knight on space 7 suffers 2 ☹, then remove the **Driller** card from the game (you gain no reward).

No matter the combat result, lower the ramparts durability by 2.

336

You ram down the group, scattering machines in all directions. Then you make a circle and hit them again just to be sure they won't get up. Mangled steel crunches under your wheels and electric discharges prove the effectiveness of your feat, though something has surely happened to your ride.

Gain 1 ⚔. Your vehicle suffers 2 ☹. Lay out 1 enemy less in the machine row when resolving the **Wave of Steel** rule next round (2 enemies less instead, if you spent ⚔ in entry 307).

337

Who cares for some coward? He can tell his version of this story in hell. It's you who have fought for Dike. It's you who have won against all odds. He will remain just some stranger met by accident on the road.

338

You throw the bucket at one of the boys and quickly jump into your ride. You leave the punks, surprised and embarrassed with their own stupidity, in a cloud of dust.

Nothing happens.

339

After such a long ride you're as tired as your car. Sun is merciless and heat waves are radiating from broken rocks when you're pouring the rest of your drinking water into the radiator. Suddenly, you feel a breeze which smells of sea, rotten meat and rust. You get inside the car and drive half a kilometer more.

The road ends on the ridge of a naturally looking crater a few kilometers in diameter. One of its walls broke, letting the sea water inside the basin. Huge satellite dishes, radar antennas, and receivers dozens of meters high jut out of the crater slopes and bottom. Some of them are still rotating, some are rusted and leaning above the water, others almost completely drowned in the murky abyss. You watch the devices for half an hour and notice three antennas that are working at a regular pace, time and time again pointing the direction, from which you came.

Choose:

☛ You drive along the ridge to the farthest transmitter. **See 353.**

☛ You try to drive down the steep slope to take a look at the closest transmitter. **See 371.**

☛ You drive to the water line to disable the partially submerged transmitter. **See 320.**

340

You sneak from one tree to another, nimbly avoiding pools of water that could betray you. At the last moment you throw a branch to the side to draw the man's attention. When he draws his gun and takes a blind shot, you jump on him and slit his throat. When you're done, you search his corpse. There's no point hiding it – in an hour there won't be any trace.

Gain 1 ⚔. Draw 1 gear card and gain 1 chosen resource. Cross off from the Outback Chronicles that **the refugees' leader has survived.**

341

The lever moves smoothly. The assembly lines stop. Silence follows and it's even more unsettling than the sound of working machines.

Gain 2 ⚔. Discard the plot token from your space. Next round lay out 1 enemy less (2 enemies less for 3+ knights) from the machine deck.

342

Two cars wide dike becomes a real arena. A flurry of strikes and dodges, sparks struck against armor, heavy breathing of your friend and low snuffling of the monster... A cloud of dust engulfs the combatants. Suddenly your friend's body is thrown out of the cloud and hits the ground. Triskele approaches it and takes the weapon from their stiff hand. "Mine!" he roars to you triumphantly. Then he turns over and walks away slowly, as if he was sure no one will shoot him in the back.

The knight chosen before discards the melee weapon they used during the combat with **Triskele**. Then they lose consciousness. Shuffle the **Triskele** card back into the machine deck.

343

One stone after another you clear the grave. Hours pass and you can see a thin line of the blue sky over the horizon. You finally reach the corpse. There's the revolver. And there are bullets inside. Now the can. You can't believe it. There is petrol inside! Now you just have to get out of here.

Test **Tech** (2).

Pass: You reach your ride, attach the fuel can to it and start the engine. Driving away you leave angry shouts behind you.

Gain 1 ♣ and 1 ♠. Write "Engraved Six Shooter, 343" on an entry token and place it on your vehicle sheet. This token is treated as a gear card. It has a value of 4. When you Barter the Engraved Six Shooter, discard its token.

Fail: The sounds of a starting engine wake up everyone in the camp. A few men look in horror at you and at the dug up grave. When they realize what you have done, they go berserk. This is the last thing you remember.

You lose consciousness.

344

Although you are almost 200 meters above the ground, you can barely feel the wind. Mountain tops encircling this place are much higher. You look around the roof. A few antennas are slowly rotating. They are eroded but still functional. You don't know which is the right one, so you disassemble them one by one and throw them down.

Gain 2 ♠. Discard the plot token from your space.

345

You race through the ravine evading rocks and potholes. Flashing the lights and hitting the horn with your fist you hope to get the flyer pilot's attention and help him find a proper landing place.

Your **Survival** and **Tech** are at least 1 green die each.

YES: You've managed to get ahead of the slowly descending airship and find a rock plateau big enough to serve as a makeshift landing strip. The pilot steers the machine in that direction. The flyer hits the ground, but when it's all over, a group of grateful passengers gets out.

Gain 1 ♠. Draw 1 gear card.

NO: There is too much input – the difficult path between the rocks, the airship, unknown area... Sooner, or later something had to go wrong.

If you have no green dice in Tech: You fail to avoid one of the potholes. Your vehicle suffers 2 ♠.

If you have no green dice in Survival: You lose your way in the stone labyrinth. Soon, you no longer see the flyer. You lose all remaining actions.

You have no green dice in Tech and Survival: You drive at full speed into the stone plateau. It's perfect for landing, but when you try to hit the brakes... nothing happens! You crash on the mountainside.

Attach 1 Malfunction card to your vehicle.

346

Test **Guns** (2).

Pass: You quickly draw your gun and shoot.

See 312.

Fail: You reach for your gun but do not take a good aim.

See 368.

347

You ask your companions to gather the locals in front of the town hall. In the meantime you repeat for the last time the short speech you wrote and deal with all the necessary preparations – a dais made of palettes, the council standing behind the makeshift lectern, a few spectacular trophies left after destroyed machines to add some flavor. Finally, you are ready. You ascend the dais and see over a hundred of exhausted, dirty people.

Check the Outback Chronicles: if **the refugees' leader has survived**, see 263.

Otherwise, test **Negotiate** (4). You obtain 1 additional ✨ for fulfilling each of the following requirements:

- this turn all enemies from the machine row have been defeated
- your **Tech** is at least 1 green die
- the ramparts durability is at least 6

Pass: As you're speaking about the triumph of humans over machines and about the bright future of Dike strong with wisdom of its council and diligence of its inhabitants, the locals are rising their heads with pride and their eyes shine with fierceness. This night no one will go to sleep, no one will retreat! It's high time to show the 'cans' where they belong!

Each knight gains 1 ♠. Raise the ramparts durability by ♠. If there are 3+ knights in the game, lay out 1 enemy less in the machine row when resolving the **Wave of Steel** rule next round.

Fail: You forget what you were to say in the middle of the first sentence. You stammer and choke on your own words while balancing comically on the planks of the makeshift dais. Time and time again you look back on the council members and you don't really know what fazes you more: the intense looks of hungry, tired inhabitants or the lowered heads of local rulers who know that all is lost.

Lower the ramparts durability by ♠. If there are 3+ knights in the game, lay out 1 enemy more in the machine row when resolving the **Wave of Steel** rule next round.

348

For a few hours you work with the group of newly met rovers to replace a broken axle in the biggest of their trucks.

Test **Tech** (3). If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: Everything went well. Despite exhaustion, you share a meal and stories from the road over a raging fire.

Gain 1 ♠. Heal 1 ♣ and 2 ♠.

Fail: The jacks supporting the vehicle give in at the least opportune moment. A few people are squashed – including you.

Attach 1 Injury card to your knight.

349

The distance isn't big but every now and then you hit underwater rocks and floating debris. On top of that, the salty, dirty slush reeks horribly. At some point you feel that something is trying to pull you down. Scared to death, you start to flail the water with your arms and legs to quickly get to the transmitter.

Test **Survival** (3). If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: Whatever tried to get you, it failed. You nimbly climb the antenna and damage the hydraulic cylinders of the dish. A moment later this whole machinery stops. You look into the

water and realize that some horrible creature is emerging from the depth...

Gain 1 . Suffer 1 . From now on any knight performing the Plot Action on **space 22** cannot choose the third option in **entry 339**.

If the **Blind Watcher** is in the game, place your knight token on **space 22**. Otherwise, **see 300**.

Fail: *Something is pulling you under the surface. You choke, but keep fighting for each breath. Finally, you get to the transmitter completely exhausted and damage its hydraulic cylinders. The device ceases to work. In the meantime, some horrible beast emerges from the water behind your back...*

Gain 1 . Suffer 1 and 1 for each missing . From now on any knight performing the Plot Action on **space 22** cannot choose the third option in **entry 339**.

If the **Blind Watcher** is in the game, place your knight token on **space 22**. Otherwise, **see 300**.

350

You leave Pumps. You won't find anything to do here. You head west looking for fuel in wrecked cars and scavenging around ruined settlements. One evening, you're driving on a well-preserved highway lane. Suddenly you notice a group of travelers in the distance. You hide behind a totaled truck and prepare for a confrontation. When the strangers are three or four hundred meters away, you realize they look rather harmless. They're traveling with all of their belongings – they're carrying huge bags or backpacks, push overburdened bikes, even wheelbarrows full of clothes and cans. The group consists of all kinds of people – old-timers, middle-aged men, small children. All of them look dirty and exhausted.

When they are a few dozen steps from you, a few armed men appear in the front of the crowd.

"Leave us alone, please! We just want to pass!" calls out one of them. "We're running away to the east!"

Choose:

You show yourselves with your weapons lowered and ask what happened to them. **See 259**.

They look poor and weak... The very reason for you to terrorize and rob them. **See 280**.

351

You realize that for no apparent reason the shootout stops and the powerful searchlights by the gate reach far toward the jungle. You climb the fence. The machines have retreated. A huge, three-armed mutant is slowly approaching from the tree line. He's holding a long spiked club in each hand and the whirring sound of his mechanically enhanced limbs is echoing over the lake.

Choose:

Let's see what he – or it – wants. **See 299**.

At least 1 knight on **space 7** is equipped with a ranged weapon and has at least 1 . It's a great chance to take the mutant down. Choose 1 knight who meets the requirements. Then **see 366**.

352

You reach the cabin door. You pull as hard as you can, but the crash has incurred them.

Test Blades (3). If you are equipped with a melee weapon, you may break it to obtain 1 additional .

Pass: *Finally the door opens. You reach inside and, despite fire and choking smoke, you manage to pull the pilot out. She's coughing, her face is covered with blisters and blood is flowing down from a cut on her cheek, but at least she's alive. Unlike her companion, who is giving out his final, wheezing breaths.*

Gain 2 . Note that **you saved the zeppelin pilot's life (285, epilogue)** in the Outback Chronicles.

Fail: *You don't give up despite the burning metal of the handle and smoke filling the cabin. Finally, totally exhausted, you fall to your knees. You helplessly shift your gaze between two corpses – one burning to a crisp in the cabin and the other sinking slowly in the pool of his own blood.*

Suffer 2 .

353

You reach the concrete base topped with the transmitter dish. There's a door installed in the base. A few kicks and you're inside. Monochrome screens glow softly in the dark. You also see a fuse box.

Choose:

You reprogram the transmitter. **See 365**.

Discard 2 and/or (in any combination). You improvise a bomb. **See 332**.

354

You look at the sky and almost let go of the steering wheel. A strange aerial vehicle resembling a rugby ball with a gondola car attached under flies above your head. A huge plume of smoke billows from the machine.

Choose:

You wait until the strange contraption crashes. There might be valuable loot in the debris. **See 274**.

You drive towards the crash site to help the wounded. **See 323**.

You have a **Light** or **Medium** vehicle. You push the pedal to the metal hoping to prevent the catastrophe. **See 345**.

355

You're gaining speed as you're driving down the slope. The engine is howling like a wounded wolf, barely able to contain the horsepower. The machines turn to face you but they stand no chance – it's too late to evade your vehicle.

You have a **Light** vehicle. **See 276**.

You have a **Medium** vehicle. **See 289**.

You have a **Heavy** vehicle. **See 336**.

356

You've been waiting for two hours ready to ambush your prey. Suddenly you spot a man trudging through the swamp. You recognize him as the leader of the refugees you attacked some time ago on the road. It seems he's heading to Dike.

Choose:

You follow him. **See 369**.

Your **Survival** and **Blades** are at least 1 green die each. You sneak behind him. **See 340**.

You are equipped with a **ranged weapon**. You take him down while he's facing away. **See 326**.

357

A few minutes later, it's all over. The cries of the pilot subside. She must have choked with smoke. And the passenger dies giving out his final, wheezing breaths. You can finally look for some loot in peace.

Gain 1 . Draw 2 gear cards.

358

The well crane looks like it's about to fall apart. The pole is tied clumsily to two crossed stumps with some kind of dried plant fibers. This all needs to be thought over and reassembled... You work until the evening, but you can drink as much as you like during the process.

Gain 1 ♠. Then you may perform 1 free Camp Action (even if you have already performed one this turn).

359

You get to work together with your fellows, enlisting a group of locals whom you've befriended most. You gather metal sheets, planks, composite tiles left in ruined houses, tools... For a couple of hours you toil hard to secure the gate. Do you think it will be enough?

Test **Tech** (4). You obtain 1 additional ✨ for fulfilling each of the following requirements:

- this turn all enemies from the machine row have been defeated
- your **Repair** is at least 3
- you choose to perform 1 action less next round

Pass: You have been working for the whole night but the result is jaw-dropping – heavy gate bristling with steel spikes, reinforced from inside with chains, slabs of welded metal and wooden beams. They should stop the attacking robots more effectively.

Each knight gains 1 ♠. Raise the ramparts durability by ♠. If there are 3+ knights in the game, lay out 1 enemy less in the machine row when resolving the **Wave of Steel** rule next round.

Fail: Hard work brings results – the gate looks like it could withstand even the most powerful construct... At least it seems so until the moment you slam it shut. Loosely screwed metal sheets fall off, crooked slabs won't slide into place, and a few well-placed hits with an axe reveal how weak the wooden segments are. All your toil for nothing.

Lower the ramparts durability by ♠. If there are 3+ knights in the game, lay out 1 enemy more in the machine row when resolving the **Wave of Steel** rule next round.

360

You relate your encounter with James. You also add that you'll gladly help defend the settlement if you get some supplies and petrol once everything ends. The woman exchanges a knowing look with someone inside, then waves at the guard. The double gate reinforced with metal sheets opens. You see a town made of prefabricates. The only sturdy, brick-and-mortar building is the town hall. It stands in the very center of this walled settlement.

A crowd of wounded, exhausted people has already gathered around you, but the guards swiftly guide you straight to the town hall. That's where you meet the council headed by Helen Strong, the woman who spoke to you earlier. You are quickly updated on the events from the past week and then the council members give you a tour around Dike. The moment you agree to help Helen shows you a small storage with some guns, ammo, and meds for your personal use. "I sincerely hope you're worth it" – she says before she leaves.

SETUP:

- Set aside ♠ resources of each type. Search the gear deck for the **Machete** (and a **Vest** for 3+ knights), flip the card(s) to their working side and set them aside along with the resources. This is the **Storage** you will have access to later.

Go to the plot sheet **DIKE BESIEGED**.

361

You take your aim. When you're about to shoot, you notice some movement under the water. Something is quickly approaching the shore!

Test **Guns** (3). You may spend 1 ♣ to obtain 1 additional ✨.

Pass: The shot echoes in the crater. Hydraulic fluid gushes from the damaged cylinders and the dish of the antenna leans over the water. At the same time tentacles spring from under the surface forcing you to flee.

Gain 1 ♠. From now on any knight performing the Plot Action on space 22 cannot choose the third option in entry 339.

If the **Blind Watcher** is in the game, place your knight token on space 22. Otherwise, see 300.

Fail: You spend too much time aiming, then, panicked, you raise your weapon too high and bullets fly over the target. When tentacles spring from under the water you have no time to dodge.

Suffer 2 ☠. Then, if the **Blind Watcher** is not in the game, see 300.

362

The lever moves smoothly. The assembly lines stop. A second later the pale luminance of LED lamps in the production hall is replaced with the furious red of alarm beacons. "Alert! Alert!" Speakers hidden in walls are screaming their warning and you start to run.

Test **Blades** and **Survival** (2). Roll dice for both of these skills and add each obtained ✨.

Pass: The escape through the factory is like an obstacle course. Some security systems must've activated. Even arms of assembly robots are trying to kill you... to no avail.

Gain 2 ♠. Discard the plot token from your space. Next round lay out 1 enemy less (2 enemies less for 3+ knights) from the machine deck.

Fail: You're running like a madman. Suddenly you trip and fall into a service pit full of spent oil. You choke on the blackish liquid as you try to draw your last breath.

You are eliminated from the game. Discard the plot token from your space. Next round lay out 1 enemy less (2 enemies less for 3+ knights) from the machine deck.

363

You treat the wound trying to ignore horrifying shrieks of a woman burning alive inside the cabin.

Test **Aid** (2). If you have the **Medkit** or **Doctor's Bag** gear card, you obtain 1 additional ✨.

Pass: You stop the bleeding with a piece of cloth torn from your shirt, talking to the injured fellow to stop him from losing consciousness. Then you dress the wound properly using the first aid kit from your vehicle.

Gain 2 ♠. Note that you saved the zeppelin passenger's life (304, epilogue) in the Outback Chronicles.

Fail: Blood is seeping through the clumsily put dressing. The man is desperately gasping for air. The breaths are shorter and shorter. The only thing you can do now is to accompany him on his last journey. Nothing happens.

364

A powerful explosion shakes the town. One section of the fence collapses under the robot's onslaught. Though the machine turns into a fireball as a result of the suicide attack and a few minutes later it's nothing but a pile of molten metal, the damage is done.

Lower the ramparts durability by the drawn enemy's **Health**. Then remove its card from the game (you gain no reward).

365

Test **Tech (3)**.

Pass: You analyze the algorithms of the automatic functions of the transmitter and scramble them successfully. Suddenly you fall down on the floor paralyzed by high-frequency sounds. Then you hear an animal roar echoing from the crater walls.

Gain 1 . Each knight on space **22** suffers 1 . From now on any knight performing the Plot Action on space **22** cannot choose the first option in entry **339**.

If the **Blind Watcher** is in the game, it suffers 2 and you place your knight token on space **22**. Otherwise, see **300**.

Fail: You don't understand how to use the panels. You keep pushing buttons randomly and hope that something good will come out of it. In the end it seems you only strengthened the signal...

Draw a card from the machine deck and lower the ramparts durability by the drawn enemy's **Health**. Then remove its card from the game.

366

The knight chosen before spends 1 and tests **Guns (4)**. When testing, they gain dice from their equipped weapon.

Pass: Your companion takes a good aim of the monster, holds their breath... The creature falls upon the ground face forward, with a bullet hole in its head. The defenders yell, cheer and clap their hands. At this very moment you notice explosives strapped to the back of Triskele's armor. The blast casts everyone off the fence.

Remove the **Triskele** card from the game (you gain no reward).

The knight chosen before gains 1 .

Each knight on space **7** suffers 1 . Lower the ramparts durability by 1.

Fail: Your companion aims, gently squeezes the trigger and... misses! The mutant dodges the bullet with inhuman speed as if he sensed the shooter's intentions. Then he makes a bloodcurdling roar and dashes forward. You are transfixed. When the mutant is a few steps from the gate, he simply explodes.

Remove the **Triskele** card from the game (you gain no reward).

Each knight on space **7** suffers 2 . Lower the ramparts durability by 2.

367

You tell the rovers about the town, offering them a good place to regroup and a chance to take revenge on the machines that attacked the group. People are eager to go to Dike, but the real issue here is describing the best route to get there.

Count the spaces between your space and space **7 (Dike)** as if you wanted to move there yourself and divide the sum by 2 (rounding up). Then test **Survival**. The Difficulty Level of this test is equal to the result of the calculation. If you have the **Road Map** gear card or you are the **Trailblazer** or the **Avenger**, you obtain 1 additional .

Pass: You explain to the group's leader how to safely guide the convoy and warn him about the robots besieging the town. Then you shake your hands and say goodbye.

Gain 1 . Raise the ramparts durability by the Difficulty Level of the test + 1. This effect may cause the ramparts durability to go above 10.

Fail: You're doing your best to describe the route, but once the group leaves, you realize you could have done this much better.

Raise the ramparts durability by 1.

368

The bullet misses. Jay gets scared and rushes toward the tables with the grenade in his hand. People turn away and run off, trampling and pushing each other. The blast turns night into day for a second. A heatwave washes over the crowd. Then all you can hear are screams of wounded and burnt men. As to Jay, the boy is no more. Only a slab of molten sand tells where he was standing at the moment of the explosion.

Each knight on space **7** suffers 3 .

369

You're trying to keep up with the stranger, but he knows the land much better than you do. You have to start running if you don't want to lose him. Breaking branches and splashing water lure one of the beasts inhabiting this place.

Search the matching wasteland deck for the first enemy. Resolve combat according to normal rules.

If you defeat this enemy, see **268**.

Otherwise, see **286**.

370

One day passes. Then another. You check your food and ammo reserves, because all petrol was used up to shoot the flamers long time ago. All around the walls of Dike there's a cemetery of destroyed machines – their charred, bullet-riddled wrecks block the gate, pile high around the damaged fence and stick out of muddy water, pointlessly bothered by crocodiles.

A week later you're almost sure this nightmare is over. In spite of this, it's no place to cheer or carry proud heroes in outstretched hands. You shake hands with everyone, appreciating the simple fact of your survival. This is your reward. The inhabitants have a lot to do if they want to bring Dike to its former shape, but then again – it's their home. As for you – the road awaits. You take what was promised to you and move on. You are the waste knights, after all. Your real home is where you can park your rides.

The knights win. Resolve all epilogue entries noted in the **Outback Chronicles**. Additionally:

Check the **Outback Chronicles**: if *the refugees' leader has survived*, see **337**.

371

The uneven surface of the crater poses the biggest challenge. You accelerate to avoid sliding from the incline, but rough terrain and steepness of the slope are a real challenge.

✓ You have a **Light vehicle**. See **266**.

✓ You have a **Medium vehicle**. See **279**.

✓ You have a **Heavy vehicle**. See **291**.

372

You encounter no machines closer to the Great Divide. One or two clashes during stops, a few mad escapes, and the problem you have is that you're running on fumes. Fortunately, after a week's drive you notice a huge camp looming on the horizon. You will probably join some caravan or a group of settlers. Or maybe you'll stay there a little longer and work in the camp itself to earn your passage through the First Bridge? The point is – your adventure with the Cerbero constructs ends right here.


The game ends immediately. You decided not to get involved in the war between humans and machines.

You look at each other and weave a tale about how you found over a dozen massacred, robbed bodies – some bikers must've done that – and a wounded man who'd managed to crawl away from the road. You found a map on his body and that's how you've ended up here. To support your story you wave with your finding and describe a few people you recently shot. The woman seems horrified. She waves at the guard and the double gate reinforced with metal sheets opens. You see a town made of prefabricates. The only sturdy, brick-and-mortar building is the town hall. It stands in the very center of this walled settlement.

A crowd of wounded, exhausted people has already gathered around you, but the guards swiftly guide you straight to the town hall. That's where you meet a group of people who comprise the town council under Helen Strong, the woman who spoke to you earlier.

"For the past month we've been fending off attacks of robots" says the mayor. "We've entrenched ourselves but we won't last long anyway. On top of that we've lost so many good people..." For Helen it goes without saying that you'll help the besieged town and before you even have a chance to protest, the council members give you a tour around Dike. When Helen shows you a small storage with some guns, ammo, and meds for your personal use, you conclude that you might as well stay here, shoot down a couple of 'cans', and wait for your chance to escape this siege.

SETUP:

- Set aside  resources of each type. Search the gear deck for the **Machete** (and a **Vest** for 3+ knights), flip the card(s) to their working side and set them aside along with the resources. This is the **Storage** you will have access to later.
- Go to the plot sheet **DIKE BESIEGED**.

SUNKEN TREASURES

1

During your recent visits in New Sydney you've noticed a growing commotion among the traders. They've banded together, created a cartel, and they're slowly limiting access to their resources, pissing off not only the locals, but also visitors looking for supplies. Merchants are buying out every valuable item they can get their mitts on, offering low quality junk in exchange. There's a rumor going among the travelers and adventurers that the cartel is looking for tough guys ready to take on some dangerous challenges. Despite the risk you decide to give these desk jockeys a chance.

Place your knight figure on New Sydney. This is the HQ of the **Merchant Cartel**.

You don't have to wait too long in the cartel office. Soon you stand before a podium. Only their boots can be seen at your eye level. You look up, but their faces blend into a background of bookcases filled with binders and broken computer displays. The figures whisper to you: "Time is money. We came across a place, which will strengthen the position of New Sydney in the wastes. However, we're not the only ones, who know of its existence. Others are also making efforts to snatch some of the loot for themselves. The main prize is the Blue Tomb, a shelter buried somewhere in the interior. We need strong allies and support to win." Then a piece of paper floats in your direction. "This is the cartel's letter of safe conduct. On it, you will find places, which might potentially help you with our endeavor. Go and get the prize. You won't regret it."

Place your knight tokens on the following spaces: **3, 21, 36, Pumps**.

Remember to resolve the special ability of your faction at the beginning of round 1.

2



Your actions in the Waste haven't gone unnoticed. The people you meet, upon seeing the representatives of the most powerful organizations shaking the whole continent, try to gain something for themselves. Sometimes it's a group of beggars rising their hands to your rides, at other times it's a makeshift blockade, and from time to time there are representatives of some backwater community hoping to get your help in solving their problems.

Each knight resolve the following:

Test **Aid (2)** or **Negotiate (3)**. You may discard X chosen resources to obtain 1 additional success for each discarded resource.

Pass: A few hours spent with common survivors changes your perspective of the world, and the challenges they face every day now feel are as important as your mission.

Gain 1 .


Fail: Lack of understanding on your part is met with aggression. Your vehicle suffers 2  for each missing .


3

You reach a small settlement called Borroloola. Upon seeing you, the residents hide in their makeshift bungalows. There are also some industrial buildings not far from the settlement, with Cerbero logo on the walls. The factory is in ruins, but the residents managed to start up some of the machines. A quick chat with the village shaman explains everything: locals use the factory to make fish products and process crocodile skins. You offer them a permanent selling market in New Sydney. The question is, how will you negotiate the details?

Choose:

 You organize the cargo shipmen on your own. **See 219.**


 In exchange for the shipment, the shaman asks you to handle a local problem. **See 180.**


 **You are the Trailblazer or the Mercenary.** You decide to hunt the biggest crocodile in the area. **See 129.**

4

The closer you get to the coast, the worse the highway becomes. When you enter an old bridge, connecting the continent with Kangaroo Island, you have to maneuver between the holes, through which you can see the ocean dozens of meters below. Finally, you reach a rocky shore. An oil rig towers over the water. There are parts there, which might increase the chance of successful expedition for the corsairs.

Choose:


 You try to remove the parts on your own. **See 48.**


 It's impossible to do it alone – you search for help at the small wharf below the road. **See 109.**


 **You are the Mechanic or the Scientist.** You tinker with the rig. **See 136.**

5

As you drive aggressively onto a plateau, you see the rays of the setting sun enveloping a lonely Aborigine in a red shroud. The shaman is scantily dressed. His face and chest are covered with white, incomprehensible symbols. The man starts a huge fire. Its light blinds you for a moment. Squinting your eyes, you see his shadow taking a shape similar to a bird. "The Great Kangaroo Spirit told me you would come, traveler" says the man in an odd accent. Choose:



 You sit by the fire and watch the ritual. **See 59.**


 "Poor looney" you think and try to culturally enrich the shaman. **See 98.**

 **You are the Spirit Warrior or the Priest.** You take an active part in the ritual, sensing that this place is strongly connected to Mother Earth. **See 133.**


6

You barely reach the place pointed by the Communicator – a high hill covered with bush. You look around and see a natural elevation with a huge, rusty antenna dish on it. Ivy entwined it so hard it's almost impossible to notice the steel structure under it.

Your vehicle suffers  based on its type: 1/2/3  for a Light/Medium/Heavy vehicle. Then choose:


 You connect the Communicator to the control module and start the antenna up. **See 211.**


 You clear the ivy to improve the handling of the dish. **See 190.**

 **Your Survival and Tech are at least 1 green die each.** You tinker with the motors which rotate the antenna. **See 159.**

7

You are making good progress. People, mutants, machines – everyone works together operating the heavy equipment, which pumps out the water from the lake. Streams of water and mud flow down the hills surrounding the complex. Finally, the water level goes down and all the workers can see the depressing view of the flooded mining town. First scavengers get to work, gathering any valuables they can from the areas which were under water a moment earlier. You're not interested in such trifles, because you can see your main target: the entrance to the mining complex buried under boulders.

The knight who has won this excavation stage **permanently** upgrades their 1 chosen excavation die. Each of the remaining knights gains 1 . Additionally, each of the remaining knights with less than 4 excavation dice permanently gains 1 white excavation die.


Next, each knight who has made the excavation roll this round gains a number of chosen resources equal to the half of  they have obtained in their roll (rounding up).

Discard all knight tokens from the board (they are returned to their owners) and flip all plot tokens to their active side. Move the time marker to the next space of the excavation track.

8

As you race through a flatland, you encounter an uncommon sight. Over a dozen of dromedaries, connected with ropes, are carrying luggage of a few wanderers. You've met wild herds of these animals many times, but you've never seen them carrying someone's belongings.

Choose:

 You drive up and trade with the caravan. **See 23.**


 **One of the dromedaries is lagging behind.** You decide to make use of this opportunity. **See 60.**


 **You represent the Merchant Cartel.** You warn the caravaners to trade only with the cartel representatives. **See 78.**


9

Travelling through a sun-scorched region, you encounter a rusty truck, big as a house and loaded with scrap metal. Heavy steel armor plates barely hang on the frame and when the vehicle stops by your ride, pieces of junk land in the dust. A few short, hooded figures in brown gowns jump out of the car. "Smelters" you think.

Choose:

 Among the junk you notice a few interesting spare parts. Maybe it's worth to trade? **See 218.**

 The Smelters are interested in your ride. You're curious what they will do. **See 182.**

 You could use someone like them at Mount Isa. You tell them how to reach the place. **See 132.**

10

There's always a buzz in the harbor of Alice Offsprings. Pirates sailing under a flag of the All-Mother are patching their boats in dry docks before another plundering raid, elsewhere some sea merchants, who paid handsomely for their safety, are unloading their goods. From time to time some settlers appear on the shore, ready to go to the western edge of the Great Divide.

Place your knight figure on Alice Offsprings. This is the HQ of the **Alice's Corsairs**.

Today things are different. The harbor is unavailable to anyone except for local ships. Only the mutated corsairs, supported by a small group of volunteers tempted by a new adventure and promises of unimaginable wealth hidden in the legendary Blue Tomb, are busily preparing themselves for the journey. The Admiral, a heavysset mutant in a naval uniform, is personally overseeing the preparations, so this has to be a serious matter and Alice seems to share her crews' faith in imminent profit.

"We have some loose ends to tie, before we go to the Tomb" two mutants responsible for recruitment tell you. They hand you a sea-smelling map of Australia with some places marked on it and an oilskin with a hand clutching an anchor painted on its back.


Below the painting there's an inscription: "Rookie". "Represent us properly and you will earn respect" they say as you leave.


Place your knight tokens on the following spaces: **20, 24, 35, Carcassville.**


11

You encounter a small, ruined camp: a few ripped apart and burned tourist tents, a car wreck and bloody guts of some poor blokes. Among the remains you find bottles with "Champagne" labels, balloons with digits on them and about a dozen boxes with strange tubes similar to explosives you've seen in the mines.

Choose:

 You assemble makeshift explosives and give them to a group of miners supporting your faction. **See 168.**


 You assemble makeshift explosives and give them to a group of miners supporting an enemy faction. **See 203.**


 You assemble makeshift explosives and fire them on-site. **See 153.**

12

The flooded mines need to be dried and without a proper equipment it's impossible. That's why you travel to the region full of crude oil fields, which are connected with kilometers of pipelines. There's got to be specialists and spare parts here – after all, there's no difference, whether you pump crude oil, or water, right? The question is: will the Oilers be willing to part with experienced engineers?

Choose:

 You hire portable pumps and the crew. You **temporarily** gain 2 white excavation dice and each of the remaining knights **temporarily** gains 1 white excavation die.

 You try to convince the Oilers to let the pumpers cooperate with you permanently. **See 49.**

13

The huge car is driving at full speed towards the booth. The man is screaming to the handset: "Terminate! Terminate!", then he looks with fear in his eyes at incoming death. The tow truck crashes into the telephone booth and a huge explosion shakes the surrounding area. The blast knocks you down.


You pull yourself together and run to the crash site, but you there are no bodies to be found in truck, or in the telephone booth. You leave this place, unsure of what exactly has happened.


Gain 1 . Suffer 2 .


14

Driving down a forgotten road in the jungle you encounter a vast banana grove and a group of people working in it. The locals, intrigued by your arrival at first, quickly get back to work. Some of them are picking the fruits, others are spending their time on futile attempts to straighten some of the more curvy bananas. While doing it, they are mumbling something about government doctrines and the fruit curvature standardization.

Choose:

 You leave this crazy place quickly. **See 47.**

 **You represent the Merchant Cartel.** Bananas are a good merchandise. It would be great to buy some. **See 70.**

 **You represent the Alice's Corsairs.** Bananas are a good merchandise. If you take some, surely no one will mind. **See 103.**

15

Once again you stand before the row of desks in the cartel headquarters. A woman in big glasses gives you a cold look. You return the letter of safe conduct along with the progress report. There is a silence. The woman reads the papers ignoring you completely. Finally, the cartel manager puts a big stamp on the document and places it on a pile of papers. You understand you were just one of the gears in a big machine.

Check the Outback Chronicles and resolve your entries. Then see 150.

- If you discovered the exact location of Mount Isa, see 31.
- If you discovered the exact location of Mount Isa and found information about a top secret, military project, see 93.
- If you stole from Pumps, see 135.
- If you slew the man-eater crocodile, see 186.
- If the caravan changed its destination, see 210.

16

The communicator starts to emit strange sounds. You quickly pull the device out of your bag. A text is blinking on the screen: "Status: Briefing. Activate option." Below there are three buttons showing a camera, green phone handset and red phone handset symbols.

Choose:

- ✔ You press the camera symbol. See 57.
- ✔ You press the green handset symbol. See 85.
- ✔ You press the red handset symbol. See 127.

17

Choose:

- ✔ You direct the excavation crews to guard the warehouses containing military equipment. See 58.
- ✔ You send the excavation crews to laboratories to retrieve the forgotten technologies. See 110.
- ✔ Your knight is now on the Mount Isa space. You personally get your hands on the best loot. See 140.

18

They say getting down is the worst part. What a load of bullshit. The crisis gets you halfway up the crater. You're losing strength with every passing minute and it's getting increasingly harder to find a good support for your arms and legs.

You cannot use your vehicle until you resolve the following entries.

Choose:

- ✔ You decide to rest in the first place suitable to do so. See 205.
- ✔ "I don't give up so easily!" See 176.

19

You come to a giant quarry, or maybe a strip mine. While passing the main gate you see a board saying: "Looking for treasure? Hire a mobile seekers crew from the Eureka Combine. You point, we search." This is exactly what your employers need! Such specialists surely can be persuaded – in the end it's all about forgotten technologies and adventure.

Choose:

- ✔ You tell them that Mount Isa is a paradise for true adventurers. You temporarily gain 1 blue excavation die.
- ✔ You woo them with a vision of pre-Scourge treasures... and promise a share in profits. See 95.

20

As you wander through the western part of the continent, you keep running into leaflets and recruiters of an organization calling for restoration of the Waste to its former glory from before the Scourge.

One of the speeches you hear finally persuades you to visit the headquarters of the organization known as the Old World Order. It's not easy to find the place described by the recruiter. A base hidden among snowcapped mountains is full of armored men, scientists in lab coats and recruits. You notice and old man in an electric wheelchair accompanied by two guards. He approaches one recruit after another.

Place your knight figure on space 27 – this is the secret base and the HQ of the **Old World Order**.

Finally, he comes to you and says: "Greetings, bold stranger! Together we will bring order and harmony back to Australia and we will lay waste to every last one of Cerbero relics! Thus say I, Jet Redbringer, the oldest of the Order". Then he moves away.

At the same moment one of the guards hands you a leaflet, which states that the organization needs support in a few key issues regarding "cleansing the wastes of abominations originating from the depths of the Blue Tomb." You take your eyes off the leaflet with a map of the continent and out of the corner of your eye you see Jet approaching another recruit. He begins to speak: "Greetings, bold stranger!..."

Place your knight tokens on the following spaces: **25, 28, 34, Gangraen**.

21

Discard gear cards and/or resources with the minimum required value:

- Merchant Cartel / Alice's Corsairs: 4
- Old World Order / Aristoi: 8. Test **Tech** before discarding them. Lower the required value by 1 for each obtained ✨.

Remove the plot token and all knight tokens from space 12. You **permanently** gain 1 green excavation die.

22

You're not exactly sure, what you did to anger the local warlord. Or maybe it was a mayor of a town you left in a hurry? Or you entered some gang's turf without their permission? It doesn't matter now. Passing yet another ruins, you see a makeshift "Wanted" posters hanging on the walls. Someone scribbled poor representations of you and the number of jerry cans they will pay for your heads. You realize there are hired guns after you.

The knight sitting to the right of the knight with 2 tokens on the track (the first player token breaks ties) searched a chosen wasteland deck for enemy cards. Then they place 1 chosen enemy card, face-down, in front of a chosen knight who has no enemy card yet and is conscious. Finally, the knight passes the remaining cards to the right. The next knight and each knight afterwards repeats placing and passing cards according to the rules above. When each conscious knight has 1 face-down enemy card in front of themselves, discard any remaining cards. Next, all conscious knights flip their cards face-up and resolve combat according to normal rules starting from the first player.

Each unconscious knight performs 1 free Regain Consciousness Action instead of resolving combat.

23

Test Negotiate (2).

Pass: The caravaneers happily exchange their wares with you and tell you of the most convenient trails.

Barter (3). Then you may perform 1 free Camp Action (even if you have already performed one this turn).

Fail: The strangers aren't eager to trade the goods they're transporting. They hide behind a contract and the need to deliver their goods immediately.

Nothing happens.

24

A mayor is a mayor – he's the local authority. Since you're representing the organization planning to bring order to the wasteland, it's better to respect local authorities, even if they're degenerates.

"Those bloody miners made... These watcha call'em... unions!" screams bloat-faced Rico. "Business is dying, Gangraen needs new cheap labor. Then I'll be able to give you some of it. Go to the Kimberley slammer east of here. I've heard many poor wretches live there. Maybe they'll be willing to help?"

Move your knight token from Gangraen to space 23 – this is the **Kimberley prison**. You may perform the Plot Action there to talk with the inmates.

✔ If you perform the Plot Action on space 23, **see 114**.

25

Using heavy mining equipment, raw strength of the mutants and the experience of miners from all corners of the Waste have paid off greatly. Together you manage to remove even the biggest boulders and the survivors let fresh air into the infernal tunnels of Mount Isa for the first time in decades.

Scavenging crews rush into the mine tunnels. Their euphoria quickly turns into panic, as toxic fumes and high radiation levels take a deadly toll. The few survivors rave in agony about a cave and a big armored gate.

The knight who has won this excavation stage **permanently** upgrades their 1 chosen excavation die. Each of the remaining knights gains 1 ♠. Additionally, each of the remaining knights with less than 5 excavation dice **permanently** gains 1 green excavation die.

Next, each knight who has made the excavation roll this round gains a number of chosen resources equal to the half of ✨ they have obtained in their roll (rounding up).

Each knight on the Mount Isa space suffers 1 ♣ and 1 ☹. Place a ♣ danger token on the **Mount Isa** space.

Discard all knight tokens from the board (they are returned to their owners) and flip all plot tokens to their active side. Move the time marker to the next space of the excavation track.

26

Choose:

✔ You direct the excavation crews to guard the warehouses containing military equipment. **See 72**.

✔ You send the excavation crews to laboratories to retrieve the forgotten technologies. **See 121**.

✔ **Your knight is now on the Mount Isa space.** You position your forces in key locations and use the mutagen you've found here. **See 179**.

27

You are well aware that excavation without heavy equipment is doomed to fail. So you go to the region formerly famous for its amethyst mines. There's a mining town there called Dugouts. Huge fields, full of holes and the equipment used to rip the treasures from underground are a beautiful sight for your sore eyes. There is much to be gained here – the locals and their gear just wait for a good employer.

Choose:

✔ You hire an extraction crew with special drills. You **temporarily** gain 1 red excavation die.

✔ **You do not have a Light vehicle and your vehicle has at least 4 🚗.** You requisition the heaviest drill in the name of your organization. **See 201**.

28

You aggressively drive onto a vast flat terrain covered with salt. The salt fields stretch as far as the eye can see. But for the missions from your employers, you would gladly spend more time in this region, testing the capabilities of your ride. In the middle of the barren wasteland you find a rusty plane wreck.

Choose:

✔ You try to scavenge spare parts and resources from the wreck. **See 80**.

✔ There are strange tears on the plane's hull. You decide to check them up. **See 200**.

✔ It's a pile of junk in the middle of nowhere. You leave the crash site. **See 194**.

29

The robots are unaware of your presence. You sit down and have a durry. You wouldn't be able to see such a spectacle even in Rust Waters. At one point, the unidentified robot extends its mechanical arm and releases clouds of white smoke towards its opponent. The Cerbero relic freezes instantly. Its adversary moves away to a safe distance, takes a shot, and the Cerbero construct falls apart. Grub falls out of your wide-open mouth... You are alone among the refinery ruins.

Gain 2 🤖. Note in the Outback Chronicles that **you saw the clash of robots**.

30

It was just another day in the desert. Pedal to the metal, sand in your eyes – just to reach the remains of a highway. Everything changed when you stumbled upon a corpse in a brand new uniform. The poor bloke must have run out of petrol or water. You quickly searched the body. Among his equipment you found an unknown device. Flat, black screen, eye of the camera, solid casing. You cleaned it of the sand and the sun rays suddenly activated the damn thing.

Take the **card number 5** from the special deck and place it face-up next to your vehicle sheet. This is the **Communicator**. It is not treated as a gear card – you cannot lose, break, Barter or exchange it in any way – but it takes 1 🗡. When some effect instructs you to place a general token on this card, place it on the leftmost, empty space of the track shown on the card.

The screen showed a row of characters, then a green, blinking text appeared: "System reset. Agent identification. Perform a thumb scan." A quick moment to think later you pressed to the screen the dead man's thumb that you had cut off with a knife.

"Welcome, Agent Hope. The mission is in progress. Gather the assets necessary to find the Blue Tomb. Four potential targets updated."

Place your knight tokens on the following spaces: **22, 30, 33, Queen's Valley.**

You looked around. A blood red mountain range was looming somewhere on the horizon. Sensing a chance to profit, you placed the thumb in your sack and chose one of the options. A map loaded onto the screen and the target you'd chosen appeared as a blinking dot.

Place your knight figure on **space 27** – this is Uluru, with the Red Tomb hidden underneath, a massive military shelter and the HQ of the **Aristoi**.

31

You discovered the exact location of Mount Isa.

"Excellent" says the woman with a husky voice. "You've handled it very well and finding the Blue Tomb will be a simple formality. Go to the area of the complex immediately and await further instructions" she finishes, then goes back to looking over the slips of paper covering her desk.

32

Residents of independent settlements and towns are growing more and more concerned about the fact that some powerful factions are trying to control the Waste. Common survivors, members of smaller gangs, mutants... All of them are gathering into bigger groups, united by their desire for freedom. Rumors from the trail make it clear that wherever you go, you should expect aggression and lack of understanding for your "cause".

Place 1 **!** danger token on each space with a knight token.

33

You anxiously venture into the area indicated by the Merchant Cartel. It's controlled by ruthless female gangs based in the infamous Melbourne ruins. But the instructions are clear: you must find a person, who can shed some light on an old mine complex. Your time is running out. Gangs of "Maleburn Beauties" have noticed your presence. A quick reconnaissance and you locate your target – the Chronicer hides in the National Gallery of Victoria.

Resolve the entry below based on your character's gender:

If you are a male knight, see 87.

If you are a female knight, see 125.

34

When you reach the hydroponic plantation, you can't believe your eyes. Who would've thought so many useful plant species have survived? You need to find a herb with calming properties – a perfect way to control hot-blooded, mutated workers – but you don't know how it looks.

Suddenly an elderly Aborigine in a plaid shirt and straw hat emerges from thick vines. "I'm the Great Gardener. I take care of this place. What do you need and how do you plan to return the favor?" The old man doesn't look dangerous, but you have a feeling you're not alone here.

Choose:

✔ You tell the Great Gardener about the mission All-mother Alice sent you on. **See 214.**

✔ You try to intimidate the Great Gardener. **See 173.**

✓ **You are the Spirit Warrior or the Mercenary.** You've had the opportunity to talk with Great Gardener a few times, so you simply ask for his help. **See 146.**

35

You pass the poles, which used to be a part of a three-meter-high fence. The complex you encounter is probably a ruined solar park. After travelling a few hundred meters into the complex you hear a fight. You carefully go into its direction. There is a mechanical construct, hidden behind a cracked pane of a solar panel. It's shooting at some unknown enemy.

Choose:

✔ You draw your weapon and attack the construct – someone may need help. **See 163.**

✔ It's better to wait out the shootout. You hide behind the panel. **See 202.**

36

Dense jungle makes it hard to get to the place marked on the device. Somewhere near you can hear gunshots and sounds of a struggle. Using the cover of thick foliage, you drive closer. You can see a ruined complex of, once luxurious, high apartment houses. This is the famous Refuge – a private estate for the elites of the old society. Before you two groups are fighting a fierce battle: some mutants versus humans wearing studded jackets with the symbol of the Old World Order, experts in old technologies and your rivals.

Choose:

✔ You wait in the bushes until one of the groups wins, then continue your mission. **See 63.**

✔ You help one of the groups win. **See 88.**

✓ **You are the Trailblazer or the Scout.** You take advantage of the fact that the opponents are busy with each other and sneak into the VIP's apartment. **See 123.**

37

You know you need to act fast. You race straight to the pier, jump out of your ride and lift the hatch of the boat. Then you realize, you're not alone – a mechanical guardian appears at the far end of the jetty.

Choose:

✔ You ignore the machine and jump inside the submarine. **See 199.**

✔ You get rid of the guardian. **See 178.**

38

At the meeting with the Admiral you competently summarize the progress in executing the instructions. Later his guards lead you to the biggest tavern in Alice Offsprings, where members of your gang already await you. You know tonight's the night – the night when you take off the "Rookie" oilskin and put on the "Member" one. This is your baptism, your welcoming party and may gods have mercy on the Waste! In the morning you wake up as a full-fledged member of the Alice's Corsairs, the scourge of Australia! Check the Outback Chronicles and resolve your entries. Then **see 150.**

• **If you discovered the exact location of Mount Isa, see 84.**

• **If you discovered the exact location of Mount Isa and found information about a strange mutation, see 119.**

• **If you mutated, see 184.**

39

You drive onto a well-preserved highway lane. A few hours later you notice a military truck on the roadside. You carefully check the rusting wreck. There are dried corpses dressed in strange uniforms inside. On the side of the truck there's a bio-hazard symbol and an inscription: "HMAS Stirling" encompassing a stylized anchor.

Choose:

✔ You briefly check the truck and move on. **See 212.**

✔ **Your Survival is at least 1 green die.** You check the truck thoroughly, looking for additional clues. **See 192.**

✔ **Your Aid is at least 1 green die.** You check the truck thoroughly, looking for additional clues. **See 170.**

✔ **You represent the Alice's Corsairs.** The symbol on the truck is strangely familiar. Your gut tells you to check the trailer thoroughly. **See 138.**

40

Extreme working conditions and high radiation levels around the excavation area mean that more and more workers need to be replaced with jury-rigged Cerbero machines. But they are hard to come by. When you hear about a hidden robot factory in the mountains, you go there immediately. Some of the models are perfect for the excavation in Mount Isa, but first they need to be neutralized and then you need to install restraining chips into them.

Search the highway/desert wasteland deck for the **Digger** enemy card and the mountains/scrub wasteland deck for the Driller enemy card and place them next to the board. Then choose:

✔ You try to neutralize the machine and install a restraining chip. **See 69.**

✔ **Check the Outback Chronicles:** if you saw the clash of robots: You know weak points of machines other survivors have never even heard of. **See 137.**

41

You know it's too late to react. The tow truck is driving at full speed towards the booth. Suddenly you hear a swish, then a missile falls from the sky and annihilates the truck. The glow of the explosion blinds you. Only when the dust settles, you're able to assess the devastation. There's no sign of the man in the booth. Intermittent signal coming from the hanging handset is echoing ominously around the area.

Nothing happens.

42

The tentacles of your organizations are tightening harder and harder around common residents of the Waste, wresting all that is good from the Australian land. Now you are sure that the survivors hate you and wearing you employers' symbol has become very risky.

You won't easily forget the last night you spent among strangers. Not only were your rides sabotaged. The locals also poisoned your food supplies.

Each knight attaches 1 Malfunction card to their vehicle. Then each knight rolls 1 red die and suffers 1 ☹ for each ✨ rolled. If a knight rolls 1, they lose consciousness.

The 1st plot ends at the end of round 10 no matter the number of knight tokens on the track.

✔ When all knights have resolved their turns, see 50.

43

Although it's not in line with the OWO instructions, you decide to support the Western Company. You're counting on the fact it has gathered most of the Gangraen miners in some kind of unions. After a few hours of negotiations, you finally come to conclusive terms: the Company wants to make a deal with mutants from the south behind the mayor's back. You accept the terms. You need to

transport some contraband to Carcassville – a shipment of illegal coal.

Write "Illegal coal, 43" on an entry token and place it on your vehicle sheet. It takes 3 ☹. Move your knight token from Gangraen to Carcassville. You may perform the Plot Action there to hand the Illegal coal to the mutants.

✔ If you perform the Plot Action in Carcassville, **see 131.**

44

The choice was obvious. The excavation forces along with the OWO squads concentrated on capturing the warehouses, which was their salvation. Soon fights broke out between formerly allied factions and your armed to the teeth companions decimated their enemies and took the loot from the Tomb. Unfortunately, during the fierce fights, in an act of desperation, your opponents released a mutagen, which changed the heavily armored OWO Dragoons forever.

A few days later you witnessed a massacre in your excavation camp. Manipulated, furious and mutated Order Dragoons turned their leader, Jet Redbringer, into a bloody scrap. The glorious idea of restoring the Waste to its former glory died with him. In time the Order became the most powerful military force. Now, its mutated leaders strike terror in the hearts of Australians.

45

Just when it seemed the goal was at hand, everything that could go wrong started happening. Radiation and biological contamination began to affect the workers. The progress slowed down because worker shifts had to be rotated and the equipment kept breaking down. Morale began to drop, and demons of the past came back in increasingly common conflicts between members of different groups. Luckily, at the least expected moment, your mining crew pulled off the impossible. The sirens are finally singing their song and the steel gate of the Blue Tomb is opening in front of you with a menacing rumble...

The knight who has won this excavation stage wins the game. **See 220.**

46

In the strange device you choose the option: "Bombardment", then you tap the picture with a text: "Activate." A moment later the map of the Waste appears, and you tap a fragment of it. The screen goes blank. Then a progress bar appears, slowly rising to 100%. The screen goes blank again.

Sometime later you can see a glow and a long smoke trail in the sky, disappearing over the horizon. Suddenly an artificial sun shines there...

The space you have chosen is hit by a missile strike. Each knight present there suffers 2 ☹, 1 ☠, and their vehicle suffers 2 ☹. Place a ☠ danger token on this space. Then place a general token on the Communicator card.

47

You prefer not to engage in discussions with the locals. Worse still, you're afraid that their madness can be contagious, and you don't plan on spending the rest of your life doing such a silly job. You leave the grove and take a rest in the jungle.

You may perform 1 free Camp Action (even if you have already performed one this turn).

48

Test **Tech (3)**. If you have the **Electro-tool** gear card, you obtain 1 additional ✨.

Pass: *You've struggled with it for a few hours, but you can proudly report to the Admiral that you've succeeded. You pack the parts on the boat you sailed to the rig on and return to the mainland.*

Move your knight token from space 20 to the leftmost, empty space of the track (ignoring the time marker).

Fail: *Bloody junk. Just as you start to remove the necessary parts, you can hear a series of screeches and crunches. The oil rig starts to tumble down. Time to run.*

Discard your knight token from space 20. Then test **Survival (3)**. Suffer 1 ☠ for each missing ✨. If you obtain at least 3 ✨, gain 1 ⚔.

No matter the test result, you may spend any 2 resources to ask local fishermen for help and cross the Great Divide. If you do, place your figure on **space 36**. Your turn ends immediately.

49

✓ **Check the Outback Chronicles:** if you stole from **Pumps**, instead of resolving this entry immediately see 196.

Test **Negotiate (4)**. You obtain 1 additional ✨ for fulfilling each of the following requirements:

- your **Tech** is at least 1 green die
- you discard 1 gear card
- you have at least 10 ⚔

Pass: *You strike a deal with the Oilers. For a few weeks their best men will be working at Mount Isa.*

Remove the plot token and all knight tokens from **Pumps**. You **permanently** upgrade your 2 weakest excavation dice. Each of the remaining knights permanently upgrades their 1 weakest excavation die.

Fail: *"No can do, son. We need these people here." you hear as you're escorted out of the office.*

Nothing happens.

50

Interlude.

Each unconscious knight performs 1 free Regain Consciousness Action.

The winner of the 1st plot is the faction, whose agent has the most of their knight tokens on the track. In case of a tie use the following order to break it:

Merchant Cartel → Alice's Corsairs → Old World Order → Aristoi

The winning knight resolves the proper entry based on information about their faction noted in the Outback Chronicles.

If the Merchant Cartel wins, see 15.

If the Alice's Corsairs win, see 38.

If the Old World Order wins, see 115.

If the Aristoi win, see 172.

51

Discard ⚙ gear cards with a total value of at least 5. Remove the plot token and all knight tokens from Queen's Valley. Write "Gliders, 51" on an entry token and place it next to the chart on your faction sheet. From now on once per excavation roll you may re-roll all your dice without ✨.

52

The excavation is going too slow. You need every pair of hands. So you go to Kimberley – once the most notorious prison on the continent – where you can still find a few hundred residents. At least that's what the rumors say.

Once you get there, it turns out the place now looks more like a hippie commune – open cells, no wardens, and inside there's an emotionally unstable society, hiding from the horrors of the Waste. It won't be easy to convince them to go out.

Choose:

☛ You force some of the Kimberley residents to help you and send them to Mount Isa. Gain 1 ⚔. Write "Inmates, 52" on an entry token and place it next to the chart on your faction sheet. You may discard this token to treat each ☠ on your excavation dice as a ✨.

☛ Using psychological tricks, you convince the "prisoners" it's time to open themselves to the world. See 164.

53

You reach the place marked in the letter of safe conduct. The sun hides behind a building complex resembling some barracks. You can see a graffiti you've seen many times before in your journeys and realize you've come to the headquarters of the Sun Hounds, a powerful mercenary company. "So, the cartel wants a strike force" you think.

Choose:

☛ You negotiate with the group leaders. See 71.

☛ You challenge the mercenaries to prove your worth. See 90.

✓ **You are the Scavenger or the Avenger.** *Sitting by the campfire you prove that you've spent years on the trail.* See 105.

54

You follow the highway stretching along the southern coast. You stop by Arid Inn – a hive of scum and villainy. It's a small port with a collection of stuffy joints, from fish-smelling taverns to bars frequented by ruthless mercenaries. You ask around for a person able to shed some light on the cause so important for the mutant alliance. Alice's colors on your oilskin open a lot of mouths. People point you to the "Blue Crawfish" tavern and suggest you have a chat with Captain Long John Silver, an old sea dog. Resolve the entry below based on your character's gender:

If you are a male knight, see 81.

If you are a female knight, see 122.

55

Jet Redbringer mentioned during the briefing that there are some naval base ruins in the south of the continent. You can find some parts necessary to construct a bathyscaphe there – a perfect vehicle to penetrate the depths of any flooded place. So, you race along a coastal highway and, after a while, find the first warning signs informing that you're nearing a closed government facility. Suddenly, the road ends – there's a huge crater in front of you. There's no chance to drive through it.

Choose:

☛ You try to get through the crater without the car. See 18.

☛ You try to find another path to the base. See 92.

✓ **You are the Stalker or the Scientist and you have at least 1 ⚔.** *You carefully bypass the crater, conserving your ride.* See 151.

56

You rarely venture out into this part of the Waste. But the red dot on the Communicator screen clearly shows that your target is here, far beyond the shoreline. You ask the locals about potential ways of getting to the indicated place.

Discard 1 chosen resource or gear card. Otherwise, this Plot Action immediately ends.

You get one of the locals talking. He tells you about a mysterious island, which can be reached only by the bridge patrolled by Cerbero machines. You find a strip of the highway leading deep into the ocean and push the pedal to the metal. Fifteen minutes later you pass sinister looking ruins with a mural: "HMAS Stirling Fleet Base". You quickly locate a submarine moored by the pier.

Choose:

✔ There's no time to play games. You go straight to the vessel. **See 37.**

✔ Remembering the local's warnings, you sneak onto the vessel after dark. **See 113.**

✔ You have already placed your knight token from space 22 on the track. You activate the submarine remotely. **See 142.**

57

The screen is wavy for a few seconds, then finally it stabilizes. A person, dressed in a power armor, appears. "Tzzzt... Greetings, Agent Hope. It's good to see you've finally managed to fix the camera interface...tzzzt" you hear a distorted, female voice. "Tzzzt... Let's get down to brass tacks. You've managed to prove your usefulness in the field, therefore you deserve an explanation... tzzzt."

For the next few minutes you listen to Sergeant Beryl Smith, who explains the nature of ongoing operations. Government forces are really looking for the Blue Tomb, but you quickly realize they do it to bury the secrets of the past. You come to a conclusion that the Aristoi inhabiting the Red Tomb have definitely something on their conscience – something concerning the times before the Scourge.

Note in the Outback Chronicles that **you discovered the exact location of Mount Isa and learned about the secret goal of Aristoi activities in that region.**

58

Securing the warehouses turned out to be one of the best decisions you made during the operation. After the initial euphoria of discovery, the fragile alliance came crumbling down and the mutants began their assault. Despite getting into the crossfire from other factions, the cartel managed to reinforce its position and using the newly found supplies it quickly got rid of its competition.

The treasures uncovered in Mount Isa allowed the organization to further strengthen its position as the most recognizable trade mafia in the east. Now, expansion to the west is just a matter of time...

59

You enjoy the warmth of the fire and watch. The Aborigine pulls out a didgeridoo and starts to blow into it. You listen to the music in silence. Then he starts to dance around the flames with a dry stick in his hand. The man scribbles something in the sand. After a while it starts to look like the lands east of the Great Divide. Suddenly he thrusts his stick into the sand. "The Great Kangaroo Spirit has shown me the place you're looking for" says the man, but you listen to him half-conscious. You are slowly sinking into a blissful sleep.

Heal 1 ♣ and 2 ♠. Move your knight token from space 25 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you discovered the exact location of Mount Isa.**

60

Maybe the animal is weaker, or lazy. No matter the reason, it has fallen behind. You take advantage of your ride's speed and the element of surprise to rob the caravan. You await an opportune moment, but the vigilant traders hear your engine. Some losses couldn't be avoided.

Draw 1 gear card and gain 1 chosen resource. Your vehicle suffers 2 ♠. If this turns your vehicle into a wreck, you additionally suffer 2 ♠.

61

You encounter some ruins of a small refinery. Rusty pipes stick out of the ground and run to the ruined building. You drive closer, hoping for some free petrol. You can hear fighting inside. You take cover and watch a fierce skirmish between two steel constructs. One of them is definitely a Cerbero relic. You cannot identify the other one.

Choose:

✔ You watch and wait until one of the machines wins. **See 29.**

✔ The robots are fighting dangerously close to a pump valve. You should use it. **See 89.**

✔ You represent the OWO. You probably listened to one motivational speech too many in the headquarters... You attack the "cans", wreaking havoc. **See 117.**

62

Remove the plot token and all knight tokens from Gangraen. Gain 1 ♠. Then choose:

- Permanently upgrade your 1 excavation die

OR

- Write "Explosives, 62" on an entry token and place it on your vehicle sheet. It takes 2 ♠. When you perform the Camp Action on the **Mount Isa** space, place the Explosives token next to the chart on your faction sheet. From now on in each of your excavation rolls you obtain 1 additional ✨ for each blue and red excavation die you have and ♠ is treated as 2 ✨.

63

The fight goes on forever. Both groups fight fiercely for every meter of the jungle. You wonder, what is their purpose in all this. Darkness falls and along with it – silence. But you're not sure if the fighters have left the Refuge. You decide to wait a bit longer. Unfortunately, exhausted after hours of fighting your way through a thick bush, you fall asleep.

You may perform 1 free Camp Action (even if you have already performed one this turn). If your next action is the Plot Action, you may resolve **entry 104**. If you perform any other action, discard your knight token from space 30.

64

You found information about the research of a mutation of the respiratory system.

The Communicator floods you with information, loading new data all the time. "Tzzzt... Lung mutation project suspended due to statistical probability of an attack on the base. Transfer of the subject to Mount Isa laboratories using outside agents suggested. Tzzzt... Critical error. Subject never reached Mount Isa. Status: locate. Tzzzt..."

65

You venture into a ruined military base. It looks like it was a target of a massive attack. Big craters making it almost impossible to reach the base are a proof of that. While searching for a building, where you could find something useful for the Mount Isa operation, you notice something amazing. A submarine in almost perfect shape is moored to a dilapidated pier. The hatch is open, as if inviting you to explore further...

Choose:

✔ You prefer to take old diving equipment from the base warehouses. **See 97.**

✔ You decide to explore the submarine. **See 126.**

66

You're well aware, what your employers expect of you. Leading the foremen on your last legs you reach the complex. The miners start to plunder the place, the soldiers, who have been guarding them up until now, concentrate on gathering data and securing the items from the laboratories, but your task is different. You find the main office and enter into a console a key received from you employers. When you input the correct sequence, a few red lights light up on the console.

You leave the mining complex safely. Then you hear a hollow boom from underground. Clouds of dust spew out to the surface. Intel units pack up the military equipment and leave Mount Isa, taking all the secrets with them. The Blue Tomb becomes a mass grave once again. Attempts to establish any contact with your employer fail.

A few weeks later, while driving through the desert, you fall into a masked pit. When you try to get out, you notice an older woman aiming a gun at you. She pulls the trigger – you can hear the distinctive click – but there's no shot. Then she says: "Forget about us and never return to the Uluru mountain, or next time the chamber won't be empty..."

67

While an avalanche is thundering down the slope, which you've just been climbing strenuously, you're safely hidden. Which is good news, because there are some dark-skinned, unkempt figures running right behind the stones. A few days later you hear that a similar situation happened in many places around the region. And it's probably the same elsewhere...

Discard all knight tokens from the board (they are returned to their owners) and flip all plot tokens to their active side.

68

You carefully climb onto the lookout and find the corpse of a man. There is a pack of durries at his side and a box of matches bearing the imprint: "Queen's Valley". The body is leaning on a scoped rifle. Just when you're about to free the cadaver of the gear, you hear a voice from the ground: "Jack! You there?"

Choose:

✔ You wrench the rifle from the dead man's hands and shoot. **See 213.**

✔ You lie down on the floor and pretend you're the guard. **See 187.**

✔ You are equipped with a ranged weapon. You're not going to struggle with a corpse. You pull out your own gun and shoot. **See 160.**

69

Choose a ☞ enemy next to the board and resolve combat according to normal rules.

If you defeat this enemy: *Inactive machine is no longer a threat. You install the restraining chip and when the robot restarts, it follows your ride like a puppy on a leash.*

Take the defeated enemy's card and place it next to your knight sheet. Remove it from the game when making the next excavation roll to **temporarily** add the enemy's attack dice to your excavation pool. These dice do not count against the 5-die excavation pool limit.

If there are no ☞ enemy cards next to the board, remove the plot token and all knight tokens from space 8.

If you do not defeat this enemy: *You fight fiercely, but in the end you have to retreat.*

Discard all wound tokens from this enemy.

70

You introduce yourself to the locals as a New Sydney cartel representative and show interest in the fruits.

Choose:

✔ You find shelter in the shade of the banana trees and wait out the biggest heat. **See 215.**

✔ You have gear cards and/or resources with a total value of at least 2. You buy all the curvy bananas, proving that they are as valuable as the straight ones. **See 181.**

✔ You have gear cards and/or resources with a total value of at least 3. You buy all the straight bananas, deepening the faith of the locals in their fruit classification system. **See 145.**

71

It turns out older officers have a negative attitude towards New Sydney merchants.

Test **Negotiate (3)**.

