

LIVING ON THE EDGE

A Tour Guide to The Waste



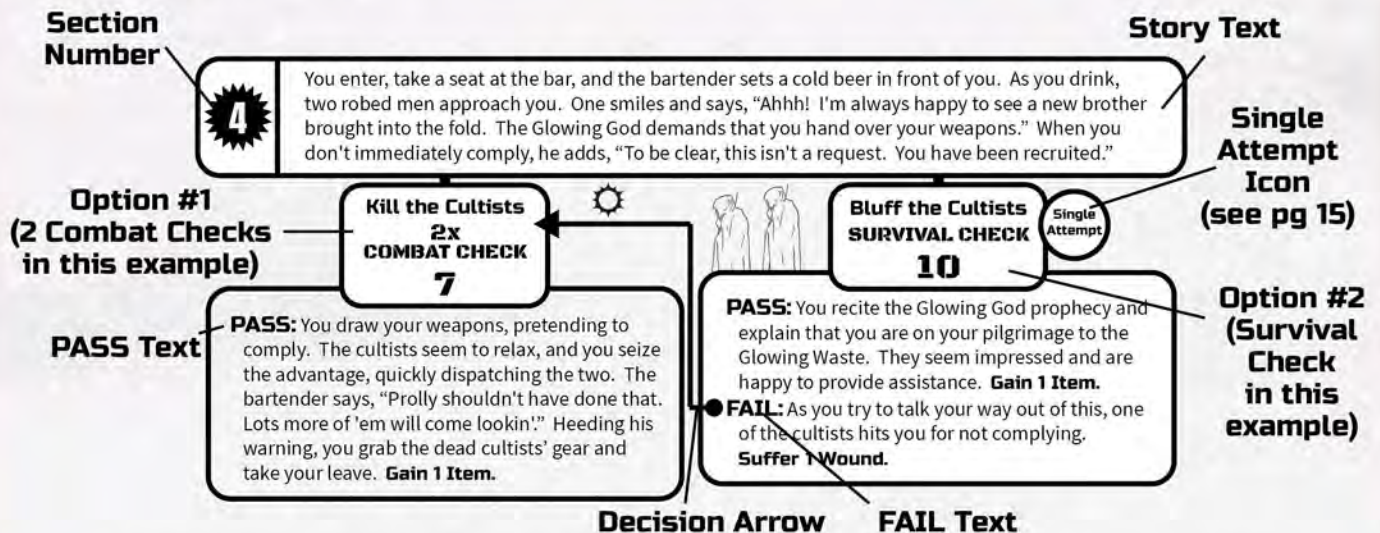
GAME MODE: ADVENTURE

When playing in Adventure Mode, Points of Interest (PoI) are resolved through the Adventure Book, “Living On the Edge: A Tour Guide to the Waste”. Another player (or even observer) opens the Adventure Book to the tab number indicated by the PoI icon and reads the initial description.

Each numbered tab has a picture of that specific PoI. The picture is located on the back of the Adventure Book when

fully opened. This makes it easy to show players the picture while reading the PoI description aloud. Accents and overly dramatic readings are highly encouraged and definitely add to the play experience!

Each PoI has 20 possible outcomes detailed in the Adventure Book tab with the corresponding number. The description text instructs the player to roll a **20** to see what happens. The reader navigates to the section of the number rolled and reads the story text and options. As an example, section 4 for PoI 20 - A Local Bar is shown below.



A Combat Check or Survival Check will often be required, or if a player is lucky, they will get a free reward! (Listed as FREE instead of PASS)

If multiple options are listed, the reader reads the text for all options. In the example above, the reader would say, “You can Kill the Cultists with 2 COMBAT CHECKS of 7 or you can Bluff the Cultists with a SURVIVAL CHECK of 10, single attempt”. Do not read the PASS or FAIL text aloud until the player has selected an option and attempted the required Combat or Survival Check(s).

If the player succeeds, the PASS text is read aloud. The bolded reward is collected along with a yellow ring for successfully completing a PoI (a story to tell at the Pub). If the player fails, the FAIL text is read aloud and the player suffers the bolded consequences.

If there is no FAIL text, the standard FAIL for a Combat Check is “Suffer 1 Wound”, while a FAIL for a Survival Check doesn’t result in further consequences beyond the Action spent on the failed attempt.

If there is a Decision Arrow, a player may choose to leave after suffering the FAIL consequences, or they may choose to attempt the option the arrow is pointing to. Often times it is possible to fight your way out of a situation if others option don’t work out. However, the reader does not tell a player if there is a Decision Arrow until the FAIL text is read.

NEON DAWN

NEON DAWN™

CREDITS

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INFO

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Kickstarter ~ Oct 12 - Nov 12, 2018
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SPECIAL THANKS

These are people that I would like to specifically thank. Neon Dawn has been a massive project, and with any project that spans years, there will be times that the drive can wane. These are the people whose support and enjoyment helped reinvigorate my drive at one time or another. Thank you, Neon Dawn wouldn't be what it is now without you. ~David

Tiffany & Delaney Caldwell
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Kep Amun & Lisa Schmidt
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Andrew Tullsen (Print & Play)
Ryan Williams

...and everyone else who decides to give Neon Dawn a try. Thank you so much for taking a look!

AFTERGLOW

The capital of the waste, Afterglow is a sea of neon lights. Built around a functioning nuclear reactor, power is in abundant supply and the inhabitants take full advantage. Afterglow is the largest trade hub in the wasteland, with hundreds of travelers moving through the settlement daily. If you spend some time here, and meet the right people, you will always be able to find a deal.

8 Reputation Unlock = Cost of Items reduced by 2 Credits (minimum of 1 Credit)

SCRAPTON

Huge walls of crushed automobiles and scrap surround Scrapton. The settlement is situated near a large scrap yard, and is known for the quality repair work offered to travelers. Scrapton is a noteworthy trade hub with a reputation of being able to source almost any part. There is no better place for repair work in the waste.

8 Reputation Unlock = Repair 1 Item for free when visiting the General Store

SEARCHLIGHT

Searchlight was a pre-War military research facility, one of the few military sites spared nuclear destruction. Due to their advanced medical equipment, scientific knowledge, and sizeable armory, Searchlight quickly became a major trade hub. Searchlight now offers the most advanced medical services available in the waste.

8 Reputation Unlock = Reduce cost of Trait rolls by 1 Credit (minimum 1 Credit)


SIENNA COMPOUND

Originally founded by a mercenary outfit, the Sienna Compound is a haven for those willing to dirty their hands for the right price. The large amounts of Credits flowing through the Sienna Compound ensured its rapid rise to one of the major trade hubs in the waste. There is always work to be had and Credits to be earned in the Sienna Compound.

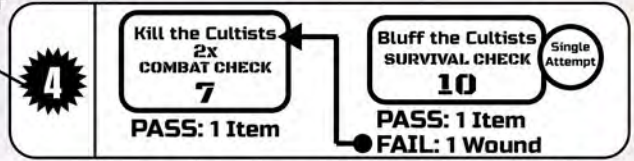
8 Reputation Unlock = +  Credits when turning in Missions

GAME MODE: QUICK PLAY

Players may choose to skip the Point of Interest (PoI) stories to speed the game. For Quick Play, flip the Adventure Book to the Quick Play cover. When a player Investigates a PoI, open the Quick Play book to the tab with the same number shown inside the PoI icon on the map.

Inside is an encounter table. The player rolls a  and finds the encounter on the chart with the number rolled. The encounter lists the options, necessary checks, rewards and consequences.

Encounter
Number



QUESTION, COMMENTS, & FEEDBACK

If you have any questions, comments, or feedback that you would like to leave, please feel free to reach out to me at david@caldwellgames.com. If you notice any spelling or grammar errors, please do point them out. Anything can be corrected until it goes to print!

I'm also happy to answer rules questions, or general questions about Neon Dawn. I am happy to hear out suggestions as well, if you believe something within the game could be improved upon.

REVIEWERS

If you are a reviewer and would like to do a video review, please reach out to me at david@caldwellgames.com. I have a very limited number of preview copies to be used for reviews. Please provide a link to your previous content, and tell me a bit about what types of reviews you typically do, what kinds of games you enjoy, and what your viewership looks like. Established reviewers will generally take precedence, but I have set aside a few copies for less established reviewers as well.

KICKSTARTER CAMPAIGN

October 12, 2018 - November 12, 2018

If you would like to be notified when the Kickstarter campaign goes live, please leave your email address at www.CaldwellGames.com. You will also be entered for a chance at a winning a free copy of Neon Dawn once the Kickstarter campaign has successfully launched and the game has printed!

www.CaldwellGames.com

Thank you for checking out Neon Dawn! I hope your adventures in the waste bestow fortune and fame upon you! Please share Neon Dawn with everyone you think may be interested in playing, it means a lot me!

Thanks!
David

QUICK & PLAY



1 - A CAVE



1 - A CAVE

1	FREE: Lose 1 Action. If you have no Actions left, lose 1 Water Ration.	
2	Kill the Beast COMBAT CHECK 10 <small>*may not flee</small> PASS: 3 Credits & 1 Item	Climb to Safety SURVIVAL CHECK 12 <small>*must repeat until passed or Combat Check selected</small> PASS: 1 Item FAIL: 1 Wound
3	Kill the Mutant COMBAT CHECK 8 PASS: 5 Credits FAIL: 1 Wound & 1 Item Damage	Outsmart the Mutant SURVIVAL CHECK 10 <small>Single Attempt</small> PASS: 5 Credits FAIL: 2 Wounds
4	Kill the Scorpions COMBAT CHECK 8 PASS: 5 Credits & 1 Consumable	Use Your Head SURVIVAL CHECK 10 <small>Single Attempt</small> PASS: 5 Credits & 1 Consumable FAIL: 1 Wound
5	Dodge the Cave-In SURVIVAL CHECK 7 <small>Single Attempt</small> PASS: 4 Credits FAIL: 1 Wound	Controlled Demolition COMBAT CHECK 11 <small>Single Attempt</small> PASS: 4 Credits FAIL: 1 Wound
6	Dodge the Pit SURVIVAL CHECK 8 <small>Single Attempt</small> PASS: 1 Item FAIL: 1 Wound	Stop Your Descent COMBAT CHECK 11 <small>Single Attempt</small> PASS: 1 Item FAIL: 1 Wound
7	Kill the Wild Dogs COMBAT CHECK 6 PASS: 2 salvage	Distract the Dogs SURVIVAL CHECK 8 <small>Single Attempt</small> PASS: 2 salvage FAIL: 1 Wound
8	FREE: Gain 1 Luck token.	
9	Kill the Giant Bats COMBAT CHECK 7 PASS: 2 salvage	Disorient the Bats SURVIVAL CHECK 9 <small>Single Attempt</small> PASS: 2 salvage FAIL: 1 Wound
10	Test the Water SURVIVAL CHECK 6 <small>Single Attempt</small> PASS: Fill Water Rations FAIL: 1 Wound	Drink the Water COMBAT CHECK 9 <small>Single Attempt</small> PASS: Fill Water Rations FAIL: 1 Wound
11	Reach Right In SURVIVAL CHECK 5 PASS: 2 salvage FAIL: 1 Wound	Smoke Out the Hole COMBAT CHECK 8 <small>Single Attempt</small> PASS: 2 salvage FAIL: 1 Wound
12	Cook Them Up SURVIVAL CHECK 5 <small>Single Attempt</small> PASS: 1 free Action FAIL: 1 Wound	Boil Them Down COMBAT CHECK 7 <small>Single Attempt</small> PASS: Repair 1 Item FAIL: 1 Wound
13	Attack the Rats 2x COMBAT CHECK 7 PASS: 3 Credits & 1 Consumable FAIL: 1 Wound & Damage 1 Item	Disperse the Swarm SURVIVAL CHECK 9 <small>Single Attempt</small> PASS: 3 Credits & 1 Consumable FAIL: 1 Wound & Damage 1 Item
14	FREE: Fill Water Rations & Δ Credits	
15	Investigate SURVIVAL CHECK 8 <small>Single Attempt</small> PASS: 3 salvage FAIL: 1 Wound	Blow It Up COMBAT CHECK 10 <small>Single Attempt</small> PASS: 5 salvage FAIL: Δ Wounds
16	FREE: 1 Item	
17	FREE: 1 Reputation w/ any Settlement	
18	Get a Closer Look SURVIVAL CHECK 9 <small>Single Attempt</small> PASS: 2 salvage & Schematic 4 - Metal Detector FAIL: 1 salvage	Smash the Place Up COMBAT CHECK 12 <small>Single Attempt</small> PASS: 2 salvage & Schematic 4 - Metal Detector FAIL: 1 salvage
19	Kill the Wolves COMBAT CHECK 8 PASS: 2 salvage & Schematic 18 - Leather & Spikes	Climb the Stalagmites SURVIVAL CHECK 11 <small>Single Attempt</small> PASS: 2 salvage & Schematic 18 - Leather & Spikes FAIL: 1 Wound
20	FREE: 10 Credits & search Companion deck for Wolf. You may swap your Companion for Wolf, even if already in play.	

1 - A CAVE

You see a cave opening, mostly obstructed by dry, twisted weeds somehow clinging to life. Animal tracks crisscross the dirt at the mouth of the cave, disappearing into the darkness within and fading into the dead brush to either side. **Roll a 20 (d20) to see what happens.**

1

The cave twists and turns. Paths split off in multiple directions, taking you into one dark chamber after another. Before long, you are hopelessly lost.

FREE: You manage to make your way out, only to find the sun sinking below the horizon. **Lose 1 Action. If you have no Actions left, lose 1 Water Ration.**

2

The cave curves away to the left as you descend swiftly into the darkness. You hear the scrape of claw on stone behind. Just as you turn your head, the shale gives way beneath your foot. The slide to the bottom lands you on a sharp rock. **Suffer 1 Wound.** Looking up, you see a large beast bounding towards you.

Kill the Beast
COMBAT CHECK
10
*may not flee

PASS: Even within its lair, the beast is no match for your combat expertise. You scour the den, finding the remains of one less fortunate. **Collect 3 Credits and gain 1 Item.**



Climb to Safety
SURVIVAL CHECK
12

*repeat until passed or
Combat Check selected

PASS: You grab the wall and haul yourself out of reach of the snapping jaws below. As you catch your breath on the narrow ledge, you find an item wedged between the rocks. **Gain 1 Item.**

FAIL: You grab the wall, but the beast bites into your leg, pulling you down. **Suffer 1 Wound.**

3

As you creep through the darkness of the cave, you hear a low, guttural growl, like that of a dog, but somehow different. A shape emerges from the darkness, and you realize it's not one growl, but two. One beast with two heads, and it doesn't look friendly.