Pass: *Despite some initial problems, you finally manage to persuade the mercenaries and show them that an alliance with the Merchant Cartel will be profitable for them.*

Gain 1 ☞. Move your knight token from space 36 to the leftmost, empty space of the track (ignoring the time marker).

Fail: *The negotiations don't go your way. It turns out the merchants didn't fulfill some previous agreements and the mercenaries feel cheated. The Sun Hounds captain, a wiry woman with a scarred face, decides that the negotiations are over.*

Choose:

✔ You give up. Discard your knight token from space 36.

✔ You desperately jump on the captain and put a knife to her throat. **See 116.**

✔ You have gear cards with a total value of at least 4. You compensate the mercenaries for their previous losses. **See 169.**

72

Although you know the real goal of the All-Mother's operation in this area, it was impossible to keep the brutal and mindless corsairs in check. Bandits put their greedy paws on the weapon stockpiles and emerged from the warehouses armed to the teeth. Seeing a horde of mutants, the remaining factions united once more and covered the beasts with a hail of fire, burying them forever in the Blue Tomb. These events led to a tighter cooperation between the remaining key players of the region and the Alice's Corsairs became shooting targets for everyone.

Although you've managed to avoid the slaughter, you know you will be hunted as a member of their gang for the rest of your days and even All-Mother won't be able to protect you.

73

You welcome the familiar refinery smokes of Pumps with joy. You've visited this place many times to refuel and have some rest... This time not only you have to find someone, who understands the meaning of the word "alliance", but you also have to persuade that someone to form said alliance with the vilified New Sydney. Luckily, you quickly realize that Pumps has a surplus of petrol and is looking for a sales market.

Choose:

☞ You negotiate with the representative of the Oilers, owners of the biggest refinery. **See 209.**

☞ You get rid of the mafia terrorizing the workers. **See 185.**

✓ **You have a Heavy vehicle.** You steal a petrol tanker. **See 141.**

74

The stench of Carcassville distinctly shows that the name of mutant haven didn't come out of nowhere. You've never seen so many non-humans in one place. Stuffiness of the swamps they settled in makes you nauseous. Luckily, the mutants recognize the gang colors and quickly lead you to their elders.

The gargantuan tent has been patched together from sailcloth and the overlay of balloons used by the Queen's Valley fleet. You pass down Alice Offsprings' instructions to the council. The chief mutant with a penetrating gaze talks to you with a gargling voice: "Most of our men are consumed by a strange fever coming from the north. If we don't deal with it, we won't be able to help All-mother".

Choose:

☞ You decide to take care of sick mutants. **See 216.**

☞ You follow the swamps to the north to find the source of the plague. **See 188.**

✓ **You have at least 4 ☒.** You solve the sickness issue. **See 148.**

75

Around noon, judging by the sun's position, you pass a lazily painted text: "Welcome to Gangraen. Lookin' fer adventur? Find it under grund." At this time of day nothing happens in the town itself. The miners are still working and the travelers are curing their hangovers after the previous night. You know that this mining settlement is run by two powers: the perpetually drunk and horny mayor Rico along with his posse, who "guard" the town, and the Western Company, a mining operation owning every hole in the ground in a 50 kilometer radius. No one else is worth talking to.

Choose:

☞ You make a deal with the mayor. **See 24.**

☞ You make a deal with the Western Company. **See 43.**

✓ **There is at least 1 of your knight tokens on the track.** You organize the miners without the town's top dogs involvement. **See 102.**

76

The terrain is getting higher and higher. Suddenly you are stunned by an amazing view: a city grown into a slope of a mountain range, its main transportation a huge elevator. The airspace above is filled with various balloons and airships full of people crowded in baskets or cabins.

You browse around the market stalls and listen to local gossip. Disappointed, you notice that the locals only sound tough, while in reality, they rely on their inaccessible location.

Choose:

☞ You negotiate the alliance with local decision makers. **See 217.**

☞ The enigmatic Queen rules the city since time immemorial. You decide to investigate this further. **See 195.**

✓ **Your have at least any 6 resources.** Since it's Queen you're talking about, she's probably impressed by riches. **See 161.**

77

You carefully place the flowers in your ride. They may be worth something.

Write "Scarlet petal, 77" on an entry token and place it on your vehicle sheet. It has a value of 2. When you Barter the Scarlet petal, discard its token.

78

You approach the caravan confidently. A few words, the letter of safe conduct in your hand and key expressions such as "sales market" and "protection" make the caravan change its destination and head to New Sydney. Its leader promises to trade with any people needing support.

Gain 2 chosen resources. Note in the Outback Chronicles that **the caravan changed its destination.**

79

You encounter ruins of a big, brick building. By one of the walls there is a dirty, glazed cabin – you guess it's a telephone booth. On its roof there is a small antenna dish. There's also a man standing by the booth, looking around anxiously. Suddenly a tow truck races from behind your back. It's heading straight towards the man. He grabs the handset.

Choose:

☞ You jump out of your ride and run to the man to warn him. **See 13.**

☞ You wait to see what happens. **See 41.**

✓ **You represent the Aristoi.** The antenna on the booth looks promising. You start up the Communicator trying to pinpoint the target connection. **See 99.**

80

You tinker with the wreck, but the salt has eaten through everything and any part you touch crumbles to dust. The hull elements have been in contact with the salt for too long. Such a disappointment...

Nothing happens.

81

Your entrée to the tavern results in a moment of alarming silence, then most of the bandits inside go about their business. The captain, dressed in torn rags, rubber sandals fished out of the sea, and a blue-striped t-shirt, greets you with a strange glance. "Corsairs aren't satisfied with the ocean anymore? Information like that is expensive" Silver winks at you and points to a chair next to him.

Choose:

☞ You give the captain some sugar to 'pay' for information. **See 154.**

✓ **You are equipped with a melee weapon.** You introduce the captain to the corsairs' perspective. **See 193.**

82

Although you're a mutant ally, you're not eager to become one of them. You keep a cool head and hide the mutagen inside you ride. Gain 1 Search the gear deck for the **Morphix**, flip it to its working side and keep it.

83

You visit the biggest oasis in the eastern part of the continent – Rust Waters. You want to gather a group of technicians able to control the seemingly infinite number of mining machines, transported to the excavation area. You quickly realize that in this hub of mechanics you can either hire an army of mediocre ones or one true specialist, able to become the brain of the operation.

Choose:

You hire an army of second-raters. You temporarily gain 1 green excavation die.

You have gear cards and/or resources with a total value of at least 8 (4, if you represent the Merchant Cartel or Alice's Corsairs). You splurge on a true expert. See 21.

84

You discovered the exact location of Mount Isa.

Severe headache, bad breath and bleary eyes are no obstacle in reporting the location of the mine complex. The information spreads like fire among the mutants and their leaders divide the forces into two groups. Most of them, along with the newest member – you – will sail north with the nearest ship. The Admiral will go on another mission to the First Bridge.

85

The screen remains wavy. The quality of connection is rather poor. "Tzzzt... Why is your camera still not working, Agent Hope? Tzzzt..." you hear a distorted, female voice. "Tzzzt... How can we trust our outside agent fully, if we haven't seen their face even once? Tzzzt..." your interlocutor asks, annoyed.

A quick talk and a report on the field mission progress, and the discussion is back on track. It turns out the government forces are really looking for the Blue Tomb, which is located in a flooded mine complex in Mount Isa, the biggest mining area in the eastern Waste. Note in the Outback Chronicles that **you discovered the exact location of Mount Isa.**

86

Your employers' forces reached the treasures of the Blue Tomb first, and you knew what was the most important thing for them. You ordered the evacuation of the laboratories along with nerve gas canisters, green mutagen vials and technical documentation. Luckily, the rival groups, busy fighting over weapons and armor, ignored a small group of Aristoi loyalists. This was definitely the right decision – such a small Aristoi squad would have fallen sooner or later under the attacks of other forces in the area.

A few days later you witnessed a massacre of miners in your camp, carried out by your employers' forces. You managed to survive, but the Aristoi packed the equipment to their airships and flew away somewhere to the west.

A few weeks, while driving through the desert, you fall into a masked pit. When you try to get out, you notice an older woman aiming a gun at you. She pulls a Communicator from under her military cloak, throws it at you and pulls the trigger...

87

Getting into the gallery ruins is a real challenge. You have to avoid the "Beauties", who would gladly stick you on their vehicles' blades. Test **Survival** (3). If your **Tech** is at least 1 green die, you obtain 1 additional .

Pass: You drive through a ruined city, guided by your instinct and extraordinary abilities.

Gain 1 .

Fail: You run a few times into motorized groups of tattooed and mutilated women.

Your vehicle suffers 2 for each missing .

Finally, you manage to reach your destination. The Chronicler, who turns out to be a woman, gives you a cold welcome. "Whadd'ya want?" asks an older, wrinkled lady, looking at you from behind pink glasses and adjusting a tourist hat on her head. Without a word you hand her the letter of safe conduct. The Chronicler stands up and leaves. As time passes, you feel less and less confident. Fortunately, the perky old lady returns and hands you a map with an "x" marking the exact location of the complex – it's called Mount Isa.

Move your knight token from space 21 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you discovered the exact location of Mount Isa.**

Then you may spend any 2 resources to pay for a motorboat to transport you through the Great Divide. If you do, place your figure on **space 36**. Your turn ends immediately.

88

Taking advantage of the element of surprise, you join the fight. But who should you help?

Choose:

You help the mutants. See 207.

You help the OWO. See 183.

89

The robots are busy fighting and you realize they didn't pick the best spot for the duel. With one quick motion you can direct a stream of crude oil on them.

Choose:

You sneak up and open the valve manually. See 128.

You are equipped with a ranged weapon and have at least 1 . You shoot off the valve from a safe distance. See 152.

Your **Tech** is at least 1 green die. You start up the pump, which looks functional. See 175.

90

After the sunset you enter the training ground. You are accompanied by torchlight and mercenaries' whistles. There is an arena on the training ground, surrounded by a tall fence. You notice a slowly moving crane lift with a cargo container handing down from it. Suddenly the container lands in the sand and its cover drops with a loud bang.

Search the matching wasteland deck for the first enemy. Resolve combat according to normal rules.

If you defeat this enemy: You skillfully gut the beast, cut its head off and lift it up triumphantly. The whistles die down, replaced with murmurs of respect.

Gain 1 ♠. Move your knight token from space 36 to the leftmost, empty space of the track (ignoring the time marker). **If you do not defeat this enemy:** *The beast chases you around the arena. At the last moment one of the mercenaries gives you a hand and pulls you to the other side of the fence. At least your clumsiness have given the mercenaries a good laugh.*

From now on, when performing the Plot Action on space 36, you cannot choose the second option in **entry 53**.

91

You discovered the exact location of Mount Isa.

"Well done" says Jet happily. "The location of the Blue Tomb brings us closer to the moment when we finally deal with ghosts of the past". He dramatically points far to the east, beyond the horizon. Reassured about the righteousness of the project, you return to the wasteland and the armored door of the stronghold close behind you with a loud thud.

92

You drive towards the ocean, trying to bypass the crater. By the shore you encounter a strange object looking like a 30-meter rusty cigar. It's probably worth to check it out. You park by the submarine wreckage washed ashore like a dead whale. You enter the vessel through a hole in its hull. "What do you want?" A shaggy man with a double barrel shotgun greets you by pressing his weapon to your temple. Choose:

✔ You choose diplomacy. **See 118.**

✔ You choose force. **See 139.**

93

You discovered the exact location of Mount Isa and found information about a top secret, military project.

You think you see a hint of a smile on the woman's face. But the impression passes quickly. The cartel boss begins to mumble something to her companions and the man sitting next to her shows you the door with a quick gesture and a stiff finger. On your way out you hear the woman saying: "Isn't that a message from Maleburn? A government report? This is a bunch of nonsense!" she yells a bit too theatrically and tears the document apart. "If we were to believe the propaganda spewed by that rebellious province, we would still wallow in crude oil, like those maggots in Pumps!" Confused, you quickly leave the office.

94

You venture into an exceptionally wild area. High hills and thick scrub are a natural barrier against unwelcome visitors. At one point you come across a big clearing covered in rows of red flowers. There's a strange smell in the air. On the edge of the clearing you notice a lookout. There's a corpse there, leaning on a rifle. Choose:

✔ You climb up to check the corpse. **See 68.**

✔ You represent the OWO. You remember this plant from the training and know it needs to be destroyed. **See 106.**

✔ You represent the Aristoi. A flap opens at the side of the Communicator and a shining sensor extends. **See 143.**

95

Test Negotiate (4). You obtain 1 additional ✨ for fulfilling each of the following requirements (check the Outback Chronicles if necessary):

- you discard any 2 resources
- you have at least 5 ♠
- **you have a deep scar**

- **you discovered the exact location of Mount Isa and found information about a top secret, military project**
- **you discovered the exact location of Mount Isa and learned about the secret goal of Aristoi activities in that region**

Pass: *The Eureka Combine seekers get into their huge trucks and head to the excavation area.*

Remove the plot token and all knight tokens from space 15. You **permanently** gain 1 blue excavation die.

Fail: *"We won't fill our bellies with stories about underground shelters" says one of the seekers and spits on the ground. "Come back when you have something solid."*

Nothing happens.

96

Working around the lake and inside the flooded adits is very hard. So, you visit Ground Zero, a former military training facility. It is said experimental weapons were tested here. Now it's a refuge for a large group of mutants of all kinds. You find a few individuals, who have lungs, as well as gills. But the locals are reluctant to return to the world, which has hurt them so many times before.

Choose:

✔ You appeal to the aquatic nature of the mutants and ensure them, that even a little bit of help will be appreciated. Gain 1 ♠. Write "Water mutants, 96" on an entry token and place it next to the chart on your faction sheet. You may discard this token when making the excavation roll to obtain 1 additional ✨.

✔ **You have at least 10 ♠.** *You impress the mutants with your reputation and influence – people like them crave father figures. **See 191.***

✔ **Check the Outback Chronicles: if you mutated:** *You convince the mutants you're just like them. Hell or high water, they're yours to command. **See 191.***

97

Remove the plot token and all knight tokens from space 34. Gain 1 ♠. Then choose:

- You **permanently** gain 1 green excavation die

OR

- Write "Diving equipment, 97" on an entry token and place it on your vehicle sheet. It takes 2 🗡. When you perform the Camp Action on the **Mount Isa** space, place the Diving equipment token next to the chart on your faction sheet. From now on you may re-roll 1 die in each of your excavation rolls.

98

You've heard enough scientists' tales about the people, who inhabited Australia before the Scourge. You try to convince the shaman to at least accept an armor and cover his naked body. But he throws some dirt at you and walks away mumbling something in his language. The fire dies down and you find an abandoned talisman on the ground. Maybe this is what the scientists were talking about?

Search the gear deck for a **Lucky Charm**, flip it to its working side and keep it. Move your knight token from space 25 to the leftmost, empty space of the track (ignoring the time marker).

99

Streams of data rush through the device screen. You hit the buttons frantically. Suddenly there is a prompt: "Download complete. Signal jammed." The tow truck crashes into the telephone booth and a huge explosion shakes the surrounding area. You find the mangled corpse of the man in the booth. Surprisingly, there's no one behind the wheel of the truck.

Place a general token on the Communicator card.

100

Remove all knight tokens from the spaces of the board (but not from the track). If the knight representing the Aristoi is in the game, they remove the **special card number 5** from the game. Additionally, discard all entry tokens you created in the 1st plot.

During the 2nd plot you deal with two parallel activities – traveling around the wasteland as normal and managing excavation work in **Mount Isa**. The second activity is represented by the **Excavation Roll**, whose rules are described on the plot sheet. Before you can start making this roll, you have to create your basic **Excavation Pool** – a set of dice that will be used to perform the digging. Each faction starts with **3 white dice**. For each knight token on the track 1 white die is **upgraded** to a **green die**. Now, collect your knight tokens from the track and place them on the charts on your faction sheets, marking the number of available white dice with one knight token and the number of available green dice with another token.

Example: *If you end the 1st plot with 2 of your knight tokens on the track, place one of them on the white space "1" and another one on the green space "2". Everything is marked on the chart on your faction sheet.*

Go to the plot sheet **EXCAVATION**.

101

Choose:

✔ You direct the excavation crews to guard the warehouses containing military equipment. **See 44.**

✔ You send the excavation crews to laboratories to retrieve the forgotten technologies. **See 147.**

✔ **Your knight is now on the Mount Isa space.** You take all the loot for yourself. **See 189.**

102

You set up a secret meeting with the miners' representatives in an old adit near town. Some of them don't like the idea, but many hate the exploitation they face every day even more. So, the problem isn't in gathering a group ready to help, but in making sure that the ones loyal to the Company and the mayor will keep their mouths shut.

Choose:

✔ You make an example of one of the "loyalists" by pushing him into an old lift shaft. **See 144.**

✔ **You have gear cards and/or resources with a total value of at least 4.** A bribe should resolve the issue. **See 165.**

✔ **You are the Judge.** You convince the miners to the OWO's cause. **See 197.**

103

You can see two piles of bananas – a tall one with the curvy ones and a small one with the straight ones.

Choose:

✔ You threaten the locals with a weapon and take only the curvy ones. **See 134.**

✔ You threaten the locals with a weapon and take only the straight ones. **See 171.**

✔ **You do not have a Light vehicle.** You threaten the locals with a weapon and take all the fruits you can get. **See 204.**

104

Stiffness of the jungle wakes you up. There's no sign of any of the fighting parties. You find the apartment and the safe secured with an electronic lock. You connect the Communicator to it. After a moment you hear a distinctive click of the opening lock. Inside the safe you find documents with secret government warehouse coordinates.

Move your knight token from space 30 to the leftmost, empty space of the track (ignoring the time marker) and place a general token on the Communicator card.

105

After a courteous greeting with the Sun Hounds' officers you offer them the "breath of the desert" – moonshine mixed with petrol. Soon enough, everyone is hammered and you entertain them with stories of your adventures in the interior. In the morning the mercenaries treat you as one of them and gladly agree to join the alliance.

Gain 1 ♠. Move your knight token from space 36 to the leftmost, empty space of the track (ignoring the time marker).

106

You heard tales of this shit in the OWO headquarters. It was supposedly used to produce meds before the Scourge, but now it's a bane of workers and miners. Luckily, this patch is fully grown and dry. You set fire to the plants. Clouds of thick smoke rise over the bush. A gust of wind pushed the smoke in your direction. You inhale it. You experience a vision, in which you're floating gently in the blue depths, watching mutated fish with many eyes swimming around huge steel gate of an underwater complex. At some point you feel you're running out of breath and the vision fades away.

Suffer 1 ♣. Note in the Outback Chronicles that **you burnt the plantation down.**

107

Controlling the mining town of Mount Isa is a key aspect for the success of the whole operation. Handling the huge mass of workers, watching for threats, conducting reconnaissance... Everything would be easier if your organization had a few flyers from Queen's Valley at its disposal. So you go to the hidden city and try to strike a deal.

Choose:

✔ You pay for a single recon flight of the area surrounding Mount Isa. Write "Aerial recon, 107" on an entry token and place it next to the chart on your faction sheet. You may discard this token when making the excavation roll to re-roll all your dice without ✨.

✔ **You have ♠ gear cards with a total value of at least 5.** Some of the airship crews are ready to help, if you arm them. **See 51.**

✔ **Check the Outback Chronicles: if you helped the Queen:** You are received with honors at the Queen's Court. Although the Queen herself has no time for you, her Seneschal delegates a few airships for your use. **See 157.**

108

You throw a match and the plants catch fire quicker than you'd think. You run with burns on your body, before any of the guards catches you.

Gain 1  Suffer 2 .

109

The heavily corroded rig frame doesn't inspire confidence. Luckily, there is a keelboat full of mutants moored at the wharf. It has to be one of the migrant transports from the west side of the continent. You decide to seize the opportunity.

Test **Negotiate (2)**.

Pass: You welcome the mutants to the east, introducing yourself as a member of the elite Alice's Corsairs. The rabble, confused after a long trip through the Great Divide, is easy to manipulate. Soon the parts are in your ride.

Move your knight token from space 20 to the leftmost, empty space of the track (ignoring the time marker).

Fail: Your clumsy attempts at greeting the migrants are welcomed with a burst of laughter. The mutants take their bundles and march slowly along the highway towards Alice Offsprings.

From now on, when performing the Plot Action on space 20, you cannot choose the second option in **entry 4**.

No matter the test result, you may spend any 2 resources to ask local fishermen for help and cross the Great Divide. If you do, place your figure on **space 36**. Your turn ends immediately.

110

Although seemingly the biggest treasure of the flooded shelter was the knowledge contained within, the operational capabilities of the cartel in that area turned out to be too small. Obviously, the allies soon were at each other's throats, but nobody had suspected the worst. While opening the sealed laboratories, the miners released the microbes, which in short time decimated the majority of the excavators.

Infected with unknown diseases and mutations, people fled outside, spreading plagues of truly biblical proportions. The Blue Tomb and the whole Mount Isa region became the biggest cemetery of the Outback. Tales of what happened in those days still cause fear among any survivors. In the end no one gained a significant advantage in the dispute over the cursed necropolis.


111

Filled to the brim, with a fish stink one can smell a kilometer away, your ride becomes a tasty target for every gang and predator on the road. You lose all the goods and your vehicle, riddled with bullets, disgusts the cartel representatives.

Remove the Goods token from the game. Discard your knight token from space 3.

112

At first you can only feel a burning sensation at the injection point. After a while you are knocked down by an unimaginable pain in your chest. You have difficulty breathing and lose consciousness. When you wake up, you're feeling off...


Your body has undergone a change. Suffer 3 . You lose all remaining actions.



The player to your right chooses 1 general upgrade card and places it next to your knight sheet. Note in the Outback Chronicles that **you mutated**.

113

You prefer to play it safe. A careful reconnaissance of the pier the boat is moored to allows you to spot an ancient Cerbero construct in the stand-by mode. It's probably the guardian of the vessel. Unfortunately, you've spent too much time. The high tide has flooded the bridge, cutting you off the mainland. You need to survive the night with a robot nearby.

Choose:

 You deal with the guardian. See 178.

 **Your Survival is at least 1 green die or you have 1 .** You assemble a makeshift trap. See 156.

114

You find the prison ruins Rico mentioned. The structure has been rebuilt and named Kimberley Free Commune. Unfortunately, the community living here is unsuitable for rehabilitation. It's not that they're convicts – they ran away a long time ago. The pacifists who stayed here remain locked inside these walls of their own free will and don't want to leave out of fear of the horrors of the wastes. In the end you manage to convince only the descendants of the prison wardens, who don't want to stay stuck in this old relic any longer. Move your knight token from space 23 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you sided with mayor Rico**.



115

You return to the OWO headquarters. Rows upon rows of recruits, technicians and armored guards are standing at the illuminated square. You approach the stairs leading inside the bunker. Jet Redbringer is waiting at the top. You kneel before the old man and he screams: "The Emissary of the Order has returned, bringing light to the poor and helpless, and the Scourge has retreated before him!" Then a cry of joy bursts out from hundreds of throats of people gathered at the square: "Praise the Old Order!" And although at first you were skeptical about the OWO's vision, now you know that there's no turning back. You walk the righteous path of the restoration of the Waste.


Check the Outback Chronicles and resolve your entries. Then see 150.

- If you discovered the exact location of Mount Isa, see 91.
- If you discovered the exact location of Mount Isa and met the Great Kangaroo spirit, see 130.
- If you have a deep scar, see 177.

116

Test **Blades (3)**. If you are not equipped with , you obtain 1 additional .

Pass: "Either you have balls of steel, stranger, or the desk jockeys are really desperate" says the captain calmly, despite your blade hurting her skin. "We'll help you."

Gain 1 . Move your knight token from space 36 to the leftmost, empty space of the track (ignoring the time marker).

Fail: The captain knocks you down with one blow and a few of the nearest mercenaries beat you to a pulp.

You lose consciousness. Discard your knight token from space 36.

117

You go berserk. When you regain your senses, you are standing over the remains of the constructs, covered in blood, with a steel pipe in your hand. It seems the Cerbero relic combat training has paid off.

Gain 2 🗡️ and 2 🏹. Suffer 1 🧠 and 1 🩸.

118

Test **Negotiate** (3). If you have at least 3 🤝 or you are the Scavenger, you obtain 1 additional ✨.

Pass: "He could've shot me" you think and introduce yourself politely. Then you explain why you're here. The man points you to a destroyed evac unit, where you find the necessary parts.

Move your knight token from space 34 to the leftmost, empty space of the track (ignoring the time marker).

Fail: The man remains unmoved by rational argumentation. Seawater must have gone to his head.

Discard your knight token from space 34 or immediately resolve **entry 139**.

119

You discovered the exact location of Mount Isa and found information about a strange mutation.

Severe headache, bad breath and bleary eyes are no obstacle in reporting the location of the mine complex. The information spreads like fire among the mutants and their leaders divide the forces into two groups. Most of them, along with the newest member – you – will sail north with the nearest ship. The Admiral will go on another mission to the First Bridge. When the corsairs learn about a mutation, they start to rhythmically strike their palms with their fists, and the officers mumble in ecstasy about freeing some kind of "drowned ones"...

120

There's no better place to ensure the success of the mining operation than Gangraea, a promised land of every digger. You can find explosives there and people who know how to use them more than once.

On-site you find necessary equipment and even the sapper legend, Jack Three Fingers. He's been in a downward spiral in local bars for years, because no one wants to hire this crippled TNT genius. Choose:

✔ You pack a supply of explosives onto your ride. **See 62.**

✔ You help Jack hoping that his brains hasn't turned into a pulp yet. **See 166.**

121

Although the warehouses filled to the brim with weapons and armor are a tasty target, you sent the mutants to the laboratories. The All-Mother's forces found large stocks of nerve gas and containers full of syringes with a green liquid. The risk paid off. Unprepared soldiers of other factions fell quickly, affected by the radiation and mutations, and the resistant mutants transported this shit to the surface, leaving a trail of cold bodies of their former allies.

Such a powerful weapon and advantage in the hands of All-Mother has changed the wastes once and for all and the minority of mutants is now the dominating force on the continent. The Alice's Corsairs with a new leader – you – wreak havoc and chaos, becoming the real scourge of Australia...

122

Your entrée to the tavern results in a moment of alarming silence, then most of the patrons inside start to guffaw at your sight. A quick glance and you find the person you're looking for: Long John Silver is dressed in torn rags, rubber sandals fished out of the sea, and a blue-striped t-shirt. He's sitting sprawled on a huge chair. He looks at you disapprovingly and says: "Buy me a drink or get lost!"

Discard 1 chosen resource. Otherwise, immediately stop resolving this entry and discard your knight token from space 35.

After a few rounds you loosen the captain's tongue. Completely hammered, with a slurring speech, he mentions a mine complex near a place called Mount Isa. He intertwines his story with tales of conquest of Maleburn, of which a dispute with New Sydney is still ongoing. You don't know why, but he suggests a couple of times that you should go there and drown yourself.

Move your knight token from space 35 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you discovered the exact location of Mount Isa.**

123

"Two dogs fight for a bone..." you think, hiding in the bushes. You take advantage of the ruckus and sneak easily to the indicated address. You quickly crack the safe. Inside you find documents with secret government warehouse coordinates. Since you saved a lot of time, you loot some of the neighboring apartments as well. Move your knight token from space 30 to the leftmost, empty space of the track (ignoring the time marker). You may perform 1 free Explore Action (even if you have already performed one this turn).

124

You discovered the exact location of Mount Isa and learned about the secret goal of Aristoi activities in that region.

The device dims down for a moment. The green progress bar jumps again from 0 to 100%. "Tzzzt... Data confirmed. Change of contact coordinates with the commanding officer at Mount Isa. Excellent field work, Agent Hope. Tzzzt..." Then another data packet is transferred to the Communicator. "Tzzzt... Data confirmed. The 'Ultimate Naval Weapon' research project. Chance of success < 25%. Current status identification necessary on the above coordinates. In the event of problems use the remote missile destruction. Tzzzt..."

125

Going through Maleburn you encounter the "Beauties", who help you get through the most dangerous parts of the city. On the way you also loot a few buildings together.

Roll 1 white die. You gain the number of chosen resources equal to the number of obtained ✨.

In the ruined gallery building you are greeted by the enigmatic Chronicler – an elderly woman. "Who do we have here?" she says, squinting her left eye from behind big, pink glasses and you can't shake the feeling that, given a chance, she would like to do much more than chatting with you. But you don't have time even to chat. You quickly explain what brings you here and show her the cartel's letter of safe conduct. The Chronicler disappears for a while in the next room. Obviously, the organization knew very well, who to send to Maleburn as she hands you a map with an "x" marking

the exact location of an old mining complex of Mount Isa. She also adds a comprehensive report stating that there is an army base from before the Scourge in the depths of the complex.

Move your knight token from space 21 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you discovered the exact location of Mount Isa and found information about a top secret, military project.**

Then you may spend any 1 resource to pay for a motorboat to transport you through the Great Divide. If you do, place your figure on **space 36**. Your turn ends immediately.

126

The vessel is fully automated and there's no crew inside. But when you enter the bridge, the captain's chair turns around to face you. A muscular mutant dressed in a worn-out uniform is sitting in it. "Finally, a visitor!" he says in a booming voice. "Are you a friend, or a foe?" he asks, but you see he expects no answer. "A foe!" he states with certainty and reaches for a weapon.

Search the highway/desert wasteland deck for the **Cerbero Finest** enemy card. Resolve combat according to normal rules. Check the Outback Chronicles: if **you activated the submarine or mustered the mutants from Carcassville**, you gain 1 blue die in this combat.

If you defeat this enemy: Sounds of your fierce fight still echo in narrow corridors of the submarine. You've survived. Time to gather the loot! You find a few sets of state-of-the-art diving suits and arrange their shipment to Mount Isa.

Remove the plot token and all knight tokens from space 34. Gain 1 ♠. Then choose:

- You **permanently** gain 1 blue excavation die

OR

- Write "Experimental diving suits, 126" on an entry token and place it on your vehicle sheet. It takes 2 ♣. When you perform the Camp Action on the **Mount Isa** space, place the Experimental diving suits token next to the chart on your faction sheet. From now on you may re-roll 2 dice in each of your excavation rolls.

If you do not defeat this enemy: You must flee. The mutant is stronger than you and knows the submarine like the back of his hand. Nothing happens.

127

All the puzzles fall into place and suddenly you remember the corpse from the desert. You realize you still have his finger in your pocket. You hesitate, but finally push the red handset. Sometimes blessed ignorance is better than satisfying one's curiosity.

Nothing happens.

128

Test Blades (2).

Pass: You force the valve to move. The crude oil covers the fighting machines. You go to a safe distance and throw a match. Soon you can watch the wild dance of the burning machines. They look like shamans dancing by the fire. Amused, you fuel up and drive away.

Gain 4 ♣.

Fail: You're struggling with the valve when one of the robots notices you and shoots a laser beam in your direction. It hits the valve, which explodes and injures you seriously. The robots walk away deeper into the hall, while you try to get yourself together.

You are dealt 3 ♣.

129

"These beasts must have some kind of an alpha female. I'll hunt her down" you think. After a short fight with the first crocodile you encounter, you camouflage yourself using its blood and bodily fluids. Soon you encounter an enormous beast – at least half a ton of meat and good 5 meters in length. It's a man-eater crocodile, which most likely terrorizes the locals.

Search the mountains/scrub wasteland deck for the **Salties** enemy. Resolve combat according to normal rules. This enemy loses **Ambush**, but gains +3 **Health**.

If you defeat this enemy: You return to the town with the crocodile's body strapped to the hood. From now on the cartel can count on regular deliveries of food and hides.

Gain 1 ♠. Note in the Outback Chronicles that **you slew the man-eater crocodile.**

Move your knight token from space 3 to the leftmost, empty space of the track (ignoring the time marker).

If you do not defeat this enemy: The creature's fury knows no bounds. Wounded, you run to your ride, but even then, the man-eater keeps attacking you. You drive away, while your tires are still intact.

Your vehicle suffers 2 ☠.

130

You discovered the exact location of Mount Isa and met the Great Kangaroo spirit.

"We don't put our faith in superstitions, but you've proved how strong your ties to the Waste are" says Jet irritably. "I'm more concerned with the vision you saw. Mount Isa holds many forgotten secrets, which don't necessarily need to see the light of day. Be wary, traveler."

131

Mutants give you a rather cold welcome, but the coal you've brought quickly warms them up to you. As a compensation for your involvement, they delegate a group of their best workers to help the OWO. You can't help but wonder what Jet will think of this mutated group...

Move your knight token from Carcassville to the leftmost, empty space of the track (ignoring the time marker). You may perform 1 free City Action (even if you have already performed one this turn). Note in the Outback Chronicles that **you sided with the Western Company.**

132

Test Negotiate (3). If your **Tech** is at least 1 green die, you obtain 1 additional ♠.

Pass: It seems that the Smelters understand your intentions and directions. They pack up onto their truck and drive away in the direction you're pointing.

Permanently upgrade your 1 excavation die.

Fail: It seems that the Smelters understand your intentions and directions. They pack up onto their truck and drive away in the direction you're pointing.

Choose another knight. The chosen knight **permanently** upgrades their 1 excavation die.

133

You enjoy the warmth of the fire and wait. The Aborigine pulls out a didgeridoo and starts to blow into it. You begin a ritual dance around the flames. The music rumbles in your ears louder and louder and you enter a hypnotic trance. Among the dancing specters you see a shadow of a huge kangaroo. The sound of music echoes in the area, disturbed with a whispered warning about a

great danger hiding in the abyss, somewhere in the flooded place east of the Great Divide.

Move your knight token from space 25 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you discovered the exact location of Mount Isa and met the Great Kangaroo spirit.**

134

The locals look at each other... and burst into laughter. They let you take the curvy fruits. Man! They even help you load them up into your ride. You sense a trick, but before you're able to do something, the banana grove is far behind you.

A few days later your ride reeks of rot and the entire batch turns into trash. Those bastards tricked you!

Suffer 1 ☹.

135

You stole from Pumps.

News spread fast around New Sydney about a bold robbery in Pumps done by one of the mercenaries. Lack of agreement with the workers creates a panic on the market. Although it seems most of the cartel leaders aren't happy with the lack of agreement with Pumps, the smirk of the woman in big glasses tells you more than a thousand rumors.

136

It seemed that removing the necessary parts from the oil rig would be a challenge. But it turns out the construction is mostly junk and finding necessary stuff is a piece of cake. It takes more time to load everything on the boat and return to the mainland.

Move your knight token from space 20 to the leftmost, empty space of the track (ignoring the time marker).

You may spend any 2 resources to ask local fishermen for help and cross the Great Divide. If you do, place your figure on **space 36.** Your turn ends immediately.

137

Take 1 chosen ☹ enemy card placed next to the board and place it next to your knight sheet. Remove it from the game when making the next excavation roll to **temporarily** add the enemy's attack dice to your excavation pool. These dice do not count against the 5-die excavation pool limit.

If there are no ☹ enemy cards next to the board, remove the plot token and all knight tokens from space 8.

138

The symbol is similar to the corsair gang colors you wear on your oilskin. You check the truck and find a big steel-and-glass "coffin" secured with padlocks and a transport manifest. The armored glass window of the "coffin" was knocked out. You connect the dots – they were probably transporting a mutant, who managed to escape. You also find a secret stash containing a syringe with a green liquid.

Choose:

✔ Not thinking twice, you inject yourself with the liquid. **See 112.**

✔ "I better be careful with this shit" you think and take the liquid with you. **See 82.**

139

No dirt bag will threaten you with a gun! You shit-talk him as hard as you can and try to take his weapon at the same time.

Test **Blades (2).**

Pass: "Ha, ha, ha! You're a cheeky piece of kangaroo shit, aren't ya!" says the stranger, when you disarm him. "And you look like a decent enough bloke. I already got what I wanted, so snoop all you want. But no funny business!" The man takes his gun back and points you to a destroyed evac unit, where you find the necessary parts.

Move your knight token from space 34 to the leftmost, empty space of the track (ignoring the time marker).

Fail: "Don't you dare, you mongrel!" It's the last thing you hear, before the gun's stock hits your temple. When you wake up a few minutes later, the man is already gone. But you find the necessary parts in a destroyed evac unit.

Suffer 2 ☹. Move your knight token from space 34 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you have a deep scar.**

140

Leading the group of the toughest miners, you loot the sunken treasures. You find the armory and immediately pay yourself a bonus for all your hard work for the cartel. Especially since first shots can already be heard – it's the beginning of the fighting between former allies.

There are armors you've never seen before, unique weapons and equipment. Although the cartel's "security" squads stand in your way at one point, a short burst from a weird, big, six-barrel weapon puts those bastards down for good.

You leave the Mount Isa region, now turned into a war zone. For many days you find around the Waste the cartel's "Wanted" letters showing your face, but you don't care. You know bounty hunters will stay away.

141

Your search for a person competent enough to discuss the alliance with New Sydney is fruitless. You will have to use more brutal means. You find a tanker full of petrol and devise a plan. Under the blanket of night, you manage to hitch the tanker to your ride. Then you put the pedal to the metal, watching as the flare-illuminated outskirts of Pumps disappear in your rear-view mirror.

Move your knight token from Pumps to the leftmost, empty space of the track (ignoring the time marker). From now on you cannot perform the City Action in Pumps. Note in the Outback Chronicles that **you stole from Pumps.**

142

Since you've established a satellite communication earlier, you're able to send the activation codes to the submarine. And looking at the patrolling robot, you decide this is the best solution. The vessel heads toward the harbor exit. The confused construct races toward the receding submarine, bounces off the pier and falls into the ocean with a loud splash.

Move your knight token from space 33 to the leftmost, empty space of the track (ignoring the time marker) and place a general token on the Communicator card. Note in the Outback Chronicles that **you activated the submarine.**

143

Names in a language you don't know appear on the Communicator's screen. Then they're replaced with one message: "Destroy. Addiction hazard. Flammable."

Choose:

✔ You burn the patch of this strange plant. **See 108.**

✔ You gather an armful of flowers from the field. **See 77.**

144

Test Blades (2).

Pass: *The scream of the falling man hasn't died away yet, when you ask the rest: "Any more volunteers?" A hollow thud of the body emphasizes your threat.*

Move your knight token from Gangraen to the leftmost, empty space of the track (ignoring the time marker).

Fail: *You struggle with the man, trying to push him down, but the others come to his aid. It seems even the ones interested in your offer don't like such methods. In the end it is you who falls down the shaft. You lose consciousness.*

145

You load the straight bananas into your ride. The locals send you away with murmurs of approval. You leave the oasis in peace and the locals go back to arduous straightening. On the way you remember that you've heard about the banana straighteners – New Sydney desk jockeys seem to call all the inhabitants of the wilds this way. On the other hand, straight fruits remain fresh suspiciously long.

Discard any gear cards and/or resources with a total value of at least 3. Gain 1 ♠. Write "Straight bananas, 145" on an entry token and place it on your vehicle sheet. It takes 1 🕒. It has a value of 3. When you Barter the Straight bananas, discard their token.

146

"Greetings! We haven't seen each other in ages! I understand you need to use my herb garden. Be my guest. Just remember about me when you find some useful seedlings in your journeys."

You spend a few hours in the old man's company. He helps you in finding the right plants and treats you like an old friend.

Move your knight token from space 24 to the leftmost, empty space of the track (ignoring the time marker).

147

The choice was obvious. The excavation forces concentrated on retrieving the forgotten technologies and lost knowledge and the other factions, busy fighting their former allies, paid no mind to a group of scientists copying and sorting data. Protected by heavily armored Order Dragoons your units managed to return to the camp, where Jet Redbringer was waiting impatiently.

The decision to evacuate was correct and right on time, because the forces fighting inside the complex released unknown toxins and mutagens, which changed the Mount Isa region into the biggest cemetery of the Outback. And although the OWO forces weren't able to gain military advantage in the region, in time, thanks to the recovered technology and under a joint leadership of Jet and yourself as his deputy, you introduced the rule of peace and prosperity, restoring Australia to its former glory.

148

"This should help with the sickness" you say, handing the elders a sizable pack of medicine. Uncertain of the results, the locals reluctantly accept your resources and promise to help the corsairs. However, you're not entirely sure if the medicine you've given them will be enough to contain the mysterious epidemic.

Gain 1 ♠. Move your knight token from Carcassville to the leftmost, empty space of the track (ignoring the time marker).

149

The surprised mutants flee in panic. The group of OWO mercenaries offers to help you with your mission. Together, you find the safe in the apartment. One of the men causes a short circuit in the electronic lock and the door opens. Inside you find documents with secret government warehouse coordinates.

Move your knight token from space 30 to the leftmost, empty space of the track (ignoring the time marker). If the knight representing the **Old World Order** is in the game that player immediately gains 2 chosen resources.

150

Interlude.

The arms race came to an end, and most of the power groups chose their sides. It had been a long time since the Waste witnessed such a movement of caravans, gear shipments, and migration of people coming to Mount Isa from all parts of the continent. Soon a vibrant town appeared near the lake hiding the flooded bunker. The history had come full circle because before the Scourge this area had been the biggest mining hub on the continent.

Place the special marker on the mountains space adjacent to space 7. It represents the camp in **Mount Isa**.

*Reality surpassed even the best prepared groups. Flooded mines, hostile terrain, devastation after the Scourge, radiation, Cerbero relics... None of the organizations could open the mythical bunker single-handedly. Furthermore, such a huge cluster of survivors created new problems all the time. Obsessive desire to open the shelter led the faction leaders to something seemingly impossible – a meeting known from then on as the Great Council. The decision was made to organize the meeting in a neutral place – on the First Bridge, the only permanent passage through the Great Divide. Place knight figures on **space 0** – this is the First Bridge.*

No one remembered such an event taking place ever before. A round table was set up in the middle of the highway. All the faction leaders sat around it, away from the eyes, ears and weapons of their henchmen. The words exchanged there are shrouded in mystery, but you know a temporary truce was arranged. Everyone was supposed to get their hands on the Blue Tomb together. Solving the most pressing concerns regarding mining works was commissioned to you – proven representatives of your organizations.

And here you are... You fully realize this fragile alliance will fall the moment you open the shelter. But before you take on new challenges, you have a few days to rest and get new equipment.

The winner of the 1st plot gains 2 ♠ and takes the first player token. Each of the remaining knights gains 1 ♠. Each knight may perform 1 free City Action.

Then the winner of the 1st plot draws 5 gear cards and keeps 1 of them. They pass the remaining cards clockwise for the next player to keep 1 card, and so on. When each knight gains 1 gear card this way, discard all remaining cards. All gear cards kept by the knights should be flipped to their working side. Finally, each knight gains 1 chosen resource.

Each knight who **discovered the exact location of Mount Isa** moves their figure to the **Mount Isa** space.

Go to the plot sheet **EXCAVATION**.

151

Although your ride almost slides down a few times and driving at the edge of the crater takes over two hours, you finally get out of the danger zone.

Spend 1 . Suffer 1 .

Your prize – an old bathyscaphe full of useful parts – is in the docks of the abandoned base. When you scavenge through it, you can't shake the feeling that someone is watching you. But no one disturbs you.

Move your knight token from space 34 to the leftmost, empty space of the track (ignoring the time marker).

152

Discard 1 .

The rusted pipe bursts and the crude oil splashes everywhere, covering the fighting machines. One spark from their weapons and they're instantly covered by a sea of fire. Fascinated, you're watching the eerie dance of the burning constructs for a few moments. Their shadows look like wild animals...

Gain 1 .

153

You give yourself a moment to relax. You set the boxes with tubes up and light the fuse from a safe distance. Not only this shit has a solid kick, it also forms a cloud of pink smoke over the camp in the shape of a giant heart. You admire the view sitting comfortably in a bent tourist chair and sipping a bubbly drink from the bottle you've just opened. Unfortunately, the colorful display attracts some unwanted attention...

Heal 1 and 4 . Search the matching wasteland deck for the first enemy card. Resolve combat according to normal rules.

154

You obtain a lot of information about a secret military base buried near Mount Isa – the biggest concentration of mines east of the Great Divide. The old sea dog also tells you about strange mutations, dreaded among the sailors, which supposedly originate from the ruins. Although you're not sure about this part of the story, you decide to report it to your employers.

Suffer 1 . Move your knight token from space 35 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you discovered the exact location of Mount Isa and found information about a strange mutation.**

155

You discovered the exact location of Mount Isa.

The device dims down for a moment. The green progress bar jumps again from 0 to 100%. "Tzzzt... Data confirmed. Change of contact coordinates with the commanding officer at Mount Isa. Excellent field work, Agent Hope. Tzzzt..."

156

The trap is ready. Now all you need to do is to lure the construct into it. You pick up a piece of junk and throw it near the trap. The guardian activates and attacks instantly. A moment later there's an explosion and the burning robot falls into the ocean. You enter the submarine, manually enter the coordinates from the Communicator and escape from the island.

Move your knight token from space 33 to the leftmost, empty space of the track (ignoring the time marker). You lose all remaining actions. Note in the Outback Chronicles that **you activated the submarine.**

157

Remove the plot token and all knight tokens from Queen's Valley. Write "Gliders, 157" on an entry token and place it next to the chart on your faction sheet. From now on once per excavation roll you may re-roll all your dice without .

158

You manage to deliver all the goods to the indicated place. Recipients are very happy with their quality. Food rations will be enough for a longer escapade and hides will make a perfect material for leather armors.

You gain the number of chosen resources equal to the current number on the Goods token. Remove the token from the game. Move your knight token from space 3 to the leftmost, empty space of the track (ignoring the time marker).

159

You're familiar with the surroundings and know where to look for the control room. You connect a few broken cables and push the start lever. You hear a rumble over your head – the antenna comes to life and its giant gears begin to move it into position.

Move your knight token from space 22 to the leftmost, empty space of the track (ignoring the time marker).

160

Test Guns (2).

Pass: The bloke's head explodes, hit by a round from your gun. The gunshot echoes among nearby hills. You search the body and disappear.

Gain 1 and 1 .

Fail: The bullet hits the ground next to the man's foot. "Are you out of your fucking mind, Jack?" he shouts. "Too much weed again?" Then he runs into the bush. There won't be a better chance to get out of here. Nothing happens.

161

When you start to spend your resources left and right, soon you are contacted by the Queen's Seneschal – or, in wasteland terms: the big guy. He's keenly interested in cooperation with your employers and persuades the Court to look favorably on the Aristoi alliance offer.

Discard any 6 resources. Move your knight token from Queen's Valley to the leftmost, empty space of the track (ignoring the time marker).

162

Most of the midjets run in panic, hiding behind dunes or inside their truck. One of the Smelters pokes your ride with a strange, rusty rod and suddenly sparks burst all around! When you're busy checking the amount of damage, the Smelters pack up onto their truck and drive away.

Roll 1 red die. Your vehicle suffers 1 for each rolled . If you roll , attach 1 Malfunction card to your vehicle.

163

Search the matching wasteland deck for the first enemy. Resolve combat according to normal rules. You gain 1 white die in this combat.

If you defeat this enemy: "Thanks for your help, traveler. It's rare for someone to help a stranger". A group of scavengers you've saved helps you find the batteries. Efficient technicians remove some of them, then you divide the loot.

Move your knight token from space 28 to the leftmost, empty space of the track (ignoring the time marker).

If you do not defeat this enemy: *Battle clatter fades and so do metallic steps of a machine walking towards desert. You pass some human bodies, ripped open. It seems that the road to the batteries is clear.*

From now on, when performing the Plot Action in Pumps, you cannot choose the first option in **entry 35**.

164

Test Aid (3). You obtain 1 additional ✨ for fulfilling each of the following requirements (check the Outback Chronicles if necessary):

- you are the **Judge**
- your **Survival** is at least 1 green die
- **you sided with mayor Rico**
- **you burnt the plantation down**

Pass: *You tell the “prisoners” how they can get to Mount Isa and watch the exodus of Kimberley. You hope at least half of those loons will get there in one piece and become workers.*

Remove the plot token and all knight tokens from space 23. Gain 1 ⚡. Write “Inmates, 164” on an entry token and place it next to the chart on your faction sheet. From now on you treat each ♣ on your excavation dice as a ✨.

Fail: *“We don’t need anything from your brutal world!” shouts Dennis, the self-proclaimed leader of the Kimberley Free Commune. Other residing pacifists begin chanting his words. You won’t gain anything here.*

Nothing happens.

165

With aching heart, you give the miners your findings, but the OWO’s cause is more important. The expressions on the faces of the ones that joined you are an added value – their eyes glisten, when they see how easily you give away such a precious loot. They probably hope for some easy gains...

Discard gear cards and/or resources with a total value of at least 4. Move your knight token from Gangraen to the leftmost, empty space of the track (ignoring the time marker).

166

Test Aid (3). You obtain 1 additional ✨ for fulfilling each of the following requirements (check the Outback Chronicles if necessary):

- you are the **Scavenger**
- your **Negotiate** is at least 1 green die
- you discard any ⚙ gear card or 2 ♣
- **you sided with the Western Company**

Pass: *You spend some time with Jack, listening to his whining, then you put him back on his feet with a mix of medications and praises about his sapper talent. Finally, you send him to Mount Isa.*

Remove the plot token and all knight tokens from Gangraen. Gain 1 ⚡. **Permanently** upgrade your 1 excavation die. Then write “Jack, 166” on an entry token and place it next to the chart on your faction sheet. From now on in each of your excavation rolls you obtain 1 additional ✨ for each blue and red excavation die you have and ♠ is treated as 2 ✨.

Fail: *“Leave me alone! I have nothing to live for” complains Jack and, completely hammered, falls under the table. It seems that you’ll have to visit him when he’s in a better mood...*

Nothing happens.

167

The surprised people flee in panic. The group of mutants nods with respect and its leader offers to help you. The safe you find in the apartment quickly gives up under the pressure of a burly mutant’s muscles. Inside you find documents with secret government warehouse coordinates.

Move your knight token from space 30 to the leftmost, empty space of the track (ignoring the time marker). If the knight representing the **Alice’s Corsairs** is in the game that player immediately gains 2 chosen resources.

168

You strenuously entwine a few dozen sets of explosives, attach the fuses and load them into your ride. You hand over the precious cargo to a caravan heading to Mount Isa and say that these are the explosives belonging to your employers.

You **temporarily** gain 1 green excavation die.

169

The captain rummages through your belongings and takes the best equipment. You patiently endure taunts from the mercenaries standing around you, treating you like a coward. When she’s finished, the woman says: “Fine, let’s say the Hounds are even with the cartel. When you call us, we’ll be there.”

Discard gear cards with a total value of at least 4. Gain 1 ⚡. Move your knight token from space 36 to the leftmost, empty space of the track (ignoring the time marker).

170

The most interesting finding in the wreck is the content of its trailer. You discover a big steel-and-glass “coffin” secured with padlocks. Its armored glass window was knocked out from inside and the interior of the container is covered with salty dust. Whatever was transported inside, it managed to get out. The transport manifest you find says that the mysterious object had been transported from a military base on the west coast.

Gain 1 ⚡.

171

Test Negotiate (3). If your **Blades** or **Guns** is at least 1 green die, you obtain 1 additional ✨.

Pass: *Your charisma and the threat of using the weapon keep the locals at bay. When you load bunches of fresh fruits into your ride, but you can see a lust for blood in their eyes. It should be your last visit around here.*

Gain 1 ⚡. Write “Straight bananas, 171” on an entry token and place it on your vehicle sheet. It takes 1 ♣. It has a value of 3. When you Barter the Straight bananas, discard their token.

Fail: *Busy with loading the fruits, you fail to notice a few locals sneaking up on you. The last thing you remember is a big bunch of curved bananas being slammed into your face.*

You lose consciousness.

172

When you report the completion of the final task, a green progress bar appears on the device screen. It goes rapidly to 100%. The screen is wavy for a moment, then you can see a blurred figure in power armor. “Tzzzt... Agent Hope, your mission is complete. You will receive further instructions from the commanding officer in First Bridge. Tzzzt...” you can hear a female voice coming from the device, though you get the sense that it’s not a live conversation, but a recording. Check the Outback Chronicles and resolve your entries. Then see 206.

- If you discovered the exact location of Mount Isa, see 155.
- If you discovered the exact location of Mount Isa and learned about the secret goal of Aristoi activities in that region, see 124.
- If you found information about the research of a mutation of the respiratory system, see 64.

173

Test **Negotiate (4)**. If your **Blades** is at least 1 green die, you obtain 1 additional ✨ (2 ✨ instead, if you are equipped with a melee weapon).

Pass: “Why so aggressive? We’ll figure this out, you spitfire. You’ll get everything you need in a minute” says the outraged old man and on his way out he suggests you’re the one, who needs some calming herbs.

Move your knight token from space 24 to the leftmost, empty space of the track (ignoring the time marker).

Fail: Seeing your impudence, the Great Gardener takes a few steps back and whistles loudly. A wild beast jumps at you from the bushes.

Search the matching wasteland deck for the first ♠ enemy. Resolve combat according to normal rules. This enemy gains **Ambush**.

If you defeat this enemy: “You killed my pet! Take your herbs and never return, you bloody bastard!” shouts the Great Gardener tearfully and leans affectionately over the dead creature.

Move your knight token from space 24 to the leftmost, empty space of the track (ignoring the time marker).

If you do not defeat this enemy: “Ha, ha, ha! Get some, you fool! Now you know what will happen to every one of you damn pirates! If I were you, I wouldn’t push my luck and stay away from this place!”

Discard your knight token from space 24.

174

Your employers’ forces reached the treasures of the Blue Tomb first. To survive the incoming storm, which would soon begin in this forsaken place, you decided to issue an order for everyone to barricade in the munitions warehouses. After all, waiting out the hardest fights for loot and securing the perimeter before the Red Tomb units would arrive would take a while... But no one listened to you. Suddenly all the units were withdrawn from the depths of the complex. The makeshift camp in the Mount Isa region was dismantled as fast as it had been set up previously. The airships picked up the soldiers and flew away into the sunset leaving you all alone.

You were a silent witness to the brutal fighting between former allies, which resulted in releasing toxins and mutagens from laboratories. All this turned the Mount Isa region into the biggest cemetery in Australia.

A few weeks later, while driving through the desert, you fall into a masked pit. When you try to get out, you notice an older woman aiming a gun at you. She pulls a Communicator from under her military cloak, throws it at you and pulls the trigger...

175

You start working on the pumps, since the fighting robots pay no attention to you. You hot wire the pump actuator. The rusty engine starts to convey the crude oil. The growing pressure bursts the rusty pipes and the fuel spills everywhere. One spark struck during the fight and the machines are annihilated in a sea of flames.

Gain 1 ♣.

176

Finally, you see your destination. Soon, you’ll be out of this hellhole. Every meter you pass induces a shooting pain in your muscles. You decide to attempt a last desperate dash and increase your pace significantly.

Test **Survival (2)**.

Pass: You climb out of that cursed hole and stand right in front of the docks. Following the guidelines you got from Jet you have no problem finding the old bathyscaphe and gathering the necessary parts.

Move your knight token from space 34 to the leftmost, empty space of the track (ignoring the time marker).

Fail: You haven’t paced yourself well enough and the midday sun is shining directly into your eyes. You slip down the slope.

You lose consciousness. From now on, when performing the Plot Action on space 34, you cannot choose the first option in **entry 55**.

177

You have a deep scar.

Jet Redbringer gently moves his hand over your scar, like a blind man examining the face of his interlocutor. “Well, traveler! No one said this task would be easy. Don’t worry about the scars. They are the evidence of your commitment to the cause”.

178

Search the matching wasteland deck for the first ♣ enemy. Resolve combat according to normal rules.

If you defeat this enemy: After a long fight you defeat the guardian. The boat’s bridge is ruined. Luckily you manage to scavenge a chip from the robot’s wreck. Not having any better ideas, you slide it into the remains of central unit’s communication port. You can hear a deep murmur of the starting engines, and the vessel is starting to rock. This is the last moment to leave this ghost ship...

Move your knight token from space 33 to the leftmost, empty space of the track (ignoring the time marker). You lose all remaining actions. Note in the Outback Chronicles that **you activated the submarine**.



If you do not defeat this enemy: The “tin man” turns out to be too tough. In the heat of battle, you damage the vessel. It submerges into the depths of the sea. As if the things weren’t bad enough, now you also need to wait for low tide...

Discard your knight token from space 30. You lose all remaining actions.

179

Keenly aware of what the allied forces have discovered in the depths of Mount Isa and how it will change the Waste, you issue a series of controversial orders. The mutants trust you and execute them precisely, barricading themselves in key positions around the shelter. You know a hail of fire will soon fall onto the Blue Tomb. Not thinking twice, you inject yourself with a solid dose of the mutagen. The substance works fast and unusually painless – it seems being in the company of the mutated corsairs have made you immune to its side effects. The fighting is taking place everywhere, plunging the whole bunker into chaos, but you jump into the water in the middle of the laboratory and escape into the depths of underground currents. Mutation of your respiratory system allows you to begin a new life in total freedom. You find your brothers among the vast seas, leaving Australia as it is – a brutal place torn by unending conflicts.



180

The village shaman tells you about a huge number of crocodiles attacking the village residents. You decide to reduce the reptile population by destroying their eggs. You cautiously patrol the surrounding area hoping to find any signs of the animal activity. **Test Survival (3).** If you have at least 3 , you obtain 1 additional .

Pass: You track a crocodile female to her nest and find eggs buried in the sand. You destroy most of them and take a handful back to the village as a proof of your success. The locals give you a hero's welcome and the shaman agrees to send the food and hides to New Sydney using their own means of transportation.

Move your knight token from space 3 to the leftmost, empty space of the track (ignoring the time marker).


Fail: The task turns out to be a real nightmare. You find the crocodile female's nest without any difficulty, but facing a large group of crocodiles is beyond your capabilities. After a fierce fight you run to safety.

Suffer 1  for each missing .

181

Discard any gear cards and/or resources with a total value of at least 2.


The locals are watching it in disbelief as you're loading the curvy bananas into your ride. However, your self-confidence and the slogan: "The New Sydney cartel buys everything" undermines their faith in the meaning of their life. As for the bananas, a few days later your ride reeks of rot and the entire batch turns into trash. There was something about those straight bananas after all...

Suffer 1 .

182

You're watching the Smelters carefully. Small figures in ragged clothes are walking around your ride, affectionately hitting it with their pipes from time to time, as if they were checking the bodywork. Choose:

 You wave to one of them and offer him a food ration. **See 198.**

 You reach for your weapon and "suggest" they should stop hitting your ride. **See 162.**

183

Search the highway/desert wasteland deck for the **Superhumans** enemy card. Resolve combat according to normal rules. You gain 1 white die in this combat.

✓ **If you defeat this enemy:** see 149.

If you do not defeat this enemy: You jump out of the bushes, waving your weapon left and right. The surprised fighting parties turn their guns in your direction and fire a volley simultaneously. The last thing you remember is a piercing pain in your chest.

You lose consciousness. Discard your knight token from space 30.

184

You mutated.

Your baptism couldn't have gone better. The corsairs decided to traditionally "drown" you in a big, transparent barrel full of moonshine to the joy of screaming, drunken mob. However, throwing you in they didn't foresee that instead of choking and fighting for your life, you would submerge for a long time. Your mutated lungs began filtering the oxygen from the liquid. Although at first it evoked a groan of disappointment, finally the hordes of mutants greeted you as one of their own. You didn't become just

a part of the gang – you became one of them, a mutant, and from now on Alice Offsprings is your true home.

185

Hanging around in Pumps you often heard the workers complaining about a mighty gang running a secret extortion racket on the refinery and mining station workers. You don't need to think long. Solving an issue so annoying for the local community will definitely help with the negotiations. Finding the culprits doesn't take much time.

Search the highway/desert wasteland deck for the **Octane Church** enemy card. Resolve combat according to normal rules. This enemy gains **Threat 1**.

If you defeat this enemy: Many doors open when you solve the problem of the gang. You quickly find a common ground with the head of a small refinery and fuel starts to flow south like a wild river. Move your knight token from Pumps to the leftmost, empty space of the track (ignoring the time marker).

If you do not defeat this enemy: You kicked a hornets' nest. The only thing you managed to do was to disperse the gang. Its members took vengeance upon Pumps residents. None of the locals will help you now.

Discard your knight token from Pumps.

186

You slew the man-eater crocodile.

Upon entering New Sydney, you make sure the carcass of the giant beast is properly attached to your ride's hood for everyone to see. It makes a hell of an impression, because none of the desk jockeys has ever seen such a humongous beast. It gains you a few eventful nights, while tales about fighting the beast guarantee some free drinks at the bar...

Gain 2 chosen resources.

187


You drop to the floor of the lookout. It's impossible to see, what's happening below, but you mumble something incomprehensible. The stranger curses under his breath and walks away into the bush. You leave the flowery clearing before someone else comes here.

Gain 1 .




188

Test Survival (2). If your **Tech** is at least 1 green die, you obtain 1 additional .

Pass: Following a muddy road north you stumble upon an old waste dump. Toxic goo is pouring out of rusted barrels and seeping to the springs flowing towards the settlement. You go back to Carcassville to inform of the problem. A crew of most resistant mutants secures the dump. The elders officially promise to help All-Mother and offer you some gifts.

Gain 1 . Draw 1 gear card. Move your knight token from Carcassville to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you mustered the mutants from Carcassville**.

Fail: Your journey through the swamps isn't a dream trip. The stench is so overwhelming, you puke a few times and your only travel companions are legions of insects. Completely exhausted, you return to the city.

Suffer 1  and 1  for each missing . From now on, when performing the Plot Action in Carcassville, you cannot choose the second option in **entry 74**.

189

The choice is obvious. You know very well that the shit will hit the fan any minute and this fragile alliance will come crumbling down. Only the boldest daredevil can survive something like that. The OWO forces, with no specific orders, jump into a looting spree, but soon greed entangles them in a mad fight with their brothers in arms for the treasures of The Blue Tomb.

You grab some of the more valuable guns and armor and somehow manage to get outside. Behind your back, somewhere in the depths of the complex, you can hear gunshots and the screams of the dying. No one will win this race...

Some time later, you're sitting in one of the Gangraen bars, where you spend your last jerry can on booze and breads. A lonely, old man in a wheelchair enters the joint. With bitterness in his eyes he aims a revolver at you and takes a shot...

190

You evaluate that the biggest problem in the proper setting of the antenna will be vines holding the dish. They block the ability to freely maneuver this junk. So you pull out a knife and start hacking. Those plants are bloody resistant! Worse still, your every cut results in ivy spreading poisonous pollen in the air.

Roll 2 green dice (you may ignore this roll, if you have the **Hazmat Suit** gear card). Suffer 1 ☹ for each ✨ and 2 ☹ for each ♣ rolled.

If you are conscious: You manage to free the antenna. You start up the manual control – the dish comes to life and its giant gears begin to move it.

Move your knight token from space 22 to the leftmost, empty space of the track (ignoring the time marker).

If you have lost consciousness: “That shit is poisonous...” This is your last thought before you fall unconscious. Clouds of pollen and ivy thorns poison your organism. In a hypnotic dream you have a vision: a freshly built antenna is controlled by people in uniforms. Every one of them is holding a device similar to the one you found in the desert.

Nothing happens.

191

Remove the plot token and all knight tokens from space 31. Gain 1 ☹. Write “Water mutants, 191” on an entry token and place it next to the chart on your faction sheet. From now on you obtain 1 additional ✨ in each of your excavation rolls.

192

This isn't the best place for an ambush. Furthermore, the truck isn't riddled with bullets and there are no signs of struggle on the bodies. Whatever happened here, it was not the result of an attack. Poking around the cab you find a transport manifest. It says that the starting point was some kind of a military naval base. There's no mention of the destination.

Gain 1 ☹.

193

You “gently” suggest to the captain that it would be in his best interest to support the corsairs. Long John laughs mockingly and pats you on the shoulder. You obtain precious information on a mine complex in Mount Isa. However, you somehow feel the captain kept some of the knowledge to himself.

Move your knight token from space 35 to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you discovered the exact location of Mount Isa.**

194

“This must be one of the dried great lakes” you think and quickly leave the crash site, remembering the local tales you've hear on the trail about similar places haunted by ghosts. The local area is so flat, that you manage to drive a few dozen kilometers more than you've expected.

You may perform 1 free Move Action (even if you have already performed one this turn).

195

You ride the elevator to the penultimate level of the city. You're not allowed to see the ruler, but you deduce she's in a bad shape. After a short talk with a doctor, you learn that the pre-Scourge machine, which was supposed to rejuvenate the Queen, doesn't work so well anymore. This is probably the secret to the long “rule” of this woman. The doctor leads you to a mysterious device. You connect the Communicator to it and run a diagnostic program.

Test Aid (2). You obtain 1 additional ✨ for each general token on the Communicator card.