Kill the Mutant
COMBAT CHECK
8

PASS: You use your honed reflexes to dodge between the snapping mouths, landing lethal strikes with incredible precision. As you step over the mutant's corpse, you spot some coins buried in its nest. **Collect 5 Credits.**

FAIL: The two heads attack in unison. One sinks its teeth into your side as the other shreds your gear. **Suffer 1 Wound and damage 1 Item.**

Outsmart the Mutant
SURVIVAL CHECK
10

Single
Attempt

PASS: You scoop up a metal bar from the ground. As the mutant attacks, you lodge the bar into one jaw, then the other. As the mutant struggles to free itself, you spot some coins, grab them and skip out. **Collect 5 Credits.**

FAIL: Teeth from the mutant's mouths rake across your body as you attempt to escape. **Suffer 2 Wounds.**

4

As you make your way through the cave, you hear a faint noise, just out of earshot. You follow the sound again and again, finding nothing. Then, the skittering becomes clear. It is quiet at first, but soon echoes loudly from all around you. You spin to face the sound, just in time to see several large scorpions clatter into the light.

Kill the Scorpions
COMBAT CHECK

8

PASS: Weaving between stings, you rain lethal blows down upon the scorpions. As you crush the chitin on the last one, your foot bumps the rotted skull of the last poor sap the scorpions killed. You find his body and take what you can.

Collect 5 Credits and gain 1 Consumable.

Use Your Head
SURVIVAL CHECK

10

Single Attempt

PASS: You recall that scorpions avoid high pitched noises. You pick up a shard of slate, and a nail from the debris at your feet. As you pull the nail across the stone, you cringe at the sound that drives the scorpions away. You notice the remains of the last poor sap to meet the scorpions.

Collect 5 Credits and gain 1 Consumable.

FAIL: The scorpions back you against a large stone, striking at you with their stingers. You manage to break free, but not before injury. **Suffer 1 Wound.**



5

The cave is a straight shot for some time before it becomes more difficult to traverse. Boulders and large rocks are strewn haphazardly about, with ancient roots grown between them. As you pull on the wrong root, the rocks above you begin to shift.

Single Attempt

Dodge the Cave-In
SURVIVAL CHECK

7

PASS: You break into a sprint and safely dodge the falling rocks. As the dust from the cave-in settles, you notice a pouch that was dislodged.

Collect 4 Credits.

FAIL: You gaze up at the falling rocks, raising your arms in vain as several large pieces crash down upon you. **Suffer 1 Wound and damage 1 Item.**



Controlled Demolition
COMBAT CHECK

11

Single Attempt

PASS: You plunge a charge into the roots, hit the red button and dive for cover. When the dust of the well-controlled blast settles, the way is clear. You even find a few coins sifting through the rubble. **Collect 4 Credits.**

FAIL: You misjudge the placement of the charge. The explosion shatters a nearby boulder, pelting you with jagged shrapnel. **Suffer 1 Wound.**

6

The uneven floor of the cave is difficult to navigate. Jutting stones and deep cracks make balance a challenge. As you shift your weight onto a flat stone, it snaps, sending you sliding toward the dark expanse of a pit.

Single Attempt

Dodge the Pit
SURVIVAL CHECK
8

PASS: You leap from the sliding stone to a thin ledge, narrowly avoiding the pit. As you gaze toward the edge, something catches your eye. **Gain 1 Item.**
FAIL: You're unable to react in time. The stone slides over the edge, taking you with it. The jagged rocks at the bottom break your fall. **Suffer 1 Wound.**

Stop Your Descent
COMBAT CHECK
11

Single Attempt

PASS: You catch hold of an object and drive it into the ground. Pushing with all of your might, you slide to a stop just shy of the pit. Your heart races as you look down at the item that saved your life. **Gain 1 Item.**
FAIL: You scramble for something to catch hold of, but the gravel and shale slides between your fingers. You go over the edge and land hard at the bottom. **Suffer 1 Wound.**

7

Not far into the cave, you hear growling. Fearlessly, you press onward until your light glints off of the many eyes of a pack of wild dogs. They eye you hungrily and begin to circle.

Kill the Wild Dogs
COMBAT CHECK
6

PASS: You dispatch the dogs with a flurry of fatal blows. Deciding to make the most of the scuffle, you dig through their bedding, finding a bit of useful scrap. **Draw 2 salvage.**



Distract the Dogs
SURVIVAL CHECK
8

Single Attempt

PASS: You grab an energy bar from your pocket, tear it open and toss it between two dogs. One sniffs it and another begins to growl. Soon the dogs are fighting over the food. You grab a few useful bits of scrap in the confusion, then head out. **Draw 2 salvage.**
FAIL: You grab an energy bar from your pocket, tear it open and toss it between two dogs. They watch it fall, then lunge toward you, snapping at your flesh. **Suffer 1 Wound.**

8

The cave turns a few times before running into a dead end. A clean, dry skeleton sits in an old, ornate chair in the middle of the empty chamber. Its hand is propped up in a wave.

FREE: Unfortunately, there's nothing worth taking. At least it will make for a funny story at the pub. **Gain 1 Luck Token.**



7

9

You make your way deep into the cave. A horrific smell assaults your nostrils, like decomposing flesh and wet fur. You hear flapping overhead—many pairs of large wings beat the air, flying toward you. Several gigantic bats dart out of the darkness, screeching as they attack!

Kill the Giant Bats
COMBAT CHECK

7

PASS: You whirl between targets, taking the bats down one by one. After the last falls, you search through their guano pile, finding a bit of useful scrap. **Collect 2 salvage.**



Disorient the Bats
SURVIVAL CHECK

9

Single Attempt

PASS: You scoop up a handful of small rocks and toss them into the air. The bats seem disoriented and back off, circling overhead. You seize the opportunity to grab a few shinies and hoof it out of the cave. **Draw 2 salvage.**

FAIL: You scoop up a handful of small rocks and throw them into the air. The bats dodge through the debris, clawing at your face. **Suffer 1 Wound.**

10

Inside, you hear a slow dripping sound. It echoes off the walls, seeming to come from all directions at once. You locate the source of the noise: a small, naturally forming water basin. You are thirsty, and it looks safe to drink, but it's possible acid or radiation has leached in from the rock.

Single Attempt

Test the Water
SURVIVAL CHECK

6

PASS: Good thing you came prepared! A quick pH test and everything looks alright. A taste test confirms. **Fill your Water Rations.**

FAIL: You conduct a pH test, but the liquid is highly acidic. Best to leave it alone.

Drink the Water
COMBAT CHECK

9

Single Attempt

PASS: You take a big drink of water right out of the basin. It is cool and quenches your thirst. **Fill your Water Rations.**

FAIL: You take a big drink of water right out of the basin. It tastes vile and you fall violently ill. **Suffer 1 Wound.**

11

Walking through the empty cave, you scour the area. A few holes, the size of melons, going straight into the walls are the only notable feature. With nothing else to show for your time, your eye turns to the dark holes.

Single Attempt

Reach Right In
SURVIVAL CHECK

5

PASS: You plunge your arms into the holes, and you're in luck! You find some usable materials recessed in the rock. **Draw 2 salvage.**

FAIL: You plunge your arm into the holes. Something bites your hand... hard. **Suffer 1 Wound.**

Smoke Out the Hole
COMBAT CHECK

8

Single Attempt

PASS: You toss a smoke stick into the hole. Deep in the blackness something skitters away. You find materials inside. **Draw 2 salvage.**

FAIL: You toss a smoke stick into the hole, disturbing a nest of rats. They pour out, leaping upon you, biting and clawing. **Suffer 1 Wound.**

12

The cave branches in two directions. Choosing one, you continue on. Before long you realize the cave is turning back on itself. You suspect you are walking in a large circle. Just before you reach the entrance, you notice a large clump of mushrooms. You quickly identify them as edible.

Single Attempt

Cook Them Up
SURVIVAL CHECK
5



Boil Them Down
COMBAT CHECK
7

Single Attempt

PASS: A quick meal leaves your belly full and spirits high. **Take 1 free Action immediately.**
FAIL: Maybe your assessment was off. In fact, after several minutes of vomiting, you're certain you were wrong. **Suffer 1 Wound.**

PASS: The mushrooms quickly boil down into a thin oily substance, perfect for maintaining your gear. **Repair 1 Item for free.**
FAIL: The mushrooms quickly boil down, but just as quickly ignite. The blast of fire stuns you and singes your skin. **Suffer 1 Wound.**

13

As you make your way into the dark cave, you think you hear a squeak in the distance. Creeping along warily, you hear nothing for some time, and begin wonder if you had heard anything at all. Suddenly, a swarm of mutated rat-like creatures pours out of the darkness with a cacophony of squeals.

Attack the Rats
2x
COMBAT CHECK
7



Disperse the Swarm
SURVIVAL CHECK
9

Single Attempt

PASS: You dispatch of the mutated rat swarm, and sort through the mess left behind. **Collect 3 Credits and gain 1 Consumable.**
FAIL: The swarm of mutated rats pours over you, biting and clawing at every part of your body. **Suffer 1 Wound and damage 1 Item.**

PASS: You pull out a flare and snap it open. With strategic waves and stabs, you disperse the swarm of mutant rats. Searching their nest, you find loot! **Collect 3 Credits and gain 1 Consumable.**
FAIL: As you fumble with a flare, the mutant rats swarm over you, biting and clawing at everything. **Suffer 1 Wound and damage 1 Item.**

14

In the cave, you hear the sounds of running water. Smiling at your good fortune, you hurry toward the sound. It grows louder until you reach an underground stream. There are animal tracks in the mud at its banks., meaning it's probably safe to drink.

FREE: The water is clean and tastes delicious! Gazing into the water, you notice coins, probably tossed in by fellow travelers for good luck. Your good luck indeed! **Fill Water Rations and gain 4 Credits.**



15

You follow the cave a short distance before reaching a cave-in. There does not appear to be a way to travel deeper into the cave, but you suspect there once was.

Single Attempt

Investigate
SURVIVAL CHECK
8



Blow It Up
COMBAT CHECK
10

Single Attempt

PASS: Surveying the rubble, you notice a metallic glint. After moving a few rocks, you find a some buried scrap. **Draw 3 salvage.**

FAIL: As you pull a large rock aside, several others shift and smash down onto your arm.

Suffer 1 Wound.

PASS: You pack the rubble with a few charges, stand back and set them off. The path is not cleared, but the blast uncovered lots of materials! **Draw 5 salvage.**

FAIL: You place your charges and detonate. The entire cave begins to rumble and the ceiling collapses on top of you! **Suffer Δ 4 Wounds.**

16

The cave doesn't go back very far. Traces of an old and abandoned camp remain at the end. You notice a forgotten object laying off to the side, just waiting to be claimed. Today is a good day.

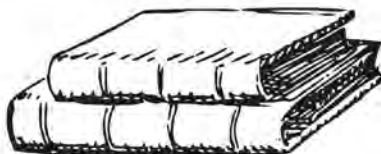
FREE: Gain 1 Item.



17

The cave makes a few sharp turns before ending in a large enclosure. A cardboard box sits open on a pallet against the far wall. As you approach, you see that it contains some very old books, likely dating back to before the Great War. Someone in a settlement will definitely be interested in these.

FREE: Gain 1 Reputation with a Settlement of your choice.



10

18

The cave winds a few times before coming to a large cavern. There are a few wooden crates piled up against one of the stone walls. You pry open the crates, releasing a musty odor. The contents appear to be rotten and unusable.

Single Attempt

Get a Closer Look
SURVIVAL CHECK

9

PASS: Upon closer inspection, you notice a strange stick-like device. You fiddle with it, but it appears to be broken. You can likely repair it. **Draw 2 salvage and take Schematic 4 – Metal Detector.**

FAIL: You take some time sorting through the contents, but are only able to find a bit of usable material. **Draw 1 salvage.**

Smash the Place Up
COMBAT CHECK

Single Attempt

12

PASS: You lift a crate above your head to throw it, revealing a strange stick-like device. You think you could fix it with the right parts. **Draw 2 salvage and take Schematic 4 – Metal Detector.**

FAIL: You decimate the crates, feeling a release of pent up anger. You manage to find a bit of scrap in the wreckage you create. **Draw 1 salvage.**

19

You make your way through the cave until it opens to a large shadowy cavern. Stalagmites and stalactites obstruct much of the area from view. As you step into the cavern, growls echo from behind several stalagmites. Three wolves step into view and begin to circle, drooling hungrily.

Kill the Wolves
COMBAT CHECK

8

PASS: After a tough fight, you are victorious. Exploring the area, you find a skeleton wearing a fashionable spiked leather jacket. It would look amazing if it weren't chewed to shreds. Maybe you can repair it. **Draw 2 salvage and take Schematic 18 – Leather & Spikes.**



Climb the Stalagmites
SURVIVAL CHECK

Single Attempt

11

PASS: You haul yourself out of the wolves' reach and give a nearby stalactite a hard kick. Giving way, it crashes to the ground, scattering the wolves. You climb down and explore the area, finding a recent chew toy. **Draw 2 salvage and take Schematic 18 – Leather & Spikes.**

FAIL: You haul yourself up onto a stalagmite, but a wolf latches onto your ankle. It pulls you down and the pack attacks. **Suffer 1 Wound.**

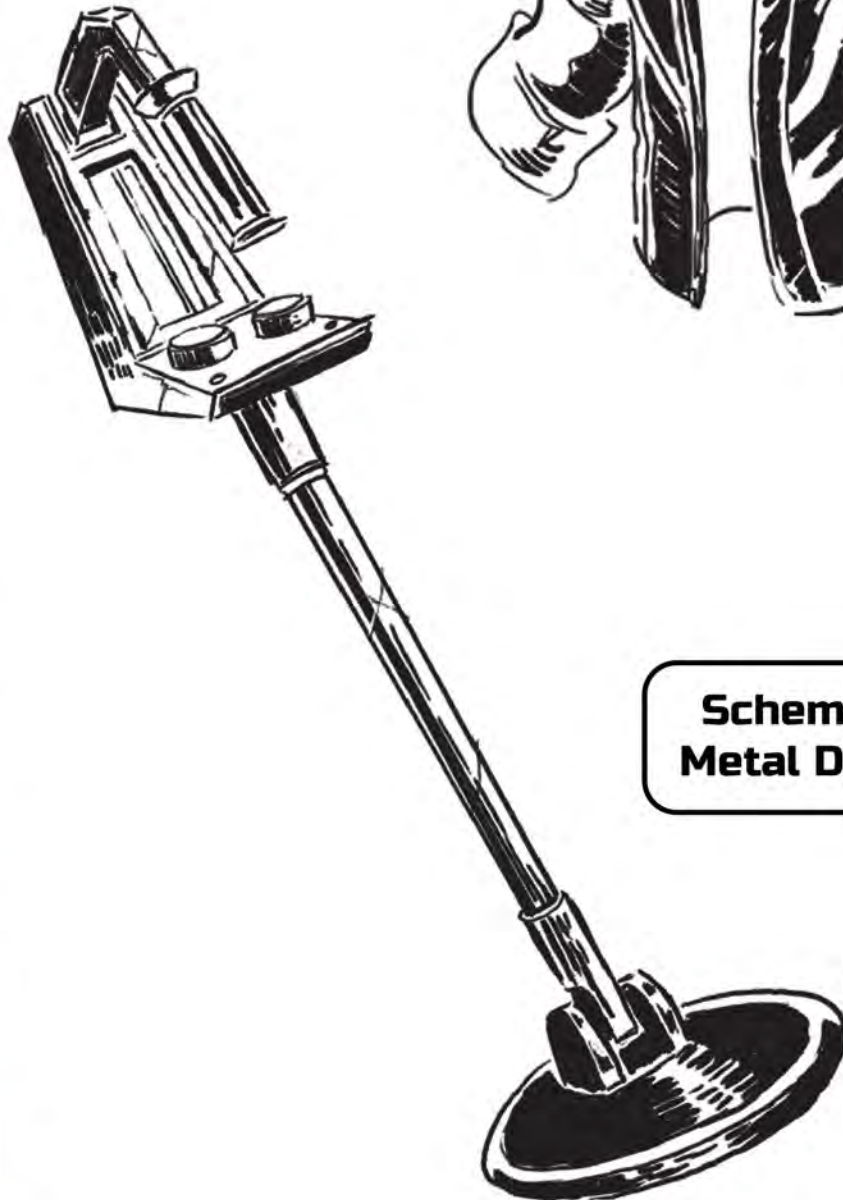
20

As you travel through the cave, you hear whimpering. Following the noise, you find a lone wolf huddled behind a rock. You toss it some food, which it gobbles down immediately. When you leave, the wolf follows a short distance away, then runs up to you and drops a small pouch at your feet.

FREE: Collect 10 Credits. If the Wolf is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Wolf. You may replace your Companion with the Wolf.

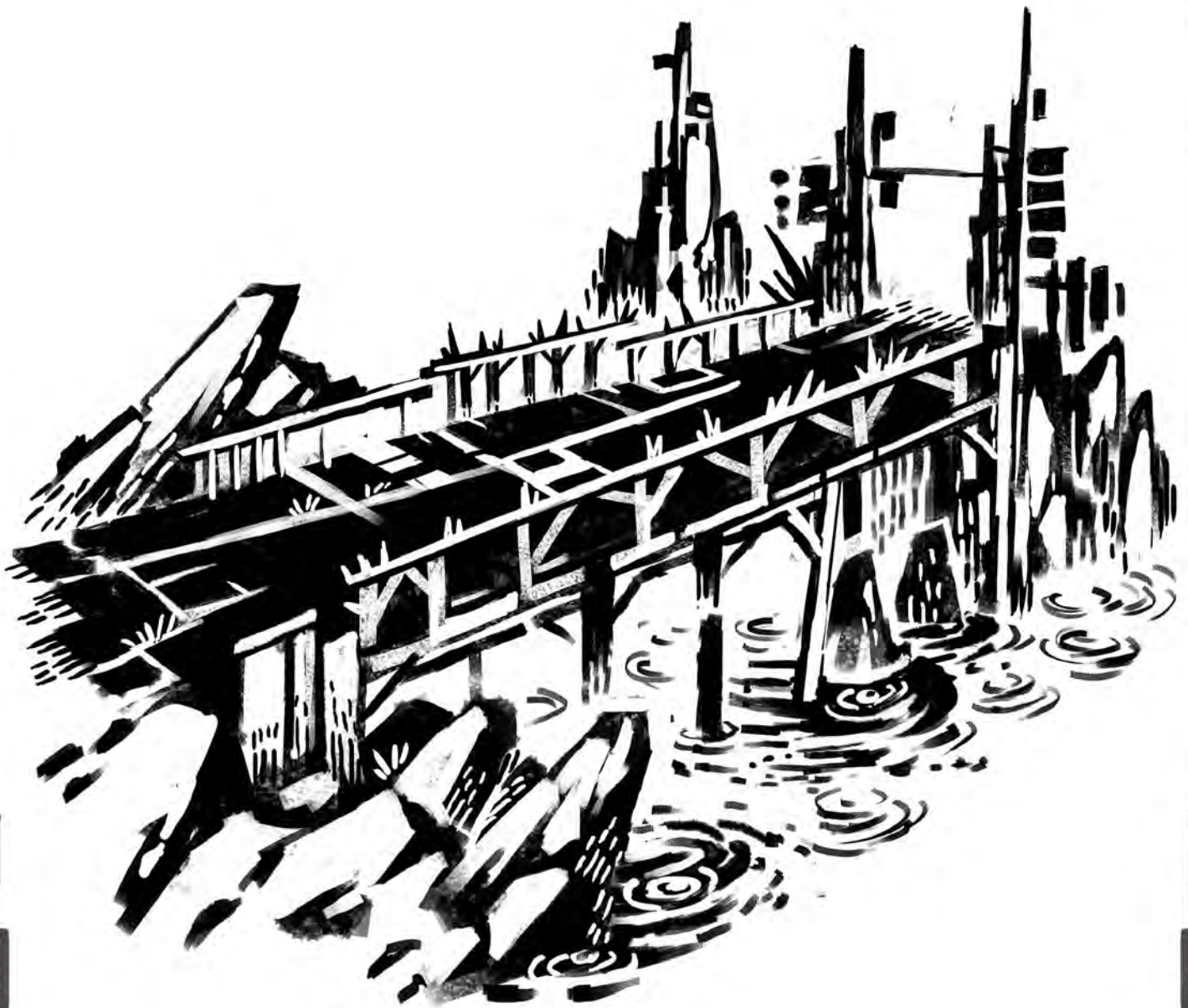


**Schematic 18
Leather & Spikes**



**Schematic 4
Metal Detector**

2 - A BRIDGE



2 - A BRIDGE

1	Pay the "Toll" in Credits FREE: Pay \triangle Credits.	Pay the "Toll" in Blood COMBAT CHECK 13 Single Attempt	Notice & Disarm SURVIVAL CHECK 9 Single Attempt	Test for Traps COMBAT CHECK 8 Single Attempt	
	PASS: 5 Credits & 1 Reputation w/ a Settlement FAIL: 2 Wounds		PASS: 8 Credits FAIL: \triangle Wounds	PASS: 5 Credits FAIL: 2 Wounds	
2	Kill the Raiders 5x COMBAT CHECK 7	Kick the Barrels Over SURVIVAL CHECK 10 Single Attempt	10	Carefully Collect SURVIVAL CHECK 7 Single Attempt	
	PASS: 5 Credits & 1 extra yellow ring	PASS: 5 Credits FAIL: None		PASS: 3 salvage FAIL: 1 Wound	
3	Fight the Warband 3x COMBAT CHECK 10	Sabotage the Bridge SURVIVAL CHECK 14 Single Attempt	11	Kick the Barrels Off COMBAT CHECK 11 Single Attempt	
	PASS: 5 Credits, 1 Reputation w/ any Settlement & 1 Companion	PASS: 10 Credits FAIL: 1 Wound		PASS: 4 salvage FAIL: 1 Wound	
4	FREE: Draw 1 salvage		12	FREE: May purchase 1 Item at half price (no further discounts apply)	
5	Attack the Dogs COMBAT CHECK 8	Scare the Dogs Off SURVIVAL CHECK 10 Single Attempt	13	Taste Test SURVIVAL CHECK 6 Single Attempt	Flame Test COMBAT CHECK 8 Single Attempt
	PASS: 1 Item	PASS: 1 Item FAIL: 1 Wound		PASS: +3 Water Rations FAIL: 1 Wound	
6	Carefully Cross SURVIVAL CHECK 9 Single Attempt	Repair the Bridge PAY 4 SALVAGE TO PASS	14	Pick the Lock SURVIVAL CHECK 10 Single Attempt	Smash the Box COMBAT CHECK 13 Single Attempt
	PASS: 6 salvage FAIL: 2 Wounds	PASS: 6 salvage		PASS: 1 Item + 4 Credits	
7	Get Physical COMBAT CHECK 5	Play Along SURVIVAL CHECK 8 Single Attempt	15	FREE: Heal all Wounds for 1 Credit & purchase Trait rolls for 3 Credits	
	PASS: 1 Consumable	PASS: 2 Credits & 1 Consumable FAIL: 1 Wound		Violence COMBAT CHECK 9	Fast Talk SURVIVAL CHECK 11 Single Attempt
8	Teach Him the Lesson COMBAT CHECK 8	Pay Him Off PAY \triangle CREDITS	16	PASS: 3 Credits & 1 Reputation w/ any Settlement	PASS: 7 Credits FAIL: 1 Wound
	PASS: 4 Credits	PASS: 1 Reputation w/ any Settlement		FREE: May purchase 3 Items at cost -2 Credits. May sell Items at half cost +1 Credits.	
9	Track the Source SURVIVAL CHECK 6 Single Attempt	Battle Experience COMBAT CHECK 9 Single Attempt	17	Fight for Your Life COMBAT CHECK 12	Entangle the Scorpion SURVIVAL CHECK 14 Single Attempt
	PASS: 3 Credits & 1 Consumable FAIL: -1 Water Ration	PASS: 3 Credits & 1 Consumable FAIL: -1 Water Ration		PASS: 1 Fame & Schematic 5 - Combat Medical Injector	PASS: 1 Fame & Schematic 5 - Combat Medical Injector FAIL: 1 Wound
10	Pay the "Toll" in Blood COMBAT CHECK 13 Single Attempt		18	Talk Science SURVIVAL CHECK 10 Single Attempt	Demand His Research COMBAT CHECK 12 Single Attempt
	PASS: 5 Credits & 1 Reputation w/ a Settlement FAIL: 2 Wounds			PASS: 3 Credits & Schematic 11 - Barbed Wire Mic	PASS: 2 salvage & Schematic 11 - Barbed Wire Mic
11	Kill the Raiders 5x COMBAT CHECK 7	Kick the Barrels Over SURVIVAL CHECK 10 Single Attempt	19	FREE: 10 Credits & search Companion deck for Guide. You may swap your Companion for Guide, even if already in play.	
	PASS: 5 Credits & 1 extra yellow ring	PASS: 5 Credits FAIL: None			

2 - A BRIDGE

You see a crumbling stone bridge, traversing a bog of quicksand belching foul gases into the air. This looks like the only way across. **Roll a 20 (d20) to see what happens.**

1

As you make your way across the bridge, several men step out to greet you. "Looking for passage?" says a gruff man who appears to be the leader. You nod. "We're the bridge toll collectors. We... uh... maintain the bridge. Yeah... nice, huh? You can pay the toll in Credits or in blood, your choice", the man says with a grin. They aren't toll collectors, but there are a lot of them and they are well armed.

Pay the "Toll" in Credits

FREE: Pay \triangle Credits. If you do not have enough Credits, pay 1 Water Ration for each you are short. If you run out of Water Rations, suffer 1 Wound for each you are short.



Pay the "Toll" in Blood
COMBAT CHECK

13

Single Attempt

PASS: Paying in blood wasn't really that bad, considering it wasn't your blood. You pocket the coins the men had conned from other travelers. **Collect 5 Credits and gain 1 Reputation with a Settlement of your choice.**

FAIL: A misstep allows the men to knock you to the ground and stomp on you until you yield. "Now pay up!" **Suffer 2 Wounds. You must now 'Pay the Toll'.**

2

The bridge doesn't appear to be occupied, although there are several large stacks of metal drums that obstruct much of your view. When you're half way across, several mean looking raiders step out from behind the drums, weapons drawn.

Kill the Raiders
5x
COMBAT CHECK
7

PASS: In an epic battle that could be heard from miles away, you cut every last raider down. **Collect 5 Credits.** Also, word of this fight will get around. **Take 1 additional yellow ring.**

Kick the Barrels Over
SURVIVAL CHECK

10

Single Attempt

PASS: You give a tall stack of barrels a strategic kick to send them crashing down upon the raiders. Several are knocked unconscious, and others are knocked right off the bridge! **Collect 5 Credits.**

FAIL: The barrels hold strong. You can either run or fight.



15

3

As you cross the bridge, you hear drums in the distance. They are unmistakably raider war drums. You think to yourself, "What terrible timing I have." They will be upon the bridge within a matter of minutes, and they are sure to spot you if you try to run.

Fight the Warband
3x
COMBAT CHECK
10

Sabotage the Bridge
SURVIVAL CHECK
14

Single Attempt

PASS: With sweat pouring down your face, you kill the last raider. A trembling prisoner steps out from a hiding spot. They are from a local settlement, and offer to join you as thanks for the rescue. **Gain 5 Credits, 1 Reputation with a Settlement of your choice, and 1 random Companion.**

PASS: Fortunately you restocked your demo charges. You place the charges across the bridge and slip out of sight. When the warband begins to cross, you detonate. The results are spectacular! **Gain 10 Credits.**

● **FAIL:** A raider scout spots you as you are setting the trap. He opens fire! **Suffer 1 Wound.**



4

When you go to cross the bridge, you find crumbled ruins. The bridge has finally collapsed, and it looks like it's beyond your ability to repair.

FREE: Unfortunately there's little of value to be found, but you can let people know that this bridge has been destroyed. **Draw 1 salvage.**

5

You begin to cross the bridge and see several mongrel dogs hungrily pacing the length of it. They don't look friendly, or like they plan on moving. You're going to have to do something about that.