Pass: You realize the device monitors basic life functions and its work cycle is nine months. The diagnostic also indicates no liquid in the tanks with the contamination symbol. It means nothing to you, but this information is enough to pull wool over the eyes of locals.

Move your knight token from Queen's Valley to the leftmost, empty space of the track (ignoring the time marker) and place a general token on the Communicator card. Note in the Outback Chronicles that **you helped the Queen.**

Fail: The digits on the screen mean nothing to you. You decide to go all in and serve the doctor some pseudo-scientific bullshit. He responds with a similar gibberish and you part ways in good moods. You enter the elevator knowing that this was probably your last visit to Queen's Valley.

Discard your knight token from Queen's Valley and place a general token on the Communicator card.

196

“How dare you show here again? You're either a complete drongo, or you have balls of steel. Either way, this was the biggest mistake of your life” says one of the three men in dirty, plaid shirts, sitting behind the desk. “No one steals from the Oilers and gets away with it.” Before you reach for your weapon, a group of bodyguards runs into the office and starts beating you.

You lose consciousness. From now on you cannot perform the Plot Action in Pumps.

197

You paraphrase Jet Redbringer's motivational speeches on the great mission of restoration of Australia, adding your natural charisma to it. A few more minutes of persuasion and even the loyalists are ready to work for the OWO.

Move your knight token from Gangraen to the leftmost, empty space of the track (ignoring the time marker).

198

One Smelter comes closer suspiciously and takes the grub. After a while the hooded figures move away from your ride, sit in a circle and share the food among them.

You may exchange up to 3 of your resources to any other 3 resources or gain 1 chosen resource.

199

You run straight to the central processing unit and connect the Communicator to it.

Test **Tech (3)**. You obtain 1 additional ✨ for each general token on the Communicator card.

Pass: A string of digits appears on the screen. You're waiting while the boat is trembling – the guardian must be shooting at it. The alarm siren goes off. It's bad... Then you can see a text on the Communicator screen: "Data transfer complete". The boat becomes stable. You can hear a deep murmur of its starting engines. This is the last moment to leave this ghost ship. You get back to the mainland and analyze the confidential report downloaded from the vessel's central unit.

Move your knight token from space 33 to the leftmost, empty space of the track (ignoring the time marker) and place a general token on the Communicator card. Note in the Outback Chronicles that **you found information about the research of a mutation of the respiratory system.**

Fail: Further shots shake the vessel. You can feel it going down. When the water starts flooding the floor, you realize you're in an underwater grave.

You lose consciousness.

200

The plane wreck looks as if it was ripped with giant claws. You don't know any beast with paws that big, but you know from experience, that the Waste hides many mysterious dangers. It's getting hotter and salt vapors start to irritate your lungs. You decide to wait out the biggest heat in the shade of the ruined machine. You fall asleep and have a vision, in which half-human figures made of salt jump high above the plain and knock down a low-flying plane.

Heal 1 🍄 and 3 🍄.

201

The intimidated Dugouts residents help you load the drill onto your ride. The vehicle slumps down and the tires look like they could burst any minute, but you decide to risk the journey anyway. Remove the plot token and all knight tokens from space 32. Write "Huge drill, 201" on an entry token – you must place it on your vehicle sheet. It takes 4 🍷. You cannot discard the Huge drill in any way except for the one described below. As long as the Huge drill is on your vehicle sheet, you have to spend 1 🍷, if you want to perform the Move Action (this 🍷 provides no additional MP). When you perform the Camp Action on the **Mount Isa** space, discard the Huge drill. You **permanently** gain 1 red excavation die.

202

You wait out the shootout, listening to the screams of the fighters. When everything goes silent, you examine the battleground – judging by the human remains you deduce it had to be a local gang. They probably came here, just as you did, to obtain an energy source.

Gain 1 chosen resource. Then test **Tech (2)**.

Pass: You remove the batteries from the remaining solar panel.

Move your knight token from space 28 to the leftmost, empty space of the track (ignoring the time marker).

Fail: You mishandle the batteries. While detaching the clamps you cause a short circuit and get electrocuted. The battery is detached, but you fall to the ground.

You lose consciousness. Move your knight token from space 28 to the leftmost, empty space of the track (ignoring the time marker).

203

You strenuously entwine a few dozen sets of explosives, attach the fuses and load them into your ride. You hand over the precious cargo to a caravan heading to Mount Isa and suggest that these are the explosives belonging to one of the groups stationing in the mining town.

Choose another knight. The chosen knight has to make the excavation roll and cannot roll more than 4 excavation dice.

204

Test **Negotiate (3)**. If your **Blades** or **Guns** is at least 1 green die, you obtain 1 additional ✨.

Pass: Your charisma and the threat of using the weapon keep the locals at bay. When you load bunches of fresh fruits into your ride, but you can see a lust for blood in their eyes. It should be your last visit around here.

As for the bananas, after a few days the curvy ones start to rot and smell and the straight ones, although edible for a longer time, soon become as rotten as their curvy companions. In the end the whole batch turns into trash. Well, at least you've learned something about fruit storage...

Gain 1 🍷. Suffer 2 🍷.

Fail: You haven't even managed to finish the sentence when you're down on the ground, disarmed and helpless. Good news is – the locals decide to kick your ass a little and leave you alone.

Suffer 3 🍷.

205

Desperately clinging to the slope, you look around the area. Luckily, there is a flat ledge a few meters up. You'll be able to rest there. However, you wonder if staying in the crater for so long won't affect your health.

Suffer 2 🍄. You may perform 1 free Camp Action (even if you have already performed one this turn). If your next action is the Plot Action, you may resolve **entry 176**. You obtain 1 additional ✨ in the test required in this entry. If you perform any other action, you must resolve **entry 55** from the beginning.

206

"Tzzzt... Activation password is: 'I've never been to Stirling.' The response is: 'It's a pity, the tides are beautiful there.' This message will be deleted automatically in 10 seconds. Red Tomb Special Forces thank you for your cooperation. Tzzzt... " Red digits appear on the screen of the Communicator. The countdown has begun. You throw the device as far as you can, and turn away. The glow of a mighty explosion sharply draws your silhouette on the ground.

Remove the Communicator card from the game. Then **see 150**.

207

Search the matching wasteland deck for the first 🍷 enemy. Resolve combat according to normal rules. This enemy gains **Threat 1**. You gain 1 white die in this combat.

✓ **If you defeat this enemy: see 167.**

If you do not defeat this enemy: You jump out of the bushes, waving your weapon left and right. The surprised fighting parties turn their guns in your direction and fire a volley simultaneously. The last thing you remember is a piercing pain in your chest.

You lose consciousness. Discard your knight token from space 30.

208

Choose:

☛ You direct the excavation crews to guard the warehouses containing military equipment. **See 174.**

☛ You send the excavation crews to laboratories to retrieve the forgotten technologies. **See 86.**

✓ **Your knight is now on the Mount Isa space.** You activate a self-destruct module, according to the instructions you received. **See 66.**

209

It's hard to persuade the negotiator to form an alliance, but you have an ace up your sleeve. New Sydney can pay much for the petrol and you're not talking small quantities here.

Test Negotiate (3). For every 2 discarded resources (except for ☛), you obtain 1 additional ✨.

Pass: A vision of selling a sea of petrol at a bargain price is very interesting to your interlocutor. He quickly spits in his hand to seal the deal.

Move your knight token from Pumps to the leftmost, empty space of the track (ignoring the time marker). You may perform 1 free City Action (even if you have already performed one this turn).

Fail: The longer you talk and the more you use New Sydney's name, the more irritated your interlocutor becomes. Finally, you realize all is lost. The negotiator leaves and the Oilers' influence will make it very hard to find another negotiation partner in Pumps.

From now on, when performing the Plot Action in Pumps, you cannot choose the first option in **entry 73.**

210

The caravan changed its destination.

At one of New Sydney's markets you notice a group of familiar men, advertising their wares loudly. It turns out these are the same people you encountered on the trail a few days ago and persuaded to cooperate with the cartel! The oldest one thanks you – the business is booming, after all – and lets you choose something from their stock. Draw 1 gear card.

211

You quickly get a feel of the terrain and find the dish control center. You gut the central processing unit and connect the device you found to it. A string of digits appears on the screen.

Test Tech (3). You obtain 1 additional ✨ for each general token on the Communicator card.

Pass: An option to optimize the dish settings appears. You gently steer the antenna, sliding your finger on the screen of the infernal device. The dish is rotating into the desired position, tearing the vines as it moves. Finally, there is a text on the screen: "Satellite connection established."

Move your knight token from space 22 to the leftmost, empty space of the track (ignoring the time marker) and place a general token on the Communicator card.

Fail: Connecting the Communicator is a child's play, but the data it shows is completely incomprehensible. You try to randomly press buttons. The antenna dish tears the vines, but under the pull of the plants a few fragments fall off and roll down the slope. The bang echoes among the hills. The antenna comes to a standstill. A text appears on the Communicator: "Critical error", then the device switches off.

Search the matching wasteland deck for the first enemy card. Resolve combat according to normal rules. No matter the combat result, discard your knight token from space 22 and place a general token on the **Communicator** card.

212

You conclude that the broken truck has been standing here for a long time. All the valuables must have been taken already. So you use the parts of the car's body to patch your own ride.

Repair 3 ☛.

213

You can see someone through the scope. He's probably come here to change the guard. You aim and pull the trigger. There's a barely audible sound of a shot. The bloke grabs his neck. A little trickle of blood runs between his fingers. "Fuckin' mozzies!" he shouts, then quickly hides in bush. Surprised, you look at the imprint at the side of the rifle: "BB Gun". You run away before someone else comes here. Search the gear deck for the **Carton of Smokes** and keep it.

214

Test Negotiate (3). You may spend X ☛ to obtain X additional ✨.

Pass: "Calm mutants are good mutants" says the old man. "I'll take care of sowing and will bring a few samples soon. Meanwhile, drink some restorative brew" he adds, handing you a gourd filled with a nice smelling, herbal liquid.

Heal 1 ♠ and 3 ♣. Move your knight token from space 24 to the leftmost, empty space of the track (ignoring the time marker).

Fail: "Go away, you vagrant! You have no business here. What do I care about some mutant expeditions? I have no time, nor means to sow my plants!"

Discard your knight token from space 24.

215

Watching monotonous work of the locals quickly makes you sleepy. Heal 1 ♠ and 3 ♣.

216

Test Aid (2). You may spend X ☛ to obtain X additional ✨.

Pass: You contain the outbreak in Carcassville. Grateful mutants call you the All-mother's Saint and throw a feast in your honor. The elders officially promise to support the corsairs in their expedition.

Gain 1 ♠. Move your knight token from Carcassville to the leftmost, empty space of the track (ignoring the time marker). Note in the Outback Chronicles that **you mustered the mutants from Carcassville.**

Fail: Despite your best efforts, you fail to contain the plague. Worse still, you feel you've contracted the illness yourself.

Suffer 1 ♣ for each missing ✨. From now on, when performing the Plot Action in Carcassville, you cannot choose the first option in **entry 74.**

217

You quickly realize that you'll never be able to meet the Queen. The best you can get is her degenerate Court. Ironically, these people are more impressed with sweaty muscles and scars than with forgotten technology or the vision of united Australia.

Test Blades or Survival (3). If you are equipped with a melee weapon or an Injury card is attached to your knight, you obtain 1 additional ✨.

Pass: You've never conducted such bizarre negotiations before. You flex your muscles and spew some bullshit you've overheard

in roadside bars, and they listen to you, as if entranced. In the end the Court, on behalf of the Queen, agrees to conduct air reconnaissance for your employers.

Move your knight token from Queen's Valley to the leftmost, empty space of the track (ignoring the time marker).

Fail: It seems you're just as boring as every other loser who comes to Queen's Valley. The Court, not to mention the Queen, has no time for you.

From now on, when performing the Plot Action in Queen's Valley, you cannot choose the second option in **entry 76**.

218

On the piles of junk there are parts that could come in handy during the excavation. But the Smelters "suggest" with their metal pipes, that they won't give them away for free.

You may discard any gear cards and/or resources with a total value of at least 5 or 10.

If you discarded gear cards and/or resources: You know that the Smelters like to cheat, but you need these parts and decide to trade for them. Satisfied weirdos climb onto their crumbling truck and slowly drive away.

Permanently upgrade your 1 excavation die, if you discarded gear cards and/or resources with a total value of at least 5.


Permanently upgrade your 2 excavation dice instead, if you discarded gear cards and/or resources with a total value of at least 10.

If you did not discard anything: You won't give away your precious equipment to those little weasels! The Smelters climb onto their truck waving their rusty pipes around. Then they leave.

Shuffle this wasteland card back to its deck.

219

You quickly persuade the Borroloola shaman to establish trade relations with New Sydney. The locals obviously don't know much about business. But a seemingly easy task turns out to be a logistic nightmare. The locals have no means to ensure safe shipping of the goods. The only thing you can do is to fill your ride to the brim and drive it all to the place indicated by the cartel.

Write "Goods, 219" on an entry token, note any number on it and place it on your vehicle sheet. The number indicates  of the Goods you have taken. Whenever you do not defeat an enemy from a wasteland card or lose consciousness, subtract 1 from this number.

♣ When you visit the Stalls during a city action in any city, **see 158**.

♣ When the Goods number is 0, **see 111**.

You may write the aforementioned entries on the back of the Goods token to avoid returning to this entry.

220

The foremen, exhausted by a backbreaking work, and guarded carefully by the mercenaries hired by your employers, finally manage to get into the Blue Tomb. The provisionally set construction lamps illuminate the scale of destruction. The mythical tomb deserves its name. Behind the armored gate the crews find countless bodies eaten through by radiation and deformed by mutations. It seems these poor souls, imprisoned inside the steel sarcophagus, desperately tried to flee. Members of the factions allied up until now begin a mad exploration and plunder, combing through one shelter level after another.

On one of the lowest floors they encounter some kind of laboratory with mutilated bodies of scientists and empty cages. In the center of the room there's an unnatural hole in the ground, filled with water. Whatever had been kept here managed to escape its underground prison. Further exploration of the ruins allows you to uncover many mysteries and rightfully hidden secrets.

The winning knight resolves the proper entry.

If the Merchant Cartel wins, see 17.

If the Alice's Corsairs win, see 26.

If the Old World Order wins, see 101.

If the Aristoi win, see 208.

RISE OF THE RED LORD

1

A storm is brewing in the west – one that will sweep both the old and the new order in the Waste. People say that a self-appointed general, the Red Lord, has gathered an army and started a march to the east. The only obstacle on the way is the First Bridge, a narrow passage that will give him access to the more densely populated, eastern half of the continent. What's worse, against any semblance of common sense, day after day he's mustering more and more followers under his blood red banner marked with a strong message: "Make Australia great again!"

Place the Red Lord figure on the **mountains space above space 27**. It represents the Red Lord and his army. Their goal is to reach **space 0 (First Bridge)**.

The Red Lord figure moves along the route shown on the plot sheet. In order to facilitate the game, you may mark the route with general tokens and discard them as the figure advances.

The Red Lord's army and its supply trains drag on for many kilometers. This human mass needs resources – water, food, fuel, ammo. If things are going well, it's like a flash flood overpowering everything in its path, but there are ways to stop it – if only for a while – and buy the defenders some time.

In this adventure encounter cards from the wasteland decks are not used in a normal way. Search both wasteland decks for all encounter cards, place them face-down, shuffle, and create a separate deck. This is the **Sabotage Deck** – you will be able to use it in order to stall the march of the Red Lord (as described on the plot sheet). Then return into the box, without looking, the following number of cards from the top of the sabotage deck:

- when playing with 2 knights: 4 encounter cards

- when playing with 3 knights: 3 encounter cards

About the time when the Red Lord appeared, his powerful allies popped out in different places. There are rumors that they aren't ordinary humans – just as the Red Lord is not just some run of the mill badlands warlord. People keep talking about the end of days, the Antichrist, or the Grim Reaper, while calling the general's henchmen the Four Horsemen of the Apocalypse.

Take the following cards from the special deck and place them face-down next to the plot sheet: **card number 11, 13, 15, and 17**. They represent the **Horsemen** – charismatic leaders allied with the Red Lord. Then take **4 Horsemen Markers**, place them face-down, mix them and place 1 marker on the following spaces: **5, 19, 31, and Gangraen**. These are the places where you may interact with the Horsemen.

The Horsemen managed to lay their hands on real treasures from the old days – ancient items that are now the source of their power. Maybe claiming them will give you an advantage when fighting the Red Lord?

Take the following cards from the special deck and place them with their working side face-up next to the plot sheet: **card number 12, 14, and 16**. They represent pre-Scourge **Artifacts** – powerful items that you may get by interacting with the Horsemen in order to defeat the Red Lord more easily.

Assign them to the Horsemen in the following way: take **4 Artifact Tokens**, place them face-down, mix them, and place 1 token on each Horseman card. As there are 3 artifacts in the game, 1 Horseman has no artifact, but is otherwise open to the knights' influence.

From the time of the Scourge, Australia hasn't faced a threat of this magnitude. Yet, there are forces on the continent that will never accept the domination of the Red Lord. Your job is to push

those forces into action and in the best case – form the Grand Alliance – a covenant of factions strong enough to protect the continent from destruction.

Place plot tokens (any number) on the following spaces: **Queen's Valley, New Sydney, space 27 (the secret base of the Old World Order)**, and **space 29 (Red Tomb, the base of the Aristoi)**. These are the places where you may find factions ready to help in defeating the Red Lord's army. If you meet certain conditions, you will gain allies and form the Grand Alliance that will challenge the warlord.

Go to the plot sheet RISE OF THE RED LORD.

2

Test Survival (2).

Pass: see 23.

Fail: Your trip over a rod sticking out of the ground and fall prone. The sentry tower immediately turns to you. You see that a multi-barreled gun slides out of protective panels and aims. A metallic voice croaks: "Danger! New mode activated: <Hostile humanoids>." The gun starts to revolve, causing the rusty tower to explode.

Note in the Outback Chronicles that the **"hostile humanoids" mode is activated.**

See 38.

3

You search for the proper button, but finally you open all doors. It takes a couple of minutes before one of the mutants proves smart. It's naked, its body is pale and skinny. It turns to face you. Now that no glass separates you, its eyes turn out to be dark red. The mutant seems not to see you. You raise your hand to greet the creature. A drop of blood from your wound falls on the floor. The beast inhales, then makes a shrill cry.

Test Blades (3). If your **Survival** is at least 1 green die, you obtain 1 additional ✨.

Pass: You dash toward the control room and shut the door. The creature tries to break the glass. More of its brethren join and the door begins to shake. You draw your weapon. They won't take you alive... A couple of minutes later the mutants resign and retreat. You wait for a long while, then get out.

Gain 1 ⚔.

See 43.

Fail: You try to escape to the control room, but you're too slow. The mutant holds the door from the other side and yanks it from your hands. Fighting him is like wrestling with a wild cat – he attacks with his claws too quickly for you to notice. You press against it with your whole body and finally push the monster out of the room. You close yourself inside, taking some time to get a grip of yourself. Your clothes are wet with blood. The remaining mutants leave their cells and escape.

Suffer 2 ☠.

See 43.

4

You're elbowing your way through the crazed crowd. Whenever new warriors step into the arena, the roar of spectators is like a gust of wind. The closer to War you are, the more calm, well-built and well-armed men appear. Their scarred faces prove they are veterans of hundreds of similar fights.

"Where do you think you're going?" asks one of them to your astonishment.

Test Blades (3). If you are equipped with a melee weapon, you obtain 1 additional ✨.

Pass: You draw a blade and stab him in the guts with blinding speed. The bodyguard coughs blood. He silently falls on the ground. His fellows don't notice this. You make a few more steps – so that War can hear you – and yell:

"I'm challenging you to single combat. Here and now!"

Silence spreads through the crowd like a wildfire.

See 18.

Fail: You reach for a weapon, but not fast enough. The bodyguard's elbow smashes your nose. You fall on the ground, blood staining your shirt. You dodge a kick aimed at your head. You kick back, but realize that the fight has been noticed by other bodyguards. At the very last moment you get on your feet and step back. A machete misses your neck by a hair's breadth. Then you blend into the crowd.

Suffer 1 ☠. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** and the artifact token and card assigned to it from the game.

5

The ranks of allied forces are in disorder. Lack of strong leadership, or a skilled strategist leads to chaos and a few unreasonable decisions. Units of "volunteers" sponsored by the Merchant Cartel are the first to go. It's a motley crowd of badly armed and barely armored poor and homeless. Equipped with simple tools and rusted melee weapons, they're thrown to defend the western battlements. These marauders and scumbags have but one advantage – numbers. They become a typical cannon fodder, ground by the well-organized and even better equipped Red Lord's forces. They quickly panic and start to retreat, but right behind them the Cartel sends veteran mercenary units of the Sun Hounds. They shout motivational slogans and cheap propaganda through their megaphones, inciting the wave of combatants to defend the First Bridge. Long bursts of automatic fire directed at the fleeing mob are an additional encouragement.

When the poor are about to be massacred by the crossfire, a few armored "flyers" from Queen's Valley provide valuable support. You see the crews of the flying fortresses bomb the warlord's forces. Some of the more zealous defenders cover their mouths with green paint sprayed from characteristic cans, then jump out of the vessels wearing explosive belts. They sow terror and destruction among enemy ranks. Unfortunately, most of the dirigibles and planes are shot down, falling engulfed in flames far on the Red Lord's supply trains.

In this critical moment, when the inhabitants of the First Bridge are ready to detonate the charges, the OWO officers take over the command. They counterattack in their heavy APCs, striking deep into the ranks of the enemy army. You notice that their armored units completely ignore gangers and rabble. They head directly for the general's road train, decimating in their righteous rage their former brethren – now the warlord's praetorians.

The Red Lord is captured and brutally torn apart with chains attached to the OWO vehicles. You can see guts and metal pieces sticking out of his carcass – it seems he was something less, and at the same time something more than a human being.

The attacking army is routed, and you celebrate victory with your allies. However, the Grand Alliance doesn't last long, and life in the Waste returns to its normal, day-to-day cruelty. A few months later Australians forget about the terror of the Red Lord.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

6

You're cautiously heading toward the barracks. You're sure that's where the command center is – and the broken satellite dish on its roof. You enter a pretty well-preserved building. Jackpot! You've located the comm center. There's a group of mutants inside. Upon seeing you, they charge and you flee. You run straight into another sentry tower.

Search the matching wasteland deck for the first ☠ enemy, which is not a ☠. Resolve combat according to normal rules. Before starting this combat check the Outback Chronicles: if the **"hostile humanoids" mode is activated**, this enemy suffers 2 ☠.

If you defeat this enemy, see 42.

If you do not defeat this enemy: *The mutants are too tough. There's nothing you can do.*

Discard the knight tokens from your space and from **space 29**.

7

Test Survival (2). If you are equipped with a **Knife**, you pass automatically.

Pass: First you wrestle with the ropes, then you move up and down long enough to make the beam you're hanging from fall from its supporting frame. You roll into nearby bushes, where you finally get rid of the bonds. Time for some "sightseeing".

Gain 1 ⚔.

See 19.

Fail: see 32.

8

You choose the path through the roofs. You jump to the next building. Then you spot the camp. Tents and an old bus are huddled to the building wall. Fire is burning. You also recognize Pestilence, surrounded by soldiers and some strange, pale creatures holding primitive spears.

Choose:

☠ There are too many of them, but you could search the building considering that everyone is outside. **See 59.**

✓ You are equipped with a ranged weapon. You have a good view of Pestilence. Maybe you'll take him down? **See 84.**

9

You quickly assess your chances. Two enemies to defeat – the woman and her beast. This won't be easy.

Choose:

☠ First, you attack Death. **See 39.**

☠ First, you attack the monster. **See 54.**

10

In your quest to find allies against the Red Lord, you end up in Queen's Valley. This is the city closest to the First Bridge, quick to fall prey to the warlord's onslaught. Though it's famous for its army of "flyers" and solid, mountain fortifications, a few hours spent in this place makes you realize that the local morale is low. Rumors about the deteriorating health condition of the mysterious Queen circulate among the citizens, and in the meantime the Court governs the city in the ruler's name. Instead of patrolling the area around the city, dirigibles and balloons are parked in hangars and people hide in their homes. No one volunteers to serve in the airship crews any more.

You are invited before the Court. Its members tell you that without the strong leadership of the Queen the city is doomed. Therefore, you share with them the vision of the Grand Alliance that will

bring the destruction of the Red Lord. In return you hear that only the Queen can make such a decision, but she needs to recover first. The only thing left for you to do is to bring her proper medicines.

Choose:

☞ You don't intend to struggle for support of Queen's Valley. Leave the plot token on your space. Any knight may resolve the matching entry from the plot sheet again (skipping the narrative introduction).

☞ You ask where you might find the meds. **See 27.**

✓ **Discard** 🗑️ **gear cards.** You share your supplies with the Court. **See 53.**

11

"Let's play for you" you say and grace the woman with your smile. "You do realize that only the devil himself can be the lord of Death, don't you? I found one. Do you wish to prove that you're better?"

"You'd be surprised" you answer quickly.

"I want to see fire. I want to see fear. I want to feel pain. You give me that and I'll help you kill the Red Lord."

"What am I supposed to do?" you ask, but not only Death. When you come to think of it, you aren't sure what you're playing with.

"Oh, it's enough if you or one of your friends draws enough blood in my name" the woman answers with a malevolent grin.

Remove the artifact token "X" from the game. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Place your knight token on any city. Any knight on a given city may perform the **Plot Action (Death's Blood Harvest)** to resolve the matching entry:

Queen's Valley: see 29.

Pumps: see 51.

New Sydney: see 68.

Alice Offsprings: see 83.

Gangraen: see 107.

Carcassville: see 119.

Note in the Outback Chronicles the number of this entry to remember about it.

12

The last thing you remember is War's steel hand squeezing your neck. Now, you're lying on a heap of mangled bodies of those who failed at the arena. You feel as if you were run over by a truck, but at least you can walk.

If you did not lose consciousness in combat with the **Horseman "War"**, attach 1 Injury card to your knight. Otherwise, perform 1 free Regain consciousness Action.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** and the artifact token assigned to it from the game.

13

You feel bad. Really bad. You see two bottles where there should be one, two Famines, two bags of his. You close your eyes, count to ten, then open them again. Something must be done.

Choose:

☞ You steal the bag. **See 31.**

☞ You try to kill the man. **See 94.**

14

You climb up, holding on to thin bushes growing out of cracks in old concrete, and finally you find a long, deep fissure. You put inside an improvised bomb made of a few canisters and a simple detonator, then climb down very slowly and carefully.

Your bomb explodes earlier than expected. You run to your vehicle, afraid to look back, but you can hear your plan has worked. The explosion has additionally weakened the old construction. Water is already flowing. There's little time left. You get into your ride and drive away at full speed.

The Red Lord's army is **delayed** this round. Note in the Outback Chronicles that you **destroyed the dam (127, epilogue)**.

15

The Red Lord's forces spread around the area, looking for quarters and putting up tents. Surprised, you realize that you can see among this rabble a group of a few dozen Old World Order Dragoons – heavy infantry famous all over the continent. Their armors are repainted red and it seems they're some kind of personal guards protecting the warlord. Something is off here...

When the Red Lord disappears among his "worshippers", the Dragoons take over a small, pre-Scourge hotel. You're watching them from afar. Most of them have taken off their power suits, and are now resting, but a few are still full-clad, guarding their brothers in arms. You're no match for them in combat, but you could set fire to the wooden building.

Test Survival (2).

Pass: You wait till midnight. The guards are still there. What's even worse, they're equipped with night-vision goggles now. You must be extra careful. That's why you sneak from below, climbing the slope, over which part of the building rests on supporting pillars. When you're directly under it, you bathe everything in petrol, throw a match and flee.

Gain 1 🗡️. The Red Lord's army is **delayed** this round.

Fail: You're crawling under the cover of darkness. You saw them with night-vision goggles, but if you're careful enough... A series of bullets hits the sand right next to you, then you get hit – once, twice... You scream in pain, but still get on your feet and run away in the opposite direction.

You are dealt 4 🗡️. Knights cannot perform the **Plot Action (Army Sabotage)** this round.

16

The command of the militia defending the First Bridge goes to a charismatic Aristoi soldier, who takes a seat on the top of the biggest APC – just like his adversary. Unfortunately, the lack of solid recon that could be provided by the "flyers" from Queen's Valley forces the allies to act somewhat blindly. The commander decides to finish this thing quickly, watching his enemy through the binoculars and barking last orders. Suddenly, from a faraway place beyond the horizon comes a comet of fire, that strikes right in the middle of the attacking army. However, the first shouts of joy quickly turn into cries of fear. Though the missile decimated the Red Lord's forces, the road train itself and the area around it are protected by some kind of an energy field, making the warlord impervious to ranged attacks.

Enraged, the attacking army starts its assault. The Aristoi leader chooses the heavily armored OWO troops to hold the first line. Their main task is to weather the powerful blow from the west. They arrange their APCs in a wedge formation, striking deep into the ranks of the enemy army. You notice that the armored units do not heed the commander's orders and completely ignore gangers and rabble. They head directly to the Red Lord's road train, engaging in a fratricidal battle with the heavy units clad in similar power suits, painted red to mark the warriors' allegiance to the Red Lord as his praetorians. The outcome of this clash is easy to

predict. Both sides bleed themselves out, which is beneficial to the Red Lord as he has better reserves than the defenders.

The last line of defense consists of units of “volunteers” sponsored by the Merchant Cartel. It’s a motley crowd of badly armed and barely armored poor and homeless. Equipped with simple tools and rusted melee weapons, they’re thrown to defend the western battlements. Vehicles with HMGs mounted on top, filled with the Sun Hounds mercenaries line up behind them. Equipped with megaphones, they shout motivational slogans and cheap propaganda encouraging the poor to fight. Their words are underlined by bursts of automatic fire directed at anyone who flees before the onslaught of the warlord’s army. Seeing this, the Aristoi commander tries to protest, but facing the possibility of the detonation of the First Bridge by its inhabitants, he has to make a difficult decision... He lets the mercenaries massacre the poor.

Fortunately, this sacrifice enables the alliance to tip the scales in its favor and defeat the warlord’s army. The Red Lord is captured and brutally torn apart with chains attached to the vehicles of the Cartel’s “motivators”. You can see guts and metal pieces sticking out of his carcass – it seems he was something less, and at the same time something more than a human being.

The attacking army is routed, and you celebrate victory with your allies. However, the Grand Alliance doesn’t last long, and life in the Waste returns to its normal, day-to-day cruelty. A few months later Australians forget about the terror of the Red Lord.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

17

You touch the screen. It responds by showing different icons and strings of text. You see a huge red button in the corner, with the word: “Erase”. You touch it and hear muffled hissing. A second later another sound joins it – banging of hands against glass. You keep your finger on the screen for a long while – long enough for the banging to cease. Then you get out of the control room. Through the transparent cell doors you can see still bodies in clouds of gas. You haven’t even reached the end of the corridor yet, when Pestilence appears. He’s in no mood for negotiations.

Resolve combat with the **Horseman “Pestilence”** according to normal rules.

If you defeat this enemy: When Pestilence falls dead on the concrete floor, his men appear. You run for your life. You hide behind a corridor corner, then dash for the first staircase and throw off your pursuers in the labyrinthine building.

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 13** and the artifact token assigned to it from the game.

If you do not defeat this enemy: Pestilence grabs you by the neck and starts hitting the wall with your head so hard the tiles break, but he cares not for your fate. He leaves you bleeding on the floor and goes to check on his mutants. Your sight blurs, then finally everything goes black.

You lose consciousness. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 13** and the artifact token assigned to it from the game.

18

Silence lasts a couple of minutes. Not even whispers can be heard. Even the “gladiators” fighting to the death a moment ago are standing still. You see that War looks at you from behind the mask. Finally, he lifts his weapon, as if showing you where to go. You get your ride and return to the arena.

Resolve combat with the **Horseman “War”** according to normal rules.

If you defeat this enemy: You’ve never met someone so strong, quick and aggressive at the same time. Every single move he made could be lethal to you. Fortunately, you strike down this formidable warrior. The crowd starts to howl like a pack of maddened wolves. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 11** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

If you do not defeat this enemy: It takes a short moment to learn that War is no mere thug from the badlands. He’s inhumanly aggressive, resilient and quick. He could play with you, but instead he defeats you down with a few well-aimed strikes. The crowd is shouting, while you’re crawling in the sand with your mouth full of blood.

Suffer 3 ☠. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** and the artifact token and card assigned to it from the game.

19

Everyone is busy eating. Your whole life you haven’t seen such a gluttonous bunch. The horseman’s men are also drunk. Well, maybe except those on guard duty, but they’re surrounding the camp, facing outward into the black of night. You reach the largest tent in the camp – a round one. This must be Famine’s place. You look inside. A lean woman is sitting there, holding a baby in her arms.

Choose:

☞ Famine will soon return and you’ll put him down. **See 49.**

✓ **No special card is assigned to Famine’s card.** You take the pair hostage. Famine will have to listen to you. **See 66.**

20

You’re walking the crowded streets of New Sydney, trying to get a hang of the local moods. The city rulers – the Merchant Cartel – plan to focus on defending the metropolis. The city’s poor and homeless are being trained all around the clock on squares, pitches, and arenas. They are stabbing and hitting dummies made of old tyres with rusty tools and junk weapons. Everything is happening under the supervision of the Sun Hounds – a mercenary company from the west. You know that this strategy is doomed to fail, so you go straight to the Cartel HQ to persuade its members to join the alliance.

When you’re finally received, you learn that your proposition might be taken into consideration, but first you have to show your commitment to the city affairs.

Choose:

☞ You don’t intend to struggle for support of the Merchant Cartel from New Sydney. Leave the plot token on your space. Any knight may resolve the matching entry from the plot sheet again (skipping the narrative introduction).

☞ You agree to undertake a mission for the Cartel. **See 33.**

✓ **You have at least 6 ♠.** You’ve spent enough time in the badlands not to grovel before some paper pushers. **See 63.**

21

You can see them from afar. They have a few tents and an old bus. They're sitting outside, grilling meat. You count a few soldiers and maybe two dozen strange, pale mutants with primitive spears. So that's what he does in his lab...

"Hey, Pestilence, or whatever they call you!" you yell, coming out of the jungle right next to the camp. "You and me, if you dare!" You hear a dull puff instead of an answer. A small grenade lands at your feet. Some kind of gas starts to spew forth from it.

Test Survival (2).

Pass: Your eyes start to burn. You feel as if you were choking. You hold your breath, kick the grenade aside and move forward a few steps.

See 123.

Fail: You start to choke. Then you fall down to your knees. You realize that you'll just inhale more of this crap, but you can't force yourself to move even a step more. Your eyes are filled with tears, your whole body aches... You wipe away the tears and understand that this is just the beginning.

You lose 2 chosen dice during the next combat (to a min. of 1).

See 123.

22

You're slowly making your way through the crowd. You can see from a distance that two men smeared in black grease are loading shells inside. "This War... He's just an ordinary human" you think to yourself. If you blow this up, he'll lose face or die. Or you might find something valuable inside.

Test Survival (3). If you are equipped with a **Trash Armor**, you obtain 1 additional ✨.

Pass: You stand next to the armored colossus and wait until the men load all the shells and leave. The tank is guarded by a few thugs. They're busy watching the fights. You crawl between the tracks, spotted by no one.

See 37.

Fail: You come close to the tank and wait for the two men to finish loading shells and the fighters at the arena to draw the attention of the guards. Then you jump on the tank, leaning low, and you try to... Suddenly, one of War's henchmen spots you and instinctively throws a bottle in your direction. You get hit on the head and land in the crowd. The guards start to shout, but you recover and flee before they manage to locate you.

Suffer 2 ☠. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** and the artifact token and card assigned to it from the game.

23

You deftly avoid the danger. There's a control panel at the back of the rusted tower. Maybe you could do something about it? Curious about the pre-Scourge technology, you start tinkering with it. Choose:

✔ You turn off the defense system. **See 101.**

✔ **Your Repair is at least 2.** You set the defense system for "hostile beasts". **See 111.**

✔ **Your Repair is at least 3.** You set the defense system for "hostile humanoids". **See 128.**

24

You're playing dead. Waiting, watching. Everyone around is getting more and more drunk. When two big guys in leather aprons come for you, they can barely stand. They carry you, throw

you next to a fire, then go God only knows where. You turn so that the ropes catch fire. It burns a little, but there's no other option.

Test Survival (2).

Pass: You set out to find **Famine**. You're trying to pass as one of the horseman's soldiers – you're lurching, howling like a banshee, but still keep looking for your target. Finally, you see him, sitting on a wooden log and eating. He's holding a huge piece of meat in each hand, ripping huge chunks with his teeth.

See 44.

Fail: You're trying to find **Famine**, but with each step fear is growing in your heart. Drunk, drugged cannibals roused by the feast are looking at you. They haven't done anything yet, but you can see hunger in their eyes. It's a motley crew. How can they tell friends from foes? One of them unexpectedly assaults you. You hit him with your elbow and dive into the crowd. You trudge through the mob as far as you can, and stumble upon the stuff they took from you. They're lying on a huge pile of clothes, weapons and canisters full of fuel.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token and card assigned to it from the game.

25

After the Scourge the locals built a wooden bridge in place of a concrete one, which used to span two edges of this half a kilometer wide canyon. If you manage to damage it, not only will the Red Lord's army suffer losses, but its march will also slow down considerably.

It's raining, wood is wet, so there's no option to start a fire, or blow this thing up. However, you could attempt to weaken it, especially that the wooden elements are barely attached to the concrete frame. Roll the number of green dice equal to your **Repair**.

If you obtain at least 1 ♣: Weakened support here, loose beam there, removed nails somewhere else... When you feel it should be enough, you go a safe distance away from the construction and watch the army scouts enter the bridge. The first group of haggard warriors with clubs follows, and the construction begins to sway, just to break off from the concrete rim and collapse.

The Red Lord's army is **delayed** this round.

If you obtain no ♣: Your efforts proved fruitless. Though you spent two hours loosening beams and ripping out nails, you're no engineer. The best proof of your lack of skill are the units of warriors crossing the bridge in front of your eyes.

Nothing happens.

26

Death gestures you to sit in front of her. What a meeting – only you, her and her mutated pet devouring guts of a fresh corpse. All around you some ruins, bodies of wretched fools and unending kilometers of a flat emptiness you wouldn't expect in this region. It's as if you found yourself in a dreamy landscape of an absolute apocalypse.

You look the woman in the eyes. You see madness that freezes your heart. For a moment you're sure nothing good will ever happen to you.

"Perfect. You believe you can cheat Death" says the stranger. "What stake shall we play for?"

Choose:

✔ "Life." **See 131.**

✔ **No special card is assigned to Death's card.** "Death." **See 11.**

27

The Court members guide you to a palace terrace towering over the city and the canyon. You look through a field glass pointed at a place somewhere west reflecting sun rays. People call this place “Shining”. It’s a huge hydroponic plant built long before the Scourge. You’ll find the Great Gardener there – the only person skillful enough to concoct meds that will help the Queen.

Scientists in white lab coats and strange masks walk into the terrace. They hand you a package suggesting that these are modified fertilizers – a gift for the man overseeing the Shining.

From now on no knight on **Queen’s Valley** can choose the second option in **entry 10**.

Write “Modified fertilizers, 27” on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1  and has a value of 4.

Place 1 of your knight tokens on your space and 1 on **space 24**. This is the **Shining**. You may perform the **Plot Action (Converse with the Great Gardener)** there to resolve **entry 67**. Note in the Outback Chronicles the number of this entry to remember about it.

28

You’re standing over this giant, dead body and you only want to vomit all the booze you’ve drunk. You keep fighting the nausea as you slowly walk away, making your way through a crowd of woozy people. They have no idea what has just happened here.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 17** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

29

Getting to the top level of the city, where the runways for “flyers” are located, turns out to be much easier than you thought – as if the nocturnal shadows favored the task you’re about to do. You lay your hands on fuel reserves and bathe a few vehicles in it, then you pour even more on the main runway and set fire to it.

A few minutes later guards and crews flock to this place. Some of them try to extinguish the fire, others decide to fly away to prevent their machines from burning down. However, they find to their doom that their vessels were also doused in petrol. They meet their fiery end at the bottom of the rocky canyon.

Yes. Death will be pleased.

If there is a plot token on your space, discard it. From now on the **Plot Action (Grand Alliance)** cannot be performed in **Queen’s Valley**. If there is no plot token on your space, cross out from the Outback Chronicles the note that **Queen’s Valley joined the alliance**.

No matter the conditions mentioned above, discard the knight token from your space. Then place the **special card number 15** next to your knight sheet. During combat with the **Red Lord**, the participating knight may remove the special card number 15 from the game to add the attack dice from this card to their attack roll (no matter the attack range). Additionally, they ignore **Relentless**.

Note in the Outback Chronicles the number of this entry to remember about it.

30

You realize that the Old World Order is the only force in the west able to stop the Red Lord. So, you head to the base of the organization hidden deep in the snow-capped mountains. Unfortunately, a grim sight welcomes you there – the place looks like a ruin. Your attention is drawn to one of the inner buildings of the fortress, damaged by numerous explosions. Decimated members of the organization are licking their wounds. All attempts to talk about the threat of the Red Lord only angers the OWO leaders and they’re on the brink of expelling you from the base.

Choose:

✔ You don’t intend to struggle for support of the Old World Order just now. Leave the plot token on your space. Any knight may resolve the matching entry from the plot sheet again (skipping the narrative introduction).

✔ You conclude that the Red Lord had something to do with the incident in the OWO base, so you keep pushing the subject. **See 48**.

✔ You have at least 1 artifact card (the special card number 12, 14 or 16). Time to prove to the OWO that the Red Lord can be defeated. **See 61**.


31

Test Survival (2).

Pass: When you pick up the bag, Famine looks at you empty-eyed. As if he saw you, but couldn’t understand what’s going on. You just stand up and leave, stumbling every few steps.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 17** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

Fail: When you pick up the bag, Famine grabs your arm and squeezes tight. It hurts. You can almost hear your bones crunch. At the same time, the man is looking at you empty-eyed, as if he didn’t even see you. You break free. You’re about to vomit. You’ve drunk too much and he is too sober. Time to leave before you completely drift away and stay until the morning among these cannibals.

Retrieve all game components you set aside. Suffer 1 . Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token and card assigned to it from the game.

32

Your nervous movements start to draw the attention of the “chefs”. Two of them approach you. They’re so drunk they can barely stand. “Look” says one. “Our dinner is ready to leave.”

“Then cut it down” says the other man, his eyes empty and vacant. Landing on the ground hurts, but your hands are free and you know what to do with them.

Test Blades (2). If your base **Health** is at least 8, you obtain 1 additional .

Pass: These drunkards are no match for you. A few quick blows and they fall unconscious on the ground. Now, you can finally make a tour around the camp.

Gain 1 .

See 19.

Fail: You underestimated your opponents. They jumped on you and suddenly you were on the ground. They kicked you until you lost consciousness. Now, you wake up, badly beaten, in some

bushes. Famine's forces are long gone. The only things left are the remains of half-eaten victims and rubbish.

Attach 1 Injury card to your knight. Remove from the game all gear cards and the vehicle sheet you set aside (return resource markers to the pool).

Choose a new vehicle sheet and place 2 damage tokens on it. Gain 3 chosen resources. Search the gear deck for the first **F** card and keep it. Shuffle the remaining cards back into the deck. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token and card assigned to it from the game.

33

It turns out that the Merchant Cartel is much more than just a bunch of traders and shysters. You meet some reasonable leaders who understand what a "preemptive strike" means. Unfortunately, they quickly kill your enthusiasm – even they have to think about the city in general. In order to convince the Cartel to forget about the defensive strategy you have to solve the problem of dependence on fuel shipments from Pumps, their hated rival in the east. It might be possible to remedy this situation when an old oil rig near the coast of Kangaroo Island is put to use. Your task will be to bring a group of engineers there and protect them when they assess the state of the construction.

From now on no knight in **New Sydney** can choose the second option in **entry 20**.

Place 1 of your knight tokens on your space and 1 on **space 20**. This is **Kangaroo Island**. If there is at least 1 **Engineer** token on your vehicle sheet (see below), you may perform the Plot Action (Checking the Rig) there to resolve entry 82. Place 1-3 general tokens on your vehicle sheet. They represent **Engineers**. Each takes 1 **W**. If you are defeated while resolving an enemy card or fail a test while resolving an event card, discard 1 **Engineer** token from your vehicle sheet. If you discard the last **Engineer** token this way, or lose consciousness, **see 97**.

Note in the Outback Chronicles the number of this entry to remember about it.

34

You hear Death sharpen the blade of her sickle with slow, smooth motions. Your nerves are on edge. "Wrong guess again" she says. "Your last chance."

Choose one of the following options except the ones you chose earlier and declare your choice aloud:

1. "The woman in a floral dress."
2. "The man wearing a leather jacket."
3. "The old lady in a straw hat."
4. "The kid with a toy in their hand."

Then roll 3 green dice.

If you obtain at least 1 **4, see 96.**

Otherwise, see 114.

35

It's never easy to get food in the wastelands, especially if you have an army many thousands strong to feed. A place called Kumarina, widely known for its soy fields, is on the path of this ravenous horde. You must convince its inhabitants to burn down their crops and escape. Theoretically, it should be easy – the Red Lord will surely level Kumarina anyway – but you know that farmers are hardy folk. Still, full of hope, you meet with the town elders.

Test Negotiate (2).

Pass: *It turns out these are serious people who have seen a lot. At the beginning they don't even want to hear about your idea, but when you tell them about the warlord's army, they listen. Finally, they promise to send out some scouts. If they confirm your words, they'll pack as much food as they can, and burn the rest.*

Gain 1 **⚡**. The Red Lord's army is **delayed** this round.

Fail: *You try to explain to these stubborn old men and women that the Red Lord is nothing like other bandits that the Kumarina people had to deal with before. He won't negotiate, won't be bribed, and – most certainly – won't be resisted. But they're deaf to your words.*

"We'll solve this problem when it appears" says a skinny, mustached farmer. "No need to frighten us, stranger. It's our land and no one will drive us out of here."

Nothing happens.

36

Interlude.

No matter where you are, news about the Red Lord conquering the First Bridge is passed by everyone. However, he realizes that there are still forces in Australia that might threaten him. That's why he's challenged all inhabitants of the Waste – everyone who comes to the First Bridge and dares to face him in a duel will be given a chance... and brutally killed.

You head to the First Bridge right away. This might be your last chance to break the Red Lord's might.

Each unconscious knight performs 1 free Regain Consciousness Action.

Place knight figures on **space 0 (First Bridge)**.

Take all Horseman markers from the board and place them on the Red Lord sheet – each Horseman that the knights have not managed to deal with joins the warlord's army.

For a few days you watch duels conducted on a huge, concrete parking lot far beyond the western outskirts of the First Bridge. Everyone shows there, from heavily armored members of the OWO, through gangers trying to run over the Red Lord with their cars, to well-paid, veteran mercenaries from New Sydney. No one succeeds at taking down the powerful warrior, though once or twice he seems to be barely standing. However, the next day he appears on the fighting ground untouched, as if he really wasn't human.

When the Red Lord makes yet another challenge, but there's no one else to fight him, you know that your time's finally come.

Choose the **Champion**. Each of the other knights may give the **Champion** 1 gear card or 1 chosen resource. Then the **Champion** may perform 1 free Camp Action.

The **Champion** resolves combat with the **Red Lord** (see the plot sheet). During this combat the **Red Lord** gains +2 **Health** for each Horseman marker on its sheet (normal bonus still counts).

Before the combat you may discard any number of plot tokens from the **Grand Alliance Members** space on the plot sheet to discard the same number of Horseman markers from the Red Lord sheet.

If the Red Lord is defeated, see 120.

Otherwise, see 62.

37

You find a hatch in the undercarriage, thanking spirits of the wasteland that this model actually has one. You're inside. The

open top hatch provides some illumination. You locate the loading mechanism with shells. Now the hard part...

Test **Tech** (3). If your **Repair** is at least 2, you obtain 1 additional ✨.

Pass: see 69.

Fail: see 98.

38

You see a sorry view through the guardhouse window. You realize that the woman who sent you here was hardly aware of the scale of destruction. Looks like the VIPs hiding in the shelter have a skewed image of reality. You're on your own.

Choose:

☞ You head toward the ruined barracks. See 6.

☞ You head toward the ruined jetty and shipwrecks. See 90.

✓ **Your Exploration is at least 3.** Inside the guardhouse, you find a manhole leading to underground maintenance tunnels. See 106.

39

You must kill her before this beast focuses on you. You attempt to make a quick work out of it, striking with lightning speed.

Resolve combat with the **Horseman "Death"** according to normal rules.

If you defeat this enemy, see 72.

If you do not defeat this enemy: You underestimated your opponent. She slices you like a piece of meat with a few strikes of her sickle. "You ruined such a beautiful moment..." says the woman, then turns to the monster. "Yara, let's go."

You're trying to stop the bleeding and crawl back into your car, watching Death as she's walking away.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 15** and the artifact token and card assigned to it from the game.

40

You're waiting patiently in the spot the informer told you about. It's a rusted road-sign showing: "Uluru (Ayers Rock) 20". It's peaceful all around. The massif of the red mountain can be seen in the distance. At some point a cloud of dust appears against this background, and a few minutes later you see an APC. A woman in full combat gear disembarks. The stuff she's wearing looks brand new, as if she's just drawn it from a supply room. "Too clean..." That's what comes to your mind when she starts talking.

After a short conversation you learn that you've just made contact with **Aristoi** – everything that's left of the Australian government and military. They've spent the last half of the century underground, in a high-tech shelter named "Red Tomb" – a place of legend among the survivors. Despite their reclusiveness they are well-informed about the developments in the west. They will provide support by making a missile precision strike on whatever target you choose. Yet, certain conditions must be met first.

Choose:

☞ You don't intend to struggle for support of **Aristoi** from the Red Tomb just now. Leave the plot token on your space. Any knight may resolve the matching entry from the plot sheet again (skipping the narrative introduction).

☞ **Aristoi** need a daredevil for a field mission. You "volunteer". See 125.

✓ **You discard 3 x 🗡️/🔪.** **Aristoi** need supplies in order to send a unit on a field mission. See 109.

41

You can't muster enough ruthlessness to do it. Lots of people still have a chance to escape from the Red Lord's horde. You need to find another way to stop it.

Bad news is – earlier you agreed with your friends that you'd deal with this problem, so no one will even come close to this area in fear of rushing water...

Gain 1 🗡️. Knights cannot perform the **Plot Action (Army Sabotage)** this round.

42

This is it – the goal of your mission in HMAS South Shore. You attempt to turn the console on and establish a satellite connection based on the officer's guidelines. Unfortunately, the communication port has seen better days. The only thing left to do is to dive into a tangle of cables and wires and find a way to make it work again.

Test **Tech** (1).

Pass: You easily find cables torn by rats. A moment of focus and you hear the machine come back to life. You enter the proper code. A muffled sound of a satellite dish realigning itself reassures you it works. Diodes on the console shine green.

Gain 2 🗡️. Discard the knight tokens from your space and from **space 29**. Take the plot token from **space 29** and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that **Aristoi joined the alliance**.

Fail: You gut the machine open and start to plug the cables that the rats ate. Something starts to work at some point, but a row of diodes on the console starts to pulse red. Something is wrong... Now the diodes are fading one after another, at a quick but regular pace. You won't waste a minute – you jump inside the car and flee. You've been in places like this and know full well that fading red diodes never bode well. A few minutes later the base is wracked by a powerful explosion.

Gain 1 🗡️. Discard the knight tokens from your space and from **space 29**.

43

You're on your way back through the building, looking around and straining your ears so as not to get ambushed. You reach the ground floor. Pestilence is there, at the end of a wide corridor leading to the exit. He's walking in front, flanked by a few armed men.

"You let them out" he says loudly.

Choose:

☞ You cut your hand open. See 64.

☞ You try to talk. See 89.

44

Choose:

☞ You attack him. See 56.

☞ You join him. See 77.

45

The Red Lord's army splits on its way into smaller groups. You chance upon a column of men. They're flagellating themselves with bundles of cables, howling and begging a "Holy Machine" for forgiveness. You've never seen such a bunch of lunatics before. Most of them have no other weapons except for these strange whips. You know what you should do. You accelerate and drive your ride into this crowd. You sow chaos and destruction, but the madmen are numerous, and they've already blocked your way.

Test Blades (4). Your vehicle may suffer up to 4 ☠ for you to obtain 1 additional ☠ for each ☠ suffered this way.

Pass: *You smash the first one, then another, their blood splattering everywhere. Upon seeing this slaughter, the rest flees in horror. You look around. You're standing in a circle of dying people – some of them run over, others killed. No wonder the others got scared so much...*

Search the gear deck for the **Chain**, flip it to its working side and keep it. The Red Lord's army is **delayed** this round.

Fail: *These are not formidable opponents, but they behave as if pain meant nothing to them. The combat is getting longer, and the dozen of flagellants stunned by your charge joins the fray. The situation looks grim. Deflecting blows, you get back to your vehicle, put it in reverse, and drive away ignoring bodies crushed by your wheels.*

Suffer 1 ☠ and your vehicle suffers 1 ☠ for each missing ☠.

46

When you were busy traveling around Australia in your vain search for allies and fame, the Red Lord was moving forward with unending tenacity. His army sucked dry all the resources of the poor west, and destroyed a few fragile centers of civilization present in that area. Then it took over the First Bridge, decimating the defenders of the stronghold protecting the passage.

A few days after the warlord's victory corsairs from Alice Offsprings joined the Red Lord's cause. They're now transporting the followers of the general to the eastern bank of the Great Divide. It's only a matter of time before his army reaches the east coast, securing the Red Lord's dominion over the whole continent. The knights fail. Resolve all epilogue entries noted in the Outback Chronicles.

47

You get inside the lab via an old elevator shaft. You hurt your hand on the way, but it's nothing serious. You find yourself in a long corridor. Its sides are lined with glass doors, behind which someone imprisoned pale creatures. They resemble humans, but they have no noses. They also have two pairs of small, black, lidless eyes. One of the mutants leans its head to the side and pierces you with its gaze. Then touches its face with thin, three-fingered hands, and moves its lips as if trying to speak to you. In each cell there are maybe six or seven mutants. They press their faces to the glass and follow you with their gazes. You spot a control room at the end of the corridor.

Choose:

☞ You release the mutants. **See 3.**

☞ You exterminate the mutants. **See 17.**

48

Rational arguments and pleas for help cannot break through the wall of indifference that the organization leaders built. You say one word too many and realize you've gone too far. Evidently, the OWO leaders bear some grudge against the Red Lord and events from the recent past have something to do with this warlord. Heavily armored Dragoons escort you outside the gate. A sergeant in battered power suit says before leaving:

"Deal with the traitors in the Red Lord's camp. Then – and only then – will the gates of the citadel open for you once again, stranger."

From now on no knight on **space 27** can choose the second option in **entry 30**.

Place 1 of your knight tokens on your space and 3 on the top of the sabotage deck. Discard 1 knight token from the deck at the end of each of your turns.

When you perform the **Plot Action (Army Sabotage)**, which will result in **delaying** the Red Lord's army, resolve **entry 73**. When your last knight token is discarded from the sabotage deck, **see 92**.

Note in the Outback Chronicles the numbers of these entries to remember about them.

49

Test Blades (2).

Pass: *You're waiting patiently, a big rock in your hands. You see Famine walk into the tent, his gait heavy, to check if everything is alright. You jump on him from behind, when he's still clutching the flap. You hit the back of his head with the rock a couple of times. His warm blood stains your fingers.*

Place 2 wound tokens on the **Horseman "Famine"**.

See 81.

Fail: *When Famine enters the tent, you assault him, trying to hit him with the rock you picked up from the ground. He notices this, grabs you and throws deeper into the tent with tremendous strength. He stares at you like a maddened beast. It seems your chances have just got slimmer.*

This enemy has **Threat 2** (instead of 1) during the next combat.

See 81.

50

You recognize War's followers from afar. The noisy bunch set up something akin to a military camp on a stretch of open space. From the roof of the petrol station you see tents, motorbikes, and – most of all – an old tank taken from God knows where. Now, they're pulling it day after day behind two trucks like some ancient chariot. The one who rules here – War – is sitting on top of the turret. A wide patch of ground next to the tank is filled with fighting people. Some of them are using bare fists, others are driving around their opponents and shooting.

This "arena" is surrounded by hundreds of people.

You walk among the crowd, finally reaching the ring of fighters. War is watching everything from above. His sidekick shouts from time to time: "Who wants to impress Mister War? Who has the balls to fight?"

Choose:

☞ You challenge War to a duel. **See 4.**

☞ You sneak to War's tank. **See 22.**

☑ **No special card is assigned to Horseman War's card.** *You join the fray at the arena hoping that War will recognize your skill.* **See 71.**

51

No one guards anything here. The ones who come are only interested in petrol flowing from a pump. What about the infrastructure? All this fuel – it must come from somewhere. And that's where you enter, in the night, all in black, right next to one of the biggest pipelines supplying Pumps with oil. You get rid of one screw after another, mumbling one word that came to your mind, though you don't know its origin.

When the unsealed joint vomits a fountain of liquid, you light a match. The explosion casts you a few meters away. You barely see a long section of the pipeline explode. Once again you repeat the word you heard in your mind: "Cibola..."

Yes. Death will be pleased.

Attach 1 Injury card to your knight and place your knight token on it. You cannot discard it until the end of the game.

Discard the knight token from your space. Then place the **special card number 15** next to your knight sheet. During combat with the **Red Lord**, the participating knight may remove the **special card number 15** from the game to add the attack dice from this card to their attack roll (no matter the attack range). Additionally, they ignore **Relentless**.

Note in the Outback Chronicles the number of this entry to remember about it.

52

The command of the militia defending the First Bridge goes to a charismatic Aristoi soldier, who takes a seat on the top of the biggest APC – just like his adversary. You can tell he's a master tactician, he also has a group of experienced advisors – the OWO officers. Thus, he starts by sending the "flyers" from Queen's Valley first. You see the crews of the flying fortresses bomb the warlord's forces. Some of the more zealous defenders cover their mouths with green paint sprayed from characteristic cans, then jump out of the vessels wearing explosive belts. They sow terror and destruction among enemy ranks. Unfortunately, most of the dirigibles and planes are shot down, falling engulfed in flames far on the Red Lord's supply trains.

The commander of the allied forces decides to finish this thing quickly, watching his enemy through the binoculars and barking last orders. Suddenly, from a faraway place beyond the horizon comes a comet of fire, that strikes right in the middle of the attacking army. However, first shouts of joy quickly turn into cries of fear. Though the missile decimated the Red Lord's forces, the road train itself and the area around it are protected by some kind of energy field, making the warlord impervious to ranged attacks. Enraged, the attacking army starts its assault. The Aristoi leader chooses the heavily armored OWO units as the last line of defense. Their main task is to weather the powerful blow from the west. They counterattack in their heavy APCs, striking deep into the ranks of the enemy army. You notice that their armored units completely ignore gangers and rabble. They head directly to the general's road train, decimating in their righteous rage their former brethren – now the warlord's praetorians.

The Red Lord is captured and brutally torn apart with chains attached to the OWO vehicles. You can see guts and metal pieces sticking out of his carcass – it seems he was something less, and at the same time something more than a human being.

The attacking army is routed, and you with your allies celebrate victory. The remains of the warlord are packed into one of the Aristoi transporters by a small robot with numerous limbs and spirited away west.

The Grand Alliance doesn't last long, and life in the Waste returns to its normal, day-to-day cruelty. A few months later Australians forget about the terror of the Red Lord.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

53

You show some scientists in white lab coats and strange masks your personal stash of pharmaceuticals. You don't quite catch what they're talking about, but you notice a word spoken by one of them: "combat drugs". They're supposed to be ready soon and handed to the crews of the airships.

Then you get to meet the Court. A man who calls himself "envoy" tells you that your commitment regarding the Queen's well-being has been appreciated. After a two-hour long dispute the members of the Court have decided to join the alliance, providing support of the air fleet. You walk away happy, albeit aware that yet another time the Queen's illness was nothing but a smoke screen and the people close to the woman are constantly involved in some shady dealings.

Gain 1 ♠. Discard all knight tokens related to your space (if any). Take the challenge token from your space and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that **Queen's Valley joined the alliance**.

54

You waste no time and charge the monster. You deal the first blow before it turns its huge body toward you, or even before it pays any attention to you.

"Well done. You've managed to make him angry" says Death. "Kill, Yara. Kill and eat."

Search the mountains/scrub wasteland deck for the **Clawed Horror** enemy. Resolve combat according to normal rules. Before it starts place 1 wound token on this enemy.

If you defeat this enemy and you are not unconscious: The mutated animal is furious, but its bleeding wound weakens it. You dodge a few powerful blows that could tear you apart, and finally you take down this furry bag of muscles.

See 105.

If you do not defeat this enemy or you are unconscious: "Why did you make him angry?" These are the last words you hear. Then an insanely sharp sickle cuts the air.

You don't know how long you've been lying like this, but now that you're awake blood no longer gushes from your wounds. You're alone in the ruined settlement, surrounded by corpses decaying in heat.

Shuffle the **Clawed Horror** card back into its deck. If you did not lose consciousness in combat with the **Clawed Horror**, attach 1 Injury card to your knight. Otherwise, perform 1 free Regain consciousness Action. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 15** and the artifact token and card assigned to it from the game.

55

The Red Lord's troops are a bunch of maniacs, bandits, and desperadoes, but they're still an army, and every army needs supplies and transport. Supply trains are following the warriors – hundreds of cars, trucks, rigs, and all kinds of vehicles stolen on the way.

You decide to slow down the march by damaging vehicles. You wait for the camp to calm for the night and sneak into a giant "parking lot".

Test **Tech (2)**.

Pass: You've done a good job – slashed tires, ripped out cables and hoses, balls of foil in exhaust pipes... When it dawns, you're covered in grease and completely exhausted, and the mechanic in you is weeping...

Gain 1 ♠. The Red Lord's army is **delayed** this round.

Fail: It's going pretty well until you run into a group of sentries. One of them sees you slashing a tire of an old off-road and starts to call upon his mates. They start to chase you. Though you finally

manage to disappear between parked cars, you hurt yourself painfully and get lost. You can't find your vehicle until morning. Suffer 1 ☠ for each missing ✨. You lose all remaining actions. Knights cannot perform the **Plot Action (Army Sabotage)** this round.

56

You thought he was busy eating, but you probably weren't the first sucker to underestimate Famine and sure as hell you won't be the last unless you kill him. He notices you. He stands up and deflects your first blow.

"You'd better get something heavier than your fists" he says mockingly as he reaches for a huge cleaver.

In the meantime, you scan the area and spot a large pile of plundered clothes and gear – your stuff is there, too. You reach for a weapon.

Retrieve from the set aside game components 1 ♣ gear card and equip it. Additionally, retrieve 1 chosen resource.

Resolve combat with the **Horseman "Famine"** according to normal rules.

If you defeat this enemy, see 104.

If you do not defeat this enemy, see 124.

57

You're walking slowly closer to the guardhouse. You don't really trust any pre-Scourge junk, but to your amazement you hear an artificial voice coming from the tower: "Citizen. No threat. New mode activated: <Hostile beasts>."

You leave the tower as it is. The path to the guardhouse is open.

Note in the Outback Chronicles that **the "hostile beasts" mode is activated.**

See 38.

58

You know full well – your victory was a matter of pure luck. War made a stupid mistake. You caught him in the throat. This gave you a second you used well. Now, you're barely standing, but you manage to reach the car and escape. You are only chased by empty eyes of the dead officer's henchmen.

Gain 2 ♠. Draw 1 gear card, flip it to its working side and keep it.

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 11** and the artifact token assigned to it from the game.

59

Test Survival (2).

Pass: see 93.

Fail: You're doing your best not to make too much noise, but the floor is covered in rubble. As you descend the stairs, you hit a brick, which falls two floors down on broken glass. You hear shouts and strange barks. Time to leave.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 13** and the artifact token and card assigned to it from the game.

60

There used to be a pretty decent road here. Maybe not a highway, but a decent two-lane road. Tree roots crushed its surface and branches make it impossible to drive any further. You have to leave

your vehicle. Out there, behind the line of trees, you spotted a plume of smoke and you expect that's exactly where Pestilence resides.

You cannot use your vehicle until you resolve the following entries.

You're walking a narrow path cut out recently with machetes in this surprisingly lush jungle. After covering one or two kilometers you hear something. It's no human voice – sounds more like belonging to some animal – and yet a little like singing.

Choose:

♣ You follow the voice. **See 74.**

♣ You steer clear of this area. **See 91.**

61

The longer you argue about the necessity of stopping the Red Lord's onslaught, the stronger you feel that the OWO leaders are getting irritated. You know there's something they don't want to share with you. Your patience for vague answers has run out. You put on the table the weapon you wrested from one of the warlord's captains and ask if the scientists working for the OWO can identify it. The silence, which falls after that is broken by one of the officers:

"Bring Jet Redbringer here. He'll explain everything."