Attack the Dogs
COMBAT CHECK
8

Scare the Dogs Off
SURVIVAL CHECK
10

Single Attempt

PASS: After defeating the mongrel dogs, you find the remains of a less experienced traveler. **Gain 1 Item.**

PASS: You mix a few vials of liquid together in a plastic bottle, screw the cap on tight, then toss it near the dogs. The bottle begins to expand, then explodes with a loud bang. The dogs scatter, leaving behind the remains of a less fortunate traveler. **Gain 1 Item.**

● **FAIL:** You bang metal together and charge, but the dogs attack! **Suffer 1 Wound.**



6

The bridge seems a bit unstable under your weight, but it looks like something you could repair with the right materials. You see materials that could be useful, but they are on the far side.

Single Attempt

Carefully Cross
SURVIVAL CHECK
9

Repair the Bridge
PAY 4 SALVAGE
TO PASS

PASS: The bridge wobbles and groans, but you spread your weight as evenly as possible. You slowly make your way across to the scrap on the other side. **Draw 6 salvage.**

FAIL: The rickety bridge collapses under your weight! Fortunately, you are able to catch hold of a stable portion before falling into the bog. Unfortunately, you impale your leg while doing so. **Suffer 2 Wounds.**

7

A small group of people are walking across the bridge, and don't appear to be a threat. When you reach them, a few introduce themselves, then start to ramble on about the Glowing God. They strongly insist that you come with them.

Get Physical
COMBAT CHECK
5

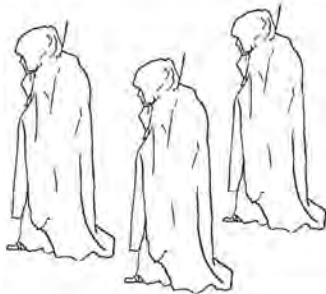
Play Along
SURVIVAL CHECK
8

Single Attempt

PASS: These cultists really aren't a threat to you and are easily fended off. They even drop a small bag for you during their hasty departure. **Gain 1 Consumable.**

PASS: You assure them that you're interested in the Glowing God as you travel with them. When they stop for rest, you excuse yourself for a nature break, grab one of their packs and slip away. **Gain 1 Consumable and collect 2 Credits.**

FAIL: They seem suspicious of you from the start. When you try to slip away, you are caught. The cultists turn on you! **Suffer 1 Wound.**



8

You encounter a local deputy on the bridge. He starts to hassle you for no apparent reason and demands payment, otherwise he offers to teach you a lesson about following the law.

Teach Him the Lesson
COMBAT CHECK
8

Pay Him Off
PAY Δ CREDITS

PASS: A quick jab to the nose followed with a solid hook knocks the deputy out cold. No one shakes you down, deputy or not. You collect the fee for the wisdom you have imparted this day. **Collect 4 Credits.**

PASS: You begrudgingly hand over the Credits. The deputy chuckles to himself and says, "Looks like your paperwork checks out. Enjoy the sights. I'll be sure to let the others know that you're welcome 'round these parts." **Gain 1 Reputation with a Settlement of your choice.**

9

As you cross the bridge, the horrific smell of death assaults your nose. The smell is strongest at the center of the bridge, so you search for the source.

Single Attempt

Track the Source
SURVIVAL CHECK

6

PASS: You spot a dangling rope tied to the bridge and haul it up. There is a corpse at the end.

Collect 3 Credits and gain 1 Consumable.

FAIL: You spend some time searching, but are soon overpowered by the horrible stench. After losing the contents of your stomach, you give up on your search. You use a bit of water to clean yourself up before continuing. **Lose 1 Water Ration.**

Battle Experience
COMBAT CHECK

Single Attempt

9

PASS: You've been around enough death to know the smell of decomposing body. You suppress your gag reflex and find a rope tied to the bridge. The corpse you are looking for is dangling at the end. You haul it up and search the remains. **Collect 3 Credits and gain 1 Consumable.**

FAIL: The smell causes you to fall ill. You give up the search and use some water to clean up before continuing on. **Lose 1 Water Ration.**

10

The bridge appears to be clear, so you head across. You notice a metallic glint in some rubble and step closer to investigate.

Single Attempt

Notice & Disarm
SURVIVAL CHECK

9

PASS: There's a small bag of Credits sitting open between a few chunks of concrete, but something feels off. Upon closer inspection, you find an explosive trap and deftly disarm it. **Collect 8 Credits.**

FAIL: You find a small bag of Credits, but when you grab it, you hear a click followed by an explosion! **Suffer 4 Wounds.**

Test for Traps
COMBAT CHECK

Single Attempt

8

PASS: Never can be too careful out here. You toss a rock at the small bag of Credits laying on the ground. When the rock lands, a small explosion sends coins flying. **Collect 5 Credits.**

FAIL: Apparently you're not as good at finding traps as you had thought. BOOM! **Suffer 2 Wounds.**

11

There are barrels stacked on the bridge, several tipped on their side. A few are leaking a thick, greenish fluid. The substance seems to glow with its own green iridescence. There's quite a bit of useful material laying about as well.

Single Attempt

Carefully Collect
SURVIVAL CHECK

7



PASS: The barrels are definitely emitting radiation, but you are able to gather the materials with some careful maneuvering. **Draw 3 salvage.**

FAIL: A careless misstep lands you in a puddle of sludge. It burns pretty badly. Best to get away from here. **Suffer 1 Wound.**

Kick the Barrels Off
COMBAT CHECK

Single Attempt

11

PASS: You kick the barrels off the side, careful not to break through the rusted metal. Once clear, you collect the scrap. **Draw 4 salvage.**

FAIL: You kick a barrel hard and the rusted metal gives. Your foot is covered in sludge! The burning is nearly unbearable! **Suffer 1 Wound.**

12

You encounter a traveling merchant on the bridge who is quite happy to peddle his wares. The goods have seen better days, but the discount he's offering makes up for any minor imperfections.

FREE: You may purchase 1 Item at half the standard price.
(No additional discounts apply)

13

As you're crossing the bridge, a discarded water bottle catches your eye. Upon inspection, it has some liquid inside. It looks like water and it smells like water.

Single Attempt

Taste Test
SURVIVAL CHECK
6

PASS: It's water! **Gain 3 Water Rations.**
FAIL: It's definitely not water, and it makes you violently ill. **Suffer 1 Wound.**

Flame Test
COMBAT CHECK
8

Single Attempt

PASS: The liquid extinguishes a flame, so you taste it. It's water! **Gain 3 Water Rations.**
FAIL: The liquid bursts into flame, burning your hand rather badly. **Suffer 1 Wound.**

14

You notice a loose stone in the rail of the bridge. Removing the stone reveals an alcove with a locked box set into it. You may be able to get the box open.

Single Attempt

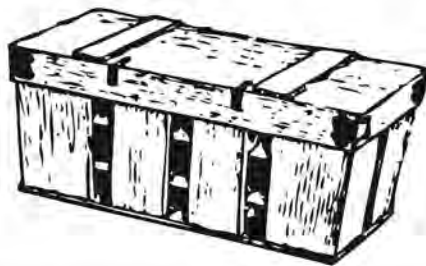
Pick the Lock
SURVIVAL CHECK
10

PASS: This thing was really difficult open, but you eventually manage to do so. **Gain 1 Item and collect 4 Credits.**
FAIL: There's no way you're getting this open. You've wasted enough time, so you move on.

Smash the Box
COMBAT CHECK
13

Single Attempt

PASS: Even though it's difficult to get at the box due to the way it's set into the stone, you break the lock. **Gain 1 Item and collect 4 Credits.**
FAIL: There's no way you're getting this open. You've wasted enough time, so you move on.



15

As you're walking across the bridge, two men begin crossing from the other side. One appears to be a man of medicine, and the other his bodyguard. The doctor is happy to render services to those in need, for a price

FREE: You may heal all Wounds for 1 Credit, and purchase Trait rolls for 3 Credits each.

16

As you walk across the bridge, three men slide a crate out of view with a few loud clanks. They talk quietly between themselves, taking caution to prevent you from overhearing. This doesn't look good. As you approach, one of them pulls a knife and steps towards you.

Violence
COMBAT CHECK
9

PASS: After dispatching the men, you check the crate. Booze. It was either stolen or they were smugglers. Either way, a settlement would love this. **Collect 3 Credits and gain 1 Reputation with a Settlement of your choice.**

Fast Talk
SURVIVAL CHECK
11

Single Attempt

PASS: You announce yourself as a representative of local law enforcement, and let them know this can all be resolved with a small business tax. The men discuss their options, then choose to comply. **Collect 7 Credits.**

● **FAIL:** They don't believe a word, and they attack! **Suffer 1 Wound.**



17

A fairly large trade caravan is crossing the bridge. The caravan leader hails you and offers to sell his wares, or buy any items of value you may be looking to sell.

FREE: You may purchase 3 random Items at standard cost minus 2 Credits (minimum price 1 Credit). You may also sell Items at half standard cost plus 1 Credit.

18

You notice ripples indicative of movement from within the quicksand bog. You quicken your step, as you'd rather not find out what's under there. Unfortunately, you're not fast enough. An enormous mutated scorpion with three tails emerges from the bog and clatters towards you.

Fight for Your Life
COMBAT CHECK
12

PASS: After an epic battle, you emerge victorious. You study the stinger delivery mechanism, and it gives you an idea to enhance the efficacy of traditional medical supplies. **Take Schematic 5 - Combat Medical Injector and gain 1 Fame.**

Entangle the Scorpion
SURVIVAL CHECK
14

Single Attempt

PASS: You dodge between rubble and support wires, with the massive scorpion right behind. As you weave through more wires, the scorpion becomes entangled, allowing for an easy finish. The stinger mechanism prompts an idea for a field medicine application. **Take Schematic 5 - Combat Medical Injector and gain 1 Fame.**

● **FAIL:** You are unable to evade the repeated scorpion stings raining down upon you. This thing is fast! **Suffer 1 Wound.**

19

As you're approaching the bridge, you see a wild looking man. He appears friendly and is carrying on to himself about amplifying invisible waves. When you approach, he asks you for some water. Feeling generous, you decide to share. **Spend 1 Water Ration.**

Single Attempt

Talk Science
SURVIVAL CHECK
10

PASS: While you drink, he tells you about sound waves and his idea to amplify them. With the details he provides, you believe you can create a useful device. He also pays for the water. **Take Schematic 11 – Barbed Wire Mic and collect 3 Credits.**

FAIL: He continues on about wave forms while you drink. Either this guy is crazy or he's talking way over your head, because he sounds nuts.

Demand His Research
COMBAT CHECK
12

Single Attempt

PASS: He prattles on about his research, so you “request” his notes as payment for the water. Your intimidating presence seals the deal. He begrudgingly hands over his notes and a crude prototype. **Take Schematic 11 - Barbed Wire Mic and draw 2 salvage.**

FAIL: You listen to the man ramble on for some time before requesting his research as payment for the water. His eyes go wide and he takes off running, surprisingly quickly!

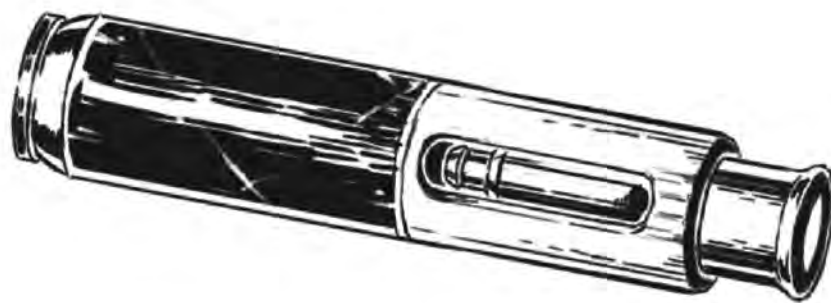
20

As you approach the bridge, you hear a cry for help. The source is a man dressed for adventure with one leg caught in the quicksand bog. There's nothing that he can use to pull himself out, so you decide to lend him a hand. “Thank you for helping me! This is a bit embarrassing. You see, I'm a guide, although I'm a bit down on my luck right now... If you could use a guide, I'll help you! After all, I do owe you my life. It's dangerous to go alone!”

FREE: Collect 10 Credits. If the Guide is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Guide. You may replace your Companion with the Guide.



21



Schematic 5
Combat Medical Injector



Schematic 11
Barbed Wire Mic

3 - A CAMPSITE



3 - A CAMPSITE

<p>1</p>	<p>Kill the Raiders 2x COMBAT CHECK 8</p> <p>PASS: 5 Credits & 2 salvage</p>	<p>Outsmart the Raiders SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 1 Luck Token FAIL: 1 Wound</p>	<p>12</p> <p>Scout the Area SURVIVAL CHECK 10 <small>Single Attempt</small></p> <p>PASS: 1 Item & 2 salvage</p>	<p>Tactical Expertise COMBAT CHECK 14 <small>Single Attempt</small></p> <p>PASS: 1 Item & 2 salvage</p>
<p>2</p>	<p>Follow Your Gut SURVIVAL CHECK 6 <small>Single Attempt</small></p> <p>PASS: 3 salvage FAIL: \triangle Wounds</p>	<p>Spot the Trigger COMBAT CHECK 8 <small>Single Attempt</small></p> <p>PASS: 3 salvage FAIL: \triangle Wounds</p>	<p>13 FREE: Fill Water Rations for 1 Credit</p>	
<p>3</p>	<p>FREE: Gain 1 Luck Token.</p>			<p>14 FREE: May purchase 3 Items at half price</p>
<p>4</p>	<p>Stop the Cannibals COMBAT CHECK 7</p> <p>PASS: 1 Item</p>	<p>Stealth Approach SURVIVAL CHECK 10 <small>Single Attempt</small></p> <p>PASS: 1 Item FAIL: 1 Wound</p>	<p>16</p> <p>Pick the Lock SURVIVAL CHECK 11 <small>Single Attempt</small></p> <p>PASS: 1 Item & 5 Credits</p>	<p>Break the Lock COMBAT CHECK 15 <small>Single Attempt</small></p> <p>PASS: 1 Item & 10 Credits</p>
<p>5</p>	<p>Defend Your Stuff 2x COMBAT CHECK 6</p> <p>PASS: 4 Credits & 1 Consumable</p>	<p>Talk Your Way Out SURVIVAL CHECK 10 <small>Single Attempt</small></p> <p>PASS: 4 Credits & 1 Consumable FAIL: 1 Wound</p>	<p>17 FREE: 1 free Trait roll; on success draw 3 Traits and select one (on '20' draw 4 Traits and select one)</p>	
<p>6</p>	<p>Neutralize the Threat COMBAT CHECK 6</p> <p>PASS: 3 salvage</p>	<p>Impersonate an Official SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 3 salvage FAIL: 1 Wound</p>	<p>18</p> <p>Understand the Vision SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 2 salvage & Schematic 12 - Chainsaw Arm</p>	<p>Volunteer to Field Test COMBAT CHECK 11 <small>Single Attempt</small></p> <p>PASS: 2 salvage & Schematic 12 - Chainsaw Arm</p>
<p>7</p>	<p>Defend Yourself COMBAT CHECK 9 <small>*may not flee</small></p>	<p>PASS: 4 Credits</p>		
<p>8</p>	<p>FREE: Take 1 free Action immediately</p>			
<p>9</p>	<p>FREE: May purchase 1 Item at half price</p>			
<p>10</p>	<p>Look for Hidden Loot SURVIVAL CHECK 6 <small>Single Attempt</small></p> <p>PASS: 3 Credits</p>	<p>Find Useful Supplies COMBAT CHECK 8 <small>Single Attempt</small></p> <p>PASS: Repair 1 Item</p>	<p>19</p> <p>Kill the Slavers COMBAT CHECK 10</p> <p>PASS: 4 Credits & Schematic 6 - Tactical Backpack</p>	
<p>11</p>	<p>FREE: Heal all Wounds & 1 Reputation w/ any Settlement</p>			<p>20</p> <p>Incapacitate the Felon COMBAT CHECK 8</p> <p>PASS: 10 Credits & search Companion deck for the Local Law. You may swap your Companion for the Local Law, even if it is already in play.</p>



3 - A CAMPSITE

An ideal site for camp can be found up ahead. You briefly wonder if others have the same idea. Only one way to find out. **Roll a 20 (d20) to see what happens.**

1

The camp is occupied and its inhabitants are clearly not the peaceful sort. A raider catches sight of you on the approach and calls out to the others. Weapons out, they run towards you.

Kill the Raiders
2x
COMBAT CHECK
8

PASS: You show no mercy to those who would dare attack you. Quickly dropping the raiders, you pocket their valuables. **Collect 5 Credits and draw 2 salvage.**

Outsmart the Raiders
SURVIVAL CHECK
8

Single Attempt

PASS: You grab a rock, yell "GRENADE!" and lob it at the raiders. They dive for cover, giving you an opening to escape. Nothing gained, but at least you didn't get shot. **Gain 1 Luck Token.**

FAIL: You attempt to bluff the raiders, but they don't buy it. They attack! **Suffer 1 Wound.**



2

You enter the empty campsite and survey the surrounding area. When you're satisfied there are no surprises, you settle in. Just as you're about to sit, you get a bad feeling in the pit of your stomach.

Single Attempt

Follow Your Gut
SURVIVAL CHECK
6

PASS: You notice a wire running from the seat through the underbrush. You follow it to an explosive device, which you easily disarm and scrap. **Draw 3 salvage.**

FAIL: You hear a "click" as you sit, then your senses are over-loaded by noise, a flash and pain. So much pain. **Suffer 4 Wounds.**

Spot the Trigger
COMBAT CHECK
8

Single Attempt

PASS: Out of the corner of your eye, you notice a makeshift trigger on the chair. Following it, you discover an explosive device that you quickly disarm and scrap. **Draw 3 salvage.**

FAIL: Just as you sit, you notice the trigger. "Click"... too late. BOOM! **Suffer 4 Wounds.**

3

You walk into a campsite that hasn't been used for some time. While the site has been stripped of anything useful, you are able to spend some time comfortably reminiscing about the impressive things you have accomplished in your life, bringing a smile to your face.

FREE: Unfortunately there is nothing of value, but you can share the location with other travelers. **Gain 1 Luck Token.**

4

As you approach the camp, you catch the delicious scent of cooked pork in the air. However, you haven't noticed any pigs, so the smell is a bit of a mystery. As the cooking spit enters your view, the sizzling meat looks far too much like a human leg for comfort.

Stop the Cannibals
COMBAT CHECK
7

PASS: As the inhabitants of the camp notice your advance, they draw knives and run towards you with a crazed, hungry gleam in their eyes. The cannibals quickly realize they have bitten off more than they can chew as you cut them down. Poking around their camp, you find some useful equipment. **Gain 1 Item.**

Stealth Approach
SURVIVAL CHECK
10 Single Attempt

PASS: You quietly slip behind the man on watch, close enough to grab a piece of gear before making a silent exit. **Gain 1 Item.**
FAIL: You quietly make your way to the camp, but trip on a hidden wire with cans attached. The noise of the cans "sounds the alarm". The cannibals attack! **Suffer 1 Wound.**

5

You see a curl of smoke rising from the campsite. It is definitely occupied. As you approach, the men are all smiles and invite you to join them. As you sit, you notice several shady looking sacks of goods. The smiles quickly disappear. The men draw weapons and demand your valuables.

Defend Your Stuff
2x
COMBAT CHECK
6

PASS: They obviously didn't know who they were dealing with, but they will never make that mistake again... or any other mistake for that matter. **Collect 4 Credits and gain 1 Consumable.**

Talk Your Way Out
SURVIVAL CHECK
10 Single Attempt

PASS: Being familiar with the seedier side of the waste, you drop a few names of people they are certain to fear, followed by a demand of a small "apology tax" for the confusion. They buy it and pay up. **Collect 4 Credits and gain 1 Consumable.**
FAIL: The men cut your speech short with a gun shot. **Suffer 1 Wound.**

6

You see a few scavengers in the camp. Scavengers are generally at least cordial with each other, so you think nothing of entering. One man looks to another and says, "Looks like we've got some competition here, boys. Every scrap taken by them is one less for us. I say we fix that!"

Neutralize the Threat
COMBAT CHECK
6

PASS: Honoring the unwritten scavenger code, you leave these men alive, but barely. You also take their salvage as payment for your troubles. **Draw 3 salvage.**

Impersonate an Official
SURVIVAL CHECK
8 Single Attempt

PASS: You announce yourself as a Salvage Inspector, reminding the men of the penalty for aggression against the Salvage League, and that a tax is due. They sheath their weapons and begrudgingly pay the tax. **Draw 3 salvage.**
FAIL: These men don't respect authority, made obvious when they attack. **Suffer 1 Wound.**



7

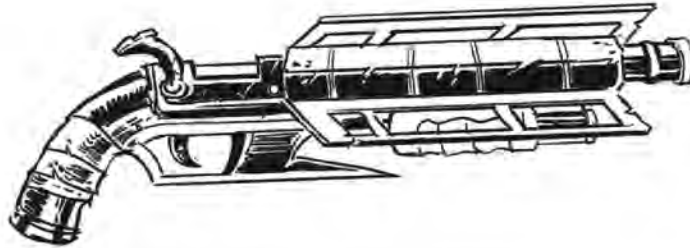
The camp is quiet as you approach, although there are signs that people have been here recently. Seeing no reason to waste a perfectly good campsite, you decide to get off your feet for a bit. Just as you sit back, screaming men jump out from behind nearby boulders, quickly surrounding you. Looks like you're fighting your way out of this.

Defend Yourself
COMBAT CHECK

9

*may not flee

PASS: While thier ambush was successful, these guys simply don't have a chance against someone like you. You loot their lifeless bodies. **Collect 4 Credits.**



8

The camp is unoccupied and you have a opportunity to take a peaceful and extremely restful break. It's the little things that make life worth living.

FREE: Feeling refreshed, you continue on your way with a spring in your step. **Take 1 free Action immediately.**

9

You enter the camp and meet several nomads. They are friendly and happy to offer you something they have found in their travels, for the right price.

FREE: You may purchase 1 random Item at half the standard price.

10

The camp looks to be a few days old, but you search through the remnants on the off chance that something of value was left behind.

Single Attempt

Look for Hidden Loot
SURVIVAL CHECK

6

PASS: Searching around, you notice a small pouch hidden between two large boulders. **Collect 3 Credits.**

FAIL: You spend a bit of time searching, but find nothing valuable or noteworthy.

Find Useful Supplies
COMBAT CHECK

Single Attempt

8

PASS: You find a can of cooking grease. With a bit of heat and a few ingredients you have on hand, you are able to mix up some gun oil. **Repair 1 Item at no cost.**

FAIL: You spend a bit of time searching, but find nothing valuable or noteworthy.

11

The camp is silent as you approach. After poking around a bit, you are certain that no one else is here, and there isn't anything useful to scavenge. Just as you're about to leave, you notice a cluster of ragged looking weeds.

FREE: Better classified as an herb, this plant is known for its healing properties. A settlement would love a bundle of this. **Heal all Wounds and gain 1 Reputation with a Settlement of your choice.**



12

The campsite is empty, but you can tell it hasn't been that way for long. You decide to investigate the area more thoroughly.

Single Attempt

Scout the Area
SURVIVAL CHECK
10

PASS: A short way from camp you discover a well hidden supply cache. You can certainly find a use for these. **Gain 1 Item and draw 2 salvage.**
FAIL: After taking a good look around, you determine that the last visitors didn't leave anything useful behind.

Tactical Expertise
COMBAT CHECK
14

Single Attempt

PASS: You scan the area and identify a spot a short way from the camp that would be an ideal location to hide supplies. Your tactical knowledge pays off! **Gain 1 Item and draw 2 salvage.**
FAIL: The site looks empty. Nothing of note.



13

As you approach the camp, a couple of men wave at you. They look friendly, so you call out to them. The first says, "Hello, friend! We're returning from a successful water hunt!" The other man then offers, "If you'd like to fill your Water Rations, we're happy to sell a bit for a Credit."

FREE: You may fill your Water Rations for 1 Credit.

14

A small trade caravan is resting at the campsite. The men greet you heartily as you enter the camp, and the woman who appears to be in charge says, "Ah! A customer! We sell only the finest wares! Take a look. I know you'll find something you can't possibly live without!"

FREE: You may purchase 3 random Items at half standard price.

15

The campsite looks to get a lot of foot traffic, so you carefully scan the area as you pass through.

Spot the Goods
SURVIVAL CHECK
9

Single Attempt

PASS: Your vigilance pays off! Nestled between two large boulders is a small forgotten package. **Collect 3 Credits and gain 1 Consumable.**

16

The campsite is obviously in use, but currently unoccupied. You notice a locked footlocker inside a tent. You have at least a few minutes to try to open it before anyone returns.

Single Attempt
Pick the Lock
SURVIVAL CHECK
11

PASS: You make it look easy. The lock clicks open and you grab the loot. **Collect 5 Credits and gain 1 Item.**
FAIL: The lock is a lot sturdier than you had initially thought. You're not getting it open, and it's too heavy to carry. Best to be on your way before anyone notices.

Single Attempt
Break the Lock
COMBAT CHECK
15

PASS: A hard hit at just the right angle breaks the lock. **Collect 10 Credits and gain 1 Item.**
FAIL: You bash the lock a few times before heavy footsteps can be heard. You head in the other direction, keeping to cover.



17

In the campsite, you see a man in a lab coat hunched over an insect, carefully examining it while muttering to himself. At your approach, the man jumps with a startled expression, smiles and says, "Hey there! I was just marveling at the evolutionary flexibility of insects that survived the Great War. That's what I do! I've been delving into the science behind the Enhancement Shots developed before the War. My goal is to refine them to eliminate the variability of the forced evolution. Wouldn't THAT be amazing?! So, I've been looking for a... uh... research assistant. I'll do all the hard work, you just roll up your sleeve, don't mind this shot, and I'm going to take notes for the next hour or so!"

FREE: As far as you can tell, the shot is a standard Pre-war Enhancement Shot, minus the normal brief dizzy spell. Also, free is a great price! **Gain 1 free Trait roll. If you succeed, draw 3 Traits and select one. (If you roll a '20', draw 4 Traits and select one.)**

18

The camp looks clear, so you set to work building a fire for some comfort. With your attention on the fire, you hear a man call out, "Hey there! Could you use a hand? Fire isn't my specialty, but I'm not bad with it!" You accept the offer of assistance from the smiling man, and the fire quickly becomes a roaring blaze. As you settle in, he animatedly discusses his latest invention. When you show interest, he pulls out the schematic and explains some finer points.

Single Attempt

**Understand the Vision
SURVIVAL CHECK**

8

PASS: What he's saying makes a lot of sense, so you jot down a few notes. This incredible idea can become an even more incredible reality! He even gives you a few spare parts to get started.

Take Schematic 12 – Chainsaw Arm and draw 2 salvage.

FAIL: It sounds like a brilliant idea, but the specifics are bit over your head.

**Volunteer to Field Test
COMBAT CHECK**

Single Attempt

11

PASS: You volunteer to field test the design, if you can have a copy of the schematic. He looks you over appraisingly and says, "Ok, you look like you'd put it to proper use. **Take Schematic 12 – Chainsaw Arm and draw 2 salvage.**

FAIL: He replies, "Not quite ready for volunteers yet, but check back this time next month!"



19

You immediately notice a posted guard, obvious even from a distance. There are several men escorting a large, man-sized cage with wheels, currently occupied by a young woman. There is no doubt that these are slavers. There is always time to clean up the filth, so you draw your weapons.

**Kill the Slavers
COMBAT CHECK**

10

PASS: You handily send the slavers to the afterlife. The woman is overjoyed at her rescue, and while she has nothing of worldly value to offer, she shares a family craft. The slavers had a bit of coin on them as well. **Take Schematic 6 – Tactical Backpack and collect 4 Credits.**

**Set An Ambush
SURVIVAL CHECK**

Single Attempt

12

PASS: You silently rig several traps, then draw the slavers' attention. When they chase, they fall victim to your clever traps, one by one. You then save the young woman, who offers crafting knowledge as a reward. **Take Schematic 6 – Tactical Backpack and collect 4 Credits.**

FAIL: The slavers spot you while you're setting traps and immediately attack. **Suffer 1 Wound.**

You approach and a Law Man immediately identifies himself. After a quick introduction, he asks for your help in apprehending his quarry.