A moment later an old man in a wheelchair enters the room. After a short conversation everything becomes clear: the OWO held a very dangerous prisoner captive in its HQ – a valuable source of pre-Scourge knowledge – but he managed to corrupt many members of the organization and free himself. He took the name "Red Lord", then formed the core of his army along with his praetorians. Now, this army is sowing destruction around the continent.

Your commitment to weakening the Red Lord and eliminating his captains is appreciated. The OWO joins the alliance, sending its troops to fight the warlord. Their only condition is that you are discreet about the origin of the murderous general.

Gain 1 ♠. Discard all knight tokens related to your space (if any). Take the challenge token from your space and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that **OWO joined the alliance.**

62

Though you're doing your best and fighting the Red Lord bravely, he's more powerful than you in every possible aspect – quicker despite his size, more resilient, better trained. Finally, you fall down at his feet. First, you witness how he cuts your ride in half, then he gestures for the mob to drag your friends to the parking lot. He kills them one by one with swift strikes of his chain axe, then he comes for you. Not a single word is said. You can only hear the whirr of servo-motors working inside his heavy-set frame – a detail you missed during your fight. So it's not a human after all... The knights fail.

63

You stand before the Cartel "executives" knowing that some of the city administrators are traders and shysters with no idea how it is to live in the badlands. Luckily, among them there's a group of veterans who have gained their position with a gun in hand and courage in their hearts. They are the subjects of your fiery speech about a common fight with the Red Lord.

Yet, instead of applause you get unending quarrels of different factions. There's no time for them. In the most dramatic moment you toss on the table a bullet and a silver, one-dollar coin with the depiction of Australia, and say: "We're fighting for something

more than your losses or gains. Soon, flames of war shall engulf the whole continent if you refuse to help.”

Everyone falls silent, but you can see recognition in the faces of people around you.

Gain 1 ♠. Discard all knight tokens related to your space (if any). Take the challenge token from your space and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that *New Sydney joined the alliance.*

64

You slowly unsheathe the knife and make a deep cut. You see that only Pestilence has any idea what you’re doing. You hold out your hand and let blood drip on the floor.

“Don’t shoot!” shouts Pestilence, but when a mob of white skinned mutants runs out of a side corridor, his bodyguards open fire.

The fight is as short as it is brutal. A minute later only Pestilence is still standing among the dead. He got hurt too, and that’s your chance.

Resolve combat with the **Horseman “Pestilence”** according to normal rules. Before it starts place 1 wound token on this enemy.

If you defeat this enemy: Wounded by claws of his own mutants, Pestilence turns out to be an easy target. You put him down with a few powerful attacks, then stab his body a couple of times just to make sure he’ll never bother inhabitants of the Waste again.

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 13** and the artifact token assigned to it from the game.

If you do not defeat this enemy: The moment you fall upon the floor, Pestilence is already on his way to the lab. It takes a few minutes to get back to your feet, but you must run away despite your wounds. He might return to finish you off.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 13** and the artifact token assigned to it from the game.

65

The dam was erected decades ago. Surely long before the Scourge. They used to make electricity here. Now, it’s just a landmark... with a real lake behind. The dam is all cracked. Soon, it will probably fall apart by itself. But if the lake floods the area now, the Red Lord will have to wait or look for a detour. In both cases, it’ll take a lot of time. However, it also means that many settlements will be swept by the tide, and twice as many people will die of thirst.

Choose:

✔ You blow up the dam. **See 14.**

✔ You don’t blow up the dam. **See 41.**

66

You crawl inside the tent and show the woman to keep quiet. Tons of items are piled here, including some of yours. You gear up quickly.

Retrieve from the set aside game components 1 ♣ gear card and 1 ♠ gear card and equip them. Additionally, retrieve 1 chosen resource.

The child must feel the mother’s fear, because they start to mewl. The woman looks at you nervously, but mainly stares at the entrance. Is she afraid of you, or maybe of Famine’s reaction? The flap of the tent opens and you see him. He instantly knows what’s going on despite all the booze he must’ve drunk.

“What do you want?” he asks, piercing you with his gaze.

Test Negotiate (2).

Pass: see 129.

Fail: “I’m taking them with me...” you say, but cannot even finish the sentence. Famine’s nostrils widen. His bloated body moves forward, reminding you of a charging bull.

Resolve combat with the **Horseman “Famine”** according to normal rules.

If you defeat this enemy: Famine falls dead on the ground. His woman is cowering in a corner, giving you looks that are both evil and frightened. You leave her alone. She means nothing now.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 17** and the artifact token assigned to it from the game.

If you do not defeat this enemy: Famine is so enraged that he practically rips the tent apart. As a result you’re fighting in the dark, with a crowd of people around you. You get hit a couple of times – and hard at that. You feel you won’t win this combat. You wait for a good opportunity and flee into the dark, leaving the pursuers behind.

Retrieve all game components you set aside. Suffer 2 ☠. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token assigned to it from the game.

67

You leave the highway. Fields of strange looking plants resembling corn canes stretch to the horizon. Right in the middle there’s a giant greenhouse dominating the area. Reflexes of sunlight blind you whenever you raise your head to look at the construction. You drive closer. A white-haired Aborigine wearing a checked shirt and a straw hat greets you at the entrance. When he learns why you came, he asks if you have anything for him.

Choose:

✔ This package might be more valuable on the “free market”. **See 78.**

✔ You hand him the package. **See 103.**

68

It’s hard to find easier targets. Considering their stench, they urge you to kill them. Out there, in the badlands, everything is clean, untouched. And here... They built this city and now they crowd in it like sardines in a can. They buy, sell, rub against each other, and all for nothing. In the end they’ll all die...

You draw your weapon and once again take a good look at this place – the biggest market in New Sydney. Then you pull the trigger – once, twice, three times, five times. Bodies fall on the ground and the panicked crowd does the rest. You don’t even need to change the clip.

Yes. Death will be pleased.

From now on, any knight performing the City Action in any city can only visit 1 shop.

Discard the knight token from your space. Then place the **special card number 15** next to your knight sheet. During combat with the **Red Lord**, the participating knight may remove the **special card number 15** from the game to add the attack dice from this card to their attack roll (no matter the attack range). Additionally, they ignore **Relentless**.

Note in the Outback Chronicles the number of this entry to remember about it.

69

You install a detonator in one of the shells and remove it from the autoloader. You lean the greasy shell against your seat. It's pointing to the floor with its lethal tip. One careless move and everything will blow up.

Your heart is pounding... Whew! It's done. You crawl out and try to escape, when a blast tosses you face down on the ground. You turn around. The tank is burning. It's turret is lying some meters away. Bodies are everywhere. War is standing among them, alive but hurt. It's your only chance – you won't get a better one. Taking advantage of the chaos you get inside your vehicle and attack the officer.

Resolve combat with the **Horseman "War"** according to normal rules. Before it starts this enemy suffers 2 ☠.

If you defeat this enemy: Even weakened, War is fighting like a natural born killer. However, you quickly notice that he's favoring his right leg, so you focus on the left. You attack his knee, then mercilessly finish off the fallen enemy and vanish.

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 11** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

If you do not defeat this enemy: War is fighting back with an unexpected ferocity. A few moments and you lose initiative. You focus on defense, but in the long run you are no match for his skill. Finally, you run away taking advantage of War's wounded leg – he won't chase you in this state.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** and the artifact token and card assigned to it from the game.

70

The emptiness is so profound that you feel cold despite the midday heat. There's absolutely nothing around here. The surrounding area is so featureless, as if a giant roadroller flattened it, but you know that in truth these were nuclear blasts of missiles, which must have exploded here decades ago. You're driving through this desolate place for some time now, but you feel like standing still as nothing around you changes.

Suddenly, ruins of a small settlement appear on the horizon. You drive closer and stop. Death is sitting in the middle of this desolate enclave. Corpses are scattered around and a giant, furry animal is gorging loudly on human flesh.

"Have you come to kill Death?" asks the woman. "Or maybe you wish to play a game?"

Choose:

✔ There's no point wasting your breath. You advance toward her. **See 9.**

✔ "Let's play." **See 26.**

71

Many are eager to fight, but you won't wait for War's thug to look at you. You step out in front of the crowd and shout: "I will prove myself!"

You know well that it can mean only one thing... War looks at you, but the red mask hides his face. You can't tell whether War is curious, or disdainful. He gestures with his hand. A group of fighters comes out in the open. You get into your vehicles and start the combat.

Search the highway/desert wasteland deck for the first ☉ enemy from the following: **Rust Children, Windchasers, or Desert Lords.** Resolve combat according to normal rules. **If you defeat this enemy and you are not unconscious, see 113.**

If you do not defeat this enemy or you are unconscious: You wake up on the sand. What happened? You've got no idea. They must've carried you away from the arena. Your damaged ride is parked nearby. You touch your head. Blood stains your fingers. It doesn't look good, but you'll live.

Gain 1 ♠. Your vehicle suffers 2 ♠.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** and the artifact token assigned to it from the game.

72

It wasn't easy but you managed to defeat her. Death is lying on the ground, bleeding like an ordinary human. Her pet ends its meal at the very same moment you deal the killing blow. The howl of the mutated animal is full of pain and fury.

Take the Horseman marker from your space and place it on the Defeated Horsemen space on the plot sheet. Remove the **special card number 15** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

See 87.

73

Busy sowing chaos in the ranks of the Red Lord's army, you spot a group of warriors clearly distinct from this savage rabble. They are much better equipped and they're wearing Dragoon power suits akin to the ones you saw just a couple of days ago, when you were thrown out of the citadel. You sneak closer and eavesdrop on a conversation. It seems these are the traitors the sergeant mentioned. The renegades are talking nervously about the situation in the army, wondering what chances of victory they have. You also learn that until recently the Red Lord had been a top secret prisoner of the OWO and a subject of all kinds of "examinations" conducted by the OWO engineers and scientists. He managed to sway some members to his side and they facilitated his escape. This is a very valuable bargaining chip that will enable you to leverage the OWO leaders. They'll join the alliance to repent for letting this monster out of their captivity.

Gain 2 ♠. Discard the knight tokens from the sabotage deck and **space 27**. Take the plot token from **space 27** and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that **OWO joined the alliance.**

74

You go deeper into the bushes. You encounter some creature. It looks almost like a human, but it's deathly pale. It's sitting on a tree branch, holding in its hand a smaller version of itself, making sounds resembling a cat's cry mixed with a lullaby. The creature notices you and starts to run away.

Choose:

✔ You strike before it disappears in the bushes and warns everyone else. **See 86.**

✔ You leave the creature and its offspring in peace. Whatever it is, it doesn't deserve to die. **See 102.**

75

You've got no idea if it was the same before the Scourge, but now everyone knows that without water you're as good as dead. The Red Lord realizes this, too. That's why he already sent his scouts to this artesian well. They're waiting for the rest of the troops to come and fill their canteens. It's a gang just like many others. You should handle them easily, and then you'll take care of the well, so that no one can drink from it for a long time...

Search the matching wasteland deck for the first ☼ enemy. Resolve combat according to normal rules. This enemy gains **Threat 1** and **Relentless** during this combat.

If you defeat this enemy: You're lucky they weren't watchful. You took them by surprise, and after a short fight they're all lying dead. You drag their still bleeding bodies closer to the well. You look at the sky. Hot, as usual. Before the warlord's army arrives, they'll rot and poison the water.

Gain 1 ♠. The Red Lord's army is **delayed** this round.

If you do not defeat this enemy: You land a few well-aimed blows, but finally you're forced to retreat. What's worse, when the army reaches the well, fresh water motivates the men to march even faster.

Immediately move the Red Lord figure 1 space forward.

76

"You're lying, I can tell" says War. You hear anger in his voice. Then you feel the first blow. You land in the dirt, then jump up, dodging another one.

Resolve combat with the **Horseman "War"** according to normal rules.

If you defeat this enemy, see 58.

If you do not defeat this enemy, see 12.

77

You sit next to him. He looks at you with his eyes barely visible in his large, fat face. He barks something, and you reach for the bottle standing closest to you. You pour some into **Famine's** steel cup, and take a large swig straight from the bottle.

Roll 1 white die (2 white dice, if your base **Health** is at least 8). If you obtain at least 1 ✨, you achieve success. Otherwise, you suffer failure.

Success: You're drinking in silence. You're also eating the meat he offers, praying it's not human flesh and hoping he won't notice that you don't swallow all the booze. Finally, you see that **Famine** starts to drift away. You drink again and pat him on the back. No reaction. Another swig. You wave your hand in front of his face.

See 13.

Failure: You're drinking as fast as him. He's staring at you all the time. A round. People are yelling. Another round. You eat some meat – you'll be damned if you know its origin. More booze. When it appears that **Famine** might fall asleep any minute, the world goes black.

You wake up some time later with a terrible hangover. You're lying on the ground right where you slid off the log. It's still dark. Everyone around is sleeping. **Famine** is gone and you feel like a boxer after a lost fight.

Retrieve all game components you set aside. Take the **Horseman** marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token and card assigned to it from the game.

78

The **Great Gardener** asks you about the items from **Queen's Valley** using words you don't understand, such as "catalysts", or "asymmetrical magnitude of administration". You realize something is off and the box doesn't contain any dung to fertilize the soil. You choose to keep the package. The old geezer looks at you with anger and chases you away from the plantation swearing that without his help the **Queen** will never have an army of fanatic zealots. Now you understand that this whole illness is a hoax, but at least you have valuable stuff in your ride.

Discard the knight tokens from your space and from **Queen's Valley**.

79

"Your guess is wrong" says **Death**. "You have two more tries." The beast still feasting on the bodies growls menacingly, as if underlining its mistress' words.

Choose one of the following options except the one you chose earlier and declare your choice aloud:

1. "The woman in a floral dress."
2. "The man wearing a leather jacket."
3. "The old lady in a straw hat."
4. "The kid with a toy in their hand."

Then roll 2 green dice.

If you obtain at least 1 ♣, see 96.

Otherwise: You suffer the number of ☹ equal to the number of obtained ✨. If you lose consciousness as a result of this roll, **see 114**. If you are still conscious, **see 34**.

80

Famine is easy to find. His forces leave a trail much worse than a swarm of locusts. They eat everything they find and burn whole forests to roast it. You've already heard legends about how big **Famine** is. People say he's the fattest man in the Waste.

You follow this trail of destruction till dusk. Not much later you see a glow up ahead – one large enough to assume a whole town must've been set on fire. You stop because a fallen tree is blocking the road. When you get out of your vehicle to check what's going on, someone knocks you out...

Set aside all your gear cards (except for a **Knife**), resources, and vehicle sheet.

You wake up with a terrible headache. You're hanging from a wooden beam like a pig. Some people are walking all over the place. You look around. Human bodies are being cooked over a huge bonfire – some of them already red and crispy. A few other people are hanging nearby, as if someone decided to tenderize them a bit. Choose:

☞ You try to break free from your bonds. **See 7.**

☞ You wait for your captors to get drunk. **See 24.**

81

There's no escape now. You must face him. You dash toward a pile of plundered gear, on which you also see some of your stuff, grab the first weapon within reach and attack.

Retrieve from the set aside game components 1 ♣ gear card and equip it. Additionally, retrieve 1 chosen resource.

Resolve combat with the **Horseman "Famine"** according to normal rules.

If you defeat this enemy, see 112.

If you do not defeat this enemy, see 122.

82

You bring the engineers to the place where the Cartel wanted to have them. The ruined oil rig is a few kilometers away from the coast. You spend the rest of the trip on the deck of a boat rented for a fistful of bullets from the local fishermen.

Maybe it's your menacing gaze or the barrel of your gun aimed at the engineers – the point is they swiftly get to work. You realize these poor bastards are actually slaves of the Cartel, forced to do their hard work for a low pay, but when you consider the threat posed by the Red Lord, you must choose the lesser evil.

Test Tech (3). You obtain 1 additional ✨ for each Engineer token on your vehicle sheet.

Pass: A few hours later rusted pumps come to life yet again, and a sweet smell of crude oil fills the air. It seems that with a proper crew this place might actually be useful. One of the men communicates via a radio with New Sydney, confirming that your mission is successful. Looks like you've just got yourself another ally.

Gain 2 ♠. Discard the Engineer tokens from your vehicle sheet. Discard the knight tokens from your space and from **New Sydney**. Take the plot token from **New Sydney** and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that **New Sydney joined the alliance**.

Fail: A few hours later the engineers, tired and dirty with oil stains, come with some bad news. They communicate them via radio to New Sydney. Looks like the oil rig is a total ruin. So that would be the end of the Cartel's dreams about its own source of oil – and yours about a powerful ally.

Discard the Engineer tokens from your vehicle sheet. Discard the knight tokens from your space and from **New Sydney**.

83

Even in these uncertain times the great arena is still full of combatants and spectators. The newcomers are few, but the stands of the pre-Scourge stadium are filled with gang members. "Let him know the pain he's never experienced before." That's what Death told you.

You're standing on the sand, which drank thousands of liters of blood. You look at your rival. He's big, tattooed, and covered in scars. "Forgive me. I'm doing this to save the Waste" you think as you charge.

The victory comes easy. Too easy. You throw the man to the ground. Then you take a deep breath and start: you gouge his eyes, punch his teeth into his mouth. The man is howling. You keep punching. You only stop when his fellows come with a clear intention to do to you what you've just done to him. You flee, hoping that stones and bottles they're throwing at you won't hurt too much.

Yes. Death will be pleased.

Lose 3 ♠. Move the XP marker 3 spaces up the track (toward "0"). Return 1 upgrade card back to its deck. If you have less than 3 ♠, you lose consciousness instead.

Discard the knight token from your space. Then place the **special card number 15** next to your knight sheet. During combat with the **Red Lord**, the participating knight may remove the **special card number 15** from the game to add the attack dice from this card to their attack roll (no matter the attack range). Additionally, they ignore **Relentless**.

Note in the Outback Chronicles the number of this entry to remember about it.

84

You prepare to take the shot, calm your breadth, close one eye and pull the trigger.

Test Guns (2). You may spend 1 ♣ to obtain 1 additional ✨. **Pass:** see 108.

Fail: A miss! You swear loudly, and as if in answer a crowd of pale mutants and the officer's henchmen swarm to the building. Guns are fired. You had an opportunity to kill Pestilence, but you squandered it. Now, it's time to run.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 13** and the artifact token and card assigned to it from the game.

85

You're watching the Red Lord's enormous camp from a hill. Particular gangs and units form groups separate from the other warriors. Seemingly, they have a common goal, but they're far from being comrades. You see from afar two thugs from one group fighting with a lone "brother in arms" from a neighboring camp. The man falls down on the ground, stabbed, while the other two disappear.

As you watch him bleeding, a crazy idea comes to your mind. You run down the slope and dress his wounds.

Test Aid (1).

Pass: After a few minutes, you manage to stop the bleeding. In the meantime, the would-be victim's friends arrive. They jump on you at first, but when the wounded guy explains what happened, the situation quickly changes. Aware of their neighbors' guilt, the group starts a fight. It all comes down to knives, chains, and machetes. After a moment more and more groups join the combat, and soon the whole camp is in chaos.

Gain 1 ♠. The Red Lord's army is delayed this round.

Fail: The man dies in your hands after a few minutes. In the meantime, his friends arrive, and upon seeing you with a bloodied body, they judge you guilty – there's no time to explain anything. The last thing you remember is the look on the faces of the two thugs you saw before. They're laughing. They must've joined the "fun" beating...

You lose consciousness.

86

Test Blades (2).

Pass: You hit the mutant, unsure if it's a male or female, in the head. It falls unconscious. The youngling is hugging its parent. You don't have to worry about them for at least half an hour. The fact that you find something useful behind the creature's belt is just an added value.

Search the gear deck for a **Knife** and keep it.

See 118.

Fail: The creature dodges your blow and scratches your forearm with its nails, then dashes off into the thicket.

Suffer 1 ♣.

See 118.

87

The beast attacks, howling ceaselessly. It's fallen into a murderous rage. You start to doubt if you played it well.

Search the mountains/scrub wasteland deck for the **Clawed Horror** enemy. Resolve combat according to normal rules. This enemy has **Threat 2** (instead of 1) during this combat.

If you defeat this enemy: The crazed beast was fighting long after you managed to wound it. When it finally fell on the ground,

you fell right next to it with a comforting thought: “One scum less in this world.”

Nothing happens.

If you do not defeat this enemy: *The crazed beast pins you to the ground and strikes with its powerful claws. You play dead at first, then you don't need to any longer. You watch through the haze as the mutated creature leaves you alone, sits at Death's side and starts to howl. You take this opportunity to crawl away to a safe distance.*

Shuffle the **Clawed Horror** card back into its deck. You lose consciousness.

88

You aim for a long while to make sure the obstacle won't return fire. Then you shoot at the sensor. The sentry tower explodes. You walk up to the destroyed machine and look for supplies. There's no ammo inside the six-barrel cannon. Someone must've taken it long ago. But the most important thing is that the path to the guardhouse is open.

See 38.



89

“Yes, I did” you confirm feeling that you made a horrible mistake. You want to continue, but Pestilence interrupts you.

“The Red Lord would never let me do this. According to it, my newest version was too dangerous.”

You don't know what to say, and with the gun barrels pointed at you, you don't feel like fighting, too.

“You've done me a huge favor. I'll repay you when you decide to kill the Red Lord, but only if you let my children be.” He turns away from you and adds: “That thing will no longer stand in my way.”




Remove the artifact token “X” from the game. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Place the **special card number 13** next to your knight sheet and place  of your knight tokens on the card. Whenever any knight defeats a  enemy, discard 1 token from this card. Remove this card from the game when you discard the last knight token from it.

During combat with the **Red Lord**, the participating knight may remove the **special card number 13** from the game to add the attack dice from this card to their attack roll (no matter the attack range). Additionally, they ignore bonuses from 2 chosen threat tokens drawn for the **Red Lord**.

Note in the Outback Chronicles the number of this entry to remember about it.

90

You're exploring the jetty and the wrecks of dying ship vessels, hoping for a working antenna. It seems you've chosen the right direction, because you quickly spot a ship with an enormous satellite dish on its top. You search it for a console, through which you can control this junk. Unfortunately, the shipwreck is inhabited by a wild group of wastelanders. Sensing your presence, they assault you. You – on the other hand – flee, heading toward a sentry tower close to the jetty.

Search the matching wasteland deck for the first  enemy, which is not a . Resolve combat according to normal rules. Before starting this combat check the Outback Chronicles: if the **“hostile beasts” mode is activated**, this enemy suffers 2 .

If you defeat this enemy, see 42.

If you do not defeat this enemy: *The beasts are too tough. There's nothing you can do.*

Discard the knight tokens from your space and from **space 29**.

91

You're trudging through thick bushes. Red ants start to crawl all over you and the air is hot and damp.



Test Survival (2).

Pass: *Sweating, you get back on the path a few hundred meters from the place you left it. You even managed to find some healing herbs a certain Aborigine woman showed you.*

Gain 2 .

See 118.

Fail: *You lose at least an hour looking for the path. In the meantime you become a victim of painful bug bites and 90% humidity.*

Suffer 1  for each missing .

See 118.

92


Despite your efforts you can't slow down this speeding machine of destruction even for a short while. The warlord's huge camp resembles a storm engulfing every obstacle on its way and stopping it borders on the impossible.



As you watch the camp from a safe distance, you spot a group of mercenaries standing out in the crowd because of their unique armor. They resemble the OWO Dragoon power suits, but repainted in red to suit the warlord's banners. This is actually the general's personal guard, stationed in the middle of the camp. You understand that there's no way for you to reveal the dark secrets of these traitors.

Discard your knight token from **space 27**.


93

You enter the building and cover more steps. You pass rooms that must have some occupants, and finally you find a few steel, military crates. You open the first one and that's when you feel someone's presence. You turn around...

Search the mountains/scrub wasteland deck for the first  enemy from the following: **Infectior**, or **InHR**. Resolve combat according to normal rules.

If you defeat this enemy: *Such scum you can kill by the dozen. You “clean” the crate of stuff and escape the same way you entered.* Take the Horseman marker from your space and place it on the Defeated Horsemen space on the plot sheet. Remove the **special card number 13** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game. If you do not gain the artifact card, gain 2  and 2  instead.

If you do not defeat this enemy: *You start to wrestle, but the sounds of combat draw attention of the strange, pale locals. You retreat through the building, then flee into the jungle hoping to find your ride.*

Suffer 2 . Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 13** and the artifact token and card assigned to it from the game.

94

You get up, drowsy with booze. You notice a pile of plundered items. Some of them are yours. Time to end this fat man. Famine shakes off the first strike as if it never happened. He roars like a wild animal and charges at you, staggering slightly.

Retrieve from the set aside game components 1 ♣ gear card and equip it. Additionally, retrieve 1 chosen resource.

Resolve combat with the **Horseman “Famine”** according to normal rules.

If you defeat this enemy, see 28.

If you do not defeat this enemy, see 117.

95

You head to the area the Aristoi officer told you about, finding the ruins of the coastal base. Right at the gate there's a partially erased sign covered with fresh graffiti: “HMAS. Golfer rulz 'ere.” You pass the bar and start exploring the base, with the satellite dish in mind. You look for some waypoints. Maybe fifty paces away you spot an old guardhouse. Right next to it there's a rusted sentry gun, its camera blinking with ominous red eye.

You cannot use your vehicle until you resolve the following entries.

Choose:

♣ *You sneak past, careful not to get detected by the sentry tower. See 2.*

♣ *Following the instructions you got, you holster your weapon, raise your hands and start to slowly walk toward the guardhouse. See 57.*

✓ **You are equipped with a ranged weapon and you spend 1 ♣.** *You shoot the camera with the red light. See 88.*

96

You point at one of the bodies. Death gestures you to turn it. You see that the throat was cleanly sliced with Death's sickle.

“Good. You've cheated Death” says the stranger. “Or maybe you've only satisfied a whim of a woman who's seen too much and gone mad out of anger and grief?”

You don't understand her words. However, you see her “furball” straighten up to its full height and turn to face you. It must be three meters tall. Its muzzle is awfully scarred. You don't remember the last time you were so scared.

“I won't join the Red Lord's army. You can keep whatever you find here” adds Death, pointing at the ruined buildings.

You can barely hear her. Your gaze is constantly focused on the monster – at least until they both leave.

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 15** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

If you do not gain the artifact card, gain 2 ♠ and draw 2 gear cards instead.

97

The engineers, scared to death, huddle inside your ride. You don't know whether they fear you, their employers, or the badlands, but the menace of the open wasteland proves to be the most real of all. Stray bullets, venomous beasts, dehydration, or bad luck – it doesn't matter. The dead bodies of the men make you understand that you haven't taken enough workers and the Cartel's problems are still unresolved.

Discard the Engineer tokens from your vehicle sheet (if any). Discard the knight tokens from your space and from **New Sydney**.

98

You look at the shells and have no idea how to make them explode. You examine them for a few minutes, but panic upon hearing footsteps on the armor. You look around and take an item, which draws your attention the most – a modern looking case with the Cerbero corporation logo. Then you retreat the same way you entered.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game. If you do not gain the artifact card, gain 1 ♠ and 3 ♣ instead.

99

“Then we have a common goal. When it comes to the final battle, I'll help you.”

“Why?” you ask, unsure if you're hearing right.

“I should rule the Waste. Not that... Thing” War grins. You can tell it from the gleam of his eyes beneath the mask. “And you'll make it possible. We'll meet again when you need me.”

Remove the artifact token “X” from the game. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Place the **special card number 11** next to your knight sheet.

During combat with the **Red Lord**, the participating knight may remove the **special card number 11** from the game to add the attack dice from this card to their attack roll (no matter the attack range).

Note in the Outback Chronicles the number of this entry to remember about it.

100

Driving through the huge camp of the Red Lord's army you were wondering what on earth possessed you to challenge such an enemy. His men had dozens of chances to simply kill you, yet they let you reach the enormous road train belonging to their general. Not a single word was exchanged – he simply jumped down from the roof and started his giant chain axe. You decided to use any advantage you had access to, so you didn't even get out of your ride, but he didn't mind... At least until you dealt him the finishing blow. When he fell down in the dirt, you decapitated him, which proved no easy task by itself – his spine was made of some kind of steel alloy! It meant that the Red Lord must have been a cyborg... Where the hell did he come from? What was his – or its – goal? You'd never know. The most important thing was that with the general's death his great army scattered. Once again it turned out that the Waste can outlast any and all “Antichrists” that might ever appear in this world – at least as long as people like you are willing to oppose them.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

101

The red light stops blinking. The path to the guardhouse is open.

See 38.

102


You spare the creatures. A short pause enables you to spot a forgotten clip, almost fully overgrown with ivy. You take it and keep going.

Gain 1 ♣.

See 118.

103

The Great Gardener takes the package from your hand and opens it. The box is full of all kinds of vials with multicolored liquids inside. You know at first glance that these are no fertilizers, but some chemicals. The old man disappears inside the greenhouse and returns a few hours later with a similar box full of small, strange cans resembling spray paints. You ponder for a moment how this is supposed to help the Queen, but your common sense wins – if that's what the Court wished, so be it. Time to return to the city.

Discard the knight token from your space. Flip the Modified fertilizers token and write “Meds for the Queen, 103” on it. This token is treated as a gear card that takes 1  and cannot be **Bartered**.

When you end your Move Action in **Queen's Valley** while being conscious (or after you resolve any other Action in **Queen's Valley**), see 121. Note in the Outback Chronicles the number of this entry to remember about it.

104

The combat was short and brutal. Famine bites the dust. People are starting to gather around you. They are looking at you as if they didn't quite catch what's just happened here. They're swaying left and right. You shove them aside with your weapon. Are you leaving any fresh corpses behind? Maybe. It doesn't matter now. You're running away into the darkness, as far from this place as you can.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 17** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

105

“You'll pay dearly for this...” says Death in a silent and calm voice, but you can tell that you pissed her off.

Resolve combat with the **Horseman “Death”** according to normal rules.

If you defeat this enemy, see 116.

If you do not defeat this enemy: *Exhausted after fighting the monster, you no longer have the necessary reflexes. You can feel blood gushing from your wounds and your sight dims. Then you hear an insanely sharp sickle cutting the air and you fall on the sand. You come round many hours later.*

If you did not lose consciousness in combat with the **Horseman “Death”**, attach 1 Injury card to your knight. Otherwise, perform 1 free Regain consciousness Action.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 15** and the artifact token and card assigned to it from the game.

106

Though the Aristoi officer didn't mention anything about maintenance tunnels, you lift the manhole cover and descend, reaching a narrow corridor with wires and pipes lining its walls. After a moment of searching, you locate a bunch of wires wrapped in parched duct tape, with a faded word: “COMM” on it. You follow it. The tunnels appear to be endless, but finally they lead you up, to a rusty ladder, which you climb. Finally, you find the object of your search: the communication console.

See 42.

107

It's easy to find a job in Gangraen. The mines always need workers, and if you find your way to this shithole, it's best to become a collier – they are the only ones who are respected and paid well. Who's interested in managing ventilation systems pumping fresh air into the shafts? Or handling oxygen cylinders in case of a cave-in?

That's exactly why the catastrophe occurs – one like many others in this area – the locals only wreck your ride. Hey! What can they do more? The Western Company hired some inept straggler, whose only responsibility was to watch the valves. You stay in the city long enough to take a good look at the bodies carried out from the adit you bereft of air.

Yes. Death will be pleased.

Attach 1 Malfunction card to your vehicle and place your knight token on it. You cannot discard it until the end of the game.

Discard the knight token from your space. Then place the **special card number 15** next to your knight sheet. During combat with the **Red Lord**, the participating knight may remove the **special card number 15** from the game to add the attack dice from this card to their attack roll (no matter the attack range). Additionally, they ignore **Relentless**.

Note in the Outback Chronicles the number of this entry to remember about it.

108

You can see blood gushing from a wound. Pestilence screams. You don't want to spend any more time here, so you dash through the rooftop. Strange barks can be heard behind. You jump to another roof, but you land hard and fall down. Strange, pale creatures armed with spears are right behind you. The pin you to the ground, bind you, then carry you downstairs. You try to free yourself from the bonds, but to no avail.

“Enough. I'll finish it” you hear a malevolent voice. It's Pestilence. He's survived but he's wounded. Soon, you'll see what he's made of. Resolve combat with the **Horseman “Pestilence”** according to normal rules. Before it starts place 2 wound tokens on this enemy.

If you defeat this enemy: *You decide to stall the combat. Your opponent is getting weaker with every blow he makes. He must've lost a lot of blood. You keep dodging and wait. Finally, you make the decisive strike. That's enough. Pestilence's mutants rush to help him, while you're busy escaping from this place.*

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 13** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

If you do not defeat this enemy: *He's weak, so you don't want him to get away. You're rushing to end this fight soon, and you get hit with a crossbow bolt. It's just a scratch. At least that's what you think until a few heartbeats later your eyes start to burn. There's something wrong! Now you see Pestilence and his twin brother! Ooh, such pain... You can't breathe. Finally, you fall on the ground...*

You lose consciousness. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 13** and the artifact token and card assigned to it from the game.

109

The soldier explains that years spent underground have finally resulted in supply shortages. Meds and ammo are necessary to equip a spec ops unit. Then she lists a number of expressions you don't quite understand, such as "HMAS South Shore", "satellite communication", "laser targeting" and many more. The military cant confuses you. Only when the subject becomes clearer you start to listen to her more intently. Numbers, amounts – that's what you can handle. They need more than a lot, but still you choose to reach deep into your pockets. A small robot with numerous limbs rolls out of the APC and deftly moves the stuff from your vehicle to the transporter. In the end you hear: "Thank you for your cooperation, citizen", and the APC heads back toward the red rock.

You're left alone in the middle of nowhere, realizing that you've just bought the most expensive pig in a poke in your entire life. You need to believe that your commitment in helping Aristoi will be rewarded when the time comes, and that the army from the Red Tomb will aid the alliance.

Gain 1 ♠. Discard all knight tokens related to your space (if any). Take the challenge token from your space and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that **Aristoi joined the alliance**.

110

The command of the militia defending the First Bridge goes to a charismatic Aristoi soldier, who takes a seat on the top of the biggest APC – just like his adversary. Unfortunately, it's more a staff tactician than a field commander, and the lack of veteran advisors, such as the OWO officers, leads to a number of misguided decisions.

Watching his opponent through the binoculars, he makes symmetrical decisions and sends the first wave of "volunteers" sponsored by the Merchant Cartel. It's a motley crowd of badly armed and barely armored poor and homeless. Equipped with simple tools and rusted melee weapons, they're thrown to defend the western battlements. These marauders and scumbags have but one advantage – numbers. They become a typical cannon fodder, ground by the well-organized and even better equipped Red Lord's forces. Vehicles with HMGs mounted on top, filled with the Sun Hounds mercenaries line up behind them. Equipped with megaphones, they shout motivational slogans and cheap propaganda encouraging the poor to fight. Their words are underlined by bursts of automatic fire directed at anyone who flees before under the onslaught of the enemy army. The outcome of this clash can be easily predicted – no one gains any significant advantage, which is good news for the warlord considering that he has better equipped troops in the reserves.

The Aristoi soldier can barely hold his anger. He orders an aerial attack. You see the crews of the flying fortresses bomb the warlord's forces. Some of the more zealous defenders cover their mouths with green paint sprayed from characteristic cans, then jump out of the vessels wearing explosive belts. They sow terror and destruction among enemy ranks. Unfortunately, most of the dirigibles and planes are shot down, falling engulfed in flames far on the Red Lord's supply trains.

You start to wonder if choosing one of the Aristoi as the general of the Grand Alliance forces was such a good idea. Though the attacking army has suffered serious losses, your ranks contain barely anyone still capable of putting up a fight. To make matters worse, the inhabitants of the First Bridge are getting nervous... They are ready to blow everything up!

Yet, the Aristoi soldier keeps the last ace up his sleeve. Watching the road train approach the battlements, he barks his last orders through the radio. Suddenly, from a faraway place beyond the horizon, a comet of fire comes to strike directly at the Red Lord's mobile command center. It kills the general along with his most loyal followers – praetorians in heavy combat suits resembling the ones worn by the OWO Dragoons, but painted red.

The attacking army is routed, and you celebrate victory with your allies. However, the Grand Alliance doesn't last long, and life in the Waste returns to its normal, day-to-day cruelty. A few months later Australians forget about the terror of the Red Lord.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

111

You press a few buttons on the panel, check the gutted cables, and then you hear a voice with a metallic timbre: "New mode activated: <Hostile beasts>." You leave the tower as it is. The path to the guardhouse is open.

Note in the Outback Chronicles that **the "hostile beasts" mode is activated**.

See 38.

112

Your fight is brief. In this closed space each strike and shot echo painfully in your ears. Eventually, you deal the final blow right into his swollen belly. Famine stands for a moment, unsure what's going on, then falls upon the ground.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 17** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

113

You can't catch your breath. It was... You barely made it. You look up. War is still watching. He waves his hand again. Another crew appears on the arena sand. They look tougher... You check your gear and attack.

Search the highway/desert wasteland deck for the first ♣ enemy from the following: **16-wheelers**, **Slavers**, or **Night Riders**. Resolve combat according to normal rules.

If you defeat this enemy and you are not unconscious: War points at you with his armored hand and gestures you to approach.

See 126.

If you do not defeat this enemy or you are unconscious: It's dark. Is it night already or were your eyes gouged during the last fight? They don't hurt, so maybe they're still in their sockets. However, everything else hurts. You can hear this madness continues. People are yelling, fights are taking place at the arena. You try to stand up, but fail miserably. Maybe you'll just lie here a little longer?

Gain 2 ♠. Your vehicle suffers 4 ♣.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 11** and the artifact token and card assigned to it from the game.

114

You walk to the corpse and turn it to see their face. There isn't any. The body is mutilated with fangs and claws. It looks like an abhorrent piece of meat. Now you understand what the woman meant when she said "humane death".

"This was your last mistake" Death smiles and quickly jumps to her feet. The chain attached to her sickle is already swinging your way. The strike brings you down on the ground.

If you are conscious, you lose consciousness. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 15** and the artifact token and card assigned to it from the game.

115

All your actions in the badlands have led to this fateful moment – the signing of the Grand Alliance, an enormous logistic undertaking the new Australia should be proud of. You take positions around the First Bridge along with your allies. You know well it's the only place, where you might successfully stop the Red Lord's army and save the remnants of civilization in the east.

The allies set up camp on the eastern side of the bridge, while the vanguard and scouts deploy on the battlements on the western side. You notice that skeptical inhabitants of this huge installation set explosive charges around key structural features of the bridge, ready to detonate them in the most desperate hour. Far in the west you can already see clouds of dust, as well as smoke from heavy vehicles belching fire and exhaust fumes. The Red Lord is sitting on a giant throne set atop a platform of a huge road train. He's busy giving the last orders before the battle.

Check the Outback Chronicles and the members of the Grand Alliance you managed to persuade depending on the number of knights.

When playing with 2-3 knights:

If New Sydney, OWO, and Queen's Valley joined the alliance, see 5.

If New Sydney, OWO, and Aristoi joined the alliance, see 16.

If OWO, Aristoi, and Queen's Valley joined the alliance, see 52.

If New Sydney, Aristoi, and Queen's Valley joined the alliance, see 110.

When playing with 4 knights:

See 132.

116

She's a formidable opponent – swift and aggressive – but she clearly underestimated you. A powerful strike to her head stunned her and this was enough for you to end this fight. You stand for a moment over Death's body to make sure she's truly dead, then get inside your vehicle.

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 15** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

117

Famine is fighting like a rabid beast. He's blindly swinging his powerful arms. He probably has no idea that he knocked you over. When you come to your senses, you see him a few meters further "paddling" through the crowd, endlessly trying to hit you. You check your head to make sure your skull is intact, then crawl away from this damned place.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token and card assigned to it from the game.

118

You notice building walls only when you can touch them. The compound has been overgrown so much it's almost become a part of the jungle. You find a staircase and climb up to the roof. You can see a building, on top of which solar panels and windmills were built. This must be Pestilence's laboratory. Smoke is rising from the chimneys of a building right next to the lab. These are probably living quarters.

Choose:

✔ You sneak toward the quarters. **See 8.**

✔ You approach Pestilence with murderous intent in your eyes. **See 21.**

✔ **No special card is assigned to Pestilence's card.** You sneak inside the lab. **See 47.**

119

No one gives a damn about mutants, so this task seems to be more than easy. After all, they live in stinking Carcassville and are basically half-dead already – forgotten, unwanted, strange. So you go to the north of the city built on platforms, right into the heart of the jungle, as if answering some primal call.

Half a day later you reach a forgotten landfill site. You load a few barrels on your vehicle and dump them right in the middle of the stream, which is the main water source for the mutated Carcassville inhabitants. Even they won't process the amount of shit you're about to serve them.

Yes. Death will be pleased.

From now on, each 🐉 enemy except for the **Red Lord** gains **Threat 1**.

Discard the knight token from your space. Then place the **special card number 15** next to your knight sheet. During combat with the **Red Lord**, the participating knight may remove the **special card number 15** from the game to add the attack dice from this card to their attack roll (no matter the attack range). Additionally, they ignore **Relentless**.

Note in the Outback Chronicles the number of this entry to remember about it.

120

Hard to say if it was a matter of skill, or pure luck. The roar of crowds gathered around the parking lot was deafening, raising both when you landed a good blow, and when the Red Lord did it. It was as if the spectators didn't care about anyone's victory, but about the bloody spectacle itself. In a way the warlord had united in that death rage all inhabitants of Australia...

Still, at the end of the day, you were the one to deal the finishing blow. When your adversary fell down on the floor, you heard beeping coming out of his body. You barely managed to reach for

his huge chain axe, and maybe five seconds later an explosion tore the Red Lord's body into pieces.

A day after his death the whole army disappeared, as if the warrior's leadership was the only element keeping that mob together. Now, you're standing among your friends, and everyone wants to buy you a drink. You – on the other hand – recollect the moment you reached for the warlord's weapon and felt a pang of pride that you were the one to defeat him. Is this some kind of a sign?

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

121

The Court representatives greet you in the city again. Seeing the package, they pat you on the back and throw a party they strangely call a "feast". At the very beginning you sign some documents with tons of seals, apparently guaranteeing that the city joins the alliance against the Red Lord. For you a firm handshake would be enough, but whatever – must be a local custom... But the most important thing is that some time soon an armada of well-armed "flyers" will attack the warlord's forces.

Discard the knight token from your space. Remove the Meds for the Queen token from the game. Gain 2 ♠. Take the plot token from **Queen's Valley** and place it on the **Grand Alliance Members** space on the plot sheet. Note in the Outback Chronicles that **Queen's Valley joined the alliance**.

122

Fighting this giant of a man in such a cramped space is doomed to end badly. At some point he grabs you by the belt and tosses you like a rag doll. When you come round, only the remains of **Famine's great camp** surround you.

Remove from the game all gear cards and the vehicle sheet you set aside (return resource markers to the pool).

Choose a new vehicle sheet and place 2 damage tokens on it. Gain 3 chosen resources. Search the gear deck for the first ♣ card and keep it. Shuffle the remaining cards back into the deck.

Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token and card assigned to it from the game.

123

Still shrouded in the cloud of gas, **Pestilence** aims his crossbow at you.

Resolve combat with the **Horseman "Pestilence"** according to normal rules.

If you defeat this enemy: You see that **Pestilence's** soldiers are eager to fight, but the mutants stop them. Is this some kind of a tribal taboo? Who cares. Thanks to them you quickly finish the job. Your opponent is rattling on the ground, and you walk away, before the "pale ones" decide to organize a small manhunt, with you as their prey.

Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Remove the **special card number 13** from the game. You gain the artifact card assigned to it (if possible) – remove its corresponding token from the game.

If you do not defeat this enemy: You're fighting in a circle formed by pale mutants. When you fall on the ground, barely conscious, they grab your hands and feet and pull you to the jungle. "They'll eat me!" you think to yourself. Instead, you take

a serious beating, a wooden stick banging against your head, then you're abandoned in the wilds.

You lose consciousness. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 13** and the artifact token and card assigned to it from the game.

124

Famine proves to be too strong. You are knocked down a few times and when he's about to crush your skull with his heavy boot, you roll between the onlookers. Then you get up and run, pushing the drunk strangers aside.

Retrieve all game components you set aside. Take the Horseman marker from your space and place it on the Red Lord sheet. Remove the **special card number 17** and the artifact token and card assigned to it from the game.

125

The woman from the APC explains that her organization has access to a battery of ballistic missiles, but to make an airstrike based on chosen coordinates satellite communication is absolutely necessary. It can be established from **HMAS South Shore** – an old naval base in the south. You understand very little of it, but the soldier tells you step by step what to do. From the way she handles this conversation and the precision of her instructions you guess that this is not her first rodeo when it comes to finding "volunteers" for such missions. You have no other option, anyway. The Red Lord must be stopped at all costs.

From now on no knight on **space 29** can choose the second option in **entry 40**.

Place 1 of your knight tokens on your space and 1 on **space 34**. This is the **HMAS South Shore** base. You may perform the **Plot Action (Search for the Satellite Transmitter)** there to resolve **entry 95**.

Note in the Outback Chronicles the number of this entry to remember about it.

126

You cannot use your vehicle until you resolve the following entries.

War tells you to follow him. You walk maybe twenty meters from the edge of the arena. The man makes a circle in the air with his finger and suddenly you can freely talk – the crowd backed from your spot. "You want to get rid of the Red Lord, right? That's why you're here?" asks **War** in a low voice.

Choose:

♣ You decide to put your cards on the table, so you confirm. See 99.

♣ You think it's too early to reveal your plans, so you deny. See 76.

127

Epilogue: you destroyed the dam.

You get back to the place where you decided to risk the lives of a few hundred so that thousands may survive. The basin, where the lake used to be, is fed by a narrow brook. Dozens of people are fighting over a sip of water, while some gang is watching over the place.

When you reach the destroyed dam, you see a dry riverbed full of flooded houses and skeletons picked clean by carrion birds. This is your legacy. Are you proud of yourself?

128

You press a few buttons on the panel, check the gutted cables, and then you hear a voice with a metallic timbre: "New mode activated: <Hostile humanoids>." You leave the tower as it is. The path to the guardhouse is open.

Note in the Outback Chronicles that the "hostile humanoids" mode is activated.

See 38.

129

"They're coming with me" you say.

"And..." Famine growls like a hungry beast.

"And when the battle with the Red Lord starts, you'll join our side. Your loved ones will be safe then and only then."

He looks like a monster – large, fat, with slumping cheeks. He's panting, as if ready to kill you and devour your body.

"I'll stand by your side... But if anything happens to them that puppet on the throne will appear harmless in comparison with me. Do you understand?"

You nod and lead the woman with the child out of the tent. As you pass Famine, you feel his hot, mad, smelly breath on your face.

Retrieve all game components you set aside. Remove the artifact token "X" from the game. Take the Horseman marker from your space and place it on the **Defeated Horsemen** space on the plot sheet. Place the **special card number 17** next to your knight sheet.

During combat with the **Red Lord**, the participating knight may remove the **special card number 17** from the game to add the attack dice from this card to their attack roll (no matter the attack range).

Note in the Outback Chronicles the number of this entry to remember about it.

130

Check the Outback Chronicles:

If you are the Red Lord's enemies, see 36.

Otherwise, see 46.

131

"As you wish" says Death with a smile. "Look at them" the woman points at the corpses lying around. "Guess which one died a humane death."

You look at the people lying face down on the ground. They look like rag dolls cast away by a bored child. They're hardly different except for their clothes. You wonder what Death means.

"Go on. Which one?" she hurries you. "Third time's a charm."

Choose one of the following options and declare your choice aloud:

1. "The woman in a floral dress."
2. "The man wearing a leather jacket."
3. "The old lady in a straw hat."
4. "The kid with a toy in their hand."

Then roll 1 green die.

If you obtain at least 1 ♣, see 96.

Otherwise: You suffer the number of ♣ equal to the number of obtained ✨. If you lose consciousness as a result of this roll, see 114. If you are still conscious, see 79.

132

The command of the militia defending the First Bridge goes to a charismatic Aristoi soldier, who takes a seat on the top of the biggest APC – just like his adversary. You can tell he's a master tactician, he also has a group of experienced advisors – the OWO officers. Thus, he starts by sending the "flyers" from Queen's Valley first. You see the crews of the flying fortresses bomb the warlord's forces. Some of the more zealous defenders cover their mouths with green paint sprayed from characteristic cans, then jump out of the vessels wearing explosive belts. They sow terror and destruction among enemy ranks. Unfortunately, most of the dirigibles and planes are shot down, falling engulfed in flames far on the Red Lord's supply trains.

In the next wave, the Aristoi general sends the first wave of "volunteers" sponsored by the Merchant Cartel. It's a motley crowd of badly armed and barely armored poor and homeless. Equipped with simple tools and rusted melee weapons, they're thrown to defend the western battlements. These marauders and scumbags have but one advantage – numbers. They become a typical cannon fodder, ground by the well-organized and even better equipped Red Lord's forces. Vehicles with HMGs mounted on top, filled with the Sun Hounds mercenaries line up behind them. Equipped with megaphones, they shout motivational slogans and cheap propaganda encouraging the poor to fight. Their words are underlined by bursts of automatic fire directed at anyone who retreats under the onslaught of the enemy army. Seeing this, the Aristoi commander tries to protest, but facing the possibility of the detonation of the First Bridge by its inhabitants, he has to make a difficult decision and lets the mercenaries massacre the poor to the sick delight of the Red Lord. Though the winds of war are temporarily blowing in his face, the Aristoi soldier keeps calm and decides to finish this thing once and for all, watching his enemy through the binoculars and barking last orders. Suddenly, from a faraway place beyond the horizon comes a comet of fire, that strikes right in the middle of the attacking army. However, first shouts of joy quickly turn into cries of fear. Though the missile decimated the Red Lord's forces, the road train itself and the area around it are protected by some kind of an energy field, making the warlord impervious to ranged attacks.

The last line of defense consists of units of the heavily armored OWO Dragons. The attacker's army is decimated – only the most loyal, praetorian units are still on the battlefield, gathered around the road train. You see these two forces brutally clash in a fratricidal combat. Both sides have the same power suits – only their colors differ. The OWO soldiers head directly for the Red Lord's road train, slaughtering in their righteous rage their former brethren.

The warlord himself is captured and brutally torn apart with chains attached to the OWO vehicles. You can see guts and metal pieces sticking out of his carcass – it seems he was something less, and at the same time something more than a human being. The remains of the warrior are packed into one of the Aristoi transporters by a small robot with numerous limbs and spirited away west.

The attacking army is routed, and you celebrate victory with your allies. However, the Grand Alliance doesn't last long, and life in the Waste returns to its normal, day-to-day cruelty. A few months later Australians forget about the terror of the Red Lord.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

SPREADING CORRUPTION

1

SETUP:

- Search both wasteland decks for all ♠ enemy cards. Then shuffle these cards and create a separate deck – this is the **Cult Deck**.
- Place 1 card from the top of the cult deck, face-down, next to each city on the board (6 cards altogether). Place the rest of the deck next to the plot sheet.
- Take the city tokens, mix them face-down and form them into a pile – this is the **City Pile**. Then reveal the top token from the city pile and place it on its matching city space. Finally, flip the cult card next to the revealed city face-up – these are the followers of the Scarlet Prince who have taken control there.
- Resolve the entry matching the city where the cult has appeared (after resolving the entry **go to the plot sheet ENDING THE PRINCE**):

If this is New Sydney, see 46.

If this is Pumps, see 29.

If this is Alice Offsprings, see 36.

If this is Queen's Valley, see 54.

If this is Carcassville, see 78.

If this is Gangraen, see 111.

Important: If you are experienced players or you have already played this adventure, you may introduce City Task cards into the game. If you do, before resolving the entry mentioned above and going to the plot sheet, set up these cards as instructed in the expansion Remnants of Civilization.

2

You stopped to rest in a small settlement comprised of a few farmsteads and a large field of wheat. You're drinking cold water from the local well, when you see a group of armed strangers. There's a hooded priest among them. He starts agitating for the Scarlet Cult.

Choose:

♥ You waste no time and get to killing the priest's helpers. **See 37.**

♥ Water is too good to stop drinking. There will be some other chance to harm the cult. **See 76.**

3

If any knight is in New Sydney, see 33.

Otherwise, see 46.

4

If any knight is in Pumps, see 17.

Otherwise, see 29.

5

If any knight is in Alice Offsprings, see 22.

Otherwise, see 36.

6

If any knight is in Queen's Valley, see 43.

Otherwise, see 54.

7

If any knight is in Carcassville, see 65.

Otherwise, see 78.

8

If any knight is in Gangraen, see 89.

Otherwise, see 111.

9

Although you've eliminated all of the Scarlet Wowsers' known cells and you have inspired the inhabitants of the Waste to rise up against the cult, many of the most fanatical believers have managed to escape or go deep underground. Whole transports of seedlings of the Scarlet Petal have also disappeared, enabling new plantations of this narcotic plant to be established. You fully realize that you'll hear about the Scarlet Prince again. Not today, not tomorrow, but one day when you least expect it, its eye will start appearing on walls of ruined cities and on cars of strangers travelling through the Outback. Let's hope it won't be the last thing you see...

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

10

Even in the shadow of the Scarlet Cult, New Sydney is a living breathing organism whose energy cannot be simply contained. It takes a short moment to learn who can aid you against the followers of the Scarlet Prince and where to strike to hurt them the most. The real question is – haven't your potential allies already been converted by the cultists?

Choose:

♥ The cult is limiting free trade. Time to talk to the merchants. **See 73.**

♥ People are going missing all around the city. Maybe you should check if it has anything to do with the cult? **See 129.**

11

The priest carves some symbols on the stranger's body. Then the man gets up and joins the shouting crowd. There's a stylized symbol of an eye on his chest. Suddenly, you hear a hiss from beneath the altar and the warehouse is filled with a reddish vapor. Before you manage to safely retreat, you see a strange vision of a tall figure in a scarlet robe...

Each active cult in the game suffers 2 ☠ (3 ☠ for 3+ knights) (to a min. of 1 Health). You suffer 1 ♣ and 2 ♠.

12

You manage to cover a few dozen steps unharmed and notice that the path up ahead declines downward. You keep going driven by curiosity.

Roll 2 white dice.

If you obtain 3+ ✨, see 87.

If you obtain 1-2 ✨, see 108.

If you obtain 0 ✨, see 131.

13

During your clashes with the cult you had encountered this strange plant many times. When dried and properly processed, its addictive properties snared thousands of survivors on the continent. People who took it said that they saw New Australia in their visions – full of green instead of sand, with healthy animals running around in places where only bones remain now. Some of the dreamers even claimed that they'd met the Scarlet Prince Himself..

Soon, any access to the reality visited by the Scarlet Petal addicts will be barred forever. You're holding in your hands one of the last dried sprouts – all its reserves and seedlings have been destroyed at your command.

Choose:

☛ You take the drug. **See 68.**

☛ You destroy the drug. **See 92.**

14

A guy with a machete on his belt, enraged by his loss, grabs the crook by the shirt and slams him against a wall. At the same time someone hits him with a piece of a brick. Things are about to get messy.

Choose:

☛ Time to get out of here. **See 88.**

☛ You help the cheated stranger. **See 104.**

15

For a moment you think that your imagination's playing tricks on you. Far away, on the dusty road, you spot a group of animals. You gain on them quickly and realize that it's a caravan made of a dozen pack camels led by an old, bearded man. "Hello traveler!" he says. "I've got some stuff. Maybe you wanna share a meal and trade?"

Choose:

☛ You agree to trade. **See 58.**

☛ One guy and a whole lot of animals and gear. There's no better chance to get rich. **See 81.**

16

All joints are overcrowded. Alice's mutated underlings mingle with travelers unavailingly trying to find transport through the Great Divide. Bar fights erupt almost every minute and volatile moods are additionally fueled by speeches of hooded preachers. The main reason is lack of work – many vessels have been damaged by unknown culprits and cannot leave the port, while the workers from the dry dock have disappeared somewhere.

Choose:

☛ You check the dry dock. **See 72.**

☛ You form your own crew and get to repairs to give others a good example. **See 90.**

17

One day you witness a situation very rare in Pumps. A few newcomers pick a fight over a canister of petrol freshly filled at a pump of an old station. A moment later knives flash and two men fall dead on the sand. "Not a single drop of petrol here" says the winner of the fight to the queue of waiting people. He's wearing a long, dusted robe sloppily dyed red. "Get out of here, all of you!" It seems Pumps is about to change.

18

The thug falls down, screaming. Another shot, another kill. The slavers return fire, but they shoot blindly, not knowing where you are. You've hit the third one. It seems the truck driver is getting nervous. He pushes the pedal to the metal! The rest of the slavers follow him, leaving the slaves behind.

Gain 2 ♠.

19

Exhaustion after a day of traveling catches up with you and you doze off with the weapon in your hands. You awake in the early morning hours to a nightmare about a dark figure walking toward a ruined city. Fortunately, no one has taken advantage of your inattention.

Heal 1 ♠ and 3 ♠. Then, if there are any wound tokens on your knight sheet, flip 1 of them to its ♠ side.

20

The cult has attacked the very thing, which constitutes Pumps as one of the most influential settlements on the continent – oil. The followers of the Scarlet Prince have infiltrated the ranks of proles who operate pumping stations and pumpjacks, and the black gold is barely dripping instead of flowing like a river. You assume that there should be enough people unhappy about this situation to help you cleanse Pumps of the Scarlet Cult.

Choose:

☛ You check the rumors spread by the cultists about the empty oil wells. **See 35.**

☛ You turn for help to the gangs circling Pumps. With no petrol they will soon turn into common thugs. **See 64.**

21

The hosts allow you to come closer and the tin gate opens before you. They set up a booth under the watchful eyes of the guards.

Barter (2).

If you do not Barter at least 1 gear card, see 74.

22

One morning, while walking along the quay, you spot a large vessel entering this pirate harbor. Its broadsides shine with red paint, as if torrents of blood were to overflow the deck and flow down straight into the ocean. Hooded shapes of the crew, clearly visible against the sky, are moving back and forth in a frantic preparation to mooring the ship. You look at the place where the name of the vessel should be, but someone took their time to scrape it off and replaced it with an unnerving symbol of a scarlet eye.

23

Free drinks open mouths of the staff working the landing strip located at the top of the rock, which hides Queen's Valley. From what you understand, the worshipers of the Scarlet Prince are using part of the air fleet to swiftly communicate between the cult cells scattered around the Waste. There's a chance you'll cripple this activity.

Choose:

☛ You sabotage the largest vessels capable of long-distance flights. **See 31.**

☛ You break into the air traffic control office to check passenger manifests and flight destinations. **See 96.**

24

West of the road, as far as the eye can see, there's nothing but a forest of half-buried minefield warning signs, interwoven with a thicket of rusted barbed wire.

Choose:

☛ You carefully tread through the minefield – it must protect something, after all. **See 12.**

☛ You pick up a corpse of an armadillo half-baked in an explosion. **See 45.**

☛ You disarm the nearest mine. **See 67.**

25

Fifteen minutes later, you reach a compound of buildings covered with metal sheets. It's surrounded by a steel fence. It looks like some relay or weather station. A young, Aborigine woman comes outside, a hunting rifle in her hands. "What do you want, man?" she asks.

Choose:

✔ You tell her about the strange noises coming from your radio. Maybe she knows something about that considering that she lives under so many antennas? **See 86.**

✔ You tell her you want to rest and trade. **See 101.**

26

He seems to know you're not just another dipstick whom he can play like a fiddle. Left, left, center, left, right – his hands zigzag two times faster than before... but still too slow. You choose the center one, but before you can see if you were right, someone pulls a belt over your neck.

Test **Blades (3)**. If you are equipped with a **Knife** or the **Machete**, you obtain 2 additional ✨.

Pass: You snatch the belt and hit back blindly with your elbow. "Cheaters!" shouts someone in the crowd. A brawl breaks out with most of the people fighting on your side. Everything ends with a mass looting. Before you manage to reach the gambler's stall, only junk is left there.

Draw 1 gear card. Suffer 2 ☠.

Fail: Two muscle heads drag you outside the station, choking you all the while. Finally you land in the sand and after a few friendly kicks to the kidneys, you are free.

Suffer 3 ☠. Discard 1 ♣.

27

You didn't learn much more besides the general location of the plantation – to the north of the city – and that it is heavily guarded. The question is – should you go alone or risk hiring local guides who might work for the Scarlet Cult?

Choose:

✔ You prepare to cross the jungle on your own. **See 42.**

✔ You look for mutant hunters who know these swamps like the back of their hands. **See 119.**

28

You follow them slowly. It's easy – the cloud of dust they leave can be seen from miles away. In the evening they stop by a small cave. They drive their "merchandise" inside, block the entrance with the car and start setting up camp.

Choose:

✔ You do not have a **Light vehicle**. You accelerate and drive your car straight into the slavers. **See 94.**

✔ You shoot at them from a distance. **See 116.**

✔ You confront them in a straight fight. **See 127.**

29

"Petrol no longer flows in Pumps." This rumor is spreading around the Waste like a wildfire. A powerful city with the biggest refineries and you can't get any petrol there? On top of that local gangs have become even bolder and more aggressive, and the Oilers controlling the city don't care! Something unfathomable must've taken place there. If the situation doesn't improve quickly remote human settlements won't be able to communicate any longer.

30

Though it's hard to imagine, the atmosphere in this harbor full of pirates and smugglers is ominous. Hardly anyone walks around the docks, many ships and boats sway close to the quay and newcomers stick together, choosing to camp in the wasteland to limit their time in the city to a minimum. You have to know what happened here.

Choose:

✔ You visit the docks and ask in local taverns about the situation in the city. **See 16.**

✔ You look for someone overseeing this mess. **See 51.**

31

You choose a particularly dark night and sneak up to the landing strip.

Test **Tech (3)**. If your **Survival** is at least 1 green die, you obtain 1 additional ✨.

Pass: You damage engines and destroy control panels of some fliers, avoiding the guards.

Each active cult in the game suffers 2 ☠ (3 ☠ for 3+ knights) (to a min. of 1 **Health**).

Fail: While you're cutting fuel lines of one vehicle, you get arrested by the Queen's Guardsmen. A customary punishment for such deed is to cast the culprit down from the level of the city where they committed the crime.

You are eliminated from the game.

32

Epilogue: You cheated Lefty McBride.

Sounds of blunt strikes are echoing around the steel-covered walls of the room, barely drowning out the moaning of a beaten man. His body looks no better than the sides of pork hanging in this freezer.

"That was my friend! How should I know?" protests the man lying on the floor.

"You should've known better, that's for sure. You were responsible for our storage. What if they'd stolen everything from us?" answers one of the men standing over Lefty McBride. He's probably just another inhabitant of this mountain outpost. "We took you in like our own. And here's our reward."

More blows dealt with wooden clubs and heavy boots turn the man's face into a bloody pulp. Soon, his babbling can barely be heard. The men lift Lefty's corpse, carry it outside and impale it on steel pipes over the main gate. A moment later a wooden plate appears. It reads: "Friend."

"Ravens should bring more buyers for our furs" sums up the leader of the outpost. "I hope no more of your former comrades appear" he adds.

A few dozen of the settlement's inhabitants lower their heads in fear.

33

At first you don't pay them any attention. Their scarlet hoods blend into the colorful crowd filling the least ruined part of New Sydney. Their preachers start taking over more and more street corners while other preachers end up beaten or dead. There are less beggars and ne'er-do-wells on the streets and the marketplaces are patrolled by groups of club-wielding dark figures. The words "Scarlet Cult" are on everyone's lips.

34

You slip in the dark and hurt your hands on the rocks, but you manage to climb close to the light. A huge bonfire is burning on the hilltop cleared of bushes. A few meters from it there's a rack with a small canister. A reddish vapor is slowly flowing out of the container. It's floating toward the flame and gives it this unnatural color. A group of strangers wearing coats with the symbol of the Scarlet Cult is standing around the fire, deep in a trance.

You cannot use your vehicle until you resolve the following entries.

Choose:

- ✔ You seize the opportunity and steal the closest luggage. **See 77.**
- ✔ You sneak closer to steal the canister similar to the one placed next to the fire. **See 93.**
- ✔ You attack the cultists oblivious to your presence. **See 106.**

35

A quick and discreet excursion to the oil fields run by Oilers, the most powerful cartel controlling 90% of oil in Pumps, enables you to understand the problem. The cultists have managed to redirect the extracted oil to an old pipeline. Now they are collecting it in well-protected warehouses. However, this wouldn't be possible if they didn't turn many cartel workers to their cause and imprison three bosses first.