Incapacitate the Felon
COMBAT CHECK
8



Flush the Felon Out
SURVIVAL CHECK
8

Single Attempt

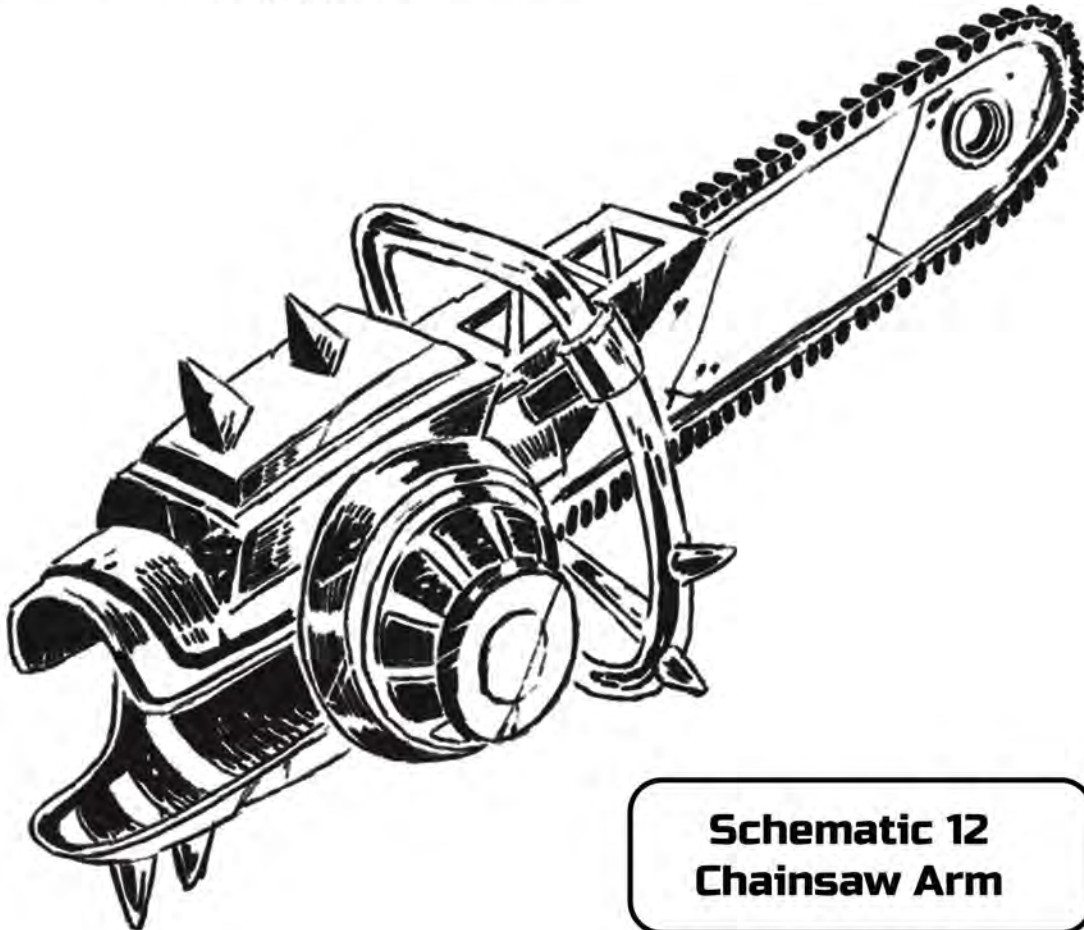
PASS: The Law Man volunteers to join you after seeing you in action. He also tosses you a fat sack with your share of the reward. **Collect 10 Credits.** **If the Local Law is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Local Law. You may replace your Companion with the Local Law.**

PASS: You are able to drive the felon towards the Law Man, who unceremoniously knocks him unconscious. He is impressed by your performance and offers to join you in your travels for a time. **Collect 10 Credits.** **If the Local Law is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Local Law. You may replace your Companion with the Local Law.**
FAIL: The felon tries to go through you rather than run from you. Combat is now your only option.





**Schematic 6
Tactical Backpack**




**Schematic 12
Chainsaw Arm**


4 - A BUNKER



4 - A BUNKER

<p>1</p>	<p>Listen to Your Gut SURVIVAL CHECK 7 <small>Single Attempt</small></p> <p>PASS: 1 Luck Token FAIL: \triangle Wounds</p>	<p>Search for Traps COMBAT CHECK 10 <small>Single Attempt</small></p> <p>PASS: 1 Luck Token FAIL: \triangle Wounds</p>	<p>12</p>	<p>Kill the Man COMBAT CHECK 6</p> <p>PASS: 2 salvage</p>	<p>Subdue the Man SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 2 salvage FAIL: 1 Wound</p>
<p>2</p>	<p>Guns Blazing COMBAT CHECK 12</p>	<p>PASS: 12 Credits & 1 Reputation w/ any Settlement</p>	<p>13</p>	<p>FREE: Heal all Wounds & 1 Reputation w/ any Settlement</p>	
<p>3</p>	<p>Kill the Rats 3x COMBAT CHECK 6</p> <p>PASS: 1 Item</p>	<p>Chase the Rats Off SURVIVAL CHECK 9 <small>Single Attempt</small></p> <p>PASS: 1 Item FAIL: 1 Wound</p>	<p>14</p>	<p>Pry the Door Open SURVIVAL CHECK 9 <small>Single Attempt</small></p>	<p>Kick Your Way Through COMBAT CHECK 12 <small>Single Attempt</small></p> <p>PASS: Gain 1 completed Mission</p>
<p>4</p>	<p>Pry the Door Open SURVIVAL CHECK 8 <small>Single Attempt</small></p>	<p>Breaching Charges COMBAT CHECK 12 <small>Single Attempt</small></p>	<p>15</p>	<p>Get a Closer Look SURVIVAL CHECK 9 <small>Single Attempt</small></p> <p>PASS: 8 salvage</p>	<p>Put a Hole in the Wall COMBAT CHECK 12 <small>Single Attempt</small></p> <p>PASS: 8 salvage</p>
<p>5</p>	<p>Kick in the Door COMBAT CHECK 8</p> <p>PASS: 3 Credits & 3 salvage</p>	<p>Smoke the Raiders Out SURVIVAL CHECK 10 <small>Single Attempt</small></p> <p>PASS: 3 Credits & 3 salvage FAIL: None</p>	<p>16</p>	<p>FREE: Heal all Wounds & 2 Reputation w/ any Settlement</p>	
<p>6</p>	<p>FREE: Roll \triangle 20; 1-10 = 1 Wound, 11-20 = free Trait roll using this result</p>		<p>17</p>	<p>FREE: May purchase 2 Items at half price</p>	
<p>7</p>	<p>Pick Through Rubble SURVIVAL CHECK 7 <small>Single Attempt</small></p> <p>PASS: 3 salvage FAIL: 1 Wound</p>	<p>Controlled Demolition COMBAT CHECK 10 <small>Single Attempt</small></p> <p>PASS: 4 salvage FAIL: 2 Wounds</p>	<p>18</p>	<p>Study the Robotic Arm SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 2 salvage & Schematic 20 - Hydraulic Power Frame</p>	<p>Strip for Parts COMBAT CHECK 10 <small>Single Attempt</small></p> <p>PASS: 2 salvage & Schematic 20 - Hydraulic Power Frame</p>
<p>8</p>	<p>FREE: Gain 1 Luck Token.</p>		<p>19</p>	<p>Destroy the Drones 2x COMBAT CHECK 10</p> <p>PASS: 3 salvage & Schematic 19 - Combat Drone FAIL: 1 Wound</p>	<p>Identify A Weakness 2x SURVIVAL CHECK 11</p> <p>PASS: 5 salvage & Schematic 19 - Combat Drone FAIL: 1 Wound</p>
<p>9</p>	<p>Map Out the Pipes SURVIVAL CHECK 6 <small>Single Attempt</small></p> <p>PASS: Fill Water Rations & 1 Reputation w/ any Settlement</p>	<p>Punch Holes in the Tanks COMBAT CHECK 6 <small>Single Attempt</small></p> <p>PASS: Fill Water Rations</p>	<p>20</p>	<p>FREE: 10 Credits & search Companion deck for Powered Armor. You may swap your Companion for Powered Armor, even if it is already in play. If you take Powered Armor, you must complete the following Check.</p> <div data-bbox="1085 1659 1276 1776" style="border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p>Destroy Turret COMBAT CHECK 12 <small>*may not flee</small></p> </div>	
<p>10</p>	<p>Fight for Your Life 2x COMBAT CHECK 10</p> <p>PASS: 8 Credits & 1 Item</p>	<p>Bluff the Mercenaries SURVIVAL CHECK 14 <small>Single Attempt</small></p> <p>PASS: 10 Credits, 1 Item & 1 Consumable FAIL: 1 Wound</p>			
<p>11</p>	<p>FREE: Repair 1 Item for free & may repair additional Items at standard repair cost</p>				

4 - A BUNKER

You find an entrance to what appears to be a pre-War bunker nestled between a few large boulders. The door is so well camouflaged that you almost missed it. There could be just about anything inside. Roll a  (d20) to see what happens.

1


You're about to pry the door open when you get a bad feeling right in your gut.

Single Attempt

Listen to Your Gut
SURVIVAL CHECK

7

PASS: Your instincts are usually spot on, and this time is no exception. The door is rigged, and you spot a well-hidden wire running away from it. This is a well-constructed trap, with no clear way to disarm it. Best to just leave it alone. **Gain 1 Luck Token.**

FAIL: You shake aside the feeling and give the door a shove. You hear a "CLICK", but before you can react everything goes up in a flash of flame and a deafening boom. **Suffer  Wounds.**




Search for Traps
COMBAT CHECK

10

Single Attempt

PASS: This setup reminds you of a trap you ran across in your private security days. Further inspection confirms your suspicion. The trap is very well constructed with no visible way to disarm it. Messing with it at all is a bad idea. **Gain 1 Luck Token.**

FAIL: Nothing strikes you as peculiar, so you open the door. You hear a faint "click" and realize you must have missed something as the explosion triggers. **Suffer  Wounds.**



2

You kick in the door, ready for action. A glimpse of movement sends you diving for cover, just in time to dodge a hail of gunfire. These guys have serious hardware and you're beyond the point of diplomacy. Your only option is to fight your way out of this. With great risk comes great reward. You steel your nerves and make your move.



Guns Blazing
COMBAT CHECK

12



PASS: After the last attacker has fallen, you mop the sweat off your brow, then gather the spoils of victory. There are quite a few coins, and surprisingly, attack plans targeting a nearby settlement. The settlements would look favorably on the one that provided them with this information. **Collect 12 Credits and gain 1 Reputation with a Settlement of your choice.**

3

The door creaks open and you hear skittering coming from the dark hallway within. The noise seems to be moving away from you as you walk onward. That is, until you turn a corner. Dim emergency lighting illuminates three incredibly large rats. They make a series of clicks and hisses, as if communicating with each other, then attack from several angles simultaneously.



Kill the Rats
3x
COMBAT CHECK
6

PASS: While these rats did seem more intelligent than rats you have run across in the past, they were still just big rats, and rats like to hide away treasures in their nest. **Gain 1 Item.**

Chase the Rats Off
SURVIVAL CHECK
9

Single Attempt

PASS: You draw a flare, crack it open, and wave and stab it at the rats. A solid hit sends the rats scurrying away. Keeping your flare at the ready, you dig through their nest. **Gain 1 Item.**

FAIL: You ignite a flare and wave and poke it at the rats, but they adopt a flanking strategy, creating openings to attack. **Suffer 1 Wound.**

4

The door swings open with a light push. At the end of a short hallway, you find a heavy, sealed door. Through the glass, you see several skeletons dressed in lab coats, all gathered around the door. It looks like they were locked in. Maybe you can get the door open.

Single Attempt

Pry the Door Open
SURVIVAL CHECK
8

PASS: You manage to pry the door open. Inside, you notice a warhead leaking a green, glowing goo in one corner. Time has reduced the radiation pouring out of this thing, allowing you to search the room. **Draw 1 salvage and gain 1 Item.**

FAIL: No matter what you try, the door won't budge.

Breaching Charges
COMBAT CHECK
12

Single Attempt

PASS: Fortunately you have a spare breaching charge, like any well-prepared soldier of fortune. With careful placement and controlled detonation, the door drops from the hinges. A warhead sits in the far corner, leaking green, glowing goo. You decide to leave that alone and search the room. **Draw 1 salvage and gain 1 Item.**

FAIL: It's hard to believe, but you forgot to restock your breaching charges after the last "incident".

5

As you approach the door, you hear muffled voices behind it. Listening in, you rapidly piece together who they are. Raiders. Life is difficult enough without people like this around. Time to make the world a better place.

Kick in the Door
COMBAT CHECK
8

PASS: You make short work of the surprised raiders. **Collect 3 Credits and draw 3 salvage.**

Smoke the Raiders Out
SURVIVAL CHECK
10

Single Attempt

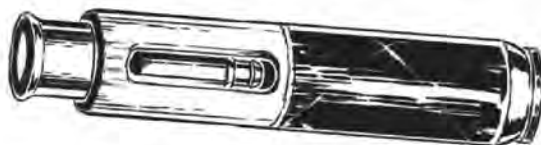
PASS: You set a trip wire across the door, open it just a crack, and slide a smoke stick in. Raiders pour out, tripping over each other in coughing fits, allowing you to easily improve the world! **Collect 3 Credits and draw 3 salvage.**

FAIL: You open the door a crack and slide a smoke stick in. Then... nothing. Maybe it was a dud?

6

Only two rooms are still accessible. They have been mostly picked over, but shifting a bit of debris reveals a small case with a broken lock. The case contains what looks like a Pre-War Enhancement Shot, but there is a hairline fracture in the glass. You consider your options and think, "Go big or go home, right?"; then inject the contents into your arm.

FREE: Roll a **d20**. On a 1-10, suffer 1 Wound. On an 11-20, treat the roll as a free Trait roll using the result shown on the dice.



7

The door lets out a deep groan as you force it open. Much of the bunker has collapsed in on itself, but there may be useful scrap in the rubble.

Single Attempt

Pick Through Rubble
SURVIVAL CHECK

7

PASS: You carefully pick your way through the remaining rooms, gathering useful materials along the way. **Draw 3 salvage.**

FAIL: As you make your way through the bunker, something shifts and the ceiling collapses right in front of you. Several large pieces of concrete batter you in the process. **Suffer 1 Wound.**

Controlled Demolition
COMBAT CHECK

Single Attempt

10

PASS: Never missing a chance to blow stuff up, you decide this is a great time to use those demolition charges you've been saving. The explosion is well controlled, and it uncovers some valuable materials. **Draw 4 salvage.**

FAIL: You hastily set some demolition charges and detonate. You realize your mistake in the calculations just as the ceiling crashes down upon you. **Suffer 2 Wounds.**



8

The bunker door is slightly ajar and opens with a push. You scan the rooms, but they have clearly been picked over more than once. There's nothing left of value.

FREE: No reason to waste more time. You decide to continue on.
Gain 1 Luck Token.

9

The door is rusted shut, but a few good kicks pops it open with a loud screech. It looks like this place was used for some sort of water pumping infrastructure long ago. There is a maze of rusted pipes, tanks and valves before you.

Single Attempt

Map Out the Pipes
SURVIVAL CHECK

6

PASS: Following the pipes, you find a tank that should hold water. Twisting a spigot, water pours out. The tank is still full after all this time. You'll have to mention it to a settlement. **Fill your Water Rations and gain 1 Reputation with a Settlement of your choice.**

FAIL: You can't seem to figure out the maze of pipes and give up after several attempts.

Punch Holes in the Tanks
COMBAT CHECK

6

Single Attempt

PASS: You begin punching holes in rusted tanks until you find one that has water inside.

Fill your Water Rations.

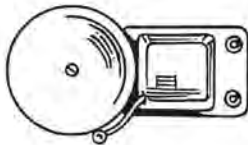
FAIL: Punching holes in rusted tanks provides some stress relief, but you find nothing of interest.

10

Before you've even made it to the door, an alarm sounds. You duck behind a boulder and soon hear men headed in your direction. Judging by their gear and mannerisms, you've stumbled upon a pair of mercenaries. One of them calls, "Over here!", and they begin running in your direction. This could get ugly.

Fight for Your Life
2x
COMBAT CHECK
10

PASS: Using your skill, gear, and a little luck, you emerge victorious. Unfortunately, much of their equipment was damaged in the intense fight. **Collect 8 Credits and gain 1 Item.**



Bluff the Mercenaries
SURVIVAL CHECK
14

Single Attempt

PASS: You recognize the colors of the outfit and drop some names. You explain how your unit was ordered to resupply here, but was routed by a massive raider warband. You mimic the outfit's salute and that seems to be enough for them. **Collect 10 Credits, gain 1 Item and 1 Consumable.**

FAIL: You start talking. They start shooting. **Suffer 1 Wound.**

11

A sign hanging on the door reads "Big Jay's Repair Shop". The sounds of power tools can be heard. You enter into an empty room with a bell hanging on the wall. Next to the bell, a sign says "Ring bell for service". Thinking to yourself, "What could possibly go wrong?", you ring the bell. The sound of power tools stops and an enormous man covered in leather, carrying a massive sledgehammer, enters from the hallway. He squints, looks you over, then nods and says, "Name's Big Jay. This is my shop. I'll fix something for you, free of charge... new customer special. After that, standard prices apply." He sets the hammer down, folds his arms and adds, "What'll it be?"

FREE: Repair 1 Item for free. You may repair additional Items at standard repair costs.

12

As you open the door, you see an old man with a crazed gleam in his eye. He looks toward you and your eyes lock momentarily. You can see the insanity behind those eyes. Just as you think to yourself, "This man may be dangerous", the man grabs a knife, jumps to his feet, and screams at the top of his lungs as he lunges at you.

Kill the Man
COMBAT CHECK
6

PASS: Regrettably, you are forced to put the man down. The waste demands a different toll from each of us. However, that's no reason to leave his supplies behind. **Draw 2 salvage.**



Subdue the Man
SURVIVAL CHECK
8

Single Attempt

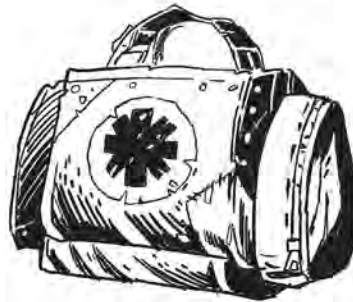
PASS: You sidestep the attack, tripping the man in the process. A quick thump to his head and he's out. You gather any supplies you can find, briefly wondering if this man will hurt the next person to meet him. **Draw 2 salvage.**

● **FAIL:** You attempt to disarm the man, but his grip is insanely strong. You end up cutting your hand during the struggle. **Suffer 1 Wound.**

13

The door sticks, but several kicks convince it to open. A thick layer of dust blankets everything and the air is stale. You find a metal storage cabinet with a simple lock, easily broken. The shelves are filled with medical supplies! Many of the jars and vials are long expired, but many are still useful. You decide to bring everything you can carry to a settlement. This could help a lot of people.

FREE: Heal all Wounds and gain 1 Reputation with a Settlement of your choice.



14

The door seems to be wedged shut from the inside, but you're pretty sure you can get it open.

Single Attempt

Pry the Door Open
SURVIVAL CHECK
9

Kick Your Way Through
COMBAT CHECK
12

Single Attempt

PASS: Inside you find a makeshift camp with a dead man sitting against the wall. If the large pool of blood on the floor is any indication, the man appears to have bled out. After a quick search, you determine that he was a mission runner. Well, this IS what he signed up for. Conveniently, he has completed his Mission and it's ready to turn in. **Gain 1 completed Mission.**

FAIL: The door won't budge no matter what you try. After spending an hour working at it, you give up.

15

The door is propped open when you arrive, setting you on guard. You carefully clear each room, finding no people. During the search, you notice a chip in the wall that almost looks like the corner of a door.

Single Attempt

Get a Closer Look
SURVIVAL CHECK
9

PASS: You find a switch that causes a portion of the wall to slide back. The room is filled with useful materials. Jackpot! **Draw 8 salvage.**
FAIL: Nothing out of the ordinary. Oh well, many other places to visit.

Put a Hole in the Wall
COMBAT CHECK
12

Single Attempt

PASS: The wall is strong, but you find a weak point to smash a hole in. Beyond you find a horde of supplies! Jackpot! **Draw 8 salvage.**
FAIL: The wall resists all of your efforts. Even a breaching charge hardly leaves a scratch.

16

The door is almost invisible and you marvel at your near supernatural ability to spot it from a distance. Inside, there are two rooms. One served as living quarters, while the other appears to have been an operating room, still full of equipment. Any doctor would love to get their hands on this stuff.

FREE: Heal all Wounds and gain 2 Reputation with a Settlement of your choice.



17

Just as you're about to grab the handle, the door swings inward and a man nearly walks into you. He looks startled and says, "Excuse me, my good sir! I didn't see you there. Come in, come in! We were just resting for a spell, but I'm always happy to find a customer!" You step in and the man spreads wares in front of you.

FREE: You may purchase 2 random Items half the standard price.

18

The door to the bunker swings open with ease. Inside you find a surprisingly large storage facility, but it has clearly been stripped of the goods that had been stored here. Disappointed, you turn to leave when you notice a robotic arm. It might be worth further investigation.

Single Attempt

Study the Robotic Arm
SURVIVAL CHECK
8

PASS: As you examine the robotic arm, an idea begins to form. The same mechanics could be used to create a power frame, allowing you to carry a lot more. You strip a few components from the arm that will be useful in your own creation. **Take Schematic 20 – Hydraulic Power Frame and draw 2 salvage.**
FAIL: It won't move, you're not sure how it works, and it doesn't look like it comes apart.

Single Attempt

Strip for Parts
COMBAT CHECK
10

PASS: The arm reminds you of a standard military- grade lift. With a few pieces from the arm, you should be able to create your own power frame. **Take Schematic 20 – Hydraulic Power Frame and draw 2 salvage.**
FAIL: This thing is sturdier than it looks. The parts must be welded on.

19

As you open the door, red lights begin flashing on the walls of the hallway beyond. You hear engines whir to life and two aerial drones begin flying in your direction. While it doesn't quite make sense, in the wasteland you survive by shooting first and asking questions later.

Destroy the Drones
2x
COMBAT CHECK
10

PASS: The drones lay motionless on the ground, sparking periodically. You pry one open and the electronics behind it aren't too difficult. You yank the "brain" and a few components, liking the idea of your own pet drone. **Take Schematic 19 – Combat Drone and draw 3 salvage.**

Identify A Weakness
2x
SURVIVAL CHECK
11

PASS: You notice an exposed antenna on the back of a drone as you run for cover. A chunk of concrete and a nice throw is enough to drop the drones from the sky. You can probably repair one and program it to defend you, rather than kill you... hopefully. **Take Schematic 19 – Combat Drone and draw 5 salvage.**
FAIL: The drones fire upon you while you're inspecting them. **Suffer 1 Wound.**

20

The bunker's tunnels seem to cross upon each other far more frequently than is necessary, but you eventually find a room with a full suit of pre-War powered armor on display. It seems to be functioning and the diagnostics are all returning 'OK'. How can you not put this on?

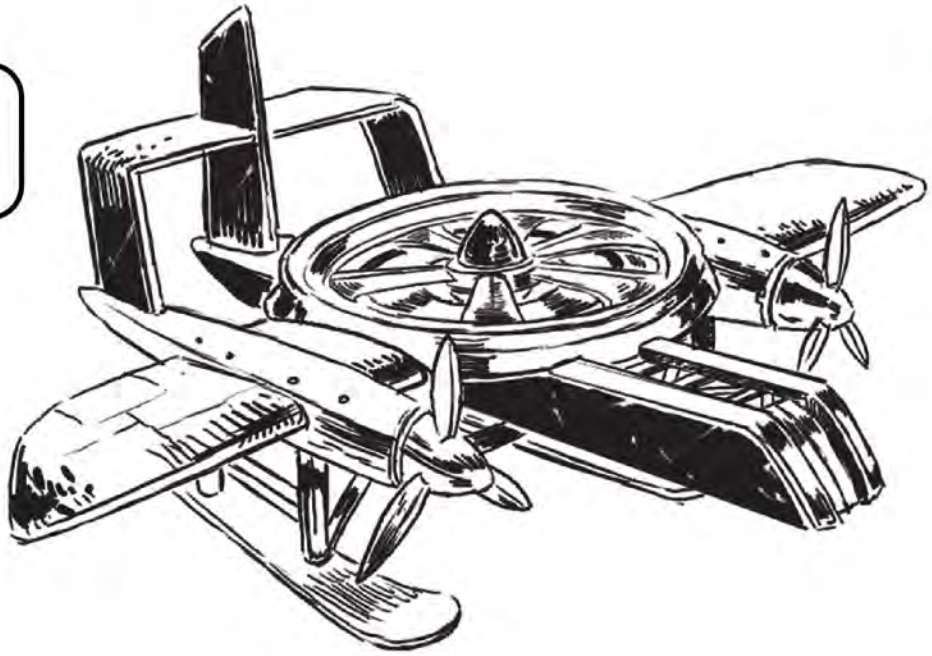
FREE: Collect 10 Credits. If the Powered Armor is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Powered Armor. You may replace your Companion with the Powered Armor. If you take the Powered Armor, a turret springs to life. Apparently it doesn't think the armor is yours.

Destroy Turret
COMBAT CHECK
12
***may not flee**

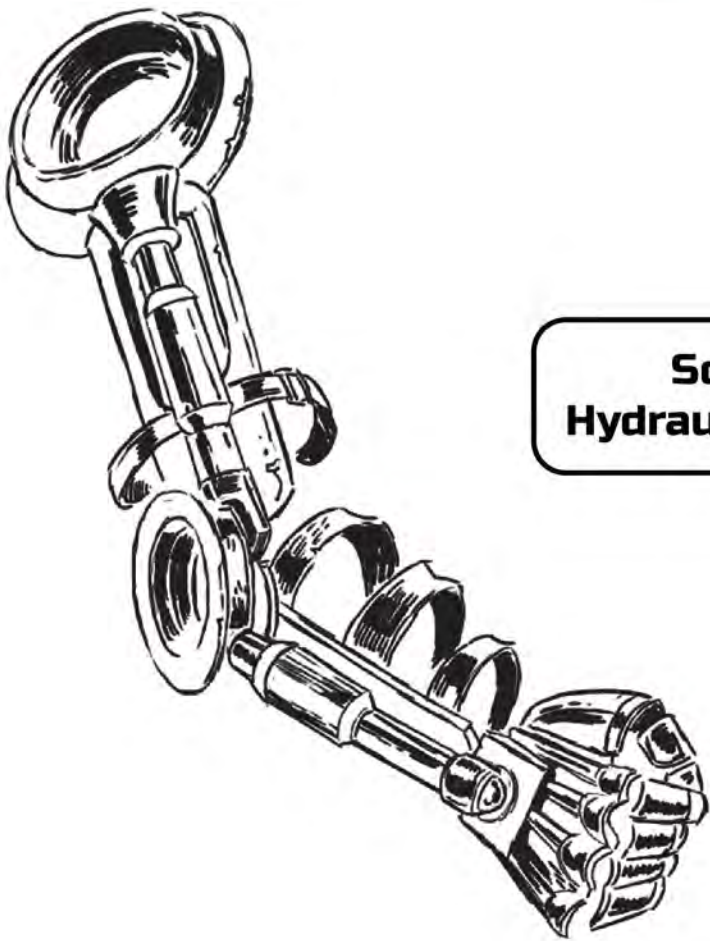


41

**Schematic 19
Combat Drone**



**Schematic 20
Hydraulic Power Frame**



5 - A LONE BUILDING



5 - A LONE BUILDING

1 Exterminate the Rats COMBAT CHECK 6 PASS: 2 salvage	Burn the Whole Building SURVIVAL CHECK 8 PASS: 2 salvage FAIL: 1 Wound Single Attempt	13 FREE: May purchase Trait rolls for 3 Credits each, no further discounts apply
2 Defensive Approach COMBAT CHECK 8 PASS: 1 Consumable	Stealth Approach SURVIVAL CHECK 9 PASS: 1 Consumable FAIL: 1 Wound Single Attempt	Check Out the Merchandise Rob the Trading Post FREE: May purchase 3 Items for half price & 3 Consumables for 1 Credit each Fight for Your Life COMBAT CHECK 19 *may not flee PASS: 2 Items, 1 Consumable & 10 Credits; -2 Reputation w/ the Settlement you have the highest Reputation with
3 Kill the Men 2x COMBAT CHECK 9	PASS: 4 Credits, 2 salvage & 1 Reputation w/ any Settlement	
4 Spot the Wire SURVIVAL CHECK 8 PASS: 3 salvage FAIL: 1 Wound Single Attempt	Tactical Knowledge COMBAT CHECK 10 PASS: 3 salvage FAIL: 1 Wound Single Attempt	15 Crack the Safe SURVIVAL CHECK 8 PASS: 5 Credits Single Attempt
5 FREE: Gain 1 Luck Token		16 Hack the Console SURVIVAL CHECK 10 PASS: 6 Credits & 1 Item Single Attempt
6 Cut the Webs 2x COMBAT CHECK 8 PASS: 6 Credits	Burn the Webs SURVIVAL CHECK 12 PASS: 9 Credits FAIL: None Single Attempt	17 Kill the Men 3x COMBAT CHECK 10 PASS: 10 Credits & 2 Consumables
7 Careful Inspection SURVIVAL CHECK 7 PASS: 1 Item & 1 Consumable Single Attempt	18 Violence 2x COMBAT CHECK 8 PASS: 2 salvage & Schematic 10 - PDA	
8 FREE: May purchase 1 random Schematic for 2 Credits		Bluff the Raiders SURVIVAL CHECK 11 PASS: 2 salvage & Schematic 10 - PDA FAIL: 1 Wound Single Attempt
9 Look for Hiding Spots SURVIVAL CHECK 10 PASS: Take 1 free Action immediately Single Attempt	Smash the Place Up COMBAT CHECK 12 PASS: 2 Credits & 1 Reputation w/ any Settlement FAIL: 1 Wound Single Attempt	19 Understand Drawings SURVIVAL CHECK 8 PASS: Schematic 3 - Mass Accelerator Single Attempt
10 FREE: Fill Water Rations; may sell salvage for 2 Credits each or 4 Credits for white		Find a Prototype SURVIVAL CHECK 12 PASS: 4 salvage & Schematic 3 - Mass Accelerator Single Attempt
11 Kill the Man COMBAT CHECK 6 PASS: 2 Credits & 1 Reputation w/ any Settlement	Subdue the Man SURVIVAL CHECK 6 PASS: 2 Credits & 1 Reputation w/ any Settlement FAIL: 1 Wound Single Attempt	20 FREE: 10 Credits & search Companion deck for Motorcycle. You may swap your Companion for Motorcycle, even if already in play.
12 Search the Bag SURVIVAL CHECK 10 PASS: Gain 1 completed Mission Single Attempt		