Choose:

- ✔ You cut off the old pipeline and bring back normal flow of oil. **See 83.**
- ✔ You free the cartel bosses – these three tough men will know what to do. **See 99.**

36

The price for crossing the Great Divide has soared. Hundreds of travelers who cannot afford it are gathering on both sides of the First Bridge. They stay calm for now but soon their patience will run out. All of this because cutters and barges from Alice Offsprings are no longer offering passage between the broken halves of the continent. Has All-mother Alice also fallen prey to the Scarlet Cult, so notorious of late in the wasteland?

37

Draw an enemy card from the cult deck and resolve combat according to normal rules. Remove this enemy card from the game after combat.

If you defeat this enemy: You tell the locals about vile practices of the followers of the Scarlet Prince and educate them that listening to His acolytes is a road to nowhere.

If possible, move the corruption marker 1 space down the track (2 spaces for 3+ knights).

If you do not defeat this enemy: Beaten nearly to death, you listen to the priest's speech. He tells the locals to support the Scarlet Prince. What's worse, they look convinced.

Move the corruption marker 1 space up the track (2 spaces for 3+ knights). If the **special card number 18** is not in the game, **see 140.** Otherwise, place your knight token on this card.

38

A group of wanderers has taken a break at the old petrol station. Some are roasting meat, others are pitching tents and in front of the building a small group is watching a bloke playing three cups on a plywood board supported by bricks.

Choose:

- ✔ You watch the players. **See 14.**
- ✔ Crooks like this one are a scourge. Time to take out the trash. **See 53.**
- ✔ You have at least 3 ♠. Piece of cake, you'll beat the gambler easily. **See 79.**

39

Your **Tech** is at least 1 green die.

YES: You throw a reverse gear and rush out paying no mind to your ride's leaf springs and the fact that the road is covered by more holes than asphalt.

Nothing happens.

NO: You damage your suspension while carelessly driving back. Attach 1 Malfunction card to your vehicle.

40

Remoteness of this mountain settlement makes your investigation harder. As one of many newcomers, you only have access to the lower levels of the city carved deep in the rocks. At the same time it seems the cultists have infiltrated the ranks of local engineers and pilots renowned for their skills.

Choose:

- ✔ It's rumored that the number of flights has increased, yet tens of eager travelers await their flights for many days. It's worth checking why. **See 23.**
- ✔ You learn that a few transports of an odd, red plant have recently reached the city. Time to check if the Scarlet Cult has anything to do with it. **See 63.**

41

Test **Aid (2)**.

Pass: You bring around a heavy-set bearded man and dress his bleeding head. When he regains some strength, he swears that his crew will help you fight with the Scarlet Cult.

Search a chosen wasteland deck for the first ♣ enemy. Roll its attack dice, as if you were attacking. Deal all obtained ♣ to the active cult in Pumps (+2 ♣ for 3+ knights). Then gain the reward from this enemy card as if you defeated it. Discard its card to the proper wasteland discard pile.

Fail: While you're trying to pull another wounded outside, you get kicked. This discourages you from providing any more help. You are dealt 2 ♣.

42

Test **Survival (3)**. If you have the **Machete** gear card, you obtain 1 additional ✨.

Pass: It's no walk in a park, but you've been to worse places.

Gain 1 ♠.

Then **see 59**.

Fail: A few hours of trudging through the steamy, contaminated land and you know that not taking a guide was a very bad idea. Search the matching wasteland deck for the first ♣ enemy. Resolve combat according to normal rules. This enemy gains **Ambush**.

If you have not lost consciousness, see 59.

43

You come to the conclusion that soon you'll have to leave the hospitable city of the Queen. The lower levels are crowded with hundreds of survivors nearly fighting each other for the access to the flying vessels and local workshops. At the same time many Guardsmen normally protecting the city have been replaced with strange hooded men. It seems the Scarlet Cult everyone is talking about has found a new home in the valley.

44

Test **Survival (4)**. You obtain a number of additional ✨ equal to your **Exploration**.

Pass: You realize that odd canisters were installed in key places of the ventilation system. They must've been pumping their contents into the shafts. You find one of them.

The active cult in Gangraen suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights). If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **SP-1 Gas Canister** side face-up. This card is treated as a gear card. Some entries may refer to it.

Fail: While checking one of the mines, you encounter a group of the followers of the Scarlet Prince patrolling the vicinity of Gangraen.

Draw an enemy card from the cult deck and resolve combat according to normal rules. Remove this enemy card from the game after combat.

If you defeat this enemy: You end your investigation by finding a container with a gas that must've been pumped inside the mine.

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **SP-1 Gas Canister** side face-up. This card is treated as a gear card. Some entries may refer to it.

If you do not defeat this enemy: You wake up high up in the mountains, beaten up and frozen to the bone, far away from the last place you remember.

Attach 1 Injury card to your knight. If the **special card number 18** is not in the game, see 140. Otherwise, place your knight token on this card.

45

You happily take a few bites of the poor animal.

Heal 1 ♣ and 1 ♠.

46

It's hard to believe, but you hear rumors that New Sydney has limited the number of caravans. Out here, in the badlands, one can already feel the changes from worse provisions in camps and settlements to bolder gangs feeling that the merchant cartels no longer care for the safety of trade routes. People say that all this has something to do with the followers of the Scarlet Prince – a cult unknown in Australia till now.

47

You lie down by a big rock. They are right where you want them. You take aim and shoot the first one standing in the front. Then you choose your next targets.

Resolve a ranged attack with your equipped ranged weapon (according to normal rules).

If you obtain 4+ ✨, see 18.

If you obtain 1-3 ✨, see 55.

If you obtain 0 ✨, see 71.

48

Test **Blades (2)**.

Pass: You feel great when you see the cultist change into a bloody pulp a few dozen meters below. No screaming on his way down, though – which is somewhat strange. But the most important thing is that the old man is persuaded by your arguments.

The active cult in New Sydney suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights). If the **special card**

number 18 is not in the game, see 140. Otherwise, place your knight token on this card.

Fail: You start wrestling with the stranger and push him against the window sill, but you're overpowered by the merchant's bodyguards. The old man looks thoughtfully at both of you and leaves.

If the **special card number 18** is not in the game, see 140. Otherwise, place your knight token on this card.

49

You decide to end your journey a little earlier, repair some stuff and check if there's something interesting to forage around here.

You may perform 1 free Explore and 1 free Camp Action (even if you have already performed them this turn). You choose the order of these actions.

50

It would seem that there's no better place for a cult preaching paradise on earth than a city full of mutants – often fugitives from the rest of the continent – abused, humiliated, or murdered only because they remind humans of the errors of their ancestors. However, the fact that there are virtually no mutated people in the ranks of the Scarlet Prince's followers makes you think that the real goal of the cult is not converting the inhabitants of Carcassville.

Choose:

✔ Coastal swamps are ideal for setting an ambush. You strike at a traveling group of merchants. **See 66.**

✔ You check rumors about a plantation founded deep in the jungle by the acolytes. **See 27.**

51

You can't talk directly to All-mother Alice if you're some loser from the badlands. The city is governed in her name by an influential mutant called "Admiral". You meet him in the largest port building. When you talk about your hatred toward the Scarlet Cult, the creature smiles, showing a row of yellowish fangs: "You want to play hero, stranger, I don't mind. You may start by getting rid of those hooded bastards who mess with the heads of decent smugglers. Unless you prefer to ask the junkies where they get these red flowers everyone is smoking now."

Choose:

✔ You eliminate the agitators of the Scarlet Cult. **See 113.**

✔ You check the drug mentioned by Admiral. **See 124.**

52

You've managed to acquire one of the secret weapons of the cult – a small container full of condensed gas named "SP-1". It was probably made using ingredients distilled from a rare narcotic plant named Scarlet Petal. You guess that considering the way this gas was utilized during some of the cult rituals you witnessed, its psychedelic and addictive properties used in conjunction with the ceremony caused many people to join the church of the Scarlet Prince. These numerous "faithful" simply craved more doses of the substance and became more and more susceptible to the manipulative "priests" of the cult. Still, you realize that in order to learn more, you'd need the gas canister analyzed by one of the factions still caring about the development of ancient science.

Choose:

✔ You keep the gas canister hoping that one day you'll discover something more about it. **See 123.**

✔ You place the container on a desert rock and shoot at it from a safe distance. **See 145.**

53

You stand face to face with the cheater and growl: "Back off." Instead of running scared, the cup guy just whistles loudly. The crowd thins quickly and suddenly there is you, the crook and... a gang of his mates.

Search the matching wasteland deck for the first ☉ enemy. Resolve combat according to normal rules. If you defeat this enemy, you additionally gain 2 chosen resources. Otherwise, attach 1 Injury card to your knight.

54

Sky has never been so crowded like during the last few weeks, and we're not talking about steel locusts or tornadoes here. The flying ships from Queen's Valley stand out against the clouded background, racing in all directions, as if no one cared for the valuable petrol. Yet people who have recently visited this city claim that it's impossible to fetch a ticket for a flight! Something doesn't add up here.

55

You manage to hit one of them, but the rest spread out and start to encircle your position. You need to take the initiative.

Search the wasteland deck (desert/highway) for the **Slavers** enemy card. Resolve combat according to normal rules. This enemy suffers **-1 Health** for each ✨ you obtained in the previous roll. If you defeat it, you additionally gain 1 ⚔.

56

You get lost among wild paths and the night catches you far away from any road. You decide to camp and look for the right route in the light of the day. For your own safety, you don't light a fire and probably this is the reason why you easily spot a purple glow on the top of a nearby hill, as if someone lit a flare in its surrounding scrub.

Choose:

✔ You conceal your ride and stand guard for fear of a possible threat. **See 19.**

✔ You sneak up the slope and check what this light might be. **See 34.**

57

The march is tiring, but the young mutants protect you from any danger. Finally, you encounter a spacious field of reclaimed jungle. Strange flowers with red buds are planted in neat rows in place of the trees. They are being cultivated by a group of chained mutants guarded by two dozen acolytes in their characteristic frocks. You are about to burn all this to the ground when you feel the tip of the spear against your rib. It's wielded by one of your guides.

Test **Blades / Survival (S)**. You may spend X ⚔ to obtain X additional ✨.

Pass: When you kill the first mutant, the rest retreat into the jungle. Then you fulfill your original plan – you start a fire on one side of the plantation and kill any acolytes trying to extinguish it. The active cult in Carcassville suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.

Fail: Young mutants – probably new converts to the cult – lead you to the acolytes. You are interrogated for a few hours, but you manage to escape.

Suffer 2 ☠ and 2 ☠. If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

58

The stranger wastes no time. Before you sit for a meal, he shows you his wares. He's so good at touting them that you'd buy a sheet of rusted metal from the man.

Barter (4).

If you have the **special card number 19**: "You must've met those crazed cultists everyone in the Waste is talking about" says the man. "I'll buy their property from you. It's worth a lot in the place I'm heading to." You may remove the **special card number 19** from the game as part of this Barter (it is not returned to the special deck) to double its value during this Barter.

59

You reach your destination completely exhausted. You encounter a spacious field of reclaimed jungle. Strange flowers with red buds are planted in neat rows in place of the trees. They are being cultivated by a group of chained mutants guarded by two dozen acolytes in their characteristic frocks. It's time to burn everything to the ground.

Test **Blades / Survival (4)**. You may spend X ⚔ to obtain X additional ✨.

Pass: First you start a fire on one side of the plantation, then kill any acolytes trying to extinguish it.

The active cult in Carcassville suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.

Fail: You're caught on your botched attempt at starting a fire. You save yourself with a frantic retreat through the swamp. Fortunately, you've acquired a few buds of the flower.

Suffer 2 ☠.

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.

60

Gangraen has never been so calm as it is now, with preachers of the Scarlet Cult taking over the main street – a place usually full of partying newcomers and prostitutes convincing clients to sin with them. Now it's sadder than a shelled church. As for miners, they've disappeared from bars and streets, as if they literally vanished from the face of the earth. This place is very far from the legendary, filthy Gangraen known by all inhabitants of the Waste.

Choose:

✔ It's said that miners from a few mines are sick and hallucinate. It's certainly worth checking out. **See 121.**

✔ People spend less on booze and girls. This means less cash in the city budget. Maybe you should ask the mayor what he thinks about that? **See 132.**

61

You get out and greet your old comrade. McBride has been here for over 2 years and he's recently become the warehouse caretaker. He has a lot of fuel, ammo and other valuable stuff under lock and key. In the evening he pulls out a dusty whisky bottle and proposes a drink for old time's sake.

Choose:

✔ You drink cautiously, just not to offend him, but keep an eye on locals at the same time. **See 84.**

✔ You pretend to drink hoping that Lefty will get wasted and you'll be able to snatch his warehouse key. **See 98.**

✔ You guzzle the whisky. After all, how often can you taste liquor from before the Scourge? **See 112.**

62

The bullet pierces the hood, but you don't hear either a scream of pain or a thud of the body dropping dead on the floor. The priest's scarlet robe falls down in a pile of rags. The participants of the ceremony turn to you and rush forward, screaming in rage. Fortunately, you quickly disappear among the buildings.

The active cult in New Sydney suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights). You suffer 1 ♣. If the **special card number 18** is not in the game, **see 140.** Otherwise, place your knight token on this card.

63

It looks like the imported plant is a base for some kind of narcotic used during rituals of the Scarlet Cult. This substance has also made it to the street, addicting many survivors. Blocking its flow will seriously weaken the cult.

Choose:

✔ You destroy the warehouses where the stuff from outside the city is stored. **See 109.**

✔ You locate the factory where the drug is made. **See 146.**

64

Finding any ordinary gang around Pumps is easy – they hover like vultures, preying on travelers lured to the city with the vision of cheap fuel. The question is – how can you persuade the bandits that destroying the cult is in their best interests?

Choose:

✔ Gangs listen to the strong. So you go with a show of strength. **See 107.**

✔ You visit "Red Skull", a joint on the outskirts of Pumps very popular among bikers. You can meet members of many crews there. **See 128.**

65

You're sitting in the only joint in Carcassville where you don't need a third hand to order a bottle of decent booze. Suddenly, a few strange individuals enter the place. They start yabbering something about morality and coming of the "Scarlet Prince", but apparently those who do business with mutants do not count on help of higher powers. The newcomers quickly end up in the murky water right below the steel deck of the platform. However, one look at the people walking around nearby footbridges makes you realize that the city is full of these hooded fanatics...

66

You hide close to an overgrown, half-sunken highway leading to Carcassville.

Draw an enemy card from the cult deck. Then test **Survival (3)**.

Pass: You harm the group seriously before the cultists realize what hit them.

Deal 1 ☠ to the drawn enemy for each obtained ☠. Resolve combat with this enemy according to normal rules. You ignore the **Ambush** trait during this combat.

If you defeat this enemy, additionally move the corruption marker 1 space down the track. Otherwise, heal from the active cult in Carcassville a number of ☠ equal to this enemy's remaining **Health** (heal +2 ☠ for 3+ knights). Remove this enemy card from the game after combat.

Fail: You are detected. Now your only option is to face the cultists in open combat.

Deal 1 ☠ to the drawn enemy for each obtained ☠. Resolve combat with this enemy according to normal rules.

If you defeat this enemy, additionally move the corruption marker 1 space down the track. Otherwise, heal from the active cult in Carcassville a number of ☠ equal to this enemy's remaining **Health** (heal +2 ☠ for 3+ knights). Remove this enemy card from the game after combat.

67

Test **Tech (2)**.

Pass: You carefully remove the fuse and take the mine apart.

Gain 2 ♠.

Fail: While working on the mine you notice that the fuse is damaged. You manage to delay the ignition for a few seconds – just enough to avoid being ripped to shreds by the explosion.

Suffer 3 ☠.

68

You're standing on a grassy plain stretching to the horizon. Dark clouds heralding a tornado are hanging low in the sky. Their whirlwind is being lit time and time again by purple lightning. At some point a thunderbolt strikes the ground several hundred meters from you, raising clouds of dust. When the afterimages of the lightning no longer trouble your eyes, you realize that some tall, cloaked shape is moving through the dust. You can't make out the face of the walking figure in spite of the scarlet glow coming from its eye. Whenever this light touches the grass, it withers and the plain turns into a scorched desert. The creature is getting closer, slowly, step by step. Soon, you will bathe in the scarlet glow unless the rising storm engulfs you first...

Note in the Outback Chronicles that **you have met the Scarlet Prince (68, epilogue)**. Place the **special card number 19** in the proper place of the special deck – this card may be used again in the adventure Spreading Corruption and other adventures, but you cannot resolve this entry again.

69

You improvise the cocktail using an empty bottle, some petrol and a rag. You outrun the slow caravan, hide behind the rocks and throw the burning cocktail into the incoming truck. The bottle shatters into sharp pieces and the flaming liquid pours inside the truck. The vehicle catches fire in no time. The driver and his companion jump out of the car, burning. Their terrified friends escape without a fight. It's time to free their victims.

Gain 2 ♠.

70

Your CB radio, dead for weeks, has been crackling for over an hour as if someone's been trying to contact you. You turn the knob to no avail. At some point you notice a steel tower jutting up from a canopy of withered acacias. Someone fitted it with a dozen antennae and a large fan.

Choose:

☛ You drive closer to check this place. **See 25.**

☛ You get back to the trail – you prefer to rest than get into some trouble. **See 49.**

71

You miss. The alarmed bandits gather their “merchandise” and drive the slaves forward, shooting around. They soon disappear around the bend of the road.

Suffer 2 ☹.

72

You learn that a huge vessel from outside the city is awaiting repairs in the dry dock. Symbols inside and the smell of strange incense prove that it belongs to the cultists.

Test **Survival (X)**.

Pass: You manage to find some mechanics and welders in the huge ship. The cultists beat them and imprisoned here. You free as many as you can before their torturers return.

The active cult in Alice Offsprings suffers 1 ☹ for each obtained ✨ (+1 ☹ for 3+ knights). If you obtain at least 3 ✨, you may additionally flip broken gear card to its working side.

Fail: Before you can assess the situation, a large group of the followers of the Scarlet Prince returns to the ship. You escape barely alive.

Suffer 3 ☹. If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

73

You hand out “presents” among street peddlers and finally manage to set up a meeting with the head of a minor merchant group. In the evening, you enter a ruined skyscraper, leave your weapons to a bodyguard, and climb to the tenth or maybe eleventh floor.

A lean old man in a worn-out suit is waiting for you inside a dilapidated office. He's sitting behind a huge desk. To his left there's a dark man, whose face is hidden under a hood. Looks like the cultists are one step ahead of you.

“I just got a very interesting proposal, stranger” says the merchant. “Do you think you can beat it?”

Choose:

☛ You get to the hooded man in one leap and throw him out of the window. **See 48.**

☛ You persuade your host that the alliance with the cult has no future. **See 91.**

74

Angered by your pestering, the trading post workers bid you adieu with kicks and punches.

Suffer 1 ☹.

75

If you are unconscious, perform 1 free Regain consciousness Action.

The merchants aren't proud that they were fooled so easily. That's why they want to get rid of you as quickly as possible. Their

bodyguards discreetly wipe out all remaining members of the cult, while you have a chance to reach for the wares on the top shelf.

You may immediately use the **Dwellers' Gratitude** matching New Sydney (see the cities sheet). If you do not do this, you lose this opportunity.

If a knight token is on this city sheet, give it to its owner.

76

For at least an hour you're watching the Scarlet Cult's priest walking from a denizen to a denizen, telling everyone their bullshit. The group of protectors adds certain “authority” to his words, beating more aggressive men and robbing the locals of any valuables they have. They leave you alone, though.

Heal 1 ♠ and 3 ♣. Move the corruption marker 1 space up the track (2 spaces for 3+ knights).

77

The strangers are so doped that you could take practically everything from them, but you prefer not to take any risk.

Draw 1 gear card. Gain 2 chosen resources.

78

“Damn mutants! They betrayed us to these bloody cultists! Everyone knows that's what they do! We should've killed them all, those mangy bastards, and wipe their filthy city from the face of the earth!” Such opinions can be heard quite often in the badlands, though hardly anyone knows about Carcassville and even less people have actually seen the city with their own eyes. However, if the alliance of the Scarlet Cult and the mutants from the west is real, the Waste might soon face a crusade of hellish proportions...

79

Left, right, left, center – what an amateur. You could beat him with your eyes closed. You point at the right cup. If he could see his face right now... You collect your winnings.

Gain 1 ♣. Then choose:

☛ You continue playing. **See 26.**

☛ You leave, happy with your reward. **See 117.**

80

The backbone of the cult may be broken, but you haven't managed to root out all its followers – the Scarlet Wowers seem to be lurking in every shadow, and their ranks are countless.

Each unconscious knight performs 1 free Regain consciousness Action. Then each knight may perform 1 free Camp Action (even if they have already performed one in their turn).

It's time to change from prey to predators and get rid of these vile heretics once and for all.

Choose the order, in which you will resolve combat with the **Scarlet Wowers**. Each knight has to do it separately. These combats are resolved according to normal rules except for the following:

- If there is at least one token of the fighting knight on the **Scarlet Wowers'** card, this enemy gains 1 blue attack die.
- If a given knight defeats the **Scarlet Wowers** and does not lose consciousness, they gain no reward – they may remove up to 2 chosen knight tokens from this enemy's card instead.
- If a given knight loses consciousness in combat with the **Scarlet Wowers** (even if this enemy is defeated), they place their knight token on this enemy's card.

• No matter the combat result, discard all wound tokens from the **Scarlet Wowsers'** card at the end of the Resolution Step. After all combats have been resolved, check if there are any knight tokens on the **Scarlet Wowsers'** card.

If there are, see 9.

Otherwise, see 110.

81

Not thinking twice, you draw your weapon, then tell the trader to give you all his stuff and follow his own footsteps back to the last settlement he visited. The man takes a remote detonator from his ragged sleeve. "We'll all go to hell before I give you my things, you bandit!" Each of my camels is fitted with explosives!"

Choose:

✔ You attack before he can react. See 103.

✔ "You're bluffing, old man" you say and await his reaction. See 120.

✔ You retreat to your ride and disappear before this madman kills you all. See 141.

82

You come across a fortified trading post where local hunters sell their trophies. When you approach it, a bunch of rifle barrels appear in the post's windows and a voice from inside asks who you are.

Choose:

✔ You convince the locals that you are here to trade. See 21.

✔ You try to go back where you came from. See 39.

✓ You have at least 3 ⚔. You tell your name. Surprisingly, the fort gate opens and behind you see your old buddy, Lefty McBride. See 61.

83

You swiftly get rid of the pump station guards but then realize that both the controlling panels and the pipeline are mined. This task will require much more than removing a few screws...

Test **Tech** (3). If your **Repair** is at least 2, you obtain 1 additional ✨.

Pass: First you carefully remove the explosives, then change the settings of the pumps. Oil is flowing again to the thirsty travelers and lies of the Scarlet Prince are laid bare.

The active cult in Pumps suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

Fail: When you're fumbling with the charges everything explodes! You're watching flames turn the pump station into a burned down husk.

You lose consciousness. Remove 4 🗡 markers from the game – their number is lowered until the end of this adventure. This reflects the lower refineries output in Pumps and a smaller availability of oil in the wasteland.

84

You were too careful. Nobody tried to rob you. It's rather you who robbed yourself of the opportunity to taste some fine whisky. Lefty has drunk most of the bottle by himself and when you set out in the morning, he's not even able to get off the bunk.

Nothing happens.

85

If you are unconscious, perform 1 free **Regain** consciousness Action.

Oilers know how to say "Thanks". You may leave Pumps in a brand-new ride or take as much petrol as you can pour into your tank. The only condition is to spread the word that oil is flowing again.

You may immediately use the **Dwellers' Gratitude** matching Pumps (see the cities sheet). If you do not do this, you lose this opportunity.

If a knight token is on this city sheet, give it to its owner.

86

The girl bursts with excitement. "I'm Inyuwa" she introduces herself, then invites you inside. Most of the rooms are full of panels and dead screens, but you notice a few devices which resemble your CB, but they're much bigger. Inyuwa tells you that her father taught her how to operate radios, and she keeps improving everything she has.

Choose:

✔ You share with her everything you know about the Scarlet Cult and ask her to warn anyone she makes contact with to stay away from the worshippers. See 118.

✔ You ask her to repair your CB and let you know when she learns about some danger. See 134.

87

You reach the edge of a hollow, spanning for a few hundred yards. At the bottom you can see a half-buried shape of a concrete building. Massive, ceramic resistors stick out of its roof. You circle the building and come to a conclusion that the entrance must be hidden beneath the sand. Although you cannot reach it at the moment, you carefully note down this location.

Gain 2 ⚔. Note in the *Outback Chronicles* that you located a **Cerbero power station (148, epilogue)**.

88

Suddenly, there are clubs, chains, and knives in people's hands. You were hit a few times, and you had to hit the others back, but you've finally managed to get out of this rumble.

Suffer 1 ☠.

89

You've never seen so many people leaving a bar accompanied by some sad-looking hooded guys instead of working girls with gaudy make-up. Yet here they are! What's worse, many miners have started praying for health and safety to the "Scarlet Prince", especially considering that the number of accidents in the mines has increased. Some deliberate effort can be felt behind all this, though it seems you're the only one to see it...

90

You find a crew of a large cutter in one tavern and together you try to repair their boat.

Test **Tech** (3). If your **Negotiate** is at least 1 green die, you obtain 1 additional ✨.

Pass: The cutter leaves the port, taking a group of survivors to the western shore of the Great Divide. Encouraged by this success, other sailors get to the quay.

The active cult in Alice Offsprings suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

Fail: Rumors about your initiative quickly spread. You are visited by a group of acolytes of the Scarlet Cult. Another brawl erupts and the cutter stays in the port.

Suffer 3 ☠ (2 ☠ if your **Blades** is at least 1 green die).

91

Test **Negotiate** (3). If you have at least 3 ♠, you obtain 1 additional ✨.

Pass: You unveil a dark vision of restricted trade, smaller traffic through the city, purges, and total control as long as the cult is in power. The old man looks convinced and expels the stranger from his office.

The active cult in New Sydney suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

Fail: Your speech is incoherent and unconvincing. You're interrupted by the bodyguards who kick you down the stairs.

Attach 1 Injury card to your knight.

92

You're watching the dried sprout crackle and spew a cloud of red smoke. You hope this ends the existence of the Scarlet Cult forever and any memory of the deity worshipped by its members will fade just as the ashes of the plant in your hands are scattered by the first hot gust of the coming storm. It's time to go before you find yourselves in the eye of the tornado.

Note in the Outback Chronicles that **you destroyed the last sample of the Scarlet Petal (92, epilogue)**. Remove the **special card number 19** from the game – it can no longer be used in any adventure (you may tear it apart to mark this). If, during the adventure Spreading Corruption, any knight would be asked to introduce the **special card number 19** into the game, they gain 3 ☠ instead.

93

Test **Survival** (2).

Pass: You sneak unnoticed next to the cultists and take the only container left. It's full of some strange gas.

Move the corruption marker 1 space down the track. If the **special card number 12** is not in the game, take it from the special deck and place it in your vehicle with the **SP-1 Gas Canister** side face-up. This card is treated as a gear card. Some entries may refer to it.

Fail: When you take the canister, several pairs of hands reach to you. You manage to shake them down and run headlong to your car, but you lose the container on the way. You start the engine and escape, risking your suspension.

Move the corruption marker 1 space down the track. Suffer 1 ☠. Your vehicle suffers 2 ✨.

94

Terrified slavers don't know what hit them. They try to fire at you, but before they manage to take aim you drift your ride and hit their tent with the side of your vehicle. Scared by your attack, they run between the rocks.

Gain 1 ♠.

95

If you are unconscious, perform 1 free Regain consciousness Action.

Local corsairs know something about honor. They made the cultists a sailor's funeral. The afterglow cast by their burning vessel and screams of the faithful dying in the flames will accompany you for days to come. For the moment, All-mother Alice allows you to choose the destination of your next journey.

You may immediately use the **Dwellers' Gratitude** matching Alice Offsprings (see the cities sheet). If you do not do this, you lose this opportunity.

If a knight token is on this city sheet, give it to its owner.

96

The lock is complicated. It's probably easier to improvise an explosive charge than to work the lock.

Test **Survival** (3). You may spend 1 ♣ to obtain 2 additional ✨ (if you do, you risk alarming the Queen's Guardsmen).

Pass without using ♣: You carefully enter the office and steal all documents pertaining to the passenger traffic.

Note in the Outback Chronicles that **you acquired passenger manifests**. From now on, the Plot Action (Weaken faith) is free.

✔ **Pass using ♣:** see 114.

Fail: You're caught and punished by the Queen's Guardsmen. You spend the next day chained to a rock exposed to the searing rays of the sun.

Suffer 1 ♠ and 3 ☠.

97

Looking down the hill you can see a slaver caravan. Restrained, barefoot people marching one by one, surrounded by armed guards. At the front of the column there is a roofless truck belching blue smoke. Metal plates has been screwed to its sides.

Choose:

✔ You follow the slavers, planning to attack them at night. See 28.

✔ You are equipped with a ranged weapon and have at least 1 ♣. You shoot at them from the top of the hill. See 47.

✔ Your Guns and Tech are at least 2 green dice altogether. A Molotov cocktail should do the trick. See 69.

98

McBride is knocked out cold. Clutching the warehouse key, you go deeper into the fort. You need to get past some guards, search the warehouse and quickly escape with your loot. Piece of cake.

Test **Survival** (3).

Pass, see 122.

Fail and you are missing 1 ✨, see 133.

Fail and you are missing 2+ ✨, see 147.

99

In order to rescue the Oilers bosses you will have to sneak into the secret warehouse of the cult.

Test **Survival** (4). If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: You get through the roof to the office rooms and get rid of the guards. Then you evacuate three well-built men away from the compound. The Oilers quickly muster a crew and wipe out the cultists.

The active cult in Pumps suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

Fail: While looking for a way inside the warehouse, you're captured by the followers of the Scarlet Prince. You manage to escape during an interrogation, but the cultists have remembered you.

If the **special card number 18** is not in the game, see 140. Otherwise, place your knight token on this card.

100

Even though you did everything you could, you were simply no match for such a powerful enemy. In the face of the cult's capacity to adjust to any situation, and the group's ability to persuade or coerce those in power to support its cause, more and more settlements fall under control of the acolytes of the Scarlet Prince. Soon, everyone in the Waste will call Him with one voice and maybe this sinister figure, which now only appears in narcotic visions of men addicted to the Scarlet Petal, will cross to your world to punish you...

The knights fail. Resolve all epilogue entries noted in the Outback Chronicles.

101

"I've got nothing to barter" says the girl. "But you may stay here for the night. It's best not to be outside the fence. Anyway, I will gladly talk to someone face to face." You don't quite get what she means until she shares with you the story about her father, who taught her everything there is to know about radios. You fall asleep listening to her melodious voice. In the morning your host, Inyuwa, helps you prepare for the journey.

You may perform 1 free Camp Action (even if you have already performed one this turn). When performing this action, you gain +2 **Repair**.

102

The temple of the Scarlet Prince is hardly enough. His victims must be found and people must be made aware of the fact that this supposed paradise on earth is actually a hell much worse than their current existence.

Test **Negotiate (4)**. You obtain a number of additional ✨ equal to your **Exploration**.

Pass: You persuade a group of New Sydney dwellers to your views. Together you go to the cult's hideout and burn the place to the ground.

The active cult in New Sydney suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

Fail: You talk so much about the cult that people finally consider you a member and not everyone likes this group. You end up beaten in some dead-end alley.

Suffer 2 ☠.

103

Test **Blades / Guns (3)**.

Pass: The old man dies before he can push the button. You may now steal stuff from the camels though the fear of accidentally triggering the charges causes you to take less than you'd like to.

Draw 2 gear cards and gain 2 chosen resources.

Fail: The old man pushes the button glowing bright red. For a moment nothing happens and when you're about to start laughing, you suddenly hear the sound of explosions and camel braying. When you come to your senses you realize that your ride is badly damaged and remains of rent, camel carcasses are being devoured by scavengers.

Gain 1 ⚔. Attach 1 Injury card to your knight and 1 Malfunction card to your vehicle.

104

The mates of the machete guy have cleaned house quickly – they've grabbed the cheater's "revenue" and carried away their unconscious friend. "As for you" a big man with a shotgun on his back nudges your ribs with his finger. "Appreciate the help."

Test **Blades (X)**. You gain 1 chosen resource and suffer 1 ☠ for each obtained ✨.

105

If you are unconscious, perform 1 free Regain consciousness Action.

The Queen's chancellor hands you a message. It expresses the gratitude of the woman ruling the valley for opening her eyes to the troubling situation in the city. The letter also contains a permission to use local workshops before you leave the city.

You may immediately use the **Dwellers' Gratitude** matching Queen's Valley (see the cities sheet). If you do not do this, you lose this opportunity.

If a knight token is on this city sheet, give it to its owner.

106

Draw an enemy card from the cult deck and resolve combat according to normal rules. This enemy suffers –1 **Health** (to a min. of 1). Remove this enemy card from the game after combat.

If you defeat this enemy: You've managed to kill the cultists and get the container of the strange gas they used in their ritual.

Move the corruption marker 1 space down the track. If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **SP-1 Gas Canister** side face-up. This card is treated as a gear card. Some entries may refer to it.

If you do not defeat this enemy: You failed despite the element of surprise. What's worse, the canister with the gas fell into the fire. The explosion scattered burning branches and released the rest of the strange mixture.

Suffer 2 ☠. If the **special card number 18** is not in the game, see **140**. Otherwise, place your knight token on this card.

107

You drive out to the badlands and provoke the first gang you encounter.

Search a chosen wasteland deck for the first ☠ enemy. Resolve combat according to normal rules.

If you defeat this enemy: News about you taking down a whole crew by yourself spread quickly. Leaders of some gangs are ready to talk. See **136**.

Otherwise, nothing happens.

108

You reach the edge of a hollow, spanning for a few hundred yards. At the bottom you can see a half-buried shape of a concrete building. Massive, ceramic resistors stick out of its roof. Wary of mines, you don't want to go further, but you memorize this unique place.

Gain 1 ⚔. Additionally, note in the Outback Chronicles that **you located a Cerbero power station (148, epilogue)**.

109

Hooded guards patrolling the area around one of the city warehouses clearly show, where to look for the cult's property.

Draw an enemy card from the cult deck and resolve combat according to normal rules. Remove this enemy card from the game after combat.

If you defeat this enemy: *You break into the warehouse, take a few "samples" of the red plant, and set fire to the crates.*

The active cult in Queen's Valley suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.

If you do not defeat this enemy: *You retreat from the warehouse door chased both by the cultists and the Queen's Guardsmen.*

If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

110

Although it seemed impossible and you lost hope many times, in the end you managed to stop the agents of the Scarlet Prince and open the eyes of many inhabitants of the Waste to the machinations of the sinister organization. Giving example of cooperation for the good of all, you gave hope to your fellow survivors. At some point they started eliminating the cult acolytes and destroying all reserves of the Scarlet Petal on their own.

On the other hand, you will never know if the Scarlet Prince was just an imaginary creature, a mere tool in the hands of the cult leaders, or maybe taking the drug gave access to some strange reality, where He could physically exist.

The knights win. Resolve all epilogue entries noted in the Outback Chronicles.

Additionally:

If the special card number 19 (Scarlet Petal) is in the game, see 13.

If the special card number 19 (SP-1 Gas Canister) is in the game, see 52.

111

More and more wanderers you encounter come from the north-western part of the continent. Some of them are miners looking for any work. Others are travelers who visited Gangraen and must have hated what they saw there. They say that the city changed beyond recognition after a numerous group of bizarre fanatics in red hoods had arrived there. What's worse, strange accidents in the mines are a commonplace now, and the streets are full of poor wretches addicted to some new drug. For the remote hellhole it is, Gangraen is seeing a lot of action...

112

Your friendly libation turns into a wild party with almost everyone from the fort staff taking part. Although you feel terrible in the morning, everyone greets you like an old friend.

Gain 1 ☠. Suffer 1 ☠. You lose all remaining actions.

113

You destroy the net of agitators with the help of Admiral's underlings.

Roll a number of white dice equal to your Explore. You may add your **Negotiate** or **Blades** to this pool. The active cult in Alice Offsprings suffers 1 ☠ for each obtained ✨ (+2 ☠ for 3+ knights). If you obtain at least 4 ✨, gain 1 ☠.

If you obtain 0 ✨: *It looks like the cult has penetrated the city deeper than you thought. You are betrayed.*

You lose consciousness. If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

114

The explosion echoes through the offices of the landing strip. You quickly jump over the blasted door and steal all documents pertaining to the passenger traffic. Now you have to escape, because the Queen's Guardsmen are already running toward the offices.

Test **Blades** (2). If you have no ☠/☠, you obtain 1 additional ✨.

Pass: *You deck the first guardsmen with a few well-placed blows, then run up to the Main Stairs and disappear in the crowd of travelers filling the lower city levels.*

Note in the Outback Chronicles that **you acquired passenger manifests**. From now on, the Plot Action (Weaken faith) is free.

Fail: *You're caught and punished by the Queen's Guardsmen. You spend the next day chained to a rock exposed to the searing rays of the sun. Additionally, you have to pay a fine for damaging the property of the Queen.*

Discard 1 chosen gear card or 2 chosen resources. Suffer 1 ♠ and 3 ☠.

115

If you are unconscious, perform 1 free Regain consciousness Action.

When you mess with a mutant, you'd better make sure they've got no chance to "return the favor". After cleansing Carcassville of the Scarlet Cult you have an opportunity to show the locals a target ideal for turning their anger against.

You may immediately use the **Dwellers' Gratitude** matching Carcassville (see the cities sheet). If you do not do this, you lose this opportunity.

If a knight token is on this city sheet, give it to its owner.

116

You shoot one bullet after another. One of the bandits falls down, the rest take shelter behind the armored truck. You fire again, but the bullets bounce off the steel plates. When your opponents return fire, you decide it's time to leave.

Nothing happens.

117

You take your leave, followed by a murderous gaze. You put the bullets in the bag and leave. Driving away, you can see in the rear mirror that the crook already has new customers. He will make up for his losses quickly.

Nothing happens.

118

Test **Negotiate (3)**. If your **Repair** is at least 3, or you are the **Spirit Warrior** or the **Mercenary**, you obtain 1 additional ✨.

Pass: *Terrified by your news about the threat to the wastelands, Inyuwa agrees to help you.*

Gain 1 ♠. Each active cult in the game suffers 2 ☠ (3 ☠ for 3+ knights) (to a min. of 1 **Health**).

Fail: *"Maybe you speak the truth, maybe you lie. I can't tell the difference, so I prefer not to get involved" says Inyuwa.*

Nothing happens.

119

Mutants are not particularly civilized and their hunters must be the worst – and the toughest – bastards of them all. You need to figure out how to reach them and make them help you. You visit their camp on the outskirts of Carcassville. Trophies and drying meat of wild beasts are everywhere.

Choose:

✔ You ask around that you're looking for volunteers to destroy the plantation of the **Scarlet Cult**. **See 130.**

✔ You have gear cards or resources with a total value of at least 3. Hard currency is worth more than a ton of talking. **See 137.**

120

The old man pushes the button glowing bright red. For a moment nothing happens and when you're about to start laughing, you suddenly hear the sound of explosions and camel braying. When you come to your senses you realize that your ride is badly damaged and remains of rent, camel carcasses are being devoured by scavengers.

Gain 1 ♠. Attach 1 **Injury** card to your knight and 1 **Malfunction** card to your vehicle.

121

A few hundred people were poisoned when working in various mines. It's rumored that detectors indicated some changes in air quality, but didn't alarm anyone that it was harmful. If this is the case, why is over a hundred of men lying sick in the infirmary of the Western Company, the largest mining organization in Australia? And what about those other wretches wandering the streets of Gangraen, talking nonsense?

Choose:

✔ You check the mines, whose workers were hurt most. **See 44.**

✔ You go to the infirmary to help as many people as you can. **See 135.**

122

You slip quietly like a shadow and safely reach the warehouse. Inside you grab few valuables and get out.

Gain 3 chosen resources. Draw 2 gear cards. Note in the **Outback Chronicles** that **you cheated Lefty McBride (32, epilogue)**.

123

One of you carefully hides the container. You realize that after your victory over the cult this is probably the last sample of SP-1. You risk a lot keeping it, but your hunger for knowledge is stronger. From now on, during your journeys, you will be looking for people who might have proper labs and personnel to analyze the gas.

Note in the **Outback Chronicles** that **you hid the container with SP-1 (123, epilogue)**. Place the **special card number 19** in the proper place of the special deck – this card may be used again in the adventure **Spreading Corruption** and other adventures, but you cannot resolve this entry again.

124

Hundreds of mutants and men ravaged by drugs lie on the streets of Alice Offsprings. Care and kind words can do more here than brutal strength these people have to deal with every day.

Test **Aid (X)**. If your **Negotiate** is at least 1 green die, you obtain 1 additional ✨.

Pass: *You follow the trails of the new drug, whose street name is **Scarlet Petal**. From common junkies, through a dealer, you finally locate the distributor – a man from inside the cult. Your efforts are rewarded with a dose of the drug.*

The active cult in **Alice Offsprings** suffers 1 ☠ for each obtained ✨ (+2 ☠ for 3+ knights).

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.

Fail: *That's what you get for being nice to people. A few junkies lure you into an ambush and sell you to the very people you've been trying to find.*

Suffer 2 ☠. If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

125

If you are unconscious, perform 1 free **Regain consciousness Action**.

You've got no idea how you survived the last couple of days. With the power of the cult broken, you'd become the most liked person in the city. Everyone wanted to buy you a drink or pay for a few pleasurable moments with local beauties. Even the mayor, Rico, for one night wasn't such a damn douchebag, and it's a rare thing to see.

You may immediately use the **Dwellers' Gratitude** matching **Gangraen** (see the cities sheet). If you do not do this, you lose this opportunity.

If a knight token is on this city sheet, give it to its owner.

126

You place your crate opposite the most vocal priest on the main street and start dismissing his arguments.

Test **Negotiate (3)**.

Pass: *A crowd of people gathers around you. Soon, they shout whenever you show the preacher his place.*


The active cult in **Gangraen** suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

Fail: *A crowd of people gathers around you. Soon, they shout whenever the preacher praises the power of the **Scarlet Prince**. You notice you're being watched by a group of well-armed acolytes.*

If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

127


There are quite a few of them, but they have no idea what you want from them. They look at you suspiciously, refraining from the attack for the moment. Yet. You approach them with your hands in the air and when you're close, you strike, knocking down the closest one. One down, the rest to go.


Search the wasteland deck (desert/highway) for the **Slavers** enemy card. Resolve combat according to normal rules. This enemy suffers **-1 Health** (to a min. of 1). If you defeat it, you additionally gain 1 .

128

When you reach "Red Skull", the party is already on. Bar stools are flying this way and that, and naked girls are pole-dancing, paying no attention to the surrounding chaos. The question is – would you rather support one of the crews or maybe start saving people trampled with heavy bikers' boots?

Choose:


 You join the brawl. **See 149.**


 You pull away the most heavily wounded patrons. **See 41.**

129

You ask around on the streets and quickly find certain patterns in the kidnappings – the ones going missing are mostly newcomers no one here will miss. They usually live in slightly irradiated ruins on the outskirts of the old metropolis – places, which the Cerbero anti-missile shield failed to protect during the Scourge. You search these places for a couple of hours and manage to locate a warehouse where the cultists probably gather.

Choose:

 You sneak inside the warehouse. **See 143.**

 You spend more time on exposing the cult's activities. **See 102.**

130

Your words reach a group of young mutants with scaly skin – each of them has one eye gouged out, as if they have undergone some rite of passage. You come to an agreement – they will lead you to the plantation.

See 57.

131


You've walked right into the middle of the minefield. Trying to retrace your steps, you trigger one of the charges. The explosion throws you a few yards and everything goes black.


You lose consciousness.

132

If that dilapidated town hall is some kind of metaphor for the state of Gangraen, no wonder this place is going to hell. Despite that you enter the place and head to the mayor's office. The mayor of Gangraen is a chubby-faced, bearded man who's staring at his half-naked assistant, while you're busy explaining why you came. "So what?" he sums up. "You wanna help with those crazed prudes?" When you confirm, he shared with you the problems troubling the city.

Choose:

 A new drug, the Scarlet Petal, must be removed from the streets – Rico, the mayor, earns nothing from it, after all. **See 139.**

 Silencing a few of the most fervent preachers of the Scarlet Cult should do the trick. **See 142.**

133


You slip quietly like a shadow and safely reach the warehouse... guarded by a tough-looking bloke. You need to act fast.

You are equipped with a melee weapon OR your **Blades** is at least 1 green die.


YES: You stun the guard, quickly loot the warehouse and run away.

Gain 2 chosen resources. Draw 1 gear card. Note in the Outback Chronicles that **you cheated Lefty McBride (32, epilogue).**


NO: The guard starts shooting at you, alarming the whole fort in the process. You barely get out alive.

Suffer 2 . Your vehicle suffers 2 .

134

Test **Negotiate (3)**. If you discard 1 gear card, you obtain 2 additional .

Pass: The girl does what you ask her for. Inyuwa's soft voice accompanies you for the next few days while you stay within the range of her transmitters.

Peek at the top  cards of a chosen wasteland deck and return them face-down in any order.



Fail: The girl says she has to focus on her work. It looks like you will have to find someone else to help you.

Nothing happens.

135

You reach a huge infirmary in form of military tents heated by a few crude coal stoves. Most of the people here aren't wounded, but delirious.

Test **Aid (3)**. If the **special card number 19** is in the game, you obtain 2 additional .



Pass: You listen to the dreamy stories of the miners. They tell about a red figure coming to judge them. You exchange drip-bags and words of encouragement with those who come to their senses. The active cult in Gangraen suffers a number of  equal to its base **Health** (+2  for 3+ knights).

Fail: When you help the suffering, you realize that a few hooded men have entered the infirmary. It's time to get out of here.






If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

136

The gangs come to the appointed place deep in the desert. When the ordinary members are busy drinking, getting laid and wasting fuel on pointless races, you sit by the fire with those who really matter here. It won't be easy to persuade these grim, tattooed sons of bitches to help you...

Test **Negotiate (4)**. You may discard X  to obtain X additional .

Pass: Your words impress them. An hour later you make the deal and seal the alliance against the cult with blood. The rest of the night is just a series of blurred images full of fire, desert dust, and crazed laughs.

The active cult in Pumps suffers a number of  equal to its base **Health** (+2  for 3+ knights). Gain 1 . Suffer 1  and 1 .

Fail: You've fought your right to the meeting, but for the people around you you're just a stray. Did you really think that such bandits would help you? You should be happy that they simply let you go.

Nothing happens.

137

Seasoned hunters answer your call – judging from their necklaces made of fangs and armors fashioned from hardened crocodile skins you understand that they've spent all their lives in the swamps. They know how to get to the plantation in no time.

Discard gear cards and/or resources with a total value of at least 3.

See 144.

138

You have no problem with casting the priests of the Scarlet Cult from their 'pedestals' – Gangraen has seen much worse. Problems come when the priests bring their armed allies...

Draw an enemy card from the cult deck and resolve combat according to normal rules. Remove this enemy card from the game after combat.

If you defeat this enemy: *Not only you've banished the cult preachers from the city, but also showed that the power they praise means nothing. The bad news is – the Scarlet Prince acolytes will never forget you.*

The active cult in Gangraen suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

If you do not defeat this enemy: *For the cult you're just some weakling who tried to prove their worth. They turn your body into a bloody pulp in front of the crowd.*

You lose consciousness.

139

You ask junkies and working girls who sell the Scarlet Petal.

Test **Negotiate (4)**. You may discard X chosen resources to obtain X additional ✨.

Pass: *You quickly learn the who's who in the drug-trafficking network and eliminate all dealers. Additionally, you manage to get a few samples of the plant the drug is made of.*

The active cult in Gangraen suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.

Fail: *After a few hours spent on the streets of Gangraen you realize someone's following you. A moment later you're forced to escape from a group of worshipers of the Scarlet Prince.*

If the **special card number 18** is not in the game, **see 140**. Otherwise, place your knight token on this card.

140

You've thwarted the schemes of the followers of the Scarlet Prince one time too many. A group of warriors and assassins belonging to the Scarlet Wowers, a militant branch of the cult, has been sent to deal with you. It's hard to say when they will choose to strike. One thing is sure – none of you can feel safe now, and the cult will brutally avenge any wrongdoing.

Take the **card number 18** from the special deck and place it face-up next to the plot sheet. These are the **Scarlet Wowers**, a militant branch of the cult of the Scarlet Prince. From now on they will be following the knights.

The player who is resolving this entry places his knight token on the **Scarlet Wowers'** card.

141

You're watching the trader, afraid that he might do something stupid. Fortunately, no such thing happens and you leave the caravan in a cloud of dust.

Nothing happens.

142

When you start paying attention, you realize that the main street is brimming with speakers standing on wooden boxes. Would you rather get rid of them using the strength of your arguments, or brutally cast them down from their pedestals?

Choose:

✔ *Mocking the faith in the Scarlet Prince will prevent it from taking roots in Gangraen. See 126.*

✔ *One can't preach with their mouth full of blood. See 138.*

143

You witness an unholy ritual. The room is filled with a few dozen of the survivors shouting time and time again: "Scarlet Prince! Scarlet Prince!" A hooded figure with a knife in their hand leans over some poor man, intent on slitting his throat. But why isn't he screaming? Choose:

✔ *You watch the rite to learn as much as you can about the worshipers of the Scarlet Prince. See 11.*

✔ *You are equipped with a ranged weapon. You shoot the priest dead. See 62.*

144

The experienced hunters choose comfy paths and you get to your destination very quickly. Finally, you encounter a spacious field of reclaimed jungle. Strange flowers with red buds are planted in neat rows in place of the trees. They are being cultivated by a group of chained mutants guarded by two dozens acolytes in their characteristic frocks. You share with the mutants your plan to burn everything to the ground. They promise to organize some sort of diversion.

Test **Blades / Survival (3)**. You may spend X ☠ to obtain X additional ✨.

Pass: *You start a fire on one side of the plantation, while the hunters attack from the other side. A few minutes later your work is done.*

The active cult in Carcassville suffers a number of ☠ equal to its base **Health** (+2 ☠ for 3+ knights).

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.


Fail: *You're spotted too early to pose any danger. You harvest a few odd flowers and retreat to the jungle covered by the mutants. Suffer 1 ☠.*

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **Scarlet Petal** side face-up. This card is treated as a gear card. Some entries may refer to it.

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The canister explodes, releasing the gas. Despite the wind a thick, scarlet cloud starts to float over the desert, barely pushed by strong gusts. As it's drifting toward your rides, you get the hell out of here. It's no place to wonder when the vapor will dissipate. Deep within the badlands SP-1 won't harm anyone, right?



Note in the Outback Chronicles that **you destroyed the container with SP-1 (145, epilogue)**. Remove the **special card number 19** from the game – it can no longer be used in any adventure (you may tear it apart to mark this). If, during the adventure Spreading Corruption, any knight would be


asked to introduce the **special card number 19** into the game, they gain 3  instead.

146

The Queen's Valley labs renowned in the continent are now a place, where strange, red plants are being processed. They are turned into a drug called the Scarlet Petal on the streets, and into a gas, whose application is unclear to you. A few explosive charges should solve all your problems, though.


Test Tech (4). You may spend 1  to obtain 1 additional . Additionally, if you have the **Molotov Cocktail** or **Frag Grenade** gear card, you may discard it to gain 2 additional . **Pass:** Taking advantage of busy chemists, you assemble a few makeshift charges. Then you steal a canister full of odd gas and detonate the explosives.

The active cult in Queen's Valley suffers a number of  equal to its base **Health** (+2  for 3+ knights). If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **SP-1 Gas Canister** side face-up. This card is treated as a gear card. Some entries may refer to it.

Suffer 1 .

Fail: While stealing one of the containers with the strange gas, you are spotted by cult guards. You escape before things get ugly.

If the **special card number 19** is not in the game, take it from the special deck and place it in your vehicle with the **SP-1 Gas Canister** side face-up. This card is treated as a gear card. Some entries may refer to it.

Suffer 2 . If the **special card number 18** is not in the game, see 140. Otherwise, place your knight token on this card.

147

Like a total twit, you allow the first encountered guard to catch you. He calls a few of his colleagues and, after a short search, they find the warehouse key. Next thing you remember is the coldness of the morning, hard rocks in the ditch where they left you and Lefty dead with a cracked skull lying right next to you.

You lose consciousness. Attach 1 Malfunction card to your vehicle.

148


Epilogue: You located a Cerbero power station.

You located a Cerbero power station.



In the dank blackness of the room more and more lights start to glitter. A few minutes pass before one of the dusted screens becomes active after decades of a dreamless sleep. It shows a sequence of images repeated time and time again: some figure descends from a slope of a dune, then circles the building. Security cameras keep catching it whenever it moves, just to have the full view of the guest. You can see the stranger trying to pick the lock of the front door, but they resign after a few minutes of a futile struggle. Then they disappear, swallowed by the endless desert.

In the room the friendly green of control diodes gives way for the hostile red. More screens come to life mutely screaming: "Alert! Alert! Intruder!" In the bowels of the earth a starting sequence activates. Everything is trembling and in a wide radius around the power station shattered solar screens start to rise from beneath the sand. In a few months' time the dormant reactor should awake again...

149



Test Blades (3). If you are equipped with a melee weapon, you obtain 1 additional .

Pass: You deal blows all around you and finally belong to the tough few still standing upright. Two of this group turn out to be gang bosses. You set up a meeting about the Scarlet Cult over a glass of warm whisky.

You are dealt 2  (3 , if you are equipped with a melee weapon).

See 136.

Fail: You're fighting for a moment, but eventually your body turns into one big bruise. You get out of there.

You are dealt 3  (4 , if you are equipped with a melee weapon).

150




If the special card number 18 is in the game, see 80.

Otherwise, see 110.


DEADLY CARGO

1 SETUP:

Dangerous Speed: Starting from the last player and going counter-clockwise, each player chooses 1 vehicle sheet. Take into consideration both its **Speed** and **Chassis**, as well as the possibility to attach certain part cards.

Hot Stuff: Crate Tokens are used in this adventure. Each player places 1 crate token on their vehicle sheet. It takes 1 . This token cannot be lost or **Bartered** in any way, except when stated otherwise. If a knight with at least 1 crate token on their vehicle sheet wants to perform the Move Action, they have to discard 1  first.  discarded this way provides no additional MP.

Crate tokens not placed on vehicle sheets should be placed in the pool. There can be no more than 6 crate tokens in the game at the same time.

“Pimp My Ride”: Part cards are used in this adventure. They are chosen in 3 draft rounds. At the beginning of the game shuffle the parts deck and place it face-down next to the board. Then reveal  + 1 part cards from it and place them in a row on the board.

- **1st Draft Turn (obligatory):** Starting from the first player each player chooses their **1st part card** and attaches it to their vehicle. When a given knight chooses a card, refill the row by adding a new face-up card, so that the next player chooses from the full set of cards.
- **2nd Draft Turn (optional):** Starting from the first player, each player **may** choose their **2nd part card** according to the rules described above **OR pass**. If a knight passes, they can no longer participate in the draft. If a knight chooses the **second** part card, they lose 1 action in round 1.
- **3rd Draft Turn (optional):** It is resolved exactly the same as the 2nd one. Only the players who have not passed so far can participate. If a knight chooses the **third** part card, they lose all actions in round 1.


All cards not chosen after the 3rd draft turn are returned to the deck. From now on part cards are used according to normal rules.


Wild North, Decadent South: Starting from the first player each player chooses a city to start the game in – either **Pumps** or **New Sydney** – by placing their knight figure on the proper space.

If there are 2 knights in the game, each knight has to start in a different city.

If there are 3+ knights, up to 2 knights may start in each city.

Through the Great Divide: Place plot tokens (any number) with their orange side face-up on the following spaces: **Queen’s Valley, space 0 (First Bridge)**, and **Alice Offsprings**. These are places where you might try to cross the Great Divide.

Fuel Reserves: The organizers of the race left some help on the routes planned by the knights. These are the places where you can refill your tank. Each player takes 2 challenge tokens. Starting from the first player each player places 1 token with the danger icon  face-up in east Australia (right from **space 0**) and 1 token in west Australia (left from **space 0**). A challenge token cannot be placed on a city space, special space, crater, or a space with a challenge token.

A given player places **2 Fuel Tokens** used in this adventure on a given challenge token. These are fuel reserves and they are considered normal  markers. When a knight would discard such a token, they remove it from the game instead.

Once you resolve all steps described above, **see 2**.

2

Your engine is roaring, your vehicle waiting impatiently on the starting line, yet you can’t stop thinking about the last visit in some bar. All of a sudden the place had become empty. A few bikers and gang members entered – each boasting different colors. Such as them should be fighting like rabid dogs, but there they were, together. One of them sat next to you at the counter, took a bottle of moonshine from the bartender’s trembling hand and poured you a round.

“You’ve got some hot shit in your trunk, my friend. Don’t expect to reach your destination with this cargo. We’ll keep an eye on you. You and all the others”.

Then he swallowed the booze in one gulp and the whole crew disappeared with him. It made you think. First of all, you have no idea what you’ve got in your trunk. Second of all, it’s a long stretch of the road from here to Gangraen. The moment you leave the town outskirts, this shitshow starts for real...

SETUP:

Notoriety: The **Gang Marker** is used in this adventure. It should be placed with the side without number face-up on the plot sheet, where its effects are described.

Gang HQ: Place plot tokens with their grey side face-up on the following spaces: **9, 21, 23, 29, 30 and 35**. These are the places where you might encounter the representatives of the most influential gangs and learn why they want to take your mysterious cargo.

Ball in the Game: Place 1 crate token on the **Gang Trophies** space on the plot sheet.

All other special rules regarding gangs can be found on the plot sheet. Go to the plot sheet **DEADLY CARGO**.

3

You feel you’ve been followed for a long while. A cloud of dust is constantly behind you – one, maybe two kilometers away – though it’s hard to say if it’s just one pursuer or many. You try to change your route, stop, but whoever or whatever this might be, keeps their distance, dogging you like a hound.

At the very moment you finally decide to ignore the unknown threat and focus on reaching the next planned stop, the stranger accelerates and attacks you!

If the **Nemesis** is in the game, **clash with the Nemesis**. In this combat each combatant using a **Medium** or **Heavy** vehicle gains 1 additional **maneuver**.

If the **Nemesis** is not in the game, search the highway/desert wasteland deck for the **Inquisitor** enemy card. Resolve combat according to normal rules. In this combat the Inquisitor has **Threat 2** (instead of 1).

4

From a highway overpass you have a view to a wide parking lot full of hundreds – if not thousands – various vehicles. Most of them are nothing but rust. Enormous storage halls or warehouses line the area, and right in the middle a few biker crews have set up

a camp. You can hear screams, gunshots, here and there mechanics are repairing bikes and cars... A day like any other among gangs.

Choose:

✔ Some kind of a secret is connected with your cargo and the Ultimate Race. Time to learn something more. **See 23.**

✔ Yeah, this place belongs to gangs, but you can still rest here. You may visit the **Garage** or the **Workshop** as if you were performing the City Action. Additionally, if there is at least 1 gray plot token on your knight sheet, you may attach to your vehicle or exchange 1 part card from the deck for free.

✔ **There is at least 1 crate token on the Gang Trophies space on the plot sheet.** These scums have something which doesn't belong to them! Time to take it from them! **See 51.**

✔ **The special card number 20 is in the game.** Here you can finally find someone ready to strike a good deal with. **See 74.**

5

This time you won't talk to anyone. You need to roll up your sleeves and learn what the hell is going on here on your own. Taking advantage of the young bloods' carelessness you hide on the back of the truck curious where exactly it came from. You find cover behind boxes full of meat cans and overdue meds, then wait anxiously for the vehicle to leave.

Test **Survival (3)**. You obtain 1 additional ✨ for each gray plot token on your knight sheet. If your **Exploration** is at least 3, you may re-roll once chosen dice in this test.

Pass: see 21.

Fail: The truck's shaking whenever it hits a bump on the gravel road. Finally, a heavy box falls on your head and you can't stop yourself from screaming in pain. This alarms the driver, who abruptly accelerates. As you don't want to end up with a bullet in your head, you jump out and return to the gate on foot.

Suffer 1 ♣ for each missing ✨. Discard the plot token from your space.

6

A cloud of dust over the highway always means trouble. You quickly learn you won't outrun your pursuers. The only option is to face them.

Search the matching wasteland deck for the first ☉ enemy. Resolve combat according to normal rules. This enemy gains **Threat 1** for each crate token on your vehicle sheet.

If you defeat this enemy: Such mongrels won't stop you from reaching your destination.

You may claim 1 crate token from the **Gang Trophies** space on the plot sheet. Remove this enemy card from the game.

If you do not defeat this enemy: You start to worry that you'll never reach Gangraen.

Your vehicle suffers 1 ♠ for each unprevented ☹ you received as a result of this combat.

7

From early morning you have a gut feeling that something bad is about to happen. You react nervously to every unusual sound, during your breaks you check if the tire and the undercarriage are OK. Even your usual siesta during the hottest hours of the day brings no solace – instead of taking a nap you anxiously wait for the afternoon to come.

When you drive under a canopy of tree branches in the evening, almost sure you've been overly paranoid, you encounter the most unusual enemy.

If the **Nemesis** is in the game, **clash with the Nemesis**. You cannot **Retreat** in this combat.

If the **Nemesis** is not in the game, search the mountains/scrub wasteland deck for the **Jammer** enemy card. Resolve combat according to normal rules. In this combat the **Jammer** has **Threat 3** (instead of 1).

8

Looking for contacts, you chance upon a crew that has recently suffered serious losses in combat with some strange, sea beast from the northern coast. Looks like your chances of finding knowledge will depend on your medical expertise, though you'd rather help a rabid dingo than heal these bastards. In a week they'll be back on the road. In a month you'll become their next target. However, now you only care about winning the Ultimate Race.

Test **Aid (2)**. You obtain 1 additional ✨ for each gray plot token on your knight sheet. You may discard 1 ☹ to re-roll once chosen dice in this test.

Pass: see 64.

Fail: Yet another gang member dies before you even manage to finish stitching his wounds. That's when his pals decide that you're better suited to being an undertaker rather than a surgeon, which means you won't need nimble fingers. Or two good legs, for that matter.

Suffer 2 ♣ for each missing ✨. Discard the plot token from your space.

9

It seems that people willing to fly are much more numerous than the amount of available space in the "flyers", but after a few hours spent asking around the landing strip you find some interesting options.

Choose:

✔ A certain crew is willing to fly, but the captain got sick. Maybe you could help him? **See 53.**

✔ A huge dirigible rented by a wealthy merchant from New Sydney is half-empty, as if waiting for you and your ride. Now the only thing left to do is convince the man to let you in. **See 72.**

10

You head to the main building, where you search one of the offices. To your surprise, computers are still on, so you check the CCTV. Cameras are showing empty corridors and the canteen, in which you glimpse someone's shadow. Whoever this is, they don't make a slightest move. They're just waiting...

✔ You decide to leave. **See 82.**

✔ You head to the prison canteen. **See 38.**

11

Test **Survival (2)**.

Pass: Parking your ride in a place, from which it will be taken on board, proved rather easy. Sneaking onto the board of the container ship was more difficult, but you finally made it. Two days later you landed on the golden sand of the western bank.

Gain 1 ♠. Discard the plot token from your space. Take your knight figure and place it on **space 36** (this is not considered moving). You lose all remaining actions.

Fail: They caught you while you were trying to sneak from the container, in which you'd hidden your vehicle, to the board. As you

probably guess this bold attempt at becoming a stowaway could only end in one way.

Suffer 2 ☹ and your vehicle suffers 2 ☹ for each missing ☼.

From now on when resolving **entry 58** you cannot choose the first option.

12

You drive into the ruins of Maleburn, whose skyscrapers look like decaying teeth of a sea monster washed ashore by the tide. This place is famous for two things – a small, still working marina and female gangs ruling the place and giving it the twisted name. Though it's just as easy to find death and aid here, still you risk a short visit.

Choose:

✔ *Some kind of a secret is connected with your cargo and the Ultimate Race. Time to learn something more. See 30.*

✔ *Yeah, this place belongs to gangs, but you can still rest here. You may visit the **Garage** or the **Workshop** as if you were performing the City Action. Additionally, if there is at least 1 gray plot token on your knight sheet, you may attach to your vehicle or exchange 1 part card from the deck for free.*

✓ **There is at least 1 crate token on the Gang Trophies space on the plot sheet.** *These scums have something which doesn't belong to them! Time to take it from them! See 51.*

✓ **The special card number 20 is in the game.** *Here you can finally find someone ready to strike a good deal with. See 74.*

13

Driving along an old road leading along a field of red sand stretching to the horizon, you witness a peculiar scene. An unnaturally big kangaroo wearing saddlebags full of goods squatted down on the roadside. Fifty meters away from the animal some grey-haired stranger is digging in the sand. A huge, tightly packed backpack is lying next to the kangaroo. When you approach, the man gestures for you to come closer. Whatever it is he's found in the sand, it reflects sunlight.

Choose:

✔ *You reach for the backpack and drive away. See 26.*

✔ *You get off and approach the old geezer. See 41.*

✔ *No time to make friends now. You have a race to win. See 59.*

14

You ask around about the race and cargo, but the gang members simply shrug. Their leaders are out, participating in a secret meeting in one of the buildings, and they're the only ones to know anything more. That's why you enter the dank, swampy jungle, and reach the place pointed by the bikers. Now you just need to bring the elevator down, or else you won't get to the top floor.

Test Tech (3). You obtain 1 additional ☼ for each gray plot token on your knight sheet. If your **Repair** is at least 3, you may re-roll once chosen dice in this test.

Pass: see 33.

Fail: *Unable to get the elevator, you decide to look for an alternative way up. A moment later you're already climbing the sheer, glassed wall. When you're two floors up, you fall off the building right into a pool full of dirty water.*

Suffer 2 ☹. Discard the plot token from your space.

15

Draw at random 1 unused knight sheet from the box and place it next to the plot sheet. It represents the **Nemesis**, an independent waste knight participating in the Ultimate Race. After being introduced into the game, the Nemesis along with their corresponding game components stay in the game until the end of the adventure.

Draw at random 1 unused vehicle sheet from the box and place it next to the **Nemesis** sheet. Search the gear deck for the first ♣ card with the ♣ icon, flip it to its working side and place it next to the **Nemesis** sheet. Place 1 📦 and 1 crate token on the **Nemesis**' vehicle sheet and 2 ♣ on the **Nemesis** sheet. From now on whenever an entry instructs to **clash with the Nemesis**, the active knight resolves vehicle combat according to the rules from the corresponding sheet as if they were attacked by the **Nemesis**. During this combat the player to the right takes the role of the **Nemesis**, using their knight tokens for **maneuvers**. The **Resolution** step in this combat differs from a normal vehicle combat as described below:

- **If the Nemesis wins:** the **Nemesis** claims 1 crate token belonging to the attacked knight
- **If there is a draw:** nothing happens
- **If the knight wins:** the knight claims 1 crate token belonging to the **Nemesis** (if possible)

No matter the combat result, the knight resolving combat with the **Nemesis** always gains 1 ♠ (a particular entry may introduce additional effects). Then the **Nemesis** replenishes their resources to have 1 📦 and 2 ♣ and repairs all ☹ from its vehicle. Malfunction cards cannot be attached to the **Nemesis**' vehicle.

You won't let anyone kick you about and the very thought of getting even more of the precious cargo proves too tempting to resist. Time to show who the real tough customer is.

Clash with the Nemesis.

If you win with the Nemesis: *Your opponent's smoking wreck crashes against a concrete buttress supporting a highway overpass. You quickly jump out of your ride and approach. The military crate is there for the taking, but the driver himself has disappeared somewhere.*

Resolve effects of winning with the **Nemesis**. Additionally, you may perform 1 free City Action (even if you have already performed one this turn).

If you lose with the Nemesis: *You're choking, black smoke billowing out of your damaged engine. You hear steps and laughter, then sounds of rummaging in your trunk, but the opponent proves merciful enough not to kill you on the spot.*

Resolve effects of losing with the **Nemesis**.

No matter the combat result, from now on you can move on and through **space 0** according to normal rules. Place your knight token on this space to remember about that.

Victory or defeat, you're well aware that waste knights are hard to discourage and even harder to kill. Your opponent will never back down. Each and every other participant of the Ultimate Race will have to face them, if they choose the route through the First Bridge.

Write "Nemesis, 15" on an entry token and place it on **space 0**. From now on each knight who has not placed their knight token on this space no longer resolves **entry 50** while performing the **Plot Action (To the Other Side)**. Instead, they have to **clash with the Nemesis** according to the rules

described above (including the effects of winning or losing with the **Nemesis**).

Additionally, a knight on **space 0** may perform the **Special Action (Challenge)** to **clash with the Nemesis** according to the rules described above, as long as a given knight's token is on **space 0**.

16

You're walking from one bar to another. In this place all kinds of people mix and mingle: bikers, mutants – really numerous in the southern coast, as well as settlers from the east hoping for a new start. It turns out the newcomers from Carcassville – the biggest city of independent mutants – have a vested interest in the mysterious contents of the military crates. You head straight to their hovel, where you're greeted by a strange-looking, scaly crew. When you start asking questions, its members exchange knowing glances. "You show us you can fight. No waste time, show good" says one of the creatures, unsheathing a long knife.

Test Blades (3). You obtain 1 additional ✨ for each gray plot token on your knight sheet. You may discard the 🃏 card you are equipped with to re-roll once chosen dice in this test.

Pass: see 36.

Fail: *The mutant is dancing around you with the blade as if he was born with it in his hand. A moment passes and you're bleeding from multiple shallow cuts, while his companions are hissing and growling, their mouths watering. Looks like they'll eat you in the end... Fortunately, they only beat the living shit out of you.*

You are dealt 2 🃏 for each missing ✨. Discard the plot token from your space.

17

You become a witness of a massacre. The mutant corners the first victim beneath a rocky outcrop and decapitates him with one slash of its machete. The soldier's companion is consumed by blind fury, which costs him his life. The monster retreats deeper into the canyon, undefeated and triumphant.

You carefully leave your hiding place. You spot a surprisingly new, military jeep parked between rock outcrops. There's a stylized Australia flag painted on its door. Oh, you might also be interested in supplies stored in the back.

Gain 2 🃏 and 1 🃏.

18

A glow of fire over a nearby, densely overgrown hill catches your attention. When you reach the place, you see an old man with a bigger than expected kangaroo trying to scare away a clawed horror – one of the deadliest beasts of the Waste – with a hand gas burner. The man made a ring of fire around himself and for now the creature hasn't crossed it yet, but it's only a matter of time. If the clawed horror doesn't kill that crazy old-timer, smoke surely will.

Choose:

✔ You leave the stranger to his fate. **See 52.**

✔ You are equipped with a **melee weapon**. Taking advantage of the distraction, you attack the clawed horror from the back. **See 65.**

✔ You are equipped with a **ranged weapon**. Taking advantage of the distraction, you shoot the clawed horror in the head. **See 76.**

19

You can't breathe. Crashing into the rival's car flung you out of your ride and you landed on the dark slag chest first. You feel an overwhelming pain, which makes it impossible for you to focus on your surroundings. The cheer of the crowd is more deafening than blood pulsing in your ears. You notice a shape slowly getting closer to you. A pair of heavy boots stops in front of your face in a cloud of coal dust.

"This won't last much longer" you hear a voice coming from somewhere above you, but you lack the strength to lift your head and look your enemy in the eye.

A tow hook hits the ground next to you, a heavy chain attached to it. So, that's how you're gonna die...

Your knight fails.

20

The final stage of the route turns out to be especially difficult, between gangs harassing you all the time and tight switchbacks leading to the mining town among mountaintops. Finally, a wide basin opens up before you, its bottom taken by the ugliest, most dirty, and most diversified city you've ever seen – Gangraen.

You can already see the finishing line and the representatives of the Merchant Cartel and the Western Company. You can't wait to hand them the cargo, which has cost you so dearly.

If only 1 conscious knight with at least 1 crate token on their vehicle sheet is in **Gangraen**, or more knights who meet this requirement are there, but 1 of them has more crate tokens than the other knights, a given knight wins the Ultimate Race.

See 35.

If at least 2 conscious knights with the same number of crate tokens on their vehicle sheets are in **Gangraen**, **see 48.**

21

You reach Uluru and disembark before the next shipment is packed into the truck. You have a chance to look around the area. Everything seems to be a camouflaged, but highly modern military base. Practically new, military tents and warehouses made of prefabricated elements have cropped up around the red rock. Here and there wind has exposed closed blast doors of underground missile silos, and the whole camp is bustling with well-organized work: soldiers wearing uniforms of the Australian army are prepping vehicles, while people in hazmat suits are packing into trucks crates very similar to the one entrusted to you. You even spot a steel gate leading into the bowels of Uluru. When the opportunity arises, you jump into the same truck that brought you here.

Gain 2 🃏. Discard the plot token from your space.

22

Rumors are spreading around the Waste. It seems that the daredevil who caused you so much trouble during the Ultimate Race spat in the faces of the Merchant Cartel and Western Company representatives, and took the mysterious cargo back east. Some people saw that knight renting a barge in Alice Offsprings, supposedly heading to Tasmania. Others claim that agents of the mysterious organization Aristoi – the one, who revealed its presence not so long ago – got the knight. What's the truth? Who knows. The most important thing is that those fat pigs from New Sydney and Gangraen didn't get what they wanted.

The knights fail.

23

Pretending that you have some cash to spend, you ask around about the Ultimate Race and mysterious crates. People tell you to go to the tent of the Thor's Warriors – supposedly one of the strongest crews in this area. Their boss – a well-built man in his forties – is sitting on a pile of tires and playing with a switchblade. When you tell him your business, he starts looking at you intently. "I know a thing or two, but why the hell should I talk to you?" he asks.

Test **Negotiate (2)**. You may discard 1 chosen gear card to re-roll once chosen dice in this test.


Pass: see 39.

Fail: "Got some bad news for you, vagrant. Neither I nor my crew likes that a bunch of assholes roam around local roads, sent by some New Sydney jerks who think they're better than anyone else. That's why we'll start with unscrewing your wheels so that you stop doing it."

Your vehicle suffers 2  (3  instead, if this is a **Heavy** vehicle). Discard the plot token from your space.

24

Dylan is a tough negotiator, but his merchandise is top quality.


Barter (3). Flip to its working side each  gear card you buy. After resolving this **Barter**, retrieve all gear cards you set aside.

25

Queen's Valley – a fortified city built into tall, steep walls of a deep canyon hidden in the mountains. Mecca of free-thinkers and engineers, protected by an army of airships. When you reach this place, you quickly find a number of crews willing to help you... but not for free.

Choose:

 You look for an "alternative" way of transport. **See 9.**


 **You discard 4 chosen resources.** You pay to charter a flight. **See 37.**

26

You haven't even driven ten meters away, when you hear a metallic sound of a pin being pulled out of a grenade. The backpack must've been secured against thieves! You try to find the grenade inside the backpack with one hand, and keep the other on the steering wheel.


Test **Blades (2)**.

Pass: You throw the grenade out of the vehicle at the very last moment. It explodes right behind your vehicle, which you barely manage to keep under control. A few hours later, during a short break in your journey, you check your loot.

Your vehicle suffers 1 . Gain 1 chosen resource. Draw 2 gear cards.

From now on you cannot use the **special card number 20** or any effects related to it.

Fail: You know you won't make it. The only thing left to do is to jump out of the vehicle double-quick. You're still rolling on the ground when the grenade blows up!

Suffer 1 . Your vehicle is wrecked.

From now on you cannot use the **special card number 20** or any effects related to it.


27


You chance upon this building while searching for a shelter from the heat. You park your vehicle, then enter the compound through a gate covered in withered ivy. It turns out to be an old military

prison. Tall walls and guard towers surround you from all sides. It's unnaturally calm here. Though you don't see anyone, you feel you're being watched.

You cannot use your vehicle until you resolve the following entries.

Choose:

 You check the main prison complex. **See 10.**

 You climb up the closest guard tower. **See 28.**


28


You climb the stairs, the stench of death accompanying you from the ground floor. The corpse looks as if something ambushed it and tore it apart from behind. You rip a necklace off its neck.

Search the gear deck for the **Lucky Charm** card and keep it.

You see the slowly setting sun. Concrete walls of the compound echo a child-like wailing, but with a feral undertone.

Choose:


 You escape from this place while you still can. **See 82.**


 You check the main prison building. **See 10.**


29


Rumor has it this place used to be the biggest prison on the continent. They called it Kimberley and kept the worst felons inside. One could say some of them roamed free, considering that the Scourge actually took place... Nowadays, convicts are long gone. The ones still inhabiting the ruined buildings are weirdos from the Free Kimberley Commune – calling themselves "pacifists" – and descendants of prison wardens from the old days. The latter group reached an agreement with gangs and some space is "rented" in exchange for supplies.

Choose:

 Some kind of a secret is connected with your cargo and the Ultimate Race. Time to learn something more. **See 8.**

 Yeah, this place belongs to gangs, but you can still rest here. You may visit the **Garage** or the **Workshop** as if you were performing the City Action. Additionally, if there is at least 1 gray plot token on your knight sheet, you may attach to your vehicle or exchange 1 part card from the deck for free.

 **There is at least 1 crate token on the Gang Trophies space on the plot sheet.** These scums have something which doesn't belong to them! Time to take it from them! **See 51.**

 **The special card number 20 is in the game.** Here you can finally find someone ready to strike a good deal with. **See 74.**

30

If you want to talk with someone who matters, you have to go to the Maleburn Beauties – the most powerful faction in the city. However, you quickly learn that this name refers to a whole bunch of gangs, which unite in the face of any external threat, but usually fight unending petty wars for each and every destroyed district. In the end you make a deal with one of the gang leaders – you'll assassinate her rival from a different crew in exchange for aid and information.

So here you are, lying hidden on a roof, with a borrowed rifle, your target in your sights...

Test **Guns (2)**. You may discard 1  to re-roll once chosen dice in this test.

Pass: see 43.

Fail: Not only do you miss, but also give away your location. Before you get downstairs and chase away the warlike women, your ride is stripped clean of any valuable parts.

Discard from your vehicle 1 part card for each missing ✨, starting from the most valuable one. Discard the plot token from your space.

31

You lay down all your weapons and raise your hands. You clearly see that the bodyguard is distrustful. It'd be better to lull him into a false sense of security.

Test **Negotiate** (2).

Pass: A few coarse jokes and you find a common language. A moment later you feel as if you knew this guy your whole life.

Gain 1 ♠. Set aside all your ♣ gear cards except for a **Knife**. Equip it.

See 68.

Fail: The giant man comes out of the boxcar, pats you down and finds the knife you hid up your sleeve. He nudges you in the ribs with his spiked club.

"Trick or treat" he says, gripping his weapon in both hands, ready to use it at any moment.

Discard 1 chosen gear card and suffer 1 ♠ for each missing ✨. Set aside all your ♣ gear cards.

See 68.

32

Exhausted by the constant driving, you decide to stop next to a ruined diner for truck drivers. It turns out a crew of outlaws has taken it over. It seems they were planning to ambush you, but they got blind drunk. The only sober person is a young girl – probably a prospect who only recently joined the gang.

Test **Negotiate** (3). If you have at least 5 ♠, you obtain 1 additional ✨.

Pass: You persuade her that there's no point making a fuss and waking everybody up – assuming you would pass through here was just a long shot after all, right?

Gain 1 ♠.

Fail: You haven't even finished the sentence yet, and the girl starts screaming and shooting. You run to your vehicle and flee before the rest of the crew get their shit together.

Suffer 1 ♠ and your vehicle suffers 1 ♠ for each missing ✨.

33

You reach the enormous conference hall. Despite dirty glass the view of the desert is breathtaking. You discreetly join a group of bodyguards, pretending to be just another guy from a visiting crew, and eavesdrop the discussion of the gang leaders. It turns out that during the last few weeks a lot of those mysterious, military crates popped up in the badlands as if out of nowhere, and they gained in barter value in no time. No one knows exactly what's inside, because once unsealed, their value lowers dramatically. But one thing is sure: mutants want them, the Old World Order wants them – though usually this organization has no interest in contraband – and the Merchant Cartel seems to be distributing it. What for? On whose behalf? That's something for you to learn somewhere else.

Gain 2 ♠. Discard the plot token from your space.

34

It's with a heavy heart that you pass your precious gear to a certain smelly, one-eyed mutant who calls himself "Operator". In exchange, you get a dock number. When you get there an hour later, you come to the conclusion that you'd have better chances to

cross the Great Divide by swimming – the rusted barge looks as if it could fall apart at any moment. But here you are... A wide, steel plank hits the quay, and you get on board.

To your surprise, the voyage is rather uneventful. Well, you vomit for a few days as high waves rock the vessel, but finally you land on the golden sand of the western bank.

Discard the plot token from your space. Take your knight figure and place it on **space 36** (this is not considered moving). You lose all remaining actions.

35

You had many rivals, but you left them far behind to eat dust left by the wheels of your ride. Time to reach for the prize. You proudly cross the finishing line and stop with an impressive skid. You expect a welcoming committee, but instead a group of men in hazmat suits approaches you. Some of them carry guns, others quickly clear your trunk of the crates and pack them on the back of a military truck – brand new and painted in the Australian army camo. When you protest, you're taken from there by force, guns pointed at you to clearly state you've got nothing to say. In the meantime, the truck leaves, heading toward a construction site on the outskirts of Gangraen. From what you can see, the place is full of workers.

An hour later a Cartel representative appears – a guy you talked to way back in New Sydney.

"Good job!" he says cheerfully, as if half a dozen barrels weren't pointed at you. "We'll remember about you in due time. For now, here you are" he hands you a box full of pills resembling Rad-outs. "Take two per day. If you recover, I'll see you in New Sydney next month. Oh, and for the next week "Happy Hour" in all Gangraen bars is just any hour for you. But taking these pills and drinking might not be the best idea."

"What's this all about?" you ask, somewhat disoriented.

"You really want to know?" the merchant asks with a smile.

You look at the people in hazmat suits standing around you, the sheer amount of military equipment in the area, and, finally, at the trader's kindly face. Then you turn around on the spot and head to the closest joint. You might as well start taking these pills tomorrow. Today you just need to forget about this whole mess, especially if you learned a little on the way about the people who had organized the Ultimate Race.

Your knight wins.

36

"You fight good! We tell. Our elders say we bring many boxes. Things inside... Make more brothers and sisters! If you "normies" get it, you hurt mutants. Big hurt, like in times when the sky went black and the earth broke and trembled. But boxes... There are many. We take others home, yours safe. You watch out. You keep the box long, you turn into a mutant. Dead mutant!" he laughs loudly. "You need us, we come" he ends his monologue, giving you a chance to finally get out of this putrid place.

Gain 1 ♠. Take the plot token from your space and place it on your knight sheet.

37

Supplies change owners, then a freight elevator brings your vehicle to the top city level, above a deep, mountain canyon. That's where a wide, commercial airfield is located. You see all kinds of "flyers" – balloons, dirigibles, one-seat planes... There's even an old helicopter gunship!

A staff member leads you to a large dirigible. Its crew attaches a few ropes to your ride, while you take a seat in the passengers compartment. Soon you're watching the blue streak of the Great Divide pass underneath your feet.

Discard the plot token from your space. Take your knight figure and place it on **space 22** (this is not considered moving). You lose all remaining actions.

38

As you reach the door of the canteen, you hear the sound of a shotgun being reloaded. A shade in a hat points the weapon at you from the darkness.

"Well, now that there's two of us, the warden will come here in no time" says the stranger in a low voice. A moan of a dying human echoes in the corridor, from whence you've just come.

Search the mountains/scrub wasteland deck for the **InHR** enemy. Resolve combat according to normal rules. This enemy gains **Relentless**. Before the combat starts, place 1 wound token on this enemy.

If you defeat this enemy, see 49.

If you do not defeat this enemy: A woman lunges at you from the shadows. When she bites deep into your shoulder, you realize she ceased being human a long time ago. You scream for help, but instead the man hits you in the knees with his weapon. As you fall down, you hear:

"Better you than me. Meat is meat."

Your knight is eliminated from the game.

39

"Eh, screw it, I might as well tell you a bit. A few weeks ago a team of those wise asses from the Old World Order visited us. You know these guys, always on the lookout for some shit back from the old days. They said that for each crate with the military markings they'd give us two boxes of ammo. And their ammo, man... It's good, no question about it. They claimed that there was some harmful crap inside these crates, which – quote: <Shouldn't fall into the wrong hands>. I don't give a damn, but they seemed to care much. Well, now that we're good we'll leave you in peace for some time, so you'd better hurry."

Gain 1 . Take the plot token from your space and place it on your knight sheet.

40

Looks like spending too much time far off in the badlands is currently more harmful to your health than ever before. You feel nauseous most of the time, and on top of that some crew caught your scent and it's been tailing you for a couple of days now. It's high time you faced them on your terms, or else they'll get you when you least expect it.

Each conscious knight with at least 1 crate token on their vehicle sheet suffers 1 . Then starting from the first player, each conscious knight, who does not have at least 1 grey plot token on their sheet, searches the matching wasteland deck for the first enemy and resolves combat according to normal rules.

Each unconscious knight performs 1 free Regain Consciousness Action and repairs 2 instead of resolving combat.

41

Now that you're closer, you can take a good look at the hale, old man with slanted eyes and a candid smile.

"Hello, traveler! I'm Mao. I can get you everything this troubled land has ever born. And if you do me a small favor, I might even offer a discount" he says, winking.

When you ask about details, he shows you the shining piece of armor at his feet explaining that many years ago a huge battle between machines took place in this area. He'll gladly welcome your help in digging one of them out for trading.

Search the matching wasteland deck for the first enemy and place it next to the plot sheet. Then test **Tech (2)**.

Pass: You uncover a chassis of a construct, then you open the control panel to set the "Follow overseer" mode. A moment later the robot comes to life and follows Mao. The trader gives you a few trinkets in exchange.

Gain the reward from the enemy card placed next to the plot sheet. Then discard this card.

Fail: You manage to reactivate the robot, but unfortunately it's in the combat mode. Together with Mao you manage to turn the machine into a pile of junk, but not without certain losses.

You are dealt the number of equal to the base **Health** from the enemy card placed next to the plot sheet. Gain its reward. Then discard this card.

No matter the test result, if the **special card number 20** is not in the game, see **84** (ignore the narrative introduction from that entry). Then you may **barter with Mao**.

If the **special card number 20** is in the game, you may **barter with Mao**.

42

It's said that before the Scourge millions of tourists used to come to sightsee that red rock. Nowadays you can only take a look at it through binoculars 'cause a tall fence, abatis and soldier patrols protect the place. However, around the gate leading to the secure zone a few gangs have set up their haven. Every couple of hours a truck comes from the direction of Uluru. It's swiftly unloaded by gang prospects.

Choose:

Some kind of a secret is connected with your cargo and the Ultimate Race. Time to learn something more. **See 5.**

Yeah, this place belongs to gangs, but you can still rest here. You may visit the **Garage** or the **Workshop** as if you were performing the City Action. Additionally, if there is at least 1 gray plot token on your knight sheet, you may attach to your vehicle or exchange 1 part card from the deck for free.

There is at least 1 crate token on the Gang Trophies space on the plot sheet. These scums have something which doesn't belong to them! Time to take it from them! **See 51.**

The special card number 20 is in the game. Here you can finally find someone ready to strike a good deal with. **See 74.**

43

"Well done" says the slim she-warrior with a scarred face. "This district is mine now, so I have some time to talk. You want to know about those crates? A month ago some peddlers from New Sydney visited us. They wanted to use our port for some shipment. We asked the Chronieler from the Victoria Gallery about her opinion – she knows the old stuff like no one else. She checked that shit and advised us to refuse the traders. Then, according to her suggestions, we hit the New Sydney bastards hard before they left the city, and

took their stuff. The Chronicler says to clean the wasteland of those crates or... Well... <We will return to the Stone Age>. That's exactly what she says. You might want to stay away from this military shit, too."

Gain 1 . Take the plot token from your space and place it on your knight sheet.

44

You're driving fast along a mountain road. It's supposed to be a shortcut, or at least that's what a local guy from the last passed town told you. When boulders start to roll down the nearby slope you deduct he must've been in cahoots with one of the gangs on your trail. Time to look for some alternative route around this peak.

Test **Survival** (3). If you have a **Small** vehicle, you obtain 1 additional .

Pass: You waste a couple of precious hours to go around the bikers hidden on the ridge. Eventually, you chance upon an old railway tunnel and leave this accursed place behind.

Gain 1 .

Fail: You find an alternative route, but the bikers are lurking around it, too. Finally, you are forced to face a rock avalanche.

Your vehicle suffers 2 (3 , if it is a **Light** vehicle) for each missing . If your vehicle gets wrecked as a result, additionally take 1 of your crate tokens from your vehicle sheet (if possible) and place it on the **Gang Trophies** space on the plot sheet.

45

The hippie interrupts, asking you to stop wasting his time. You spend the rest of the evening smoking and listening about stories of other waste knights Dylan has encountered during his exploits. Retrieve all gear cards you set aside. Gain 1 . Heal 1 and 2 .

46

A steel boxcar bristling rusted blades is standing on a forgotten side track near a ruined train station. It resembles a porcupine on wheels. The golden neon sign above the door is missing a few letters, but still you're able to decipher the name: "Dog Tags". You remember it from stories repeated over a drink in many bars you've visited so far. This place belongs to one of those harmless lunatics who's never come to terms with the end of history. You approach the door. A flap opens to the side. A pair of bloodshot eyes starts to stare at you through the narrow hole.

"You wanna in, leave your weapons out."

Choose:

You do what the man tells. See 68.

You have a **Knife** gear card. You try to smuggle in at least a knife. See 31.

47

The host has such an array of weapons he could arm a whole gang. You pick up one of the pistols, checking if it feels good in your hand by pointing it at the bodyguard.

"Bad idea" he says with a threat in his voice. Judging by his composure, you guess he's used to similar situations. Anyways, the weapon is not loaded.

Choose:

Time to trade. See 24.

You are equipped with a **Knife**. You leap toward Dylan, threaten him with your weapon and rob him. See 67.

Interlude.

You pass the finishing line, where you learn that it's not the end of your struggle. The organizers demand that you settle the final victor. It's a little unnerving that they take the crates you've managed to bring to Gangraen from you – to be precise, what's unnerving is the fact, that the ones taking your cargo are men in hazmat suits armed with brand new rifles. You let them. What other choice do you have? You get accommodation and time to prepare for the final confrontation in the city arena. Immortal glory and shares in the *Glowing Route* await the one who will prove to be the most skillful driver.

All the knights in **Gangraen** that are tied in the biggest number of crate tokens on their vehicle sheets remove these tokens from the game and may perform 1 free Camp Action. The other knights are eliminated from the game.

Then starting from the first player each knight may discard a challenge token from their sheet to perform 1 free City Action for each token discarded this way.

You drive into the arena well-rested, with your vehicles as good as new. Stands around might be just bolted together, crude, wooden planks, but the crowd cheering you is a few thousands strong – all of them miners covered in soot after a hard day's work. The slag covering the ground is as black as their faces. The "VIP lodge" is occupied by the very same people who tempted you to participate in the race. Best case scenario for them would probably be if all of you died, but you won't give them this satisfaction – the only thing that matters right now is giving your rivals hell!

The knights still participating in the game resolve vehicle combat now according to the rules from the sheet, with two exceptions – **all knights who draw in the following vehicle combats are eliminated from the game and cannot Retreat**. Depending on the number of knights, this vehicle combat should be resolved as follows:

- **If 2 knights are still in the game:** the knights resolve vehicle combat. The **Attacker** is the knight with more (in case of a tie, the player order prevails). The winner resolves **entry 62**.
- **If 3 knights are still in the game:** the knight with more (in case of a tie, the player order prevails) chooses a knight to resolve vehicle combat with. The choosing knight is also the **Attacker**. The third knight **clashes with the Nemesis**. (if the **Nemesis** is not in the game, introduce it as described at the beginning of **entry 15**). When the winners are determined, **see 81**.
- **If 4 knights are still in the game:** the knight with more (in case of a tie, the player order prevails) chooses a knight to resolve vehicle combat with. The choosing knight is also the **Attacker**. In the second pair, the knight with more (in case of a tie, the player order prevails) resolves vehicle combat with the remaining knight at the **Attacker**. When the winners are determined, **see 81**.

49

The monster makes a mournful cry and falls upon the floor. The enraged stranger shoots at the deformed woman once, twice, three times... Then he wipes sweat from his brow.

"She killed the last prisoner when she was supposed to be guarding them. I'd have fed her... I'd have found meat."

The man looks at you. There's madness in his eyes. Standing so close to him, you can read the identity card on his uniform: "Hugo Jenkin. Senior Warden".

Choose:

✔ You leave this lunatic and run away. **See 82.**

✔ You punch the man in the guts. **See 61.**

50

An impressive shape of a stronghold defending the crossing through the First Bridge – the most advanced piece of engineering in the Waste erected after the Scourge – can already be seen on the horizon. You start to wonder what you'll have to barter to cross to the other side, but your musings are brutally interrupted by a dull thud. Some douchebag hits the side of your vehicle with theirs almost making you lose control of the steering wheel, then drives away, greeting you with a nonchalant wave of a hand. Looks like you've run into a waste knight very similar to yourself. He won't leave you alone until you give him your biggest treasure. On the other hand, you spot a certain unique military crate in the back of their car...

Choose:

✔ You accept the challenge of the waste knight blocking the First Bridge. **See 15.**

✔ You do not have any crate tokens. Let others worry about this badass. You must cross the Great Divide at all costs. From now on you can move on and through **space 0** according to normal rules. Place your knight token on this space to remember about that.

51

You approach the place – your engine roaring – where one of the gangs parked its vehicles and you challenge the crew. A moment later more and more engines can be heard as the gang is getting ready to draw your blood...

Search the matching wasteland deck for the first ☉ enemy. Resolve combat according to normal rules. This enemy gains **Threat 1**.

If you defeat this enemy: Even in their home these scumbags are no match for you. Instead of killing the leader, you intimidate him. You realize that when you're in need, they'll come.

Remove this enemy card from the game. You may claim 1 crate token from the **Gang Trophies** space on the plot sheet. Take the plot token from your space and place it on your knight sheet.

If you do not defeat this enemy: Challenging such a big crew on their turf was a crazy idea and you're about to feel its consequences.

Your vehicle suffers 1 ☠ for each unprevented ☠ you received as a result of this combat.

52

No point picking a fight with a clawed horror. You'll end up battered and bruised, while the other contestants will reach Gangraen. There are thousands of better ways to spend the little time you have.

You may perform 1 free Explore Action (even if you have already performed one this turn).

If the **special card number 20** is in the game, remove it from the game along with all game components placed next to it. Otherwise, remove this card from the special deck. This card cannot be introduced into the game in any way – ignore all effects and entries relating to it.

53

Test **Aid (2)**. You may spend 1 ☉ to obtain 1 additional ☠.

Pass: Something that seemed to be an appendicitis turned out to be just a common diarrhea. Thanks to your help the captain is as good as new a few hours later and soon you're watching the blue streak of the Great Divide pass underneath your feet.

Gain 1 ☉. Discard the plot token from your space. Take your knight figure and place it on **space 22** (this is not considered moving). You lose all remaining actions.

Fail: Your clumsy actions bring more ill than good. When the captain starts vomiting blood, the crew finally realizes you're no medic.

Suffer 2 ☠ and your vehicle suffers 2 ☠ for each missing ☠.

From now on when resolving **entry 9** you cannot choose the first option.

54

Rumors are spreading around the Waste. Looks like the gangs ran afoul of someone who shouldn't be pissed. From an underground shelter hidden under Uluru old rulers of the continent have arisen – descendants of government officials supported by veteran units of the Australian army and ancient technology. They call themselves **Aristo** and expect obedience from everyone. It seems they killed everyone who had any contact with the cargo you transported, while the mysterious crates are gone...

Well, maybe you're on your knees for the time being, but you won't give these bastards any satisfaction. If they had some grand plan, something went wrong and the next time you'll use this knowledge to your advantage. But for now, you must lick your wounds.

The knights fail.

55

You agree to make a few kilometers more. Good contacts among the military always pay off, and there's a chance extra cash can be made. The soldiers hand you a box of cigarettes making it clear that these can only end up in the hands of Captain Montgomery.

Search the gear deck for the **Carton of Smokes**, flip it to its working side and keep it. Place your knight token on **space 26 (Old Airport)**. When you end your Move Action on this space while being conscious (or after you resolve any other action), **see 57**. Note in the Outback Chronicles the number of this entry to remember about it.

56

You delve deep into a labyrinth of cone-shaped, limestone formations. According to Aborigine legends, every single rock around here was once a foe turned into stone by the gods. These rocks seem to come alive in front of your eyes. You spot two armed men in military camouflage suits. A giant mutant swinging a machete and protecting itself with a police riot shield is walking toward them. The monstrosity looks like a mix of a beefcake on steroids and a robot taken straight from a junkyard. Plus pistol bullets mean nothing to it.

Choose:

✔ You stay hidden. **See 17.**

✔ You look for a way around this creature. **See 71.**

✔ You are equipped with a ranged weapon. You help the soldiers in combat. **See 80.**



57

The area around the old airport – a savage place not so long ago – is busy with people. Rows upon rows of soldiers wearing Australian army uniforms are cutting down the surrounding forest. In the meantime, the technicians are checking the airplane wrecks left to die in the middle of nowhere. Yet another group of people from a nearby town is clearing the runway.

When you come, you're directed to Montgomery – a bald-headed but still good-looking man in his fifties. You debrief him as to the situation. The man unwraps the box, takes one box of cigarettes and leaves, but not before leaving you a tip.

"That's all. You can leave. Take something proper from our armory" says the man, gesturing to an underling to bring you there.


The "Armory" turns out to be a large military truck full of crates filled with well-lubricated armaments. You feel as if you were in heaven.


Break the **Carton of Smokes** gear card. Discard your knight token from your space. Then search the gear deck for the first  or  card, flip it to its working side and keep it.

58

It's no wonder no one wants to give you a free ride, but after a few hours spent asking around the docks you find some intriguing options.


Choose:

 A massive container ship will soon ship out. You just need to get embark it unnoticed. **See 11.**

 Rumor has it one can easily win a ticket for the crossing at one of many arenas and pits, where you can fight with anything that walks, crawls or flies around the badlands. **See 77.**


59

During the break, you spend the time you saved to upgrade your ride before the next stage of your journey.

Repair 2 . You may attach to your vehicle or exchange 1 part card from the deck for free.

60

You haven't visited any city for far too long. Your health is deteriorating and you're sure it has something to do with the cargo you're transporting. To make things even more complicated, in western Australia gangs have many more occasions to set up an ambush or prepare some traps. Maybe you should have made some kind of deal with them, when you had a chance?


Each conscious knight with at least 1 crate token on their vehicle sheet suffers 1 . Then starting from the first player, each conscious knight, who does not have at least 1 grey plot token on their sheet, resolves the entry matching the terrain type of their space (knights on spaces of the same type may resolve entries simultaneously):

Highway: see 6.

Desert: see 32.

Mountains: see 44.

Scrub: see 79.

Each unconscious knight performs 1 free Regain Consciousness Action and repairs 2  instead of resolving an entry.

61

Test Blades (2).

Pass: Hugo can barely stand. You wring the weapon from his hands and point it at him, at the same time retreating from the canteen. He surrenders. Insanity in his eyes is replaced by despair. You keep aiming at him as long as you can, then dash toward your vehicle.

Gain 1 . Search the gear deck for the **Shotgun**, flip it to its working side and keep it.

Fail: His hands are firmly holding the weapon. He points the shotgun at you and squeezes the trigger. Nothing happens. He's spent all his ammo, but he can fight. He hits you in the guts with the butt of his shotgun. He's gone before you can counterattack, hidden again in the bowels of this building.

Suffer 1 .

62

You're deafened by the cheer of the crowd and the roar of your engine. When all is done and they take you to the garage, the representative of the Cartel you talked back then in New Sydney approaches you.

"Great fight!" he praises you cheerfully. "We'll remember about you in due time. For now, here you are" he hands you a box full of pills resembling Rad-outs. "Take two per day. If you recover, I'll see you in New Sydney next month. Oh, and for the next week "Happy Hour" in all Gangraen bars is just any hour for you. But taking these pills and drinking might not be the best idea."

"What's this all about?" you ask, somewhat disoriented.

"Politics" says the merchant. "Even I don't want to get involved in this mess, and I'm much smarter than you, my friend."

For a brief moment you want to punch him in the face just to destroy this false facade of cordiality, but you're simply too tired for this now.


You turn around on the spot and head to the closest joint. You might as well start taking these pills tomorrow. Today you just need to forget about this whole mess, especially if you learned a little on the way about the people who had organized the Ultimate Race.

Your knight wins.

63

Your stories amaze the men. The hippie is noting down every single word you say, nodding constantly. When you stop talking, you see a glimpse of respect in his eyes. With almost religious reverence the bodyguard takes out your prize from a box – a small, metal disc covered in advanced detectors. You spend the rest of the evening with Dylan, smoking and exchanging rumors from the trail.

Retrieve all gear cards you set aside.

Write "Scare-off, 63" on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 1  and has a value of 3. When you draw an enemy card from a wasteland deck, you may discard Scare-off to shuffle that card back into its deck instead of resolving it.

64

You sit next to the dying gang leader. His wounds have gone septic and he had no chance to recover from the beginning, but seeing your commitment to help his crew, he decides to tell you everything he knows.

"Miners from Gangraen paid us. They said some kind of a military group had come to the city, made a deal with that dick, mayor Rico, and bought an abandoned mine. Then they'd started bringing some strange equipment there, and finally those

mysterious crates. So we made a few heists and got one or two boxes. Inside there were old, lead containers – damn heavy! We didn't even manage to open them. We sent the crates to the miners, then headed east. From that moment everything has been going bad. My boys got sick, some monster attacked us while we were disassembling satellite dishes up north... I'd rather die than see how all this will turn up."

Gain 1 . Take the plot token from your space and place it on your knight sheet.

65

You sneak from behind and deal a vicious blow. The clawed horror turns around and roars. Assuming that it hasn't been furious yet, it certainly is now.

Search the mountains/scrub wasteland deck for the **Clawed Horror** enemy. Resolve combat according to normal rules. Before it starts place 1 wound token on this enemy.

If you defeat this enemy and you are conscious: The monster falls down dead, and with it the old man exhausted by the event. You put out the fire and revive that poor bastard. It turns out it's Mao, the most famous trader in the whole Waste. He offers you a little something from his wares as a token of gratitude. Gain 2 chosen resources. Draw 1 gear card, flip it to its working side and keep it.

If you do not defeat this enemy or you are unconscious: You are swept by a powerful swing of the beast. When you come round, it turns out that the old man finished the monster weakened by the fight. What's more, it's Mao, the most famous trader in the whole Waste. He provides you with supplies for your journey to show his gratitude.

If you are unconscious, perform 1 free Regain consciousness Action. Gain 2 chosen resources.

No matter the combat result, if the **special card number 20** is not in the game, **see 84** (ignore the narrative introduction from that entry). Then you may **barter with Mao**.

If the **special card number 20** is in the game, you may **barter with Mao**.

66

When you spot on the horizon a growing stretch of vivid greenery in the middle of the desert, from which tall spires of skyscrapers jut out, you start to think you've spent too much time in the midday heat. Yet, it's no mirage, but the legendary estate of the wealthy – "Refuge". Just outside the edge of the unnaturally verdant greenery marking its outskirts, a biker's town has cropped up.

Choose:

Some kind of a secret is connected with your cargo and the Ultimate Race. Time to learn something more. **See 14.**

Yeah, this place belongs to gangs, but you can still rest here. You may visit the **Garage** or the **Workshop** as if you were performing the City Action. Additionally, if there is at least 1 gray plot token on your knight sheet, you may attach to your vehicle or exchange 1 part card from the deck for free.

There is at least 1 crate token on the Gang Trophies space on the plot sheet. These scums have something which doesn't belong to them! Time to take it from them! **See 51.**

The special card number 20 is in the game. Here you can finally find someone ready to strike a good deal with. **See 74.**

67

"You're making a big mistake" Dylan warns you, when you mark his neck with a bloody line. You don't care. You've made so many enemies so far they could form an army. You tell the thug to throw outside one of the crates standing next to the wall, then get out, tightly holding the hippie. Finally, you order the bodyguard to pack the loot on your vehicle. A minute later you leave them in a cloud of dust.

Retrieve all gear cards you set aside. Search the gear deck for the first card, flip it to its working side and keep it.

68

Set aside all your gear cards.

Let in by a giant bodyguard, you find yourself in a stuffy room full of artifacts from the old days. Movie stars are gazing at you from posters. Shells are full of computer processors and electronic toys. The farthest part of the boxcar is reserved for the living quarters. An unkempt hippie with a pipe in his mouth is sitting in a rocking chair, from which hundreds of dog tags are hanging.

"Greetings, stranger I'm Dylan. Are you looking for something particular, or have you brought me rumors from the badlands?" he asks.

Choose:

You check the hippie's wares. **See 47.**

You tell the host about your travels. **See 78.**

69

No time for a detour right now. The soldiers look disappointed, but it's not your problem. You spend the extra time looking for resources.

You may perform 1 free Explore Action (even if you have already performed one this turn).

70

You had all the tools to finish the Ultimate Race and you fucked it up.

If the number of crate tokens on the **Gang Trophies** space on the plot sheet is equal to or higher than the number of crate tokens on the **Nemesis** sheet, **see 54.**

Otherwise, **see 22.**

71

You hide behind the limestone rocks, trying to flank the shooters. You hear a clipped scream. Sounds of shooting guns cease, and you realize you're one on one with the monster. You're watching him, looking for a weak spot. Steel joints connect exposed elements of its human body with artificial limbs. You aim a little higher.

Test **Guns (3)**. You may spend 1 to obtain 1 additional . **Pass:** You hit the artery and watch the monstrosity bend. Then you spot a weak spot in between the joints of the metal collar that's been covering its neck. You take the deadly shot and loot the place. Gain 1 . Draw 1 gear card. Gain 1 chosen resource.

Fail: Your bullet bounces off its body. The mutant spots you, discards the shield and charges at you.

Search the highway/desert wasteland deck for the **Triskele** enemy card and resolve combat according to normal rules. This enemy gains **Relentless** during this combat.

72

Test Negotiate (2).

Pass: You bullshit the VIP that you'll keep spreading the word that he's the one sponsoring your participation. You even spray his name on the bodywork of your vehicle. The moron is more than pleased. For the rest of this trip you drink some expensive booze, watching the blue streak of the Great Divide pass underneath your feet.

Gain 1 ♠. Discard the plot token from your space. Take your knight figure and place it on **space 22** (this is not considered moving). You lose all remaining actions.

Fail: Such a lame talk wouldn't persuade even your own mother to help you, not to mention a seasoned trader. He orders his bodyguards to educate you on the drawbacks of wasting his precious time.

Suffer 2 ☠ and your vehicle suffers 2 ♣ for each missing ✨.

From now on when resolving **entry 9** you cannot choose the second option.

73

You agree to make a few kilometers more. The soldiers hand you a box of cigarettes making it clear that these can only end up in the hands of Captain Montgomery. You take the package, but you have absolutely no intention of delivering it anywhere.

Search the gear deck for the **Carton of Smokes**, flip it to its working side and keep it.

74

Mao, the Peddler's stall is always open, and the traveling bags on his kangaroo's back contain things some people wouldn't fit inside a truck.

You may **barter with Mao** (remembering special rules regarding this card, unique for this adventure only – see **84**, if you do not remember them).

75

Alice Offsprings is by far the largest harbor along the Great Divide. Yes, it is full of pirates and mutants ruled by mysterious All-mother Alice, but as long as you have hard currency, you can rent any kind of sea-faring vessel here – from a simple rowing boat to a tanker. The question is – can you afford it?

Choose:

✔ You look for an "alternative" way of transport. See **58**.

✔ You discard gear cards with a total value of at least **4**. You pay for a voyage by sea. See **34**.

76

Search the mountains/scrub wasteland deck for the **Clawed Horror** enemy. Then test **Guns (3)**. You may discard any number of ♣ to gain the same number of additional ✨.

Pass: The clawed horror's skull explodes in a shower of blood and shattered bone, splattering the old man and extinguishing his burner. It seems that he thinks for a moment it's his blood, but then he comes to his senses and falls into your arms to show his gratitude. Together you put out the fire. Next, you learn that you're dealing with Mao, a famous trader. Good news is – he owes you a favor.

Gain 2 chosen resources. Draw 1 gear card, flip it to its working side and keep it.

If the **special card number 20** is not in the game, see **84** (ignore the narrative introduction from that entry). Then you may **barter with Mao**.

If the **special card number 20** is in the game, you may **barter with Mao**.

Fail: Your bullet slides off the tough skull of the clawed horror and hits the big kangaroo. Before you even manage to reload or reach for a different weapon, the beast is already ripping your guts out with its razor-sharp claws. Then it leaps to the old man, but that's something you see as if through the haze.

You lose consciousness.

If the **special card number 20** is in the game, remove it from the game along with all game components placed next to it. Otherwise, remove this card from the special deck. This card cannot be introduced into the game in any way – ignore all effects and entries relating to it.

77

Choose 1 enemy type: ♣, ♠ or ♣. Then search a chosen wasteland deck for the first enemy of the chosen type. Resolve combat according to normal rules.

If you defeat this enemy: The crowd goes crazy, seeing how easily you've dealt with your opponent. Once the dust settles, you learn that one captain has made a fortune betting on your victory. He proposes to take you through the Great Divide on his barge. Two days later you land on the golden sand of the western bank.

Gain 1 ♠. Discard the plot token from your space. Take your knight figure and place it on **space 36** (this is not considered moving). You lose all remaining actions.

If you do not defeat this enemy: Those who bet on you are gravely disappointed. As you're already bruised and battered, they vent their rage on your ride.

Your vehicle suffers 2 ♣.

78

Dylan shares his tobacco with you, then sits comfortably. Along with his bodyguard, he listens to your story, making notes from time to time.

✔ You have less than 5 ♠: A moment passes and your host starts to yawn ostensibly. See **45**.

✔ You have at least 5 ♠: The host looks at you with a growing interest. See **63**.

79

They say you win some, you lose some. While driving through a swampy jungle, you encounter a dozen bodies in gang colors slowly sinking into the mud. A few more bikers are sitting under the nearby trees, wounded and moaning. You decide to give them one last chance, though it's against your better judgement.

Test **Aid (2)**.

Pass: You dress the strangers' wounds, listening to their story of an ambush organized by a band of mutant marauders. One of the gang members is thankful enough to tell you where exactly sank the crate with precious cargo they've been transporting.

Search the matching wasteland deck for the first ♣ enemy. Gain its printed reward. Remove its card from the game. Then you may claim 1 crate token from the **Gang Trophies** space on the plot sheet.

Fail: Despite your best efforts you don't save anyone. Even worse – you're covered in dark, smelly goo, and your vehicle starts to sink in the swamp, too.

Suffer 1 ♣ and your vehicle suffers 1 ♣ for each missing ✨.

80

Your firepower means nothing against this creature – it still keeps moving toward you. You dodge its machete, hearing gunshots. You're lucky – the soldiers come from behind and feed the bastard with enough lead for it to choke on. You learn that their 4x4 broke down in the middle of the desert while they were transporting supplies, and to make matters worse that "patchwork man" attacked them. The soldiers propose that you should fulfill the shipment, which has to reach their commander stationed along with the rest of its team near an abandoned airfield in the west.

Choose:

✔ You refuse. **See 69.**

✔ You take the task. **See 55.**

✔ You take the task knowing that you'll steal the package anyway. **See 73.**

81

Interlude.

The first round is done. Time to rest for a while and let the spectators place new bets. As for you, you may work on your vehicles, but don't count on a miracle.

Each knight may perform 1 free Camp Action. Then starting from the first player each knight may discard a challenge token from their sheet to perform 1 free City Action for each token discarded this way.

When all knights are ready, resolve the final vehicle combat according to the rules described in **entry 48** and on the vehicle combat sheet.

If a knight wins, see 62.

If the Nemesis wins, see 19.

82

You run out of the building. As if drawn to your fear, swarms of oversized bats follow you from the dark corridors. You fully understand that unless you deal with them, they'll rip you apart into tiny pieces.

Search the highway/desert wasteland deck for the **Blood Bats** enemy card. Resolve combat according to normal rules.

If you do not defeat this enemy: More and more beasts are upon you. They bite your body and drink your blood as if you were the last feast in their lives...

Your knight is eliminated from the game.

83

This picturesque stretch of an old highway runs along the ocean coast. Suddenly, you start to spot small groups of tents and caravans, just to finally reach a building complex – maybe an old shopping mall? – from which you can hear a cacophony of sounds. It seems someone's throwing a really big party inside.

Choose:

✔ Some kind of a secret is connected with your cargo and the Ultimate Race. Time to learn something more. **See 16.**

✔ Yeah, this place belongs to gangs, but you can still rest here. You may visit the **Garage** or the **Workshop** as if you were performing the City Action. Additionally, if there is at least 1 gray plot token on your knight sheet, you may attach to your vehicle or exchange 1 part card from the deck for free.

✔ **There is at least 1 crate token on the Gang Trophies space on the plot sheet.** These scums have something which doesn't belong to them! Time to take it from them! **See 51.**

✔ **The special card number 20 is in the game.** Here you can finally find someone ready to strike a good deal with. **See 74.**

84

Everyone has heard about Mao no matter their origin – east or west of the Great Divide. The old man constantly travels the continent with his pack kangaroo, ready to sell everything you might need to survive... Of course, assuming that you have something to barter. People of little faith claim that Mao is a "franchise", as one can encounter him in many places at the same time. People of great faith believe he can bilocate, just like Padre Pio. Finally, realists out there are convinced that it's pretty easy to mistake one old man accompanied by a kangaroo with another old man accompanied by a kangaroo, and the Waste is a truly vast place.

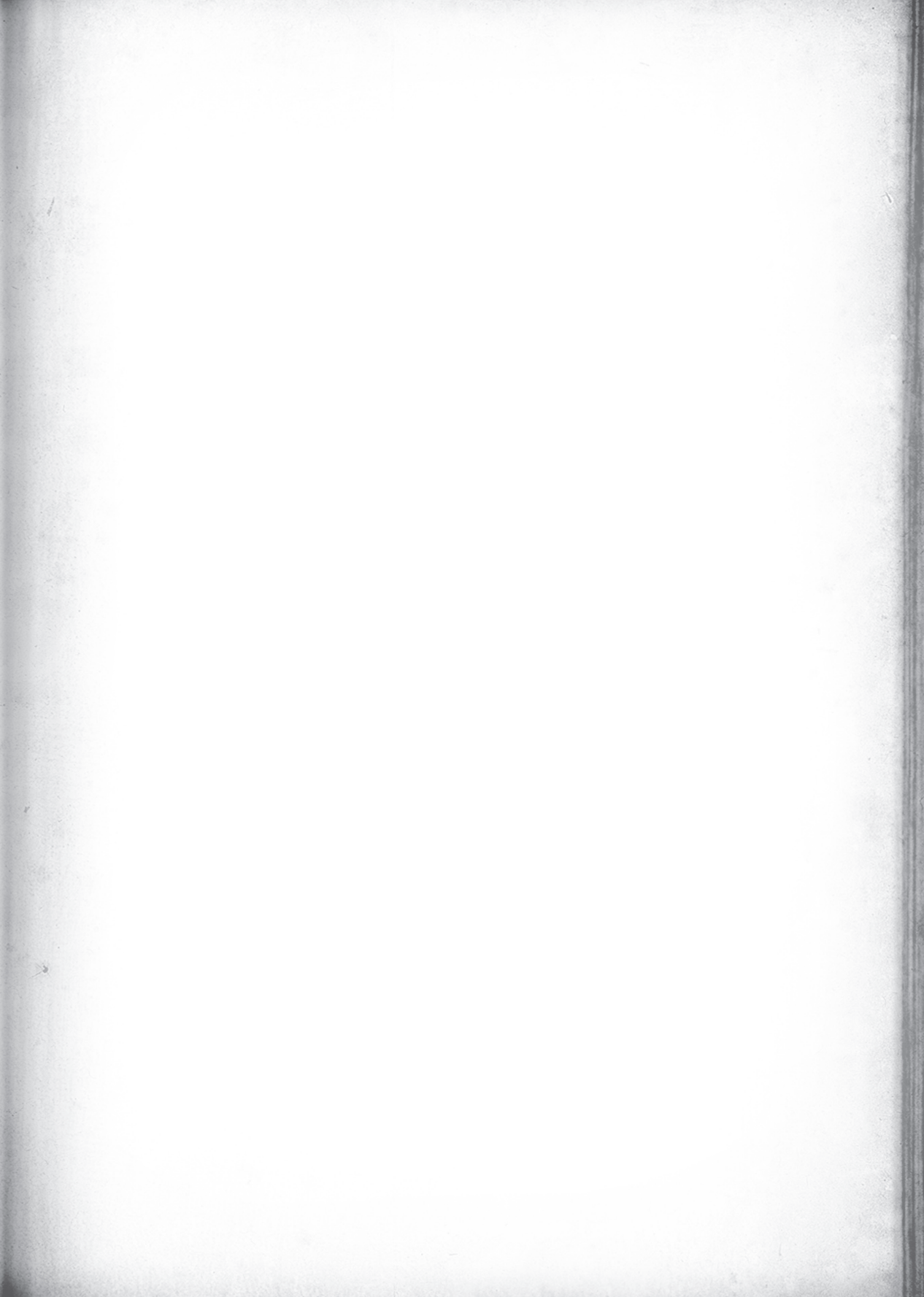
Anyways, doom follows Mao, so you'd better buy something from him, or else you'll fall victim to a deadly curse. The curse of bad shit.

Take the **card number 20** from the special deck and place it face-up next to the plot sheet. This is **Mao, the Peddler**. Then place 1 crate token next to it. From now on whenever an entry allows you to **barter with Mao**, a given knight may resolve the effect from the card.

Additionally, when resolving **Barter with Mao, the Peddler** during this adventure, a knight may sell their crate token. If they are the first knight to do so, they take the **card number 21** from the special deck and keep it with its working side face-up. Otherwise, the crate token has a value of 4 and the selling knight gains 1 ⌘ .

A given knight may also buy a crate token, if one is placed next to **Mao, the Peddler** card. It has a value of 6.

Note in the Outback Chronicles the number of this entry to remember about it.



LOST GARRISON

1

You don't have much time. The strange machine is quickly flying away. If you lose sight of it, you won't be able to locate it again. You say short farewells to Mama Jo and her family, then get into your vehicles and start the chase.

Go to the plot sheet **DRONE CHASE**.

2

Exhausted by the endless desolation of ruined roads, you take a break from a crazy ride. All of a sudden, an old tanker drives at full speed from behind a dune. It's being chased by a "pack" of small drones. The vehicle makes a sharp turn, the door of the cab opens and a skinny guy lands on the hood. He starts pouring some fluid directly into the engine. There's a burst of flames, and the truck hits the swarm, turning the machines into junk. The damaged vehicle stops not far from the wrecked drones.

Choose:

✔ *The remains of the drones look promising. You examine them.*

See 19.

✔ *The truck has suffered substantial damage during the crash. You head toward it. **See 48.***

✔ *You watch from afar what will happen next. **See 72.***

3

You've been driving for a very long time. Hunger and exhaustion slowly become unbearable. You lower your speed so that you won't pass a good place to stop by. A line of tall trees lining a road leading to a large mansion maybe half a kilometer from the main road catches your interest.

Once you're there, you take a closer look at the dilapidated house. It seems you're alone.

Choose:

✔ *No matter its looks, you won't enter this building. You'll stay in the wild garden surrounding the mansion. **See 217.***

✔ *The building looks abandoned. It's surely worth your time. **See 201.***



4

The cables connecting the bunker to the antennas are tempting. What if you just cut them and be done with it? On the other hand, without any contact with the base the drones might start attacking everything around...

The steel entrance to the bunker is fortified – barbed wire, covers made of sandbags, anti-tank obstacles... You're walking between these fortifications as if you were in a museum. Suddenly, you hear a metallic sound and a low hum of working engines. You take cover and see some machines on tracks – something between small tanks and mobile cannons – coming your way. Though they're covered in Australian camo, you clearly see these are Cerbero constructs you've encountered many times in the badlands.

Search any wasteland deck for a **Gun Tower** enemy card and place it next to the plot sheet. Starting from the first player, each knight resolves combat with this enemy. After each combat discard all wound tokens from its card. The knights do not gain any reward for defeating this enemy.

Before the first combat you may discard any number of challenge tokens (any type) from the plot token to enable the same number of knights to avoid this combat.


For each undefeated enemy you have to distribute   between conscious knights (they can be prevented according

to normal rules, as if they were dealt). No matter the combat results, shuffle the **Gun Tower** card to its deck.

If all knights are unconscious, see 41.

Otherwise, see 58.



5

*According to your observations, the drone spent a long while in this area. What was it looking for? Maybe it's worth making a recon and gathering more intel on the robot and its "companions"? Move the special marker to the **desert space above space 13** and place on this space a challenge token from the pool with the  danger icon face-up. Note in the Outback Chronicles: **1st contact with the drone, 105.***

Any knight on this space may perform the **Plot Action (Drone's Activity)** to resolve **entry 105**.

6

The machines react immediately. They start to dance in the air with such speed you cannot hit even one. You keep shooting, but they're getting closer. Then there's an explosion! When you stand up, partially stunned, you can see the drone swarm flying away to the west. Staggering, you get into your ride and start to follow the machines caring not that your suspension will soon pay for your haste.

Attach 1 Injury card to your knight. Your vehicle suffers 1  (2  instead, if this is a **Heavy** vehicle). Take the challenge token from your space and place it on the plot sheet.

Then **split tracks on space 0**. Note in the Outback Chronicles: 3rd track, see 60. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

7

You're driving through a wild area. On nearby trees you can see skinned carcasses of emu and kangaroos – they are hanging from them as if in a butcher's shop. You're looking for... Well, you don't know exactly for what, but then you spot a gray patch. It stands out between green-brown crowns of withering trees. It must be a canopy of a parachute...




Choose:

✔ *You choose a longer route along a ridge of a rolling hill. **See 23.***

✔ *You enter a barely visible path leading through thick bushes. **See 37.***

8

The closer you are to the heart of the solar park, the harder it becomes to avoid detection. You're driving slowly in the shade of the tall panels made of black glass and steel, praying that the shapes passing overhead have something better to do than patrolling.

Each knight tests **Tech (X)**. Add all obtained . You may discard 1 challenge token from the plot sheet to obtain 1 additional  (2 additional  for 3+ knights).

If you obtain at least 2 x  , see 43.

Otherwise, see 62.

9

On your way through a monotonous region, you notice a drone swarm in the sky. An unnaturally symmetrical cloud is flying closer and closer to it, just to spit streams of napalm toward the drones. It must be one of the dirigibles from Queen's Valley!

After taking some initial damage, the machines regroup and attack the flying fortress from all sides. Despite a desperate defense, the

airship starts to burn and lose altitude. Part of the crew parachutes, while the wreck is slowly descending, just to crash land a kilometer or two from your position. In the meantime, the drones fly away, completely ignoring the dirigible and its passengers.

Choose:

✔ You go to check the wreck. **See 221.**

✔ You check whether any of the crew members survived. **See 198.**

10

Place a plot token (any number) on the **scrub space next to space 0 (First Bridge)**. This is **Sandover**. Any knight on this space may perform the **Plot Action (Town Recon)** to resolve **entry 75**. Note this information in the Outback Chronicles.

11

You gather your winnings. It was a good night. Your backpack is now pleasantly heavy.

Take back all the resources you set aside. Then gain an equal number of chosen resources. Draw 1 gear card.

12

You drive closer to the farm. A few people are working the fields, a few more are sitting on the wide porch. They're staring at you intently, and when you approach, one of the men aims a double-barrel shotgun at you. You see out of the corner of your eye that one of the drones is lying in the field. Kids are playing around its wreck. You point at the still smoking remnants and say: "I came only for this and I'll be on my way after I check it." The locals are still silently staring at you, so you add: "These machines kill people. I want to destroy them."

Test **Negotiate (3)**. You may discard 1 chosen resource to obtain 1 additional ✨.

Pass: see 76.

Fail: see 94.

13

You slide down the gravel slope of the riverbed. Quarreling scavengers are walking around the wrecks. Tattoos of entwined serpents mark the backs of their heads.

"All burnt down, damn you! You detonated those fuckin' charges too late" yells one of them.

The other thug is packing a crate full of nitroglycerin to the back of a pick-up. He calmly points at the vehicle hanging from the edge of the bridge.

"We can still get what's ours" he says, then gets inside the car.

Choose:

✔ You shoot at the crate. **See 54.**

✔ You jump on the back and check where they'll go. **See 78.**

14

A group of machines is flying at high speed toward you, their shapes a few meters above the surface of the ruined highway. These models are more bulky than those you've encountered before. You drive to greet them with a righteous fury.

Resolve combat with the **Swarm Guardians** according to normal rules. This enemy is treated as if it had **Health 5** and **Threat 1** during this combat.

If you defeat this enemy: see 52.

If you do not defeat this enemy: see 77.

15

According to your observations, the drone spent a long while in this area. What was it looking for? Maybe it's worth making a recon and gathering more intel on the robot and its "companions"?

Move the special marker to the **highway space with the danger icon next to space 0** and place on this space a challenge token from the pool with the danger icon face-up. Note in the Outback Chronicles: **2nd contact with the drone, 115.**

Any knight on this space may perform the **Plot Action (Drone's Activity)** to resolve **entry 115**.

16

When you point your weapons at the humanoid, it abruptly rises up from its "throne" and enters the combat mode. Looks like it has some internal power supply.

The **Jammer** is treated as if it had **Threat 2** (instead of 1). Draw 2 threat tokens and place them on the **Jammer** with the red side face-up. They pertain to all the following combats. Starting from the first player, each knight resolves combat with the **Jammer** according to normal rules. Even if this enemy is defeated, a given knight gains no reward. No matter the combat result, discard all wound tokens from the **Jammer** card at the end of a given combat.

You may discard 1 challenge token from the plot sheet (2 tokens for 2 knights) to automatically defeat the **Jammer** once. If the **Jammer** is defeated at least **1 time (2 times for 3+ knights)**, see 122.

Otherwise, see 138.

17

As you pass by a very tall dune, you spot a drone wreck on its top. You drive to the other side and realize more destroyed machines are lying all around. However, it's not junk that catches your interest, but a gigantic lizard probably responsible for this act of destruction. Take the **card number 3** from the special deck and place it face-up next to the plot sheet. This is **Arnkerrth**, a legendary beast inhabiting the hottest parts of the Outback.

The dying reptile must've decimated the drone swarm with but one sweep of its long tail, but considering its state, the machines paid in full. The monster is still alive, but heavily wounded.

Roll 2 red dice. Deal to **Arnkerrth** 1 ☹ for each obtained ✨ and 3 ☹ for each ☹ and ☹.

Even in its sorry state, the beast can still be deadly, but potential advantages of searching the battlefield are too tempting to leave it be. Choose:

✔ You finish off the beast. **See 46.**

✔ Though it's madness, you attempt to dress the beast's wounds. **See 67.**

✔ You prefer to avoid any risk and simply return to your mission. Nothing happens.

18

More and more missiles explode in the settlement. You divide your time between frantic shooting, maneuvering between burning buildings, and saving everyone you see.

Test **Tech (4)**. Add to this test your **Guns** or **Aid** dice (your choice).

Pass: see 57.

Fail: see 79.

19

There is at least 1 challenge token on the red space on the plot sheet.

YES: The swarm of tiny drones stood no chance against the speeding truck. Among the remains of the robots you find a few clues regarding the origin of the strange, flying machines. This insight will enable you to better foresee their activities.

Move 1 challenge token on the plot sheet from the red space to the green space.

NO: The swarm of tiny drones stood no chance against the speeding truck. However, you don't possess enough knowledge to find any clues amongst the wreckage. On the other hand, you've learned that with enough brutish force those machines can be overpowered.

Gain 1 .

20

Your lack of commitment proved deadly not only to you, but to the whole continent. No more than a month later the drones started to run rampant in the east, attacking unsuspecting communities and plundering whole areas along the east coast.

Time will tell if someone will face them.


The knights fail.


21

Late in the afternoon you reach a road house surrounded by a wall of plastic bottles filled with sand. You go inside and look around the place. It's full of people.

Choose:

 You join a group playing Robot Jack. **See 123.**


 You talk to the owner. **See 102.**


 You noted in the *Outback Chronicles* that you launched the missile. You can see a group of haggard people sitting by one of the long tables. Something tells you that you should talk to them. **See 86.**

22

You learn that a local rancher ordered a big batch of workers for drillings. Mutants are said to be more resistant to heat and radiation – some of them can survive for even a month!

Choose:

 You finish drinking from the canteen, chatting about something more pleasant. **See 104.**

 You finish drinking from the canteen, chatting about something more pleasant, then you stick a blade right in the guard's guts. **See 127.**

23

You're slowly circling the wooded area. You're watching crowns of trees and that's why you almost overlook a creature resembling a roadside stone. It looks like a huddling, human kid, but with an elongated, scaly face. It seems scared.

Test **Aid (2)**.

Pass: You approach with your hands in the air, then you sit maybe two meters from it. You glimpse a flicker of interest in its eyes. You point at the sky and say: "Machine", doing your best to sound friendly. You make an arc in the air, as if trying to show how it was falling down, then you form your hands into a semblance of a parachute canopy. The little creature points at the forest. You nod your head and resume your ride. Fifteen minutes later you find a metal tube hanging from a tree on parachute lines.

See 97.


Fail: "Have you seen a machine in the sky?" you ask and when you get no answer, you ask again. "Machine. High above. Flying. There!" The creature moves its head to the side, piercing you with a curious gaze, and you can barely contain your anger. You make a swing, intent on hitting the mutant, when you realize that you're not alone. A few dozen more lizard-like monsters have soundlessly come out of the bushes. These are adult and armed. Their weapons are primitive, but as effective when it comes to killing as a pistol bullet. Time to get out of here and forget about the parachute.


Discard from the board all plot tokens introduced in **entry 125**.

24

You approach the huge tent. Pieces of cloth in all shades of brown, yellow and red are entwined in old camouflage netting. You carefully look inside. There's a black, gaping hole, partially buried in the sand, twenty meters wide and five meters high. When you think of descending down there your legs start to shake. Fortunately, the drones decide to greet you...

Take the **card number 22** from the special deck and place it face-up next to the plot sheet. These are the **Swarm Guardians**, the drones protecting the Learmonth base. Starting from the first player, each conscious knight resolves combat with this enemy according to normal rules.

The **Swarm Guardians** are defeated when they are dealt a number of  equal to their **Health**. The knights do not gain any reward for defeating this enemy.

If the **Swarm Guardians** are not defeated, you have to distribute a number of  equal to this enemy's remaining **Health** between conscious knights (these wounds can be prevented according to normal rules, as if they were dealt).


After resolving all combats with the **Swarm Guardians**, return their card to the special deck.

If all knights are unconscious, see 41.

Otherwise, see 74.

25


According to your observations, the drone spent a long while in this area. What was it looking for? Maybe it's worth making a recon and gathering more intel on the robot and its "companions"?



Move the special marker to the **scrub space next to space 29** and place on this space a challenge token from the pool with the  danger icon face-up. Note in the *Outback Chronicles*: **3rd contact with the drone, 125.**

Any knight on this space may perform the **Plot Action (Drone's Activity)** to resolve **entry 125**.

26

Twenty or thirty explosions leave a trail of destruction behind your backs. Some of you have made it through, others are lying heavily wounded on the sand. Now it's time to show how good you are at providing first aid...

Each knight who failed the test in the previous entry suffers 5 . If a given knight would become unconscious as a result, they place a proper number of wound tokens on their knight sheet, but do not draw a state card.

Then starting from the first player each conscious knight may choose a knight with the maximum number of wounds on their sheet and test **Aid (X)** (the same knight may be chosen more than once). A given knight heals 1  of their chosen knight for each obtained . Once per test you may discard

1 challenge token from the plot sheet to obtain 2 additional ✨ in a given test.

If, after all these **Aid** tests, any knight still has the maximum number of wounds on their sheet, they are eliminated from the game.

No matter the Aid test results, see 170 (the following entries can only be resolved by the knights who have not been eliminated from the game).

27

You make a deal. You lead your “purchases” to your ride, and when the Skin Hunters are far away, you untie the mutants.

Take 1 general token for each Enslaved mutant you bought. In your turn you may discard 1 Enslaved mutant to perform 1 free Explore or Camp Action (even one that you have already performed this turn).

Alternatively, you may immediately discard all Enslaved mutant tokens to gain 1 ⚔ for each of them.

28

You wish to believe that in a similar situation the OWO soldier wouldn't let you die, too. You help the sharpshooter, stabilizing him with a med kit he carries. A moment later you are joined by the rest of the squad.

You spend the next few hours with them. They share their rations with you and tell you about the movement of drone swarms around the Waste. They even show you a printed map of the continent with red dots! Looks like a lot is going on in the west...

Gain 1 ⚔. Heal 1 ♣ and 2 ♠. **You succeed in the drone chase.** Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 2 – drone movement in the west.**

29

You nimbly sneak under the construction. The drones are evidently in the “sleep” mode, charging batteries in this peculiar “hive”. You locate the strategic elements of this thing hoping you'll harm the machines somehow.

Choose:

✔ You tinker with the control panel in the bottom section of the construction. **See 106.**

✔ You spend 1 ⚔ and 1 ♣. You prepare a makeshift explosive charge. **See 175.**

30

You've been following the trail of destruction for a couple of days now – smoking ruins of some settlement here, fresh corpses scattered near the road there. No drone wrecks, as if these machines were indestructible.

At some point you find tracks of a dozen vehicles visible first in the sand, later in the asphalt softened by the midday heat. When you reach the top of a nearby hill you almost crash into a huge truck with a bulldozer blade fitted to its front. People are gathered around it. The vehicle is just one of many anyway. Some of them are blackened wrecks. It's clear that whoever attacked the convoy won.

Choose:

✔ You try to help them, hoping to get some help in return. **See 44.**

✔ With that kind of people, you can show no weakness. You press the accelerator and make a badass entrée. **See 69.**

31

It seems that the drone “army”, whatever it is, also attacked the First Bridge. Fortunately, the stronghold defending the crossing is untouched, and you're able to pass rather quickly. You ask around about the flying machines, but you only get very general information. Looks like you and your companions will have to work harder to find more traces of the drones' activities, especially since in western Australia their potential targets are spread much more thinly than in the east.

Discard the challenge token from your space. Then **split tracks** on the **highway space next to space 34**, using 2 x ⚔ challenge tokens. Note in the Outback Chronicles: **4th track, see 110.** Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

32

A long caravan is crossing your way. Chained, miserable mutants are guarded by well-armed Skin Hunters – ruthless traffickers of humans... and other species. The guards are driving their “merchandise” with cattle prods and whips.

Choose:

✔ You share water and company with one of the hunters, waiting for that miserable parade to pass. **See 22.**

✔ Since the guards outnumber you, you decide to buy at least one or two mutants. **See 49.**

✔ You're not going to sit and wait – you push the pedal to the metal and ram the caravan, paying no heed to mutants, or their “keepers”. **See 73.**

33

You're back an hour later. Telfer Downs is a burning ruin. A group of people is standing nearby. You approach them, but it turns out that they remember your cowardly behavior.

Discard the challenge token from your space. Then test **Negotiate (3)**. You may spend 1 ⚔ to obtain 1 additional ✨. **Pass:** You give out some bandages to the survivors and explain that you experienced a similar attack. You also help with the wounded. The man you shared a meal with approaches you. He's dirty and exhausted. He briefly tells you how to get to the solar park, from which the drones seemingly came then turns around and leaves, giving you no answers to your questions.

Split tracks on **space 28 (solar park)**. Note in Outback Chronicles: **location of military drones, see 210.** Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

Fail: The locals start throwing rocks. You put your hands in the air in a conciliatory gesture and try to say something, but you only hear curses and threats. Then the mob attacks you, for lack of a better scapegoat. You leave to find the solar park, where the drones are probably stationed.

You are dealt 3 ♠. Your vehicle suffers 2 ♠.

Split tracks on space 28 (solar park). Note in Outback Chronicles: **location of military drones, see 210.** Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

34

It wasn't bad. You definitely had better luck than some of the other players.

Take back all the resources you set aside. Then gain 1 chosen resource.

35

According to your observations, the drone spent a long while in this area. What was it looking for? Maybe it's worth making a recon and gathering more intel on the robot and its "companions"? Move the special marker to the **highway space with the ! danger icon over space 30** and place on this space a challenge token from the pool with the **! danger icon** face-up. Note in the Outback Chronicles: **4th contact with the drone, 135.**

Any knight on this space may perform the **Plot Action (Drone's Activity)** to resolve **entry 135.**

36

You cross the riverbed a few kilometers further and get back along its edge to the main road. Next to the truck hanging over the edge of the bridge you spot two men with snakes tattooed on their heads. One of them stops you with a gesture. He asks you to tow their car.

Choose:

✔ *These guys look nothing like harmless survivors. It's better to leave.* **See 178.**

✔ **You have a Medium or Heavy vehicle.** *You attach the tow rope to the truck and press the pedal.* **See 194.**

37

Test **Survival (3)**. You obtain 1 additional **✳**, if your **Exploration** is at least 3 and/or you use a **Light** vehicle.

Pass: *You go through the thick greenery, choosing a path that will hurt your ride the least. You lose your way a couple of times and conclude you should've chosen the longer route, but it's too late. At times it's so narrow that you can't even double back. Some strange shades flicker in the bushes, but no one bothers you. Finally, you locate a gray, torn, parachute canopy and a metal tube hanging from the lines. A low buzz and beeping comes out of it.*

See 97.

Fail: *You're driving through the wildest scrub in your life. When you looked at it from the outside, the area didn't seem so vast, but now you're moving really slowly and, finally, you lose your bearings. All around you some shades are flickering, strange footprints can be seen in the mud, and birds are squawking so loudly your ears hurt. In the end you're so desperate that upon seeing a clearing you press the pedal to the metal and leave this God-forsaken place, forgetting about the parachute and caring only for what will be left of your vehicle.*

Attach 1 Malfunction card to your vehicle. Discard from the board all plot tokens introduced in **entry 125.**

38

A group of flying machines appears over the highway. They land next to the colossus and start scavenging some parts from their destroyed "companions". These models differ from the ones you met before – more bulky, better armed, with special manipulators enabling them to collect parts.

Fifteen minutes later all but one are barely visible on the horizon. One robot is tinkering with a particularly well preserved wreck as if it was too heavy for transport.

Choose:

✔ *You still wait. You'll follow it when it's done with the cargo.* **See 95.**

✔ *It's the perfect moment to strike.* **See 113.**

39

While looking for a place to stay for the night you encounter a glade with a huge bonfire. You see a drone very similar to the one you're chasing, nested on a tall rock lit by the flames. It seems inactive, covered in chaotic drawings. A group of people dressed in strange clothes gathered at the base of the rock. They're bowing to the machine and unintelligibly chanting freakish prayers. At some point one of the "cultists" – for the lack of a better word – stands up, approaches the machine and puts a scarlet, ornamental robe on it, shouting something about a "prince".

Choose:

✔ *You sneak closer to the drone to examine it.* **See 177.**

✔ *It's a birth of some sick cult. You need to show these people some other way before it's too late.* **See 158.**

✔ *Fascinated by the local's stupidity, you're watching the rituals from a hiding place.* **See 136.**

40

Bomb craters, wrecks, charred bodies... A wide trail worn out by the wheels of nomads' trucks. You can tell they were running away for a long while. It disappears only when you get to some rocky hills. This way you chance upon an enormous hole in the ground. All kinds of junk and concrete shards are lying in a fifty meter radius, as if something blew up down below. The Cerbero Corp logotype can be still discerned on a dented, steel door. You drive closer and hear a buzzing sound.

Choose:

✔ *You drive back a little and wait.* **See 141.**

✔ *You hide behind a large rock and observe.* **See 152.**

41

Weeks spent on the road, blood and sweat left on the Outback sand, and here you are – falling down on the threshold of the ultimate mystery of the drone "army". In a place like this no one will even claim your bones.

The knights fail.

42

Bullets and missiles are exploding everywhere, the wounded soldiers are screaming, and you're praying for your lungs not to burst of exhaustion.

Test **Blades (X)**. If your **Survival** is at least 1 green die, you obtain 1 additional **✳**.

Suffer 5 **☹** minus 1 **☹** for each obtained **✳**.

If you are conscious, see 84.

Otherwise, see 121.


43

Interlude.

Each unconscious knight performs 1 free Regain Consciousness Action.

You've come so far you have to leave your vehicles behind and continue on foot, or else you'll surely be detected and you'll never learn where these drones came from.

Until you resolve the following entries each knight is treated as if they had no vehicle – you cannot use any gear cards or resources placed on it. Additionally, you cannot use any

effects connected with vehicles. You may only keep the cards you are equipped with, 2 gear cards from the vehicle sheet, and any number of resources (including .

You conceal your vehicles, pick the most vital gear and go on, taking cover under the panels. The loud hum of electricity flowing through thousands of wires, which you've been hearing since you entered the solar park, is almost deafening here. Soon, you reach an opening. There's a large transformer station in its center. Frantic activity is taking place on the other side of the building – tens of drones are taking off or landing, strange electronic sounds can be heard coming from them, while every couple of seconds multicolored laser beams are flashing into the sky or toward the depths of the power plant.

To your surprise, the surrounding area is being patrolled by a group of Cerbero constructs! Until now you've thought that the drones were part of the Australian army, but now you don't know what to think.

Choose together:


✔ You set up an ambush on the robots. **See 98.**

✔ You get around the machines hidden behind solar panels. **See 118.**

44

You come out of the vehicle, hands far from your pockets, then you calmly offer your help. The travelers are tattooed, bald and mad, but they look more like a group of nomads than a gang.

"Know anything 'bout them engines?" asks one of them, and you gesture something like: "More or less". A heavy hand lands on your neck, and you end up in front of an enormous pick-up with its hood ajar. "Show us whatcha got."


Test **Tech (3)**. If your **Repair** is at least 2, you obtain 1 additional .

Pass: see **81**.

Fail: see **101**.

45

According to your observations, the drone spent a long while in this area. What was it looking for? Maybe it's worth making a recon and gathering more intel on the robot and its "companions"?

Move the special marker to the **mountains space above space 27** and place on this space a challenge token from the pool with the  danger icon face-up. Note in the Outback Chronicles: **5th contact with the drone, 145**.

Any knight on this space may perform the **Plot Action (Drone's Activity)** to resolve **entry 145**.

46

The plan was good: crawl close to the clearly weakened animal and kill it with one blow. However, you didn't take the animal's acute senses into consideration. The oversized lizard rises up slowly, ready to fight.

Resolve combat with **Arnkerrth** according to normal rules. It loses the **Threat** trait during this combat. Wound tokens placed earlier on its card remain there for the duration of this combat.

If you defeat this enemy, see 87.

If you do not defeat this enemy, see 124.

47

You check the equipment, listening to the monotonous chatter of the robot. You notice that someone switched places of the numerical keys on the keyboard. Once again you look back at the robot watching you as if it was waiting for something. Is it really as harmless as it looks?

Choose:

✔ You put the keys in the right places, then enter the combination required by the robot. **See 202.**

✔ You deliberately make a mistake when entering the combination. **See 215.**

48

You walk toward the smoking cab-over. The skinny guy is awkwardly trying to put out the flames coming from under the hood. There's a faded word on the cistern: "Pumps". When you get within shouting distance, you notice the business end of a sawn-off shotgun pointed right at you.

"Whaddya want?" impatiently asks the woman driving the tanker.

Your Repair is at least 3.

YES: You get straight to the point, giving some advice regarding the fire and cooling of the dying engine. The skinny man quickly follows your instructions, and the female driver holsters her gun.

"We're transporting a priceless gift from Pumps to Gangraen, and you've just made an ally" she shouts.

Then the tanker gains speed, disappearing behind another dune.


Place 1 of your knight tokens on Gangraen and 1 on Pumps. Any knight visiting a given city may discard your knight token to perform a free City Action.

NO: You mumble something about a damaged radiator, but neither the skinny man, nor the driver of the tanker pay any attention to your "expert" advice. When you attempt to come closer, the woman shoots, scuffing up the sand right in front of you. The skinny guy hides inside the cab, and the truck leaves, roaring angrily and choking on flames.

Nothing happens.

49

You ask the guards and a few minutes later you find an older man at the front of the group wearing a patchwork leather coat, whose origin you're not even trying to guess. After a while you learn that the whole batch has already been sold, but one or two "sheep" could always get lost on the way...

Test **Negotiate (X)**. You may buy 1 **Enslaved mutant** for each obtained . Each Enslaved mutant has a **value of 2**.

If you buy at least 1 Enslaved mutant, see 27.

Otherwise, see 70.

50

When you look a drone in the eye, you better watch out, because it looks back at you. Your instinct tells you that the tragedy you witnessed in Ginger Muds was merely a prelude. Some kind of doom is hanging over the Waste. Strange lights in the night sky, red diodes flashing deep in the scrub, shining antennas sticking over desert dunes... No matter their origin, the drones are now a tangible threat to your team.

Take the **card number 22** from the special deck and place it face-up next to the plot sheet. These are the **Swarm Guardians**, mysterious drones terrorizing the badlands. Starting from the first player, each conscious knight resolves

combat with this enemy according to normal rules. The **Swarm Guardians** are defeated when they are dealt a number of ☠ equal to their **Health** – then each conscious knight gains their reward.

After resolving all combats with the **Swarm Guardians**, discard all wound tokens from their card.

From now on, the **Swarm Guardians** attack the Waste on a regular basis. Place the special marker on space “5” of the track (space “4” for 3+ knights) and move it 1 space **down** the track each round.

At the end of round, in which the special marker has moved to space “1” of the track, resolve combat with the **Swarm Guardians** again according to the rules described above, discard all wound tokens from their card and move the special marker back to the proper space on the track.

51

The mines were there for a reason. Only your sheer will makes you rise up, wounded and stunned. One of you is already dead, sliced in two by a glass pane. Smoke and dust are all around, and the whir of drone rotors comes from the sky. This is your end...

The knights fail.

52

You check the wreck of one of the drones. Judging by its weight and special manipulators it's some sort of a recycling unit – probably these machines reclaim parts and keep rebuilding themselves. That's why there are so many of them all over the Waste. Maybe there is some kind of a command center or a base, the destruction of which would stop this “army” of lethal machines? You start to think where such a place could be located and a certain idea comes to your mind...

Gain 2 ⚔ instead of the normal reward for the **Swarm Guardians**. Leave any wound tokens you placed as a result of this combat on the **Swarm Guardians** card. Take the challenge token from your space and place it on the plot sheet. Then take 1 challenge token from the pool and place it with the danger icon ⚠ face-up on the **mountains space between space 26 and 28**. Note in the Outback Chronicles: **Sth track, see 120**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

53

Folks who live in such places don't like strangers. That's why you lie on the ground and start crawling from one copse of thorny bushes to another. This way you reach the partially burnt cornfield.

Test **Survival (2)**.

Pass: see 111.

Fail: see 131.

54

A powerful explosion raises a cloud of dust as it sends the scavengers to their Maker. You search the wrecks. There's a blood-stained map of the Outback on the front seat of one truck.

Search the gear deck for the **Road Map**, flip it to its working side and keep it.

55

You walk up to the transformer station. Such immense power, so much energy... The whole drone “army” must need it all of the time, not to mention these two commanding machines. Time to cut them off.

Each knight tests **Tech (X)**. Add all obtained ✨. You may discard 1 challenge token from the plot sheet to obtain 1 additional ✨ (2 additional ✨ for 3+ knights).

If you obtain at least 2 x ⚡ ✨, see 149.

Otherwise, see 172.

56

As you make your way through a particularly rough terrain, you chance upon a tall, steel mast resembling a metal fir. Hidden behind a rock, you're watching small machines fly close to it and hang themselves from its frame just like baubles people used to decorate Christmas trees with in the time before the Scourge. Before it gets dark, the drones fill all the available space on the metal construction, then deactivate themselves.

Choose:

☞ **You sneak closer and try to sabotage the construction. See 29.**

✓ **You do not have a Light vehicle.** You take advantage of the sloping terrain and ram the steel “tree”. **See 65.**

57

The next fifteen minutes are filled with explosions, roar of your engine and gunshots, but finally you manage to fight off the drones. You get out of the car and take care of the wounded, using this opportunity to ask them where the machines could come from. An hour later you already know – from the heart of the solar park. Gain 1 ⚔. Take the challenge token from your space and place it on the plot sheet.

Then place a plot token (any number) on **space 28 (solar park)**. This is the place, where the military drones garrison. Any knight on this space may perform the **Plot Action (Recon)** to resolve **entry 210**. Note this information in the Outback Chronicles.

58

Each unconscious knight performs 1 free Regain Consciousness Action.

You stand in front of a steel door. It has no padlock or keyhole. Just a small numeric board. Ten numbers, nothing more. You look at the keys. Four of them were clearly used more often than others. You press them a couple of times in different order, and finally the door slides open. It's just a few centimeters, but enough for you to force them open and get inside.

You're overwhelmed by all kinds of odors, and none of them nice: dust, excrements, mold, rot. You see a narrow shaft and a ladder, as if the Australian army could afford advanced drones, but not an elevator. You start a slow descent. On sub-level one there's a storage – crates full of canned food. You keep going down. Another level looks like miniature barracks: four empty bunks, a small toilet, a kitchenette. As if a few guys were to spend a month here. You descend even further, the black abyss of the shaft beneath your feet. You find yet another door, this time secured with an electronic panel. This one looks more advanced.

Choose together:

☞ **You check the panel. See 92.**

✓ **You have, as a group, at least ⚡ ⚡ ⚡ (in any combination).** You might manage to jury-rig an explosive charge and blow this thing up. **See 109.**

59

You get back to the road. Two melted drones are lying on the asphalt. Their wings broke during the impact, their chassis blackened. You start to check the wrecks. You find a large flap.

Normally, it should be closed, but now it's half-open. There's a small display inside. It shows pairs of lines of numbers. Each of them starts with a letter.

It takes you a moment to figure out that these are geographic coordinates. You take out an old GPS device and check. The first pair seems to be your current location, the other one is a little further north. Maybe you've finally found it?

Gain 1 **⚔**. Your vehicle is wrecked. **You succeed in the drone chase.** Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 5 – point of origin coordinates.**

If there are at least **1** challenge tokens on the plot sheet now, (any type) and you noted in the Outback Chronicles **clue 4**, you may use the intel you've collected to locate the origin of the "army" of the flying machines. If you do, **see 180.**

60

You can see plumes of smoke. A few minutes later you encounter a column of people blocking the road. Whole families. They've got nothing. Many of them are walking barefoot, and all of them are heading toward the First Bridge, the only solid crossing through the Great Divide.

When asked, they tell you about an attack of flying machines. Last night they bombed their town called Sandover. The men stayed to fight, the rest fled. The leader of the group is an older lady named Sarah, a fearless woman. She claims she knows a lot, but she'll only share this knowledge when you provide them with some protection and return to their home to look for survivors.

Take the challenge token from your space and place it on the plot sheet, then choose:

✔ You go to check the town. See 10.

✔ You ignore the woman and head straight to the First Bridge. See 31.

61

Excited with a game you need a long time to realize that the "varying fortune" in your case means losing quite a lot. "Never again" you think and go to sleep.

Discard all the resources you set aside.

62

The solar panels around you explode, showering you with shards of dark glass. The drones have spotted you!

Starting from the first player, each knight resolves combat with the **Swarm Guardians** according to normal rules. The **Swarm Guardians** are defeated when they are dealt a number of **☠** equal to their **Health**. The knights do not gain any reward for defeating this enemy.

You may discard 1 challenge token from the plot sheet to finally destroy the **Swarm Guardians**. If you do, remove their card from the game.

If the Swarm Guardians are defeated, see 43.

Otherwise, see 83.

63

You're shooting and the drones are returning fire. A moment later bullets hit the ground all around you, and a missile turns an OWO off-road into a burning wreck. Yet, your intervention enables the squad to regroup and discourage the machines from continuing combat – barely few of them fly away from the battlefield.

You are dealt 4 **☠**.

You spend a few hours with the soldiers. They tell you about the movement of drone swarms around the Waste. They even show you a printed map of the continent with red dots! Looks like a lot is going on in the west...

Gain 1 **⚔**. **You succeed in the drone chase.** Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 2 – drone movement in the west.**

64

You come round in broad daylight. The petrol station has been swept away. The only things left are the counter you used as a cover and the damn padlock on the trapdoor. Oh, and your ride... or what's left of it.

Gain 1 **⚔**. Perform 1 free Regain consciousness Action. Your vehicle is wrecked.

You fail in the drone chase. Take the challenge token from your space, flip it and place it on the red space on the plot sheet.

65

Your plan is as simple as it is ingenious. Taking advantage of the sloping terrain, you position your vehicle opposite to the "beehive", then release the handbrake. You watch the vehicle roll down the slope, gaining speed and hitting the steel mast. Simple physics once again triumphs in the Waste, and the "beehive" collapses with a loud boom, turning the drones hanging from it – and your ride – into a pile of useless junk.

Your vehicle is wrecked. Move the special marker **2 spaces up** the track.

66

You break sharply before a smoking ruin of a long bridge. An explosion bent the concrete overpass leading over a canyon. You spot a truck hanging over the precipice at the other end of the bridge. Two wrecks of similar cars are lying in the dried riverbed. Judging from their smoldering remains you conclude that the explosion must've happened pretty recently.

Choose:

✔ You walk down the canyon. See 13.

✔ You look for a detour. See 36.

67

"It's a horrible idea" you keep repeating to yourself in your head. Still, you walk up to the beast giving you fierce looks with its one good eye. Just in case, you hold your arms outstretched and empty. The creature somehow understands that you mean it no harm and lets you stitch up its deepest wounds. When you're done, it falls into a deep, uneasy slumber.

Test **Aid (X)**. Discard 1 wound token from and place 1 of your knight tokens on the **Arnkerrth** card for each obtained **✳**.

Pass: see 144.

Fail: see 188.

68

Hidden under the robe, you grab the drone's limbs and start to move them chaotically around, pointing at the table with some items on it. The cult leader shakes his spear, and a group of the congregation members brings more gifts. At dawn, when all the cultists are sleeping after their ritual libation, you take the "offerings" and leave these idiots and their "prince".

Draw 1 gear card. Gain 3 chosen resources. You lose all remaining actions.

69

You drive close to the destroyed convoy and sharply pull the handbrake. Then you jump out, your weapons ready, and ask boldly who the boss is.

Test **Negotiate (3)**. If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: see 107.

Fail: see 129.

70

Before you are able to react, the Skin Hunters leader whips your face with a short quirt he is holding. You fall to the ground with a splitting headache.

"Don't waste my time, you vagrant" says the man and turns around. You have enough common sense not to resist. You spend almost an hour on the ground, looking at mutants dragging their feet.

Suffer 2 ☹.

71

You're driving along wet meadows, looking at barrels full of toxic waste sticking out from under a muddy sludge. Your headlights illuminate an overgrown road sign and a ruined concrete building with rows of seats on one side, and a stage on the other. An ear-piercing sound is coming from that direction. Whatever is emitting this signal also jams electronic devices, causing your engine to stall. You disembark and trudge in the sludge to reach the stage.

You cannot use your vehicle until you resolve the following entries.

Choose:

✔ You check the stage. See 209.

✔ You go to the backstage. See 85.

72

You're watching from a safe distance as the skinny man jumps down from the engine of the truck and runs up to the wrecked drones. He nervously rummages through the scrap, then climbs up the hood and makes some repairs. A long while later the tanker leaves, choking and losing rusted, loose elements – the reminders of the recent crash.

Gain 1 📦.

73

You accelerate and pick a place where the caravan isn't wider than four people. The nearest guards jump out of your way, others try to shoot, and the mutants just watch the impending doom in silent horror.

✔ You have a **Light vehicle**: see 91.

✔ You have a **Medium vehicle**: see 132.

✔ You have a **Heavy vehicle**: see 168.

74

All the active drones are gone... or at least you hope so. You walk down the ramp, your flashlights on. They're too weak to tell how big the underground hangar is. Your eyes only reach fifty or sixty meters into the dark, and the drones are everywhere – row upon row of dormant robots. It's horrible to think what will happen when all of them attack Australia...

Time to go deeper. Someone or something must oversee this "army". Fifteen minutes later you find a door that might lead to lower levels of the base.

See 58.

75

Sandover looks like an enormous conflagration. A few buildings built of composite and metal sheets are still burning, but it won't take long. The black pillar of smoke seems to be supporting the gunmetal gray sky.

Discard the plot token from your space and choose:

✔ You wait until everything burns down. See 88.

✔ You cover your mouth with a wet rug and walk deeper into the settlement. See 103.

76

"Go" says the one with the shotgun after a tense moment, gesturing toward the wreck. The kids are gone in no time as you walk, followed by the looks of wary adults. You squat next to the destroyed machine. It's armor, covered in a military camo, bears an emblem – a bird inside a crowned circle.

Gain 1 ⚔. **You succeed in the drone chase.** Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 1 – bird in a crowned circle.**

77

Your knight performs 1 free Regain consciousness Action (if possible).

The drones attack you with ferocity you wouldn't expect even from them. First, they shoot at your vehicle, then quickly gather handfuls of junk from the battlefield and fly away, this time splitting their group. Locating their destination will be much harder, but you guess that if they reclaim the parts, there must be some kind of a command center or a base, the destruction of which would stop this "army" of lethal machines.

Leave any wound tokens you placed as a result of this combat on the **Swarm Guardians** card. Take the challenge token from your space and place it on the plot sheet.

Then **split tracks** on the **mountains space between space 26 and 28**. Note in the Outback Chronicles: **Sth track, see 120**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

78

The scavengers are too busy cursing each other to notice a stowaway. Their car crosses the riverbed to reach the other end of the ruined bridge and parks next to the hanging truck. One of the men stands at the edge of the road, probably thinking how to unload the goods from the swaying vehicle.

Choose:

✔ You give him a good shove. See 99.

✔ You wait to see what happens next. See 114.

79

The next fifteen minutes are filled with explosions, roar of your engine and gunshots, but finally you manage to fight off the drones. You get out of your vehicle and look around, but very few have survived this massacre and those who have, look so wretched that you don't want to ask them about the drones' origin. You'll have to check the vicinity of the solar park by yourself.

Your vehicle suffers 2 ☹. Lose 1 chosen resource. Discard the challenge token from your space.

Then **split tracks** on **space 28 (solar park)**. Note in the Outback Chronicles: **location of military drones, see 210.**

Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

80

Although you're pushing your vehicles to the limit, the drone you're chasing proves too quick. It disappears far on the horizon, and you lose its track. The expanse of the Waste once again proved invincible. Although you sometimes hear on the trail about the attacks of swarms of strange machines, you're not able to locate a place where they concentrate, or reveal the secret of the origin of this unique "army". The knights fail.

81

It takes an hour to get a live missile from under the hood, and another two to put everything back in order, but finally the engine comes to life. The nomads are really impressed, so they force you to stay in their camp and fix everything they can't. On the other hand, they also tell you a lot about a host of flying machines that chased them yesterday. They explain where they came from, from whence the drones flew and what they looked like. Oh, and the chow is free. Gain 1 ♠. Heal 3 ☠. Take the challenge token from your space and place it on the plot sheet. You lose 1 action next round. Then take 1 challenge token from the pool and place it with the danger icon ☠ face-up on the **mountains space next to space 7**. Note in the Outback Chronicles: **2nd track, see 40**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

82

You come out at dawn. The petrol station has been swept away and your vehicle is a wreck. On top of that, a drone is crouched right in front of you, on the road. Just like that, as if it just landed and was waiting for something. You approach carefully. Its sensors are destroyed. Shrapnel is sticking out of them. Maybe it flew too close to an explosion? You walk around it. You can see a flap, which you quickly pry open with a knife. There's a small display inside. It shows pairs of lines of numbers. Each of them starts with a letter.

It takes you a moment to figure out that these are geographic coordinates. You take out an old GPS device and check. The first pair seems to be your current location, the other one is a little further north. Maybe you've finally found it?

Gain 1 ♠. Your vehicle is wrecked. **You succeed in the drone chase**. Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 5 – point of origin coordinates**.

If there are at least 1 challenge tokens on the plot sheet now, (any type) and you noted in the Outback Chronicles **clue 4**, you may use the intel you've collected to locate the origin of the "army" of the flying machines. If you do, **see 180**.

83

The longer the combat lasts, the more drones appear. When an explosion wrecks one of your vehicles, you realize that you won't leave this place alive. So, you wish to make sure that your death will cost these mean bastards more than they're willing to pay!

The knights fail.

84

You manage to save three people. As a way of saying "Thanks" the OWO soldiers share intel on the drones as they patch up their wounds. You learn about the movement of drone swarms around the Waste. They even show you a printed map of the continent with red dots! Looks like a lot is going on in the west...

Gain 1 ♠. **You succeed in the drone chase**. Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 2 – drone movement in the west**.

85

You walk among moth-eaten, sequin dresses, then climb to a narrow balcony, on which a portable radio antenna is placed. A dead woman is lying next to it. You search her body and unplug the antenna. The dismal sound dies away, and you may get back to the road.

Gain 1 ♠.

86

You join the haggard folks. After you buy them a round, one through the other they tell you their strange story. "On that day a bright star appeared in the sky, although the sun was still high up! Suddenly, the star fell down!" says one of them. The other one adds: "It spooked us alright! And then, you know, it hit one of the homes in our village. Some people died and others scattered throughout the badlands! It must have been some kind of divine punishment!"

Choose:

☛ "God had nothing to do with that, you backwater morons. It was a missile." **See 167**.

☛ "A strange story indeed... I'm very sorry you've suffered so much." **See 191**.

87

You killed the creature so seriously wounded by the drones. Maybe it's nothing to brag about, but you'll do it anyway – you'll surely get many drinks for this story. And for now, you might as well take a look at the drones' remains.

Gain 1 ♠ and 1 ♣. Take 1 challenge token with the ☠ danger icon from the pool and place it on the plot sheet.

88

Test Survival (3). If your base **Health** is at least 8, you obtain 1 additional ✨.

Pass: see 116.

Fail: see 130.

89

Though it seems irrational, you bet on communication. Force is always an option, and the previous actions of the drone "army" make you think that some sort of self-conscious mind has been commanding them.

Discard 1 challenge token from the plot sheet and choose together:

☛ You address the cyborg, asking: "What are you?" **See 185**.

☛ You address the huge drone, ordering: "Report." **See 203**.

90

In different circumstances you'd consider it a beautiful morning. Sun is already above the horizon, but the air – waiting to be warmed after a cold night – freezes your skin. You descend to the runway level. Hangars and warehouses can be seen in the distance,

as well as a concrete bunker. A thick bundle of wires supported on steel poles lead from it to the batteries on the outskirts of the base. Further to the right you locate the enormous tent made of camouflage netting, which conceals the entrance to the drone "parking lot".

Choose together:

☛ You go to the bunker. **See 4.**

☛ You head toward the tent. **See 24.**

91

Test **Tech (2).**

Pass: Two, or three mutants fall down and you use their bodies as a ramp to jump over the rest of the caravan.

Gain 1 ♠. You may perform 1 free Move Action (even if you have already performed one this turn).

Fail: You crash straight into the wall of bodies and fall to the ground. You vaguely remember groans and whip blows hitting you and the wounded prisoners.

You lose consciousness. Your vehicle suffers 3 ♣.

92

There's a screen hidden under a steel flap. The moment you open the panel, it displays an eagle in a crowned circle – you've already figured out it's the RAAF emblem. Under it there's a space, in which someone already typed two letters: "Ad". A short dash is flashing next to them. One of you touches the screen with their finger. Gently, so that it doesn't break. Three words appear on the screen.

Choose 1 knight and choose together:

☛ You press: "Patres". **See 128.**

☛ You press: "Astra". **See 159.**

☛ You press: "Futuram". **See 142.**

93

The drone starts to beep. Surprised by the sound, the cultists raise their heads and pause their prayers. The beeping, repeating at long intervals at first, turns into a monotonous, unending sound. Then it falls silent. At this very moment the cult leader raises his spear in a victorious gesture, while the members of his congregation are hitting the ground with their foreheads. The glade is wracked by a powerful explosion, which sends you a few meters back into the bushes and kills everyone else. When you're back on your feet, you realize your only reward are the supplies you find in the empty camp.

Search the highway/desert wasteland deck for the **Scarlet Acolytes** enemy card and remove it from the game. Draw 1 gear card. Gain 2 chosen resources. Suffer 2 ♣.

94

The man before you raises his weapon. Now he's aiming at your head. "I came from..." you start to explain yourself, but he interrupts: "Then get the hell back there before I shoot." You feel retreating slowly to your ride with your hands up might be the best option now.

You fail in the drone chase. Take the challenge token from your space, flip it and place it on the red space on the plot sheet.

95

One hour later you're so bored you're ready to smash this mechanical crap to pieces. Finally, it clumsily takes off, the wreck of its "companion" secured in its steel arms, then slowly heads west. Now it's enough to discreetly follow the drone. It must be heading to the base, where something puts these "cans" back into one piece. And for now... Who knows, maybe you'll manage to loot the battlefield?

Gain 1 ♠ and 1 ♣. Take the challenge token from your space and place it on the plot sheet.

Then take 1 challenge token from the pool and place it with the danger icon ♠ face-up on the **mountains space between space 26 and 28**. Note in the Outback Chronicles: **5th track, see 120**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

96

You're driving like a madman. It's dark ahead, and even darker in wing mirrors. The sound of the engine is drowning out even the hum of the drones, but you know they're there. A shot. You instinctively turn the steering wheel. You're trying to zig-zag, but it won't do in the long run. You must fool the drones. You speed up, yank the handbrake and turn your vehicle around...

Test **Tech (3)**. If you have a **Light** vehicle, you pass automatically. If you have a **Medium** vehicle, you obtain 1 additional ✨.

Pass: You turn your ride around perfectly. Your headlights bring a swarm of machines out of the dark. They are maybe a hundred meters before you. You press the accelerator and drive underneath them. You can't see it, but judging from the sounds a few of them crash in the air, disoriented by this maneuver. One kilometer further you leave your vehicle on the road and hide in the surrounding scrub to wait out this horrible night.

Gain 1 ♠. **See 59.**

Fail: You swerve uncontrollably. The car slides sideways for a moment. Then the wheels hit the rocky roadside and you feel your stomach turn, when the vehicle is thrown in the air. You feel a pang of pain and everything goes black.

You wake up in the morning amazed that you're still alive. It's calm. You disembark. Your body is aching as if each and every bone in it was broken. You're alone.

Attach 1 Injury card to your knight and 1 Malfunction card to your vehicle. **See 59.**

97

You pack the tube to your ride and cover a safe distance from that wild place. You're sure it was inhabited by some forgotten mutant tribe. Now, however, is the time to get a closer look at your finding.

Test **Blades (3)**. If your **Repair** is at least 2, you obtain 1 additional ✨, and if it is at least 4, you obtain 2 additional ✨.

Pass: see 148.

Fail: see 165.

98

Search any wasteland decks for 🎯 🧨 enemy cards and place them next to the plot sheet. These are the constructs patrolling the vicinity. If any enemy has the **Threat** trait, place a proper number of threat tokens from the bag, with their red side face-up.

You take strategic positions around the open space. Those of you who have ranged weapons aim at the "cans". The rest quickly prepares simple bombs.

Each knight equipped with a ranged weapon may become a **Shooter**.

Each knight who is not a **Shooter** and has at least 1 ♠ lub 1 ♣ may become a **Grenadier** (a **Tech** test will be required in order to quickly make a bomb). You may exchange any necessary resources between the knights.

A knight may also decide not to take any of these roles.

See 181.

99

The man's scream is cut short the moment he hits the rocks. His companion immediately jumps out of the car. He starts playing with his huge knife, waiting for your move.

Test Blades (2).

Pass: The thug is too slow. You quickly slit his throat with his own blade. Then you check the back of the truck. You pull out one crate of meds, letting the car fall. The stuff may be worth your while, as long as you find a proper buyer.

Search the gear deck for the Machete, flip it to its working side and keep it. Then roll 1 white die:

If you obtain at least 1 ✨, see 143.

If you obtain 0 ✨, see 163.

Fail: This guy knows how to handle a good blade, dancing around you with a smile and all... He slashes your arm, as if just for fun, then points at the back of the truck with his weapon.

"Get inside and pass me those crates." With no other option, you follow his order. With each crate you pull out you can feel the truck with you inside slide lower and lower toward the abyss. You try to get some balance, but it's too late. The car hits the rocks with a deafening clang, stunning you for a moment.

Suffer 3 ☹.

100

For the time being you don't care about any flying machines – your kind hosts have been tragically experienced, after all. First, you put out the fires, then focus on patching up wounds of your friends, as well as helping Mama Jo and her family. As to that strange drone "swarm", you guess you'll find more than enough traces of its activity in the west.

Go to the plot sheet **Trial of Destruction**.

101

You're staring at the engine, trying to understand what all these things that make cars move actually are. The nomads are furious and come for you. They shout in anger that they'll smash you "just like they did yesterday with those drones in the canyon". If this is a clue where to look next, you'll ponder on it when you're far from here – rocks, bottles and large bearing balls are already flying your way.

Your vehicle suffers 2 ✨. Take the challenge token from your space and place it on the plot sheet.

Then **split tracks** on the **mountains space next to space 7**. Note in the Outback Chronicles: **2nd track, see 40**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

102

The man is standing at the counter and slowly cleaning a small, disassembled antique pistol. You chat for a while and he finally begins to complain:

"I make ammo in my spare time. I could earn a lot, but who will buy it from me? The business is small here. Maybe someone could take my goods to town?"

Choose:

✔ You buy some ammo for yourself. **See 119.**

✔ You refuse the owner's offer. **See 133.**

✔ You discard 1 chosen gear card. You buy a whole crate to sell it later. **See 154.**

103

You're walking quickly. Hot ash is burning your feet. Each breath is making your throat and lungs ache. Your eyes start to water...

Suffer 1 ☹.

Suddenly, you notice a moving man. He reaches to you with his hand, maybe even tries to speak, but it's impossible to shout the roaring fire. You grab him and pull toward your vehicle, far from the flames. When both of you are safe, you try to revive the stranger.

Test Aid (2).

Pass: see 146.

Fail: see 161.

104

A few minutes later the end part of the caravan – a few trucks with food, water and ammo for the guards – passes you. The Skin Hunter bids you farewell and gets back to work.

Heal 1 ♣ and 2 ☹.

105

The drone was hovering over this area not so long ago. After a few hours long search you encounter a group of buildings next to a sandy road leading down a sharp slope. It's a huge farm built before the Scourge. It's surrounded by green cornfields. Someone evidently takes care of this place.

One of the fields is partially burnt down and blackened, as if something fell right in the middle of it, but it's hard to say what it was.

Choose:

✔ You go and greet the inhabitants. **See 12.**

✔ You sneak toward the charred field. **See 53.**

106

Test Tech (2).

Pass: Both the panel and the drones feature the same symbol of a circle and a bird of prey, but it's of no concern to you now – you've managed to get to the control interface of the machines. You add a few lines to their instructions hoping that some software errors will occur, then run away.

Move the special marker **2 spaces up** the track.

Fail: Both the panel and the drones feature the same symbol of a circle and a bird of prey, but it's of no concern to you now – you've managed to get to the control interface of the machines. Busy coding, you fail to notice that a few drones have "woken up"... When they start shooting at you with their lasers you decide it's time to run.

Move the special marker **1 space up** the track. Suffer 2 ☹. Your vehicle suffers 2 ✨.

107

A big guy with a tattooed face makes a step toward you and asks what you want. Your word exchange is rather short – it seems his crew spent the whole day fleeing from some flying machines. When they fired missiles at their cars, they had no chances. Well, at least you know, which way to go and what to look for.

Gain 1 ♠. Take the challenge token from your space and place it on the plot sheet.

Then take 1 challenge token from the pool and place it with the danger icon ♣ face-up on the **mountains space next to space 7**. Note in the Outback Chronicles: **2nd track, see 40**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

108

It's so dark you almost pass by the small building made of steel sheets and air bricks. In front of it, by the road, a single petrol pump feebly tells a story of a forgotten age of free flowing fossil fuels. You jump out of your ride and enter the station through a broken window. Inside there are still two shelves, a solid counter, and some rubbish on the floor. You can already see the red lights flickering in the darkness... Suddenly, you trip over a padlock securing a steel trapdoor installed in the concrete floor. The building itself won't provide any protection, but the basement...

Test Blades (3). If you are equipped with a melee weapon, you obtain 1 additional ✨. If you are equipped with a ranged weapon and spend 1 ♠, you pass automatically.

Pass: *There's no time to waste. You get rid of the padlock and jump into a cramped cellar in the very same moment an explosion blast tears a large metal sheet off the roof. You block the trapdoor, huddle to a long-dead power generator and wait for all this to end.*

Gain 1 ♠. **See 82.**

Fail: *You try to pull, kick, hit, but the padlock won't give up. Another missile explodes next to the building, blasting a large metal sheet off the roof and pinning you to the floor. You crawl under the counter. The earth is shaking. You're choking in the dust, some shrapnel must've hit you, because your leg is getting stiff... All this lasts for a few minutes. Then everything falls silent.*

Roll 1 red die. Suffer 1 ♠ for each obtained ✨ and 2 ♠ for each obtained ♣. If you obtain ♠, you lose consciousness.

If you are conscious, see 82.

Otherwise, see 64.

109

You retreat two levels up and wait for the explosion. A boom, a gust of hot air... Then you slowly descend, because the ladder is somewhat slack. The door has been blasted out of its hinges.

The room behind is cramped. Dust from the explosion is omnipresent. A table, a bed, a toilet, one wall full of panels with buttons, lots of screens. An old man is lying in front of them. Blood is seeping from his wounded head, the wheels of his armchair are still rotating. He was probably alive a few minutes earlier before you chose to use the explosives.

What should you do with the body? Well, there's a dark shaft under your feet, leading God knows where. You throw the old man there a little surprised to hear a dull thud maybe three seconds later – not so deep after all.

Time to get back to the room. One of the screens is asking for the password. You try to type something – once, twice, three times. Nothing happens. But you keep trying. You use the name of the base, a few popular surnames. You even type in: "Kangaroo", but to no avail. Finally, having no better idea, you remove a few covers and cut all wires.

See 193.

110

You stop at a small petrol station on a hill. It's basically a ruin – just a board with prices and remains of walls. However, you have a good view of the surrounding area. Almost immediately you spot a giant mechanical walker felled and lying on the ground maybe half a kilometer away. Piles of junk are all around it.

You drive closer and realize it's some kind of a Cerbero combat robot. If it was standing, it'd be as tall as a three-storey building. As to the steel remains, they look like destroyed drones. It must have been one hell of a battle... All of a sudden, you hear a characteristic whir of rotors.

Choose:

♣ You face the drones. **See 14.**

♠ You hide inside the wrecked Cerbero colossus and watch. **See 38.**

111

You crawl between stalks. A moment later you hear a knocking sound. The chassis of the drone can be seen deep in the corn. A kid is kneeling beside it, banging on the composite armor as if trying to pry the machine open. You must avoid being seen at all costs, so you stay low and wait. The kid finally leaves. You crawl closer. On the armor of the wreck, covered in a military camo, there's an emblem – a bird inside a crowned circle.

You succeed in the drone chase. Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 1 – bird in a crowned circle.**

112

You restart the machine, which wakes up from its cybernetic sleep. Then you escape into the thicket and witness the ensuing massacre as the drone torches its "followers" with a flamethrower. Mere few manage to flee from the glade. Then it takes off and disappears in the night sky. You find some supplies in the destroyed camp.

Gain 2 chosen resources.

113

You jump from behind the Cerbero wreck and disassemble the trashing drone with a few well-placed hits.

Test Blades (3). If you are equipped with a melee weapon, you obtain 1 additional ✨.

Pass: *You kick the smoking machine away and take a look at the wreck it was trying to lift. It looks like an amalgam of old and new parts, as if something modified the military drones using new components. This, plus your knowledge about the repair drone, are like puzzles finally forming an image you start to understand.*

Gain 1 ♠. Note in the Outback Chronicles that **you guess where the drone base might be located.**

Fail: *That damn drone returns fire before you manage to pacify it. Once you're done, you can finally have a look at the wreck it was trying to pick up. It looks like an amalgam of old and new parts, as if something modified the military drones using new components. This, plus your knowledge about the repair drone, are like puzzles finally forming an image you start to understand.*

You are dealt 2 ♠ for each missing ✨. Note in the Outback Chronicles that **you guess where the drone base might be located.**

No matter the test result, take the challenge token from your space and place it on the plot sheet.

Then take 1 challenge token from the pool and place it with the danger icon ♣ face-up on the **mountains space between space 26 and 28**. Note in the Outback Chronicles: **Sth track, see 120**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

114

The men draw straws, then one of them, completely resigned, crawls carefully into the back of the truck. He appears a minute later and hands his companion the first crate. The change of weight causes the vehicle to break off the bridge and fall – with some sound effects from the panicked man trapped in the back.

Taking the opportunity you assault the other man, pull the crate out of his hands and send him flying over the guardrail. You quickly gut the crate. You've just hit the jackpot. Well, the stuff may be a little overdue, but who cares? You've taken worse pills. This thing should work fine when you need it most.

Search the gear deck for the first ♠ card, flip it to its working side and keep it.

115

You're driving through an old highway overpass, combing the area visited not so long ago by the drone. While looking around, you notice from above a wide bomb crater. Inside, right in the open under the unforgiving sun, there's a group of machines similar to the one you're chasing. Each spread a sort of a shiny "tent" around itself. Once you leave the overpass behind, you almost run over a group of soldiers. Judging by the badges on their uniforms they belong to the Old World Order, an organization trying to make Australia great again. One of them, a young, female officer, motions you to stop:

"They're charging batteries" she says unasked. "They've been on our radars for the last couple of days."

"There's more of them" you answer. "I've been following one of them from the settlement they destroyed."

"We'll try to get them before they fly off. Will you help us?"

Choose:

✔ "I'm going with you." **See 156.**

✔ "I'll cover you. In case there were more." **See 174.**

116

It's hot. A lot of equipment is scattered around – both pre-Scourge and self-made. A few days back this must've been a rich town. You also find bodies. You nudge them – at least the ones that aren't charred like coal – but no one is breathing, not to mention moaning. You take a few useful items and memorabilia, then finish your recon.

Draw 2 gear cards.

You return to the refugees, tell them what you saw there, give away the photos or toys you found as a proof of your good will. The group leader shouts sharply:

"You didn't save them! We won't tell you anything!"

She's stubborn as a mule, but you won't shoot a bunch of women and children, right? The only viable option is to question those people who took your "gifts". The info you get is enough to give you a general idea on what and where to look.

Split tracks on the **highway space next to space 34**. Note in the Outback Chronicles: **4th track, see 110**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

117

You nimbly maneuver and pass the drone. You can see it turning around to aim with its cannon. You make a sharp turn maybe fifty meters from the robot which is busy firing one burst after another at the spot you occupied a moment earlier. The machine fires a missile, and you turn yet again, close in quickly and move so that the drone becomes its target. There's an explosion! Your vehicle shakes, but the drone is naught but a heap of scrap. You examine them, and notice a marking carved on a few elements: "RAAF Base Learmonth." It's either the place, from which they send the drones, or their production plant. Anyways, it might be a good idea to start looking for it.

Gain 1 ♠. You succeed in the drone chase. Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 4 – Royal Australian Air Force base Learmonth.**

If there are at least ♠ challenge tokens on the green space on the plot sheet now, you may resign from chasing the lone drone any longer and use the intel you've collected to locate the origin of the "army" of the flying machines. If you do, **see 180**. You may also continue to look for more clues.

118

You walk a few dozen meters deeper into the "forest" of solar panels to go out of range of the robots' detectors, then head north – this path should safely lead you to the other side of the transformer station. However, you quickly realize that despite no active drone presence around here, you're still in the danger zone. Diodes marking small mines planted at the bases of panes all around you start to flash red. There's no time to defuse them – your only option is to run!

Each knight tests **Blades (3)**. If a given knight's **Survival** is at least 1 green die, they obtain 1 additional ✨.

If all tests are passed, see 170.

If at least 1 test is passed, see 26.

If all tests are failed, see 51.

119

The man doesn't look happy. He was probably hoping for more. But he grabs a handful of bullets from the cabinet and sets them on the counter. They look... Well, you can tell they were made by some bloke from the desert.

Barter (special). You can only Barter for ♠, but 2 ♠ has a value of 1. You cannot pay with your own ♠.

120

Looks like you cannot locate any tracks of the drones. For the last few days you haven't seen even a single machine, and you thought you were getting somewhere... In the evening you reach a small town called Telfer Downs, which – to your surprise – is well lit. Time for a break – a little human companionship, maybe a warm meal. You park in front of the gate installed in a wall built of old wrecks, then talk to the woman guarding the passage and drive inside. Of course, you had to leave all your weapons at the gate, but it's a normal thing – no one wants to worry about some drunk strangers causing trouble in town.

Set aside all your ♠ gear cards.

The inhabitants know little about the drones. Only as much as the visitors told them. They never see anything like this around these parts. Just to kill the time you ask one of the locals to share a dinner with you – probably it's something you do just to talk

about things not connected with your task. You ask where all this electricity comes from.

"You must admit, the illumination is better than in New Sydney, right?" he answers. "It's always been like this in Telfer Downs. We're connected to a solar park maybe fifty kilometers from here." You freeze with a piece of roasted kangaroo meat in your hand. The first reason is – you start to figure out the solution to your problem. The second reason is – you spot a characteristic, black shape on the darkening sky.

Choose:

☛ You yell at the top of your lungs: "Drones attack!" See 140.

☛ You retreat to your vehicle, then drive to the gate to retrieve your weapons. See 153.

121

You wake up sore and cold. It's dark. Not a living soul around. You're covered with a blanket whose smell you don't recognize, someone did a decent job dressing your wounds, and there is a canister of fuel and a few mags nearby. It seems that the OWO mates didn't leave you to die, but you know nothing new about the drones.

Perform 1 free Regain consciousness Action. You lose all remaining actions. Gain 1 ⚔ and 2 ♣.

122

First you tear the cyborg into pieces, then concentrate fire on the huge drone. The transformer station starts to vomit sparks, and the leaderless drones start to rain from the sky. You run to your vehicles chased by explosions of damaged machines and discharges of overheating wires.

You only calm down when you're good ten kilometers from the power plant. You can't believe you've managed to survive. However, the most important thing is – you've destroyed the command center of the drone "army"! The Waste is safe for now. The knights win.

123

The players barely notice you. Only when you add to the pot someone hands you the dice. You play for a while, getting more and more into it. You win some, you lose some and when you leave the table it's late at night.

Set aside any number of resources. Then roll 1 white die.

If you obtain 2 ✨, see 11.

If you obtain 1 ✨, see 34.

If you obtain 0 ✨, see 61.

124

Wounded or not, this enemy is still out of your league. You flee to your vehicle with your tail between your legs.

Return the card number 3 to the special deck.

125

A spectacle of destruction is unfolding before your eyes, right over the place, which the lone drone visited. A dozen flying machines are clashing in the sky, shooting cannons and lasers, and firing air-to-air missiles. Some of them are a part of the swarm you already know, but two or three "flyers" have a wholly different design – silver, streamlined, much bigger, and additionally protected by some kind of a force field deflecting most missiles fired toward them.

A few moments later the battle is resolved – the larger vessels eliminate most of the drones, whose debris falls down all around the area. They suffer much less damage themselves, but smoke

is trailing behind one of them. The flying vessel descends just to disappear among the trees maybe ten kilometers from your position. If you want to know more, you have to comb through a really wide area.

Discard the challenge token from your space. Then take from the pool the plot tokens numbered 1-2 (1-3 for 3 knights or 1-4 for 4 knights), flip them to their grey side, mix them and place them on chosen spaces adjacent to your space. These are the places, where you may look for the wrecks of flyers.

Any knight on a space with a plot token may perform the **Explore Action** to search the area. The knight resolves this action according to normal rules and if they are still conscious at the end, they may flip the plot token on their space to its orange side and resolve an entry based on the number of the token:

Plot token 1: see 7.

Plot token 2: see 184.

Plot token 3 or 4: You haven't found anything. Discard the plot token from your space.

Note in the Outback Chronicles the number of this entry (125) so that you can quickly return to it.

126

You get to the dormant drone unseen. The cultists, preoccupied by their prayers, pay no attention to you. You open a cover at the back of the machine and gain access to the robot's basic functions.

Choose:

☛ You press the "RESET" button. See 112.

☛ You activate the self-destruct protocol. See 93.

☛ You slide underneath the scarlet robe and start moving the machine's limbs as if it were a puppet. See 68.

127

The Skin Hunter falls to the ground. You look around, but none of his companions have noticed what you have done. But a few of the passing mutants have. One of them – big as a bull and with calloused skin, which would fit a crocodile – silently points to the bloody knife in your hand.

Choose:

☛ You throw the knife to him – maybe a few more guards won't see another day. See 157.

☛ You wipe the knife on the corpse's trousers and sheathe it – enough blood for one day. See 207.

128

The screen flashes red. Your friend screams in pain, then falls to their knees. You don't know what happened, but the password was incorrect.

The chosen knight suffers 4 ☠. You may discard 1 challenge token from the green space on the plot sheet to cancel these ☠. Return to entry 92. From now on, when resolving this entry, you cannot choose the first option.

129

A single revolver bullet passes next to your head and hits the vehicle. It doesn't sound like a good start. You see two dozen barrels aimed at you. You retreat to your ride and get the hell out of here. The roaring engine serves as a background for the sounds of ricocheting bullets. Well, at least you have some rough idea, where to go, because the convoy tracks are clear enough.

You are dealt 3 ☠. Your vehicle suffers 2 ✨. Take the challenge token from your space and place it on the plot sheet.

Then **split tracks** on the mountains space next to space 7. Note in the Outback Chronicles: **2nd track, see 40**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

130

You're walking on hot ash, among the bodies. Everything smells of burnt hair. You start to feel nauseous. You must get out of here and take a breath of fresh air... Those people, their charred skin... You can't get them out of your head... Yet you return. You try to search the place, but you only painfully burn your hands. You cannot stay here any longer.

Suffer 2 ☹.

You get back to the Sandover refugees. Their leader listens to your story. "Maybe if you'd gone there immediately, you'd have saved someone" she scolds you and tells you to leave. You're mad, but you won't fight with the woman. You have no heart for that. When you're about to go, a certain old man tells you a little about the drones – before the Scourge he served in the army and underwent some basic training in this aspect. Well, it's not much, but at least you can continue your search.

Split tracks on the **highway space next to space 34**. Note in the Outback Chronicles: **4th track, see 110**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

131

You're slithering slowly between plants. You reach the wreck and that's when your eyes meet the kid's. He may be four years old and he's prodding the composite chassis with a stick. Upon seeing you, he opens his mouth to scream, as if you were a venomous snake ready to strike.

Choose:

☛ You stun the boy before his screams draw the adults' attention. **See 151.**

☛ Time to leave and fast. **See 169.**

132

Test Tech (2).

Pass: A few poor wretches land on your hood. A rope crashes your mirror and the windscreen shatters, but you manage to break through a group of prisoners.

Gain 1 ☸. Your vehicle suffers 1 ☹. You may perform 1 free Move Action (even if you have already performed one this turn).

Fail: You run over a few mutants, but you're going too slow. Bodies block your wheels and the guards catch you.

You lose consciousness. Your vehicle suffers 1 ☹ for each missing ✨.

133

The owner looks as if you've slapped him in the face, or at least spat at it. You change the subject and ask for accommodation. In response you hear a harsh: "We're full." It seems you will need to try your luck in the desert. Again.

Suffer 1 ☹.

134

Illuminating your way with a makeshift torch, you descend the steep stairs. You find a large military crate in the basement. The padlock is open.

Gain 2 ♣. Search the gear deck for the first 2 ♣ cards, flip them to their working side, and keep them.

135

You're driving like crazy through a clear patch of the highway. Someone pushed old cars and wrecks to the roadside, so you can finally check how quickly this old ride of yours can actually go. During the last couple of days you spotted the drones in the sky many times, as if their numbers were increasing the further west you go. This time you actually manage to spot a single, large, eight-rotor machine. You're slowly gaining on it, when suddenly something separates from it and flies toward you, leaving a trail of smoke behind. You turn the steering wheel sharply and the missile passes your vehicle by a hair's breadth just to explode a dozen meters behind. You keep going and notice that the drone has almost landed. It's hovering slightly above the road, blowing up dust right in front of you.

Choose:

☛ You ram this bastard down. **See 214.**

☛ You evade the drone. **See 186.**

☑ You have the special card number 23. "A little surprise for you, damn robot!" **See 171.**

136

You're trying to keep your wits about you in the face of this strange situation, but the locals' stupidity dulls your otherwise sharp senses. Focused on the praying cultists, you notice the camp guards far too late. A few minutes later you end up strapped to a long pole buried deep in the ground close to the bonfire. You assume that soon you'll be sacrificed in the name of the "prince"... At the most dramatic moment the drone activates and flies away into the night sky, completely ignoring its "followers". Taking it for some sort of an omen, the cultists free you and even give you a canister of fuel. The very same they'd use to douse you in the flammable liquid.

Gain 1 ☸.

137

You fix your stuff using the parts scavenged from the crash site. While disassembling some required parts from one of the drones, you accidentally discover a component you haven't seen before. Move 1 challenge token on the plot sheet from the red space to the green space (if possible).

138

While you're busy fighting the cyborg, its winged companion lifts off in a cloud of dust and assaults you, supported by its smaller "allies". A moment later you fall on the sand, mortally wounded. The knights fail.

139

The drone starts shooting its cannons. Pieces of the bodywork fall off, but the car survives. You press the pedal to the metal. The machine attempts an evasion maneuver, but your truck is too big for the drone to succeed. You scrape the drone's chassis with the roof of your cab-over. There's a sound of torn metal and something hits the asphalt. You stop a few hundred meters further. The smoking drone is already high, but its pieces are lying in the middle of the road. You examine them. There's a marking

carved on a few elements: "RAAF Base Learmonth." It's either the place, from which they send the drones, or their production plant. Anyways, it might be a good idea to start looking for it.

Gain 1 **⚡**. **You succeed in the drone chase.** Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 4 – Royal Australian Air Force base Learmonth.**

If there are at least **👤** challenge tokens on the green space on the plot sheet now, you may resign from chasing the lone drone any longer and use the intel you've collected to locate the origin of the "army" of the flying machines. If you do, see **180**. You may also continue to look for more clues.

140

People have no idea what's going on, but they look up into the sky and see more and more black dots. Some reach for their weapons, others head to their homes. You know that resistance is futile. You start to scream that they must flee the town. First missiles explode in the settlement.

Test **Negotiate (2)**. If your **Aid** is at least 1 green die, you obtain 1 additional **✨**.

Pass: see **164**.

Fail: see **179**.

141

A cloud of tiny drones resembling a flock of birds or a swarm of unnaturally large bees flies out of the hole. Some of them have pincers or magnetic arms, which are currently full of some stuff. They're flying your way, humming noisily. You turn your vehicle around and make a run for it.

Test **Tech (2)**. If you have a **Light** vehicle, you obtain 1 additional **✨**.

Pass: see **166**.

Fail: see **187**.

142

The screen flashes red. Your friend screams in pain, then falls to their knees. You don't know what happened, but the password was incorrect.

The chosen knight suffers 4 **☠**. You may discard 1 challenge token from the green space on the plot sheet to cancel these **☠**. Return to **entry 92**. From now on, when resolving this entry, you cannot choose the third option.

143

You've just hit the jackpot. Well, the stuff may be a little overdue, but who cares? You've taken worse pills. This thing should work fine when you need it most.

Search the gear deck for the first **🔧** card, flip it to its working side and keep it.

144

Not sure why, you stay by **Arnkerrth's** side for a couple of hours. When it wakes up, you get inside your ride and leave, unwilling to risk the beast's fury. To your surprise, the creature catches up with you in the next stop, able to travel the badlands with amazing speed. Place the **Arnkerrth** card next to your knight sheet. From now on, whenever you are attacked by the **Swarm Guardians**, you have to discard 1 knight token from the **Arnkerrth** card. Add its attack dice to your attack dice (no matter the attack type). Additionally, all **☠** dealt by the **Swarm Guardians** have

to be assigned to **Arnkerrth** first (resolve all **☠** exceeding its **Health** according to normal rules).

Arnkerrth is destroyed when it suffers a number of **☠** equal to its **Health**, and leaves your side after combat, during which you discarded your last knight token from its card. In both cases return its card to the special deck.

Note in the Outback Chronicles **Arnkerrth's gratitude, 144** as a reminder.

145

You're driving through the night. So far west the drones are seen on an almost daily basis – if not by you, then by other survivors. Tracking the lone drone and all the information you've been gathering have led you to the northern part of the west coast, but you still have no clue about who's responsible for attacks of the swarms. So, here you are, patrolling a mountain region where you located your target for the last time, hoping for a miracle to happen.

All of a sudden, you notice a small, red marker light in the sky. One, two, five, ten... They're getting closer. You can already hear the whir of their rotors. You pull the handbrake and turn your vehicle around to head in the opposite direction. You hear shots, and a moment later first explosions turn night into day. Your engine is roaring. You nervously check the fuel gauge...

Choose:

✔ There was a petrol station not so far from here. That's where you'll find shelter. See **108**.

✔ You try to outrun the machines. See **96**.

146

The man is badly burnt, but he's breathing. You loosen his clothes, cool his body with water and dress his wounds, then put him in your vehicle.

You return at full speed to the Sandover refugees. Whenever you hit a bump in the road, you hear the man moaning. The Sandover inhabitants are very grateful, but all women except for one start asking about their sons and husbands. What could you possibly say to them?

The group leader gives you a strange item for your trouble. It's a metal tube, which is glowing and beeping.

"One of the machines planted it close to our town a day before the attack" she says and leaves.

Gain 1 **⚡**. See **183**.

147

The intensity of the sound is changing. It seems the robot is looking for some particular frequency. Its eye receptors finally react to your presence. You realize you're dealing with a decommissioned AI from the early days of Cerbero. The machine walks up to you. Patched here and there, it looks as if one push could make it fall apart. "14-33-45-56, 14-33-45-56" repeats the robot on and on with its metallic voice, pointing at the console.

Choose:

✔ You randomly push a few buttons. See **205**.

✔ You take a closer look at the console. See **47**.

148

You open the casing with a knife. Inside there's a large transmitter, a receiver and a battery. This must be some kind of a tracking device. The drones probably drop those to form a communication network. This might be something that will lead your right to your

goal. You place the device within your arm's reach. Who knows when it'll become useful?

Gain 1 . **You succeed in the drone chase.** Take one challenge token with the danger icon from the pool and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 3A – working drone transmitter.**

Discard from the board all plot tokens introduced in entry 125.

149

You pull out the wires and shoot at the transformer station. When it starts to burn, you look for cover. The explosion is truly massive. You get back to check what happened to the cyborg and the huge drone. They are in exactly the same spot as before, just covered in dust and ash. Neither shows any signs of activity.

The next good thing is the drones' behavior – all of those you see land on the ground or on solar panels, turn off their rotors and enter a “stand-by” mode. It's hard to say how long they'll stay this way or if anyone will ever manage to wake them up, but for now the Waste is safe.

The knights win.

150

Interlude.

Each unconscious knight performs 1 free Regain Consciousness Action.

You've spent a few weeks in the badlands, checking tracks, asking survivors about drone swarms, listening to rumors about whole communities gone missing, or ruins stripped of scrap.

Finally, you determine that the place, from which the drones fly out, is an ancient solar park taking a few hundred square kilometers of the desert. You have no idea what to expect, but you're sure you'll have to prepare before you walk into this deadly ground.

Place knight figures on **space 28 (solar park)**. This is where the military drones are stationed. Each knight gains 1 (2 instead, if you note in the Outback Chronicles that **you guess where the drone base might be located**). Each knight may perform 1 free Camp Action.

The solar park is really vast. Even one drive around it takes a whole day, not to mention performing some more advanced recon. Relying partly on pure luck and partly on the intel gathered so far, you locate a more specific area that might contain the drone command center. Avoiding patrols of the machines, you drive among the solar panels, their size making you feel you are in some kind of an artificial forest...

Discard challenge tokens from the plot sheet.

See 8.

151

You instinctively hit the kid on the back of the head with the butt of your weapon. You check the pulse and find – to your relief – that the boy should wake up with nothing but a bump. You quickly break off a piece of the armor from the drone, hurting your hand, then run away.

Many kilometers further you examine the camo composite piece. It bears an emblem of a bird in a crowned circle.

Suffer 1 . **You succeed in the drone chase.** Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 1 – bird in a crowned circle.**

152

Tiny machines swarm out from the hole in the ground like bees from a beehive. Some of them have pincers or magnetic arms, which are currently full of some stuff. You wait for a couple of minutes. They're flying over the area. You need to blend in with your surroundings, or else they'll detect you.

Choose:

You squeeze between the rocks and hide yourself under a piece of partially molten metal sheet. See 195.

You are equipped with a ranged weapon. You start to shoot the drones down, one by one. See 208.

153

You reach the gate, wrest your stuff from the dead guard's hands and get into your ride.

Take back all gear cards you set aside. Then choose:

Now you can face the drones and maybe save a couple of people. You turn back and assault the machines. See 18.

It's the best moment for a tactical retreat. You'll be back when the drones fly away. See 33.

154

When you collect the sizable wooden crate you wonder if you've actually made a good deal. Who knows how much these bullets are really worth? But the owner has already collected your payment. He even poured you a drink, on the house. Now you just have to sell the stuff.

Write “**Ammo crate, 154**” on an entry token and place it on your vehicle sheet. This token is treated as a gear card that takes 2 and has a value of 6. When you Barter the Ammo crate, discard its token.

155

You clear the dust off the photos and learn that they depict the members of the Walker family. Since the beginning of the 20th century serving in the army was a family tradition. The three newest photos show the last generation of Walkers. John's and Rob's portraits are girdled with a black ribbon – something, which is missing from Bryan's portrait.

Walking up to the skeleton you notice three open envelopes with the Australian army emblem. You find letters inside. Two of them tell about John and Rob's deaths. In the third letter the youngest of the brothers, Bryan, a RAAF private, informs his father about being transferred to a top secret facility and a prohibition of any further contact with his family “until further notice”.

Gain 1 .

156

You approach the crater together. A huge guy carrying an absurdly enormous rifle on his shoulder is leading your group. “Gonna shoot them down with it?” you ask, pointing at this “cannon”.

The soldier nods. It sounds like a good plan, but when you take positions around the ridge of the crater, one of the drones spots you. A short burst cuts the giant down. He falls down on the ground bleeding heavily, while the other OWO soldiers scatter. You lie down and see that the drones start to fold up their “tents” and take off, firing at your positions.

Test **Survival (2)**.

Pass: see 189.


Fail: see 206.

157


The mutant grabs the weapon and hides it in a pocket of his worn dungarees. Then he glances at you with a hint of respect. A moment later the creature lowers his head and continues his journey. You guess that at the next stop a few of the mutants' fellows will disappear, not to mention a few Skin Hunters.

Heal 1  and 2 .

158

Test **Negotiate** (3). You obtain 1 additional  for each challenge token on the green space on the plot sheet.

Pass: You come out to the glade and make a rousing speech about a similar machine spreading chaos in the badlands. The distrustful cultists gaze at you, then at their leader. After a moment of silence the man mumbles something, pointing with his spear at the dormant drone. The mob jumps at the robot and tears it apart. Once done, the former cultists invite you for a ritual libation.

Gain 1 . You may perform 1 free Camp Action (even if you have already performed one this turn).

Pass: You come out to the glade and make a rousing – at least in your opinion – speech about a similar machine spreading chaos in the badlands. The distrustful cultists gaze at you, then at their leader. After a moment of silence the man mumbles something, pointing with his spear at you. The raging mob jumps at you! Your fight is so intense that you damage the drone, which explodes into tiny pieces.

Search the highway/desert wasteland deck for the **Scarlet Acolytes** enemy card. Resolve combat according to normal rules.

159

A sentence appears in the circle around the eagle: “Per Ardua ad Astra” – “Through Adversity to the Stars”. The door opens. You can enter.

See 173.

160

Despite being able to chase the flying machine, you weren't able to gather enough intel to learn the truth about the drone swarm. As you don't have enough clues regarding the place of its concentration, or origin, you fail to unravel the mystery of this strange “army” of machines.

The knights fail.

161

You're not quite sure how to help the man. In the end you give him some water, pour more on his burns, and put him inside your vehicle. There's no time to waste. Though you slow down whenever you see a bump in the road, the stranger keeps moaning horribly. It takes a few hours to get back.

You stop before a crowd of Sandover refugees, carry the wounded man out of your ride... He's dead. The women pull you away from his body. They're crying and wailing. The group leader approaches you. She gives you a metal tube, which is glowing and beeping. You look at her, a silent question in your eyes, but she's crying, too. In the end you don't say a word.

See 183.

162

You focus on looting the bigger elements of the airship. You silently hope that not all is lost.

Draw a number of gear cards equal to your **Exploration** and keep 1 of them. Discard the remaining cards.

163

It seems the meds were good a decade before. Now, you'd be afraid to give them to a sick dingo. Nevertheless, you check all the pills hoping for the best. Finally, you manage to find something you can use.

Search the gear deck for a **Rad-out** and keep it.


164

You're running. You can hear the sound of feet behind you. Missiles are exploding everywhere. Someone turns around and shoots. You grab him by the shoulder and pull. Together with a few hundred souls, you flee the settlement, which is already starting to burn. The man you ate dinner with is in the group you've managed to rescue from this fiery hell.

“Where's that solar park?” you yell at him.

Clearly in shock, he starts jabbering about tens of kilometers of solar panels, transformer stations, and buildings, whose purpose is unclear even to the locals though for the last half of the century they've been living mere two hours' ride from such a remarkable landmark. Hearing him, you conclude that there's no better place for an army of machines to replenish its ranks and acquire endless amounts of energy.



When the drones fly away, you find your wrecked vehicle, gather your weapons and leave.

Your vehicle suffers 2 . Take back all gear cards you set aside. Take the challenge token from your space and place it on the plot sheet.

Then place a plot token (any number) on **space 28 (solar park)**. This is the place, where the military drones garrison. Any knight on this space may perform the **Plot Action (Recon)** to resolve **entry 210**. Note this information in the Outback Chronicles.

165

You pry the casing open, check everything, look inside. Green circuit-boards, black battery... You shake the device, try to remove some parts from it, but nothing happens. Suddenly, it stops beeping. You pack it back inside your car. Maybe it'll come in handy later?


Gain 1 . **You fail in the drone chase.** Take 1 challenge token with the  danger icon from the pool and place it on the red space on the plot sheet. Note in the Outback Chronicles: **clue 3B – broken drone transmitter.**

Discard from the board all plot tokens introduced in **entry 125**.

166

You're driving at full speed, with a dust cloud trailing behind, constantly looking into the wing mirrors. The drones ascend even higher and that's when you hear a dull, popping sound. You turn at the very last moment. The explosion wedges shrapnel into your windscreens, but you keep going and leave your pursuers behind. You wait until the machines leave you be, then start to follow them with the binoculars in hand.

Take the challenge token from your space and place it on the plot sheet.

Then take 1 challenge token from the pool and place it with the danger icon  face-up on **space 0**. Note in the Outback Chronicles: **3rd track, see 60**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

167

For a moment everyone at the table is just looking at you. Finally, the oldest of the haggard fellows speaks calmly: "Listen, stranger. I don't know what you were hoping to achieve with your stupid remarks, but we were struck by a true tragedy, God's fist crushing our home. If you want to make jokes about it, you better just leave!" You take his advice to heart. Nothing happens.

168

Test Tech (2). You obtain 1 additional ✨ for each 🗡️ you place on your vehicle. You cannot wreck your vehicle this way. **Pass:** *You ram one row after another. Dull thuds of bodies hitting your ride's heavy plates mix with screams of agony. Each flinch of the steering wheel is another corpse.*

You may perform 1 free Move Action (even if you have already performed one this turn).

Fail: *You run over a few mutants, but you lose control of the steering wheel and hit a nearby dune. Before you manage to start the engine again, the Skin Hunters catch you.*

You lose consciousness.

169

The brat is screaming at the top of his lungs, as you're fleeing headlong toward your ride, hoping to be far away before the rest of his family reacts. You leave unnoticed. You didn't manage to see anything special, 'cause a little kid scared you off, but at least no one else witnessed your shame.

You fail in the drone chase. Take the challenge token from your space, flip it and place it on the red space on the plot sheet.

170

Completely exhausted, you reach the other side of the transformer station. You can see that its wall is gutted, tens of wires plugged into its sparking boxes. They lead to a humanoid creature sitting on a "throne" made of junk. An enormous drone is standing next to it. Small robots are ceaselessly attaching new elements to it.

Despite your presence, the machines keep flying up and down, scanned by the humanoid – some kind of a very advanced cyborg – with multi-colored lasers. It seems that Cerbero creations took control over the military drones of the former Australian army that you've met so many times in the badlands. Or maybe it was the other way around?

Search any wasteland deck for a **Jammer** enemy card and place it next to the plot sheet.

Choose together:

✔ **Time to end this – you hit these two constructs with everything you've got. See 16.**

✔ **Considering that no machine pays any attention to you, maybe you'll manage to cut off the power supply? See 55.**

✔ **There is at least 1 challenge token on the plot sheet. You attempt to communicate with the machines. See 89.**

171

You screech to a halt. Then you pull out the "cannon" taken from the OWO sharpshooter, brace it against your ride, take aim... The bullet hits the drone's wing, causing a fountain of sparks. The machine starts spinning around, belching smoke and losing pieces of its armor and chassis. You shoot again. This time you pierce the hull. Smoke obscures the machine's position. A moment later the heavily damaged drone flees west.

You pack the rifle and check the scraps that fell off the drone, noticing a marking carved on a few elements: "RAAF Base Learmonth." It's either the place, from which they send the drones, or their production plant. Anyways, it might be a good idea to start looking for it.

Gain 1 🗡️. You succeed in the drone chase. Take the challenge token from your space and place it on the green space on the plot sheet. Note in the Outback Chronicles: **clue 4 – Royal Australian Air Force base Learmonth.**

If there are at least 🗡️ challenge tokens on the green space on the plot sheet now, you may resign from chasing the lone drone any longer and use the intel you've collected to locate the origin of the "army" of the flying machines. If you do, see **180.** You may also continue to look for more clues.

172

You pull out the wires and shoot at the transformer station. When it starts to burn, you look for cover. The explosion is truly massive. You get back to check what happened to the cyborg and the huge drone. They are in exactly the same spot as before, just covered in dust and ash. Neither shows any signs of activity.

The drones are a wholly different matter – all those you see shoot up into the sky, as if the presence of the constructs commanding them was somehow restraining them.

During the next few weeks you learn about destroyed settlements and swarms of strange machines wandering around the continent. It looks like you saved yourselves, but not hundreds of innocent inhabitants of the Waste.

The knights fail.

173

You go inside. It's a cramped room: a table, a bed, a toilet, one wall full of panels with buttons, lots of screens. Oh, and a terrified old man sitting in an armchair, under a pile of blankets. He's looking at you as if he hadn't seen a living human being for ages.

"Who are you?" you ask.

"Bryan, private Bryan Walker."

"Do you know what's happening up there?" you point at the ceiling and the man nods.

"They flew out, didn't they?" he asks.

You talk for a moment. This man's been living here since the Scourge, and even before that. Over five decades. At the beginning two hundred soldiers were garrisoned here. All the others are dead. For the last eight years he's been here all alone, with but one duty – to enter the password just like they'd ordered him to. It'd kept the drones in their hangars. When he stopped, all of them activated and flew out to protect Australia.

"So, why did you stop?" you ask, surprised.

"L... I made a mistake. My memory is not so good anymore. I entered the password incorrectly three times. The system was locked. You have to get the code key. Down the ladder. I won't manage by myself. I barely walk... It's been so long since I left this room."

There's no point in waiting. You climb downstairs. The bottom of the shaft is littered with hundreds of empty cans.

You get a plastic card on a strap from the office on the lowest sub-level. It takes no more than four minutes. You slide the card into a special port in the console. Bryan enters the password... Error! He enters it again. The screen displays a map of Australia with dozens of groups of blue dots.

Choose together:

✔ This place must be destroyed, every trace of it erased from the face of the earth. **See 204.**

✔ Someone must take care of this place. **See 219.**

174

Everyone must think you're a coward, but you don't give a shit. You're watching the soldiers taking strategic positions. One of them, a giant of a man, is carrying an enormous sniper rifle on his shoulder – you haven't seen such a big piece in your life.

They're about to open fire, but there's the sound of rotors and shooting drones spring out of the crater. The sniper returns fire, taking down two or three, but then a missile explodes close to his spot. The OWO are suffering heavy losses – unless you do something, the whole squad will be decimated.

Choose:

✔ Despite the risk you start carrying out the wounded from the kill zone. **See 42.**

✔ You are equipped with a ranged weapon and you spend 1 ♣. You start shooting at the drones, drawing their attention. **See 63.**

175

You set the charge at the base of the metal "beehive". When it explodes, you watch from afar as the construction slowly leans to the side, then collapses with a loud boom, turning the drones hanging from it into a pile of useless junk.

Gain 1 ♠. If the **special card number 22** is in the game, place 4 wound tokens on it. Otherwise, gain 2 ♣ and move the special marker 1 space up the track.

176

All hopes of finding some decent clothes are gone – everything got eaten by moths. The kitchen is empty. The stairs leading to the upper floor long since collapsed. You're about to let go when you notice the entrance to the basement. It's dark down there and you won't risk getting killed by whatever made the basement its lair. You need a source of light.

Choose:

✔ No way to light the way. Anyways, what would you find there? Time to leave. Nothing happens.

✔ You have the Prepper's Kit gear card or spend 1 ♣. You improvise a torch. **See 134.**

177

Test **Survival (2)**.

Pass: see 126.

Fail: You're carefully moving step by step toward the rock, taking advantage of the moment when the cultists bow low before their idol. Unfortunately, a dry twig snaps under your shoe and the group attacks you on the spot. Your fight is so intense that you damage the drone, which explodes into tiny pieces.

Search the highway/desert wasteland deck for the **Scarlet Acolytes** enemy card. Resolve combat according to normal rules.

178

You leave these guys in a cloud of dust. Good news is – thanks to your detour you've done a little recon around here and know where to find valuable resources.

Gain 1 chosen resource.

179

You're yelling at people, manhandling them, but no one's listening. Instead of fleeing they're shooting at the sky, as if this could save them. First missiles demolish the houses in Telfer Downs, and the wreck wall collapses like a house of cards.

You return for the man you talked with before – he looked like someone who knows his way around. He's lying unconscious. You pick him up and slowly carry out of the settlement. Once you're safe, you try to patch him up.

Test **Aid (2)**.

Pass: see 192.

Fail: see 220.

180

Interlude.

Each unconscious knight performs 1 free Regain Consciousness Action.

You've gathered enough information to know that the drones belong to the Royal Australian Air Force, and they're garrisoned in the old air base Learmonth. Before you proceed, you need to prepare because all military structures are usually well-protected. Place knight figures on the **highway space with the ♣ danger icon 2 spaces over space 27**. This is the **Learmonth RAAF base**. Each knight gains 1 ♠ (2 ♠ instead, if they have not resolved their turn during the round when you proceeded to this entry). Each knight may perform 1 free Camp Action.

Considering that you have so many clues about this place and you conducted a thorough recon beforehand, you realize that you should expect all kinds of challenges – combat oriented, as well as traps, or electronic security locks.

Once there, you see hardly anything more than a runway and a few dozen dilapidated structures. You quickly realize it's only a ruse. Hidden, you're watching a few drones flying low above the ground just to... disappear! A closer look through the binoculars and you know that they must've parked in some underground hangar with the entrance concealed by a camo net. Time to stealthily check this place.

Discard from the plot sheet ♣-1 challenge tokens, starting from the ones from the red space. The challenge tokens left on the plot sheet might be needed later.

Until you resolve the following entries each knight is treated as if they had no vehicle – you cannot use any gear cards or resources placed on it. Additionally, you cannot use any effects connected with vehicles. You may only keep the cards you are equipped with, 2 gear cards from the vehicle sheet, and any number of resources (including ♣).

See 90.

181

You pick a moment when the robots are preoccupied with a particularly intense activity of the drones, and open fire.

Starting from the first player each **Shooter** and **Grenadier** chooses a target – 1 revealed ♣ enemy – and places their knight token on it. Any number of knight tokens may be placed on 1 enemy card. Then the knights who marked the enemies perform surprise attacks:

- If a knight is a **Shooter**, they perform a ranged weapon attack. During this attack only the **Guns** skill and the weapon attack dice are taken into consideration. All ♣ are dealt to the enemy chosen by a given knight.

- If a knight is a **Grenadier**, they may spend any number of ♣ or ♠, then test **Tech**. A given knight deals to their chosen enemy 1 ♣ for each obtained ✨, but they cannot deal more ♣ than the number of spent resources. If a given knight spent more resources than the number of ✨ obtained in the **Tech** test, they suffer 1 ♣ for each missing ✨.

During the surprise attacks enemy traits and abilities are ignored. All ♣ dealt should be left on the enemy cards. If any enemy is defeated, discard its card. No one gains its reward.

If all enemies are defeated, see 170.

Otherwise, see 199.

182

Test **Tech (X)**. Flip 1 broken gear card (except for ♣ gear cards) to its working side for each obtained ✨ as if you were using the Workshop in a city.

If you obtain at least 1 ♣ in this test, see 137.

183

You spend some time getting information about the drone sightings, then get inside your ride.

Split tracks on the highway space next to **space 34**. Note in the Outback Chronicles: **4th track, see 110**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

You examine the tube you got from the woman. You've got no idea what this is. You need to open it.

Test **Tech (2)**. If your **Blades** is at least 1 green die, you obtain 1 additional ✨.

Pass: *It looks like a transmitter and receiver of sorts. Inside there's an antenna, a big battery, and a tiny computer. It has no display or buttons – just a port for some cable. You pack up the item. It might come in handy in the future.*

Write “Mysterious tube, 183” on the front of an entry token and “Resolve 197” on its back, and place it on your vehicle sheet. This token is treated as a gear card that takes 0 ♣ and has a value of 3. If the knight with this token is conscious the next time the **Swarm Guardians** would attack, before the first combat resolve **entry 197**.

Fail: *You broke something while opening the housing, but the device is still working. However, you've got no idea regarding its application. It has a battery, an antenna, and some other components that look completely unfamiliar. But who knows, maybe it'll come in handy in the future?*

Write “Mysterious tube, 183” on the front of an entry token and “Resolve 213” on its back, and place it on your vehicle sheet. This token is treated as a gear card that takes 0 ♣ and has a value of 2. If the knight with this token is conscious the next time the **Swarm Guardians** would attack, before the first combat resolve **entry 213**.

184

After a few hours of searching you notice a thin wisp of smoke. Maybe one kilometer further you encounter a few hundred meters long, deepening mark on the ground. At its end there's a shape of the huge combat machine you saw earlier. A group of massive drones of a kind you haven't seen before are hovering over it. It seems they're disassembling the wreck. You reach for your weapon planning to get rid of them, when you're blinded by an electric

discharge! After a moment you regain sight and realize most of the drones have been destroyed.

An unnaturally large Tasmanian devil runs from behind the mound of earth under which the “flyer” is buried. Its steel implants and glowing diodes on its back clearly show it's some kind of a Cerbero hybrid. The construct sniffs the smoldering drones and the huge wreck, then starts running around as if patrolling the area.

Search the mountains/scrub wasteland deck for the Tasmanian Devil enemy and place it next to the plot sheet. Then choose:

✔ *You attack the construct. Otherwise, you won't learn anything. See 196.*

✔ *It's not worth risking a fight. See 211.*

185

An impersonal voice is emitted from inside of the entity's torso: “Project PX-11. Overseer. Class 5. Date of activation: 01/12/2065. Responsibilities: management of units, class 4 or lower. Cooperation with biological units. Tracking and elimination of anomalies. Field tests of new configurations...” you hear some interruptions, then the cyborg resumes its monologue, its voice even more artificial than before. “07/05/2121. Combat encounter. Attempt to override failed. Estimated class 2, firewall measures active... Identification: Royal Australian Air Force. Unit status: aggressive. Engage protocol...”

The voice is abruptly cut, replaced by a short recording of explosions so powerful that they must've damaged the sound system.

You fall upon the ground deafened by the excruciating screech, and in this very moment the huge drone uses its mechanical limbs to grab the cyborg. Then it flies up in the air, like a falcon with its prey. The wires connecting the humanoid to the transformer station are ripped off, spewing forth fountains of sparks, and a moment later both machines disappear on the horizon. There's no point shooting at them, not to mention chasing them. Fortunately, all the drones around you either fall down on the ground, as if bereft of any control, or join their fleeing commanders.

When the sky clears, you search the area. You find many traces of the machines' activity – both the ones of military origin, and the highly advanced Cerbero constructs. It's hard to say what happened here, but the fact that the “brains” of this operation has escaped doesn't bode well for Australia. However, you belong to those who deal with problems when they actually arise. Once there's a need, you will face the machines again. For now, the power of the drone “army” has been broken.

The knights win.

186

You have a **Light** or **Medium** vehicle.

YES: see 117.

NO: *You're trying to evade the drone, but your car is too cumbersome. The machine turns around and lets loose two more missiles. One of them hits the back of your truck, the other one rends the asphalt next to your wheel. You literally feel the tires burst and you start to roll on rims. Finally your ride stops and you see the machine ascending, just to fly away a moment later. It didn't want to waste bullets? Who knows. Anyways, you'll need to make lots of repairs.*

Attach 1 Malfunction card to your vehicle. Discard 1 chosen gear card you are not equipped with. **You fail in the drone chase.** Take the challenge token from your space, flip it and place it on the red space on the plot sheet.

187

You keep pressing the pedal to the metal as you cross the desert. The machines are still following you. Suddenly you feel your stomach turn, and you realize you're no longer on the road. Next second your ride brutally crashes against the slope and rolls downhill.




You come round a hundred meters below the road level. Your vehicle looks like a pre-Scourge wreck and you certainly feel like one too. But hey, at least both of you are still running! Good news is – the drones probably considered you a minimal threat and turned to the west. You still have a chance to follow them.

Attach 1 Injury card to your knight **OR** 1 Malfunction card to your vehicle. Take the challenge token from your space and place it on the plot sheet.

Then **split tracks** on **space 0**. Note in the Outback Chronicles: **3rd track, see 60**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

188


Despite all your efforts you witness the beast's death. However, you get the impression that your presence was somewhat soothing for it. Finally, you take the opportunity to thoroughly check the battlefield.


Gain 1  and 1 . Take 1 challenge token with the  danger icon from the pool and place it on the plot sheet.

189

Bullets rattle on the slope. Rocks are flying everywhere. At the last moment you take cover in a deep crack in the ruined highway. You crawl out a moment later and, still stunned, look around you. The giant OWO sharpshooter is heavily wounded – you can hear his moans and see blood everywhere. There's no time to lose – the drones will fly away soon and you won't learn anything. You also notice the large rifle not so far from you.

Choose:

 You pick up the gun and start the chase. **See 218**.

 You patch up the sharpshooter. **See 28**.

190

The robot's head explodes in a shower of sparks. You approach the console, turn the whole system off, then ransack the room. Now you can freely resume your journey.

Gain 1 .

191

You serve them some platitudes about strange times you all live in and then buy everyone another round. It's not cheap, but you certainly feel better after helping them in this small way.

Discard 1 chosen resource.

192

You place the man on the ground... He's breathing. Maybe he got stunned? A few minutes later he comes round. You tell him to rest, then start asking questions.

"Where's that solar park?"

At first he doesn't understand what you mean, but then he starts talking about tens of kilometers of solar panels, transformer stations, and buildings, whose purpose is unclear even to the locals though for the last half of the century they've been living mere two hours' ride from such a remarkable landmark. Hearing him, you

conclude that there's no better place for an army of machines to replenish its ranks and acquire endless amounts of energy.

When the drones fly away, you put him under the locals' care, get back for your wrecked car and leave.

Your vehicle is wrecked. Take back all gear cards you set aside, but flip them to their broken side (if possible). Discard the challenge token from your space.

Then place a plot token (any number) on **space 28 (solar park)**. This is the place, where the military drones garrison. Any knight on this space may perform the **Plot Action (Recon)** to resolve **entry 210**. Note this information in the Outback Chronicles.

193

You leave the bunker and start to destroy everything that you possibly can. First, you cut the thick cables leading to the antennas. Then you set fire to the array of transmitters and watch it vomit sparks in all directions. You leave only after making sure that the very last wire has burnt down and the only thing left is a smoldering, steel frame.

You get back to your vehicles and leave convinced that you've done all you could. For a couple more weeks you spot the RAAF drones in the sky, hear stories about their attacks on settlements, gangs, Cerbero constructs, and mutants. Sometimes they assault whole cities. However, as time goes by, the attacks are less and less frequent, and everything gets back to normal – if one can say such a thing about the Waste.


As to you, you still have no idea why the drones appeared, and whether your actions actually helped.

The knights win.

194

"You helped us a lot. These pharmaceuticals will save many lives" the men assure you with mysterious smiles.

You won't say it out loud, but you doubt they'll want to share the meds with anyone but themselves. No matter your personal opinion, they hand you a little something from their personal stash.


Search the gear deck for the first  card, flip it to its working side and keep it.

195

Test Survival (2).

Pass: The drones fail to detect your presence. When they're far away, you crawl from under the sheet and take a look around. The machines are heading west – you're pretty sure you won't lose them. In the meantime, maybe it's worth checking what they were up to around here.

It turns out that the hole hides an old, gutted Cerbero bunker. It's been stripped of some stuff, but the drones weren't interested in things humans find valuable.

Draw 2 gear cards. Gain 2 chosen resources. Take the challenge token from your space and place it on the plot sheet. Then take 1 challenge token from the pool and place it with the danger icon  face-up on **space 0**. Note in the Outback Chronicles: **3rd track, see 60**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

Fail: The drones detect the threat and deal with it with but one missile. Fortunately, the metal sheet protects you from the blast. You get up a few minutes later and take a look around. The machines can still be seen on the horizon – you probably won't lose them. That's why it's worth checking what they were up to around here. It turns out that the hole hides an old, gutted Cerbero bunker. It's been stripped of some stuff, but the drones weren't interested in things humans find valuable.

Draw 1 gear card. Gain 1 chosen resource. Suffer 2 ☹. Take the challenge token from your space and place it on the plot sheet. Then **split tracks** on **space 0**. Note in the Outback Chronicles: **3rd track, see 60**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

196

You ready your weapon and charge at the creature.

Resolve combat with the **Tasmanian Devil** according to normal rules. It gains +2 **Health** during this combat.

If you defeat this enemy: see 222.

If you do not defeat this enemy: *The creature's ferocity is beyond compare. You prefer to retreat rather than die fighting for some unclear reward.*

Shuffle the **Tasmanian Devil** card back into its deck. Discard the plot token from your space.

197

You spot the drone swarm from afar and get ready for combat. All of a sudden, you hear a deafening screech. It comes out of the tube you got a few days back. You reach for it – a secret panel hiding a button has revealed itself. You push it to see what happens. A dozen machines closest to you plunges to the ground. Is it some sort of a scrambling device?

The knight with the Mysterious tube gains the following ability:

Engagement: Roll 1 green die. Deal 1 ☹ to the **Swarm Guardians** for each obtained ✨ and 3 ☹ for ☹.

Note this information in the Outback Chronicles.

198

You reach the spot where you expect to find what's left of the airship crew. The miraculously surviving few have already organized themselves under their tough captain's command. Still, some of their friends are wounded. These people thankfully accept your help, sharing their observations regarding the drone swarm in return.

Test **Aid (X)**. You obtain 1 additional ✨ for each ☹ spent.

If you obtain at least 1 ✨: Move 1 challenge token on the plot sheet from the red space to the green space (if possible).

If you obtain at least 2 ✨: Move 1 challenge token on the plot sheet from the red space to the green space (if possible). Additionally, gain 1 ⚡.

199

Your attack was devastating, but there are still some enemies left to retaliate. Time to end what you've just started.

Distribute the remaining enemies between the conscious knights – they resolve combat according to normal rules.

If all enemies are defeated, see 170.

Otherwise, see 212.

Interlude.

Each unconscious knight performs 1 free Regain Consciousness Action.

You've spent a few weeks in the badlands, chasing the mysterious drone – tracking the signs of its activity, asking survivors about drone swarms, listening to rumors about whole communities gone missing, or ruins stripped of scrap metal.

Finally, you determine that the place, from which the drones originate, is an old airforce base of the Australian army. You have no idea what to expect, but you're sure you'll have to prepare before you walk into this deadly ground.

Place knight figures on the **highway space with the ⚡ danger icon 2 spaces over space 27**. This is an **old RAAF air base**. Each knight gains 1 ⚡. Each knight may perform 1 free Camp Action.

The base is hard to find – not much more than a runway and a few dozen dilapidated structures. However, you quickly realize it's only a ruse. Hidden, you're watching a few drones flying low above the ground just to... disappear! A closer look through the binoculars and you know that they must've parked in some underground hangar with the entrance concealed by a camo net. Time to stealthily check this place.

Discard from the plot sheet ☹ challenge tokens, starting from the ones from the red space. The challenge tokens left on the plot sheet might be needed later.

Until you resolve the following entries each knight is treated as if they had no vehicle – you cannot use any gear cards or resources placed on it. Additionally, you cannot use any effects connected with vehicles. You may only keep the cards you are equipped with, 2 gear cards from the vehicle sheet, and any number of resources (including ⚡).

See 90.

201

You open the front door with a kick. Once inside, you walk through a long hall to a spacious living room. A thick layer of dust covers everything. Photos of soldiers are hanging on one wall – the depicted men share some similarities, but they are wearing different uniforms from different times. On the other side of the room there's a rocking chair occupied by a skeleton with a hole in its skull. An old-fashioned rifle is lying on the floor at the skeleton's feet.

Choose:

☹ **Yet another corpse doesn't impress you. You'd better look for something valuable. See 176.**

☹ **You take this opportunity to dwell into the secrets of the past. See 155.**

202

You fix the keyboard and enter the codes. The screen in front of you flashes green, displaying a woman's face. You hear her sad voice in the speakers: "We have to turn it off... It's become too dangerous of late. I think he's jamming most electronic devices. Maybe it has a virus... I replaced some keys on the keyboard, just to be on the safe side. I hope it will be enough..."

The screen fades. The robot stares at the screen for a long while, then turns to you. "I-want-no-harm-to-my-mis-tress-I-do-nothing-bad... Not-me..." comes out of the construct a moment before it self-destructs.

Gain 2 ⚡. Suffer 1 ⚡ and 1 ☹.

203

It seems that the huge drone has no speech capabilities as it starts using its lasers to display messages on the sand:

“Daily report: 15/07/2121. Order 265. No blocking password. Entering combat mode... IFF systems damage. Waiting for diagnostics... Diagnostics failed. Potential external threat. Entering combat mode... Excess potential targets acquired. Proceeding to a new order.”

Nothing happens for a moment, then the lasers become active again:

“Order 266. No blocking password. Entering recon-reconstruct mode. Attempts to gather intel and materials necessary to build new combat units until new order is received. Encountering resistance. Cerbero units recognized. Attempt at structural and software integration in order to increase efficiency...”

The lasers fade, and the cyborg moves uneasily on its “throne”. Suddenly, the huge drone activates all its light systems. As if in a stroboscope light, you see time-lapse movements of the surrounding machines, the howl in pain blinded by their lasers. When you’re once again able to see something through the falling tears, the huge drone with the cyborg in its falcon-like claws are already disappearing on the horizon. The ripped off wires and the “throne” spew forth sparks. There’s no point shooting at the fleeing machines, not to mention chasing them. Fortunately, all the drones around you either fall down on the ground, as if bereft of any control, or join their fleeing commanders.

When the sky clears, you search the area. You find many traces of the machines’ activity – both the ones of military origin, and the highly advanced Cerbero constructs. It’s hard to say what happened here, but the fact that the “brains” of this operation has escaped doesn’t bode well for Australia. However, you belong to those who deal with problems when they actually arise. Once there’s a need, you will face the machines again. For now, the power of the drone “army” has been broken.

The knights win.

204

You wait until Bryan deactivates the drones and shoot him in the head. He didn’t suffer. Then you destroy the computer and take care of the antennas. You annihilate everything that you possibly can – each cable, transformer box, every single piece of electronic equipment. In the end you torch everything, just to make sure.

Although you don’t see any more military drones, rumors about their attacks circulate around the badlands for a very long time. It seems neither Bryan, nor you were able to completely get rid of the danger.

The knights win.

205

You push a couple of buttons. Nothing special happens. It seems the robot’s eyes flicker for a moment, then the machine deactivates. Whatever the robot was trying to do, you were its last hope. You turn off the speakers and search the room, enjoying the silence. Gain 2 chosen resources.

206

The drones fly up into the air. A few missiles hit the rocks and explode almost simultaneously. The world starts to spin. You roll down the crater along with rock debris.

When you come around, there’s no trace of the machines, or the OWO squad. The only things left are bloodstains and a burning

wreck of one off-road. You get back to your vehicle, collecting on the way the “cannon”, which rolled down the slope with you. It looks a little worn out now, but maybe you’ll bring it back to working condition?

You are dealt 4 ♣. You lose all remaining actions.

Take the **card number 23** from the special deck and keep it with the broken side face-up. Gain 1 ♠.

You fail in the drone chase. Take the challenge token from your space, flip it and place it on the red space on the plot sheet.

207

The mutant stares at you with hatred in his eyes, but he probably didn’t expect anything else. He lowers his head and continues his journey.

Heal 1 ♠ and 2 ♣.

208

Test **Guns (3)**. You may spend 1 ♠ to obtain 1 additional ✨.

Pass: see 216.

Fail: see 6.

209

A few high-power speakers are installed around the stage. You check the floor and discover a trapdoor hiding a ladder. When you descend, you notice a robot manipulating some kind of a console.

Choose:

✔ You watch the robot. **See 147.**

✔ You are equipped with a ranged weapon and you spend 1 ♠. You shoot before it detects you. **See 190.**

210

You’re watching from afar a wide, dark area scarring the maiden desert with its unnatural geometry. Hundreds – if not thousands – of solar panels, the hum of transformers you can hear even here. Oh, and the drones flying in all directions. Low, stealthily. No wonder the people from Telfer Downs had no idea. As you observe the place, you start to discern certain patterns of movements and places most frequently used for landing. You’ll get back here with the rest of your crew when you’re ready...

Discard the plot token from your space. Gain 1 ♠. Your turn ends immediately. Each remaining knight who is conscious and has not resolved their turn this round draws 1 gear card or gains 2 chosen resources.

See 224.

211

You put your ride into reverse and drive away slowly before the creature gets you.

Shuffle the **Tasmanian Devil** card back into its deck. Discard the plot token from your space.

212

The sentries have done their job, stopping you long enough for the drones to take interest. Now, more and more of them are coming. When their bullets tear one of you to pieces, you realize that you won’t leave this place alive. So, you wish to make sure that your death will cost these mean bastards more than they’re willing to pay!

The knights fail.

213

You spot the drone swarm from afar and get ready for combat. All of a sudden, you hear a deafening screech. It comes out of the tube you got a few days back. You reach for it – a secret panel hiding a button has revealed itself. You push it to see what happens. A dozen machines closest to you gain ever more speed and fly straight at you. Is this some sort of a locator?

When attacking, the **Swarm Guardians** deal 1 additional ☠ to the knight with the Mysterious tube. Before the first combat with the **Swarm Guardians** you may decide together that one of the conscious knights will not resolve combat with this enemy. Instead of it, the knight with the Mysterious tube has to resolve 1 additional combat with the **Swarm Guardians** according to normal rules, when it is their turn to fight (i.e. the knight resolves 2 combats in a row).

214

You have a **Heavy vehicle**.

YES: see 139.

NO: You're driving head-on toward the drone. It nimbly flies up, avoiding the crash. Then it fires another missile at you. The explosion sends your ride a few meters into the air. You crash land on the roadside and wake up barely alive a few minutes later. That wasn't your best idea...

Attach 1 Malfunction card to your vehicle. **You fail in the drone chase.** Take the challenge token from your space, flip it and place it on the red space on the plot sheet.

215

Maybe it's just a "tin", but its eyes work well enough. It's attitude toward you changes from friendliness to hostility in a fraction of a second.

Search the highway/desert wasteland deck for the **Cerbero C3D2** enemy card. Resolve combat according to normal rules.

216

The machines are quick, but fragile. Each bullet is one drone less. Though they're swerving back and forth, a couple of shots later half of them are destroyed. The other half of the "swarm" flies west for no apparent reason. You start to figure out where they'll end up if their main goal is inflicting maximum damage.

You take the opportunity to examine the wrecks. All of them are covered in the characteristic camo of the former Australian army and they all feature a unique emblem – a bird in a crowned circle and the word: "RAAF".

Gain 1 ♠. Take the challenge token from your space and place it on the plot sheet.

Then take 1 challenge token from the pool and place it with the danger icon ♣ face-up on **space 0**. Note in the Outback Chronicles: **3rd track, see 60**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry.

217

It's a great place to rest. The wild fruit trees provide both shade and food.

Heal 1 ♠ and 2 ☠. Then you may perform 1 free Camp Action (even if you have already performed one this turn).

218

You pack the "cannon" into your ride and follow the machines. You realize that you left the man to die, but that's the Waste – it's no place for sentimentality and your mission is far more important than human life.

Take the **card number 23** from the special deck and keep it with the working side face-up. Gain 1 ♠.

You fail in the drone chase. Take the challenge token from your space, flip it and place it on the red space on the plot sheet.

219

You're watching Bryan proficiently operate the program. He's about to tick the option: "Deactivate all units", but you tell him to stop. Instead, you choose: "Defend the base". You look around the place. Bryan tells you about Learmonth, its history, the disease that decimated the garrison and the supplies that were supposed to suffice for years.

Months pass and you're still here. You've fashioned this old, military stronghold into your new home – a home you've never had before. Bryan died. You gave him a soldier's burial, with honors, as befits a true patriot. Now, you're the ones descending the ladder every single day to enter the password.

The knights win.

220

You lay the man down under withered acacias. He's not breathing. You start to press his chest. You feel the man's ribs break, but you know it happens sometimes. A few minutes pass, but nothing happens. Telfer Downs is burning and you're too exhausted to stand. Your only idea left is to check the solar park. It seems the area is vast and the drone "army" strong, but there's no other option. Once again you and your friends will have to risk your lives.

When the drones fly away, you pass the man's body to the locals, get back for your wrecked car and leave.

Your vehicle is wrecked. Take back all gear cards you set aside, but flip them to their broken side (if possible). Discard the challenge token from your space.

Then **split tracks** on **space 28 (solar park)**. Note in the Outback Chronicles: **location of military drones, see 210**. Any knight on this space may perform the **Plot Action (Following the Swarm)** to resolve that entry. The **Plot Action (Checking the Trail)** will increase your chances of success.

221

Shreds of the airship are all over the area. Some of them are still burning. Here and there you also spot fragments of drones. It's a real junkyard. You should be able to get a few useful items.

Choose:

♣ You use the debris to fix your gear. **See 182.**

♣ You rummage through the wrecks to find something useful. **See 162.**

222

One last strike and the magnetos on the beast's back go off. Now you can safely investigate the wrecks. The drones that caught your attention are in fact much different from the models you've encountered so far – they are more sturdily built, better armored, and feature sharp pincers capable of cutting through thick steel.

Regarding the wreck of the huge "flyer" – at first glance you can clearly see it's a completely different design. It's much more

modern, less “utilitarian” and without the camo paint job. After a quick assessment you conclude this is a Cerbero Corp product and both types of robots are hostile to each other. If Cerbero is not responsible for the drones’ attacks, then who is?

Gain 1 ⚔. Discard the plot token from your space. Note in the Outback Chronicles: **clue 3C – conflict between Cerbero and the drone “army”**.

223

You still have time to learn more about the drone “army” – maybe even find its origin. The better you prepare, the bigger the chance to deal with this threat for good.

Place the time marker on space “6” of the track. Each round it moves 1 space **down** the track according to normal rules.

The game will end when you locate the place of origin of the drone “army” and a proper entry informs you about it **OR** when the time marker would leave the track. In the latter case, **see 150**. Note this information in the Outback Chronicles.

224

Interlude.

Each unconscious knight performs 1 free Regain Consciousness Action.

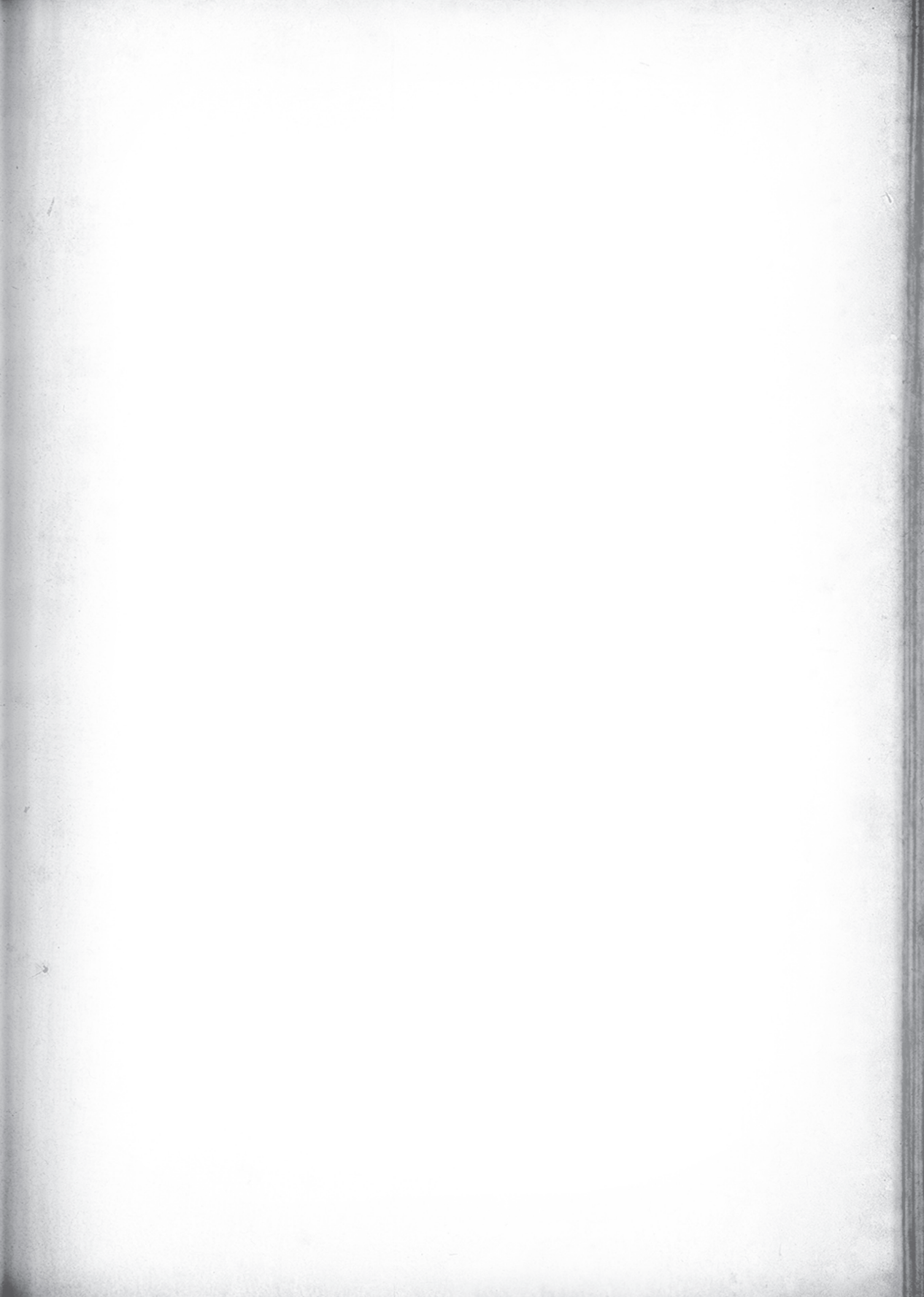
You’ve gathered enough intel to pinpoint the location of the “base” of the military drones with surgical precision. However, you don’t know exactly what to expect there, and you need to prepare before you walk into this deadly ground.

Place knight figures on **space 28 (solar park)**. This is where the military drones are stationed. Each knight gains 1 ⚔ (2 ⚔ instead, if you noted in the Outback Chronicles that **you guess where the drone base might be located**). Each knight may perform 1 free Camp Action.

The solar park is really vast. Even one drive around it takes a whole day. Fortunately, your earlier recon brought calculable results, so you smartly evade all units patrolling the borders of the power plant.

Discard 🗡 challenge tokens from the plot sheet. If 10 rounds have not passed yet, discard 🗡 –1 challenge tokens instead.

See 43.



CITY TASK CARDS

T1

When in New Sydney they gave you an old, leather bag filled with hundreds of envelopes, which used to belong to a long-dead postman, you thought they were joking. However, visits in towns and cities proved that people yearn for social contact and want someone to remind them they're not the only inhabitants of the continent.

Gain 1 ♠. If you placed your knight token on **Gangraen** or **Carcassville** when resolving this city task, gain 1 additional ♠. Then discard all tokens from the **Postman** city task card, flip this card and keep it.

T2

At the beginning everything seemed pretty simple – you were supposed to procure weapons for the crews of the airships from Queen's Valley. Then it turned out that all the gear from the area was already in the city and you had to wring every single piece of lethal junk from the dead hands of enemies you encountered on the trail. However, the prize proved worth your time.

Gain 1 ♠. If you discarded ♣ gear cards with a total value of at least 7 when resolving this city task, gain 1 additional ♠. Then flip the **Arming the Fleet** city task card and keep it.

T3

The job seemed easy at first – make sure that a tanker full of high-octane fuel from Pumps would reach the place offering the best price. The problem is – in the badlands only fresh water is more valuable than petrol. So, you still can't stop wondering that you've survived this trip and can now watch lazily, how thousands of liters of the golden fluid are being pumped out of the tank truck.

Gain 1 ♠. Then flip the **Petrol Convoy** city task card and keep it.

T4

Long story short – the mines came to a standstill due to the lack of fuel. Regular shipments from the south and east had been blocked by gangs, and the air scrubbers couldn't work on solar energy only. That's why you were charged with the task of gathering large oil reserves to fight the crisis. And that's exactly what you did.

Gain 1 ♠. Then flip the **Fuel Shortages** city task card and keep it.

T5

To say that the air in Carcassville is foul and sickening is to say nothing at all. However even mutants have the right to live. That's why you were entrusted with a mission to gather as much meds as you could and give a chance to contain the strange outbreak, which had affected most of the city population.

Gain 1 ♠. If you discarded ♣ gear cards with a total value of at least 5 when resolving this city task, gain 1 additional ♠. Then flip the **Plague** city task card and keep it.

T6

When the Scourge caused the ocean to flood the Great Divide, thousands of square kilometers of land disappeared under the waves. With them disappeared the relics from the cursed era of technology, long hidden and now emerging again to the surface for no apparent reason. Someone had to deal with them and you "volunteered".

Gain 1 ♠. Draw 1 gear card. Then flip the **Terrors from the Deep** city task card and keep it.

T7

Watching that big-headed trader from New Sydney, whom you've been bootlicking for the last couple of days, you better understand why you choke whenever you visit any large city. However, sometimes fame and hard currency mean more than pride. Besides, you won't get punched in the face by the Merchant Cartel bodyguards.

Gain 1 ♠. You gain the number of chosen resources equal to the **Envoy's** current **Health**.

Then discard all tokens from the **Big Man** city task card, flip this card and keep it.

T8

Horrible avalanches cut Queen's Valley off from the outside world. When the airship fleet was busy patrolling the borders of the mysterious woman's domain, you took care of the communication. You got proper transmitters and connected them to old radio masts. While you were at it, you had a chance to listen and learn about potential threats.

Gain 1 ♠. You may peek at the top ♣ cards from each wasteland deck and return them face-down in any order. Then discard all tokens from the **Relay Stations** city task card, flip this card and keep it.

T9

Everyone knows that gangs and other scumbags flock to Pumps like flies to cow dung. Fighting them is like tilting at windmills – though you have no idea what a windmill is. Yet, your goal was clear. You did your part – you kicked ass of all the rascals blocking access routes to the city and claimed your reward.

Gain 1 ♠. Draw 1 gear card. Then flip the **Marauders** city task card and keep it.

T10

Hardly anyone works the Gangraen mines. No wonder – ten hours a day in heat and coal dust, lousy pay you spend on whores and booze in the city just to return underground broke the next day. But you had to do it anyway. There was a job to be done and coal to dig. They wouldn't give you a medal for it, but maybe another shipment would guarantee that some settlement wouldn't suffer cold?

Gain 1 ♠. If no other knight helped you fulfill this city task, you gain 1 additional ♠. Then flip the **Long Shift** city task card and keep it.

T11

All kinds of wild, foul creatures ran, flew and jumped out from the jungle surrounding Carcassville. They started attacking not only the city inhabitants, but also local travelers and passers-by. The Carcassville elders funded a reward for each beast killed, and you weren't one to pass such an opportunity.

Gain 1 ♠. Draw 1 gear card. Then flip the **Wild Horde** city task card and keep it.

T12

Seems like someone crossed All-mother Alice. That's why they sent you in the company of that strange fellow to show everyone that She wouldn't be fooled without consequences. The fact that you had no choice is another matter – one word from All-mother and you could end up dead in the sea. However, at the end of the day he stole what he was supposed to and you simply drove him back home.

Gain 1 . You gain a number of chosen resources equal to the value of the gear card placed under the **Hired Thief** city task card. Remove that gear card from the game.

Then flip the **Hired Thief** city task card and keep it.

T13

It's unbelievable that such a wimp could terrorize the area around New Sydney. When you cornered him in his lair and slaughtered him like a pig, he turned out to be just another dumb, muscled thug. When you were done, you chased away his followers – mutated men, women and children. Oh, and you burned everything down. Just as the city governors had told you to.

Gain 1 . Draw 1 gear card.

Then discard from the board the knight token relating to the **Mutant Lord** city task card, flip this card and keep it.

T14

When Dr. Frank Stein, a peculiar quack seemingly caring for the Queen herself, told you that he was writing the Great Book of the Road and needed materials for his research, you came to a conclusion that he's mad. But then he explained what a big favor you'd make to the Waste if you visited a few of the most filthy places, and how much you'd "evolve" by listening to his advice, so you finally consented. Now you know that this experience has... changed you.

Gain 1 . The player to your right chooses 1 general upgrade card and places it next to your knight sheet. You gain it as if you advanced according to normal rules, but you gain no for it. If no general upgrade cards are available in the game, you gain 1 additional .

Then discard all tokens from the **Experiments** city task card, flip this card and keep it.

T15

The Oilers, the most influential fuel magnates in Pumps, explained their problem to you: refinery workers, engineers, even simple proles had organized themselves in "unions". Supposedly, they had demanded a lot of cash for their work and the Oilers needed someone to explain to them that their current work conditions were more than satisfactory. And that's exactly what you did for your personal gains.

Gain 1 . Gain enough to completely fill your vehicle's **Tank**.

Then flip the **Union Wars** city task card and keep it.

T16

No one knows where this thing came from. People claim that the reason for the outbreak in Gangraen was a very liberal approach to intimate contacts with local working girls, but you know better than that. Someone around here was playing with the power of atom caring not for life and health of the city inhabitants. That was the reason why you left the place and visited your friendly quack. Maybe you'll return there some day and investigate the mystery?

Gain 2 .

Then discard all tokens from the **Hill Rot** city task card (you are not eliminated because of that), flip this card and keep it.

T17

Carcassville needs practically everything – supplies, ammo, pharmaceuticals... But most of all, it needs regular trade contacts with other cities. Your task was to organize a really huge deal – one that would make even the Cartel traders look favorably at the mutant metropolis. You succeeded despite the fact that you doubted if your ride could accommodate so much stuff.

Gain 1 . Draw 5 gear cards, keep 1 of them, flip it to its working side and keep it. Discard the remaining cards.

Then flip the **Local Wares** city task card and keep it.

T18

You accepted that cargo only because they offered you an unbelievable pay. Otherwise, you'd have never said "Yes" especially that the east coast was abuzz with news of a new drug. You were hired in Alice Offsprings to give away some "free samples" in the west. A week later everyone from Carcassville to Gangraen had a chance to taste that miraculous new stimulant.

Gain 1 . If there are at least 2 of your knight tokens on the **New Stuff** city task cards, gain 1 additional .

Then discard all tokens from the **New Stuff** city task card, flip this card and keep it.

LANDMARK CARDS

L1

In the old days, they used to create and test drugs for every imaginable illness here. Unfortunately, none cured humanity's blind ambition and hatred, which have led Australia to its current sorry state. Now, the compound is eerily silent, making you truly nervous.

Choose:

- ✔ You watch the buildings from afar, looking for safe ways inside. Nothing happens.
- ✔ You barge in, searching for some meds. **See L11.**

L2

People say that Rusty, the best mechanic and tinkerer of the Waste, lives in this enormous junkyard stretching to the horizon – a mute tribute to the bygone era of motorization.

Choose:

- ✔ You camp at the border of the junkyard, waiting for some kind of invitation. Nothing happens.
- ✔ You head between piles of wrecked cars, looking for a way to Rusty's abode. **See L12.**

L3

Some say that this area used to be covered by sea, but the sun and scorching heat from nuclear warheads turned the region into a desert. Others claim thousands of slaves belonging to some petty warlord dragged the wreck to this barren wasteland. Nowadays, this ancient landing helicopter dock has turned into a thriving town.

Choose:

- ✔ You try to find yourself in the din of the settlement and avoid getting ripped off by local peddlers. Nothing happens.
- ✔ No time to waste. At the end of the day everyone knows it's all about buying cheap and selling high. **See L13.**

L4

You've never seen a bigger vehicle. In order to climb to the cabin you'd need a ladder, and the dumper back could accommodate the entire output of a small mine. Damn, how the hell does this monster even move?

Choose:

- ✔ You spend some quality time with the machine's crew, hoping to get a free ride. Nothing happens.
- ✔ It all comes down to this – they take you where you wish to go, or else... **See L14.**

L5

You've been brought to this place by gossips of other survivors. They claimed you'd fill your tank to the brim, so you've been expecting a ruined petrol station – not a damn refinery stretching tens of square kilometers.

Choose:

- ✔ You sacrifice a few hours to carefully explore the whole complex. Nothing happens.
- ✔ It's a refinery, so it should be full of fuel. You just need to turn the proper tap. **See L15.**

L6

You've spent the last few hours wading through the sweltering, smelly swamp, in the middle of which you were supposed to find an old Cerbero laboratory. You're hungry, bitten by all kinds of bugs, and it's already getting dark.

Choose:

- ✔ You find a place to rest, dress your wounds, and count that tomorrow things will be better. Nothing happens.

- ✔ You reach inside an old first-aid kit that you found two stops earlier and try to patch yourself up as well as you can. Then you move on. **See L16.**

L7

You can barely drive along this snow-covered, mountain road. To think that you'll miss the desert heat... But it's your destination that really matters. A secret base of an elusive mercenary company awaits. They are ready to eliminate any threat for a fistful of junk.

Choose:

- ✔ You wait until the weather improves. You won't drive out there to be caught in the middle of a blizzard. Nothing happens.
- ✔ You keep on driving, steering clear of any bigger snowdrifts and waiting out periods of the most severe storm. **See L17.**

L8

You've heard about this place – the largest opencast mine on the continent. It's said that the miners from before the Scourge delved too greedily and too deep. From the depth an unspeakable horror emerged... Millions of tons of water surfacing because of their stupidity. Nowadays, it's easier to meet a gambling man here than a decent miner, especially with all the betting on pit fights.

Choose:

- ✔ You try to learn who's who around here, and why it's better to enter a pit fight than a mine. Nothing happens.
- ✔ You try to reach local community leaders. It seems more than a few of them need a doctor. **See L18.**

L9

You notice peculiar constructions resembling drainpipes, which tower over a wide swath of a wetland overgrown with jungle. Crocodiles lurk all over the place. There's no chance you can drive any further. You need to start walking or build a boat.

Choose:

- ✔ You choose to walk. Yes, it'll take a couple of hours, but you'll reach the heart of the compound at the very end. Nothing happens.
- ✔ You build a makeshift raft and go deeper into the swamp. **See L19.**

L10

Finding a group of nomads who don't want to be found in Australia has exactly the same chance of success as finding a needle in a haystack. You need to sacrifice time and resources you always lack.

Choose:


- ✔ You start to systematically comb the area for any signs of a big caravan. Nothing happens.
- ✔ This group can only be tracked if you know the area well and ask the right questions. **See L20.**

L11


Even so many years after the Scourge, the defense system of Cerbero Pharmaceuticals is still active. When you break a window on the first floor, you can feel the cameras watching your every move.

Test **Tech (2)**.

Pass: You know how to find the blind spots and steer clear of the cameras. Then you turn off the system and reach for the ultimate prize.

Gain 1 . You may perform 1 free **Special Action (Drugstore)** from the **Cerbero Pharmaceuticals** landmark card.

Fail: Despite your efforts, the cameras are on you all of the time. A few minutes later an old robot appears and keeps shooting at you until it empties its ammo feeders.

You are dealt 4 .

L12

This place is so vast that you could spend a better half of your life driving among the rusted vehicles.

Test **Survival (2)**.

Pass: *Though you fail to locate Rusty, you stumble upon a crew of scavengers willing to help you out.*

Gain 1 ♠. You may perform 1 free **Special Action (Junkyard)** from the **Rusty's Garden** landmark card.

Fail: *You get lost in this steel labyrinth.*

You lose all remaining actions. Additionally, you lose 1 action next round.

L13

You haven't seen so many people since your last visit in New Sydney. You're literally choking on the smell of their sweat as you elbow your way through the throng, hoping to find some bargain.

Test **Negotiate (2)**.

Pass: *You finally find someone willing to buy your findings from the badlands.*

Gain 1 ♠. You may perform 1 free **Special Action (The Bazaar)** from the **New Canberra** landmark card.

Fail: *Some youngsters steal a few trinkets from you.*

Discard 1 chosen gear card.

L14

You have balls trying to intimidate the crew of the largest truck on the continent.

Test **Negotiate (2)**.

Pass: *Looks like the Sandpiercer is heading directly where you're going.*

Gain 1 ♠. You may perform 1 free **Special Action (Free Ride)** from the **Sandpiercer** landmark card.

Fail: *You may have the balls, but you've got no brains. The Sandpiercer drives over your vehicle. Fortunately, it happens when you're not inside.*

Your vehicle suffers 3 ♣.

L15

You find yourself in a pumping station. You stand in front of a tall panel full of gauges, indicators, buttons and diodes. Time to assess, which are important, and which are here just to shine.

Test **Tech (2)**.

Pass: *You know all the secrets of pipes and pumps. It's only up to you where you want something to flow.*

Gain 1 ♠. You may perform 1 free **Special Action (Quality Control)** from the **Abandoned Refinery** landmark card.

Fail: *You push some buttons at random, then return to your ride. While you're half-way there, a large section of the complex explodes!*

Suffer 2 ♣ and your vehicle suffers 1 ♣ for each missing ♠.

L16

The road is harder that you expected, and you're growing weak.

Test **Aid (2)**.

Pass: *Overdue meds and rotten bandages did their job. You finally reach the overgrown complex.*

Gain 1 ♠. You may perform 1 free **Special Action (Experiments)** from the **Cerbero Biolabs** landmark card.

Fail: *Something went wrong. You suddenly start to tremble and barely avoid drowning in the swamp.*

Suffer 1 ♣ for each missing ♠.

L17

The road is getting steeper and steeper, and your vehicle copes with sand much better than with snow.

Test **Survival (2)**.

Pass: *You had a few breakdowns on the way, but you've finally reached the peak of the mountain, with a sprawling, fortified compound crowning it.*

Gain 1 ♠. You may perform 1 free **Special Action (Mercs)** from the **Kosciusko's Redoubt** landmark card.

Fail: *Your ride ends up windshield-deep in the snow. Assuming that you'll survive this cold night, you might consider yourself a lucky bastard.*

Suffer 1 ♣ and your vehicle suffers 2 ♣ for each missing ♠.

L18

Your ruse pays off. You can gain access to any arena assuming that you'll help a few VIPs.

Test **Aid (2)**.

Pass: *You spend a few hours examining and tending to the supervisors of the town. When you're done, you can choose when and who to fight.*

Gain 1 ♠. You may perform 1 free **Special Action (Pit Fight)** from the **Great Pit** landmark card.

Fail: *One of the patients kicks the bucket – it's possible you fed him too much pre-Scourge drugs. It means that you'll end up in a pit fight, but not before taking a preliminary beating.*

Suffer 2 ♣ for each missing ♠. Then you must perform 1 free **Special Action (Pit Fight)** from the **Great Pit** landmark card, but the enemy type is chosen by the player to your right.

L19

Maybe the Aborigines are natural-born raft builders, but it may only seem to be a simple craft.

If your Repair is at least 3: *Not only have you managed to build something that can actually float on water, but also you've become the captain of this sorry barge.*

Gain 1 ♠. You may perform 1 free **Special Action (Croc Hides)** from the **Darwin Town** landmark card.

If your Repair is less than 3: *You build a raft, but when you're a dozen meters from the bank, the ropes loosen, and you fall into the muddy water. No crocodile would miss such an opportunity.*

Roll 2 red dice. You suffer the number of ♣ equal to the number of obtained ♠.

L20

You head deep into the desert, looking for the oasis these particular nomads love to visit.

If your Exploration is at least 3: *The group you've been looking for has left behind signs too obvious not to follow. When you locate them, you quickly reach an agreement.*

Gain 1 ♠. You may perform 1 free **Special Action (Desert Thieves)** from the **Camelpackers** landmark card.

If your Exploration is less than 3: *You're wandering about the desert completely exhausted, from time to time finding the tracks of camel hooves left in the sand.*

Suffer 1 ♣ and 1 ♣ for each point of **Exploration** missing to 3.