5 - A LONE BUILDING

A single building dots the horizon, presenting an obvious landmark to explore. You head towards the building, feeling ready for just about anything. **Roll a 20 (d20) to see what happens.**

1

Boards cover the doors and windows, but it's easy enough to pry your way in. Once inside, you hear scratching in the walls. The floor creaks and shudders, then a plank breaks beneath your foot. You catch your balance just in time to see a swarm of rats emerging from the floor.

Exterminate the Rats
COMBAT CHECK
6

PASS: You disperse the rats before they can cause any real damage. They stay away while you finish your search. **Draw 2 salvage.**



Burn the Whole Building
SURVIVAL CHECK
8 Single Attempt

PASS: Nope. Not happening. You decide it's best to just burn the whole place down. A flare under the floorboards creates a roaring, rat-screaming blaze in no time. With the rats handled, you scavenge the wreckage. **Draw 2 salvage.**

FAIL: The rats knock the flare from your hand as they swarm over you. **Suffer 1 Wound.**

2

You catch the scent of a fire on your approach. There are definite signs of habitation, so you cautiously scout from a distance. You can't place it, but you get a bad feeling.

Defensive Approach
COMBAT CHECK
8

PASS: Three armed men step out from the door, spot you, and charge. After deftly eliminating the threat, you scan their camp for loot. Food is notably scarce. **Gain 1 Consumable.**



Stealth Approach
SURVIVAL CHECK
9 Single Attempt

PASS: You sneak close enough to overhear the conversation of a few men. One says, "Ok, so we are all in agreement. People are now on the menu." Another replies, "I wish I could say no, but if it means food... I'm so hungry." You don't feel bad about snagging one of their bags before slipping away. **Gain 1 Consumable.**

FAIL: A man steps out of the building, sees you and begins shooting! **Suffer 1 Wound.**

3

The windows are boarded from the inside, but you can hear muffled activity from within. When you open the door, two very large, armored men with pistols jump to their feet to greet you. Instinct kicks in, and you fight for survival. This may be a tough one.



Kill the Men
2x
COMBAT CHECK
9



PASS: With a flurry of precision strikes, you kill the guards. Inside there are several unarmed people chained to tables, forced to manufacture drugs. You free them, grab the valuable lab gear and smash the rest. You have done the waste a service today. **Collect 4 Credits, draw 2 salvage and gain 1 Reputation with a Settlement of your choice.**

4

The building isn't really noteworthy, but maybe you'll find some forgotten valuables within. You approach the entrance, a small hallway with a door at the end.

Single Attempt

Spot the Wire
SURVIVAL CHECK
8

PASS: You notice a trip wire within the hallway and are able to carefully disarm the trap. It would have sent a makeshift spear hurtling towards you, had you not. A quick search of the place turns up a moderate haul. **Draw 3 salvage.**

Tactical Knowledge
COMBAT CHECK
10

Single Attempt

PASS: You've breached enough buildings to know this hallway is an ideal spot for a trap. You search the area and find a trip wire, which you carefully disarm. A quick search of the place turns up some useful scrap. **Draw 3 salvage.**

FAIL: You feel a slight resistance against your shin, then a sharpened pole launches from a concealed hole in the wall. Fortunately the makeshift spear only grazes you, but it's enough of a warning to leave this place alone. **Suffer 1 Wound.**

5

You approach the nondescript building and peer through a window. This place has been completely stripped. There is not a single item of interest within.

FREE: No reason to dwell on what could have been. **Gain 1 Luck Token.**



6

You notice wispy webbing hanging from several of the surfaces outside the building. At the entrance, the webbing becomes so thick that travel inside the building is impossible.

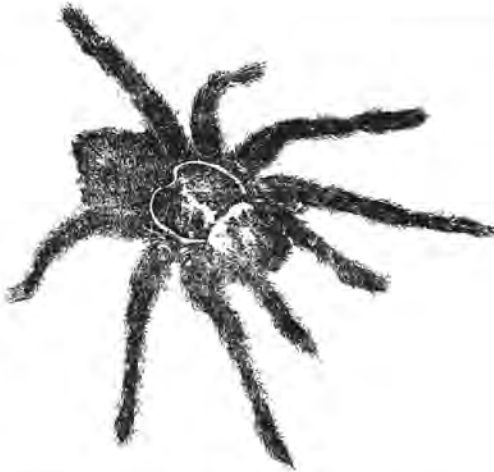
Cut the Webs
2x
COMBAT CHECK
8

PASS: A couple of swipes at the web and two enormous, furry spiders scurry to the defense of their nest. The spiders are vicious, but you dispatch of them as you would any other challenge put before you. You cut into a large cocoon wrapped around a human corpse that has been completely drained of fluids. They probably don't need these coins.
Collect 6 Credits.

Burn the Webs
SURVIVAL CHECK
12

Single Attempt

PASS: The webbing is tough to ignite, but once it lights, the flames spread quickly. As the fire hungrily consumes the webbing, screaming can be heard from within. The fire clears the webs, revealing the charred remains of two enormous spiders, and several corpses the spiders had fed upon. You find some coin on the charred, drained, humanoid corpses. **Collect 9 Credits.**
FAIL: The web will not ignite, but you can always cut through.



7

When you reach the building, the front door is wide open. Inside you find smashed, empty crates. Looks like someone else hit the jackpot.

Careful Inspection
SURVIVAL CHECK
7

Single Attempt

PASS: You notice a crate in the corner, mostly covered by debris. The crate is still sealed, so you pry the lid off. **Gain 1 Item and 1 Consumable.**

8

You enter the building and see a man rifling through papers. He notices you, rests his hand on his pistol and says, "I'm just conducting a bit of research here. Nothing to be concerned about." You express interest in his work and maintain a friendly demeanor.

FREE: He is soon telling you all about his research, then offers to sell you a copy of the schematics. **You may purchase one random Schematic for 2 Credits.**

9

A quick walkthrough turns up little more than an abandoned building. You can spend some time on a more thorough investigation, or take the opportunity to blow off a bit of steam.

Single Attempt

Look for Hiding Spots
SURVIVAL CHECK

10

PASS: You find a cupboard with a false back. Inside, there is enough preserved food for a meal!

Take 1 free Action immediately.

FAIL: Nothing of note. However, many more opportunities await!

Smash the Place Up
COMBAT CHECK

Single Attempt

12

PASS: In frustration, you smash anything you can find. A thrown brick surprisingly punches a hole through the back of an empty cupboard. Inside you find enough preserved food for a meal!

Take 1 free Action immediately.

FAIL: It's a great stress release, but nothing more.

10

As you approach the building, you hear music, instantly lifting your spirits. You enter what appears to be an independent saloon. The guests aren't the most savory sort, but the proprietor is happy to have a new customer and offers to fill your water at no cost.

FREE: The bartender fills your water and mentions that some of the guests are willing to pay top coin for salvage. **Fill your Water Rations, and you may sell salvage for 2 Credits each or 4 Credits for white.**



11

You reach the building just in time to see a man waving a gun run inside screaming, "You'll never take me alive, copper!" You'll have to decide how you want this to play out.

Kill the Man
COMBAT CHECK

6

PASS: The man doesn't seem to have much combat experience, and you are easily able to defeat him. The officer at the bounty office says, "Wow. Kinda harsh. He was only wanted for tax evasion, but I guess it says 'Dead or Alive' for a reason. Here's your reward." **Collect 2 Credits and gain 1 Reputation with a Settlement of your choice.**

Subdue the Man
SURVIVAL CHECK

Single Attempt

6

PASS: While it's not much of a surprise, you're able to disarm the man and render him unconscious. then deliver him to the local bounty office. **Collect 2 Credits and gain 1 Reputation with a Settlement of your choice.**

FAIL: You fail to disarm the man and he shoots at you! **Suffer 1 Wound.**



12

The building is unlocked, so you enter. Inside, you find a man barely clinging to life. When he sees you, he looks about deliriously, grabs a bag and holds it out to you. In a barely audible whisper, he says, "Please... this is... important." Then the gleam of life fades from his eyes.



**Search the Bag
SURVIVAL CHECK**

Single Attempt

10



PASS: You shuffle through the bag and notice a hidden compartment on one seam. Inside you find the details of a mission the man has completed. All that's left to do is turn it in for the reward! You thank the man and wish him peace in the afterlife.

Gain 1 completed Mission.

FAIL: The bag is falling apart and contains nothing of value. The man was likely suffering the delirium of death's door.

13

There is a large red cross painted on the door. Inside you find a fully staffed independent medical clinic. The woman at the front desk cheerily asks, "Are you here for the Pre-War Enhancement Shot special? We are offering them for 3 Credits each, today only!"

FREE: You may purchase Trait rolls for 3 Credits each. No further discounts apply.

14

There are neon lights everywhere on this building. It's obvious that someone wants to draw attention. "Tiff's Trade Emporium" stands out in the lighting. When you enter, you are cordially greeted by an attractive redheaded woman, decked out in high quality gear. "Welcome to my Trade Emporium! I'm Tiff. Let me know if you see something you like." she says with a slight smirk and a wink.

Check Out the Merchandise

FREE: You may purchase 3 Items at half cost and 3 Consumables for 1 Credit each.

Rob the Trading Post

The moment you make an aggressive movement, Tiff hits a button on the counter. The door slams shut and two turrets fold out of the walls.

**Fight for Your Life
COMBAT CHECK**

19

*may not flee



PASS: It takes every trick in the book and a lot of luck to survive this, but you emerge victorious. To the victor go the spoils! **Gain 2 Items, 1 Consumable and collect 10 Credits. Lose 2 Reputation with the Settlement you have the highest Reputation with. This loss can cause you to lose Fame gained through Reputation.**



15

Much of the building is in ruin. However, stairs that lead down into the basement have survived and appear to be stable. You descend and find a large safe set into the wall. While there's no way to take it with you, you think you may be able to open it.

Single Attempt

Crack the Safe
SURVIVAL CHECK

8

PASS: Sure enough, within a few minutes the safe clicks open to reveal the coins inside.

Collect 5 Credits.

FAIL: The safe is a bit beyond your ability. No reason to waste more time on it.

Break the Safe Open
COMBAT CHECK

Single Attempt

11

PASS: It takes a LOT of force, but you finally manage to break the hinges and pry the safe open. **Collect 6 Credits.**

FAIL: There is simply no way you're going to get into the safe using force.



16

The building looks like it could have been a bank in times long past. The giant, sealed vault clears up any doubt. The console next to the door still seems to work, but this is going to be difficult.

Single Attempt

Hack the Console
SURVIVAL CHECK

10

PASS: Your hacking skills are quite impressive, and the door slides open. **Collect 6 Credits and gain 1 Item.**

FAIL: There's no way this is going to happen. The computer is beyond your ability. At least the turrets didn't shoot you.

Blow the Vault Open
COMBAT CHECK

Single Attempt

13

PASS: You strategically place a few charges on the vault door and security turrets, take cover, and hit the switch. BOOM! The vault door falls forward. **Collect 8 Credits and gain 1 Item.**

FAIL: Your charges shake the ruined building, but the door holds. Instead, security turrets spring to life and begin shooting. You high tail it out of there! **Suffer 1 Wound.**

17

As you approach the building, you hear shouts coming from within. Three men with some heavy armaments walk out the door. One looks right at you and shouts, "You don't belong here, mate! This is Outlaws turf! Now you're here and now I can't let you leave. Not a great day to be you." There is no question of their intent.

Kill the Men
3x
COMBAT CHECK
10

PASS: An epic battle ensues, with you emerging victorious. You strip the valuables and clear out before anyone else inside decides to investigate. **Collect 10 Credits and gain 2 Consumables.**

Tactical Retreat!
COMBAT CHECK
10

PASS: The good news is that you're able to fend off the sudden attack and escape. The bad news is that you weren't able to snag any loot during the hasty retreat. **Gain 1 Luck Token.**

18

The garage door is open, exposing rows of shelves storing several items of interest . However, two men and a woman dressed as raiders are inside. The woman has an electronic device in her hands that she taps at occasionally as she examines the shelves. Best to convince them to “share”.

Violence
2x
COMBAT CHECK
8

PASS: They needed a bit of convincing, but in the end they decided that “sharing” was the best course of action. You examine the now damaged electronic device. You think you could repair it with the proper resources. **Draw 2 salvage and take Schematic 10 – PDA.**

Bluff the Raiders
SURVIVAL CHECK
11

Single Attempt

PASS: You identify yourself as part of the building security team, explaining that the rest of the team is en route. You give them a chance to hand over what they have and be on their way before they are killed for theft. The woman smashes her device on the floor and glares at you, but they take the deal. **Draw 2 salvage and take Schematic 10 – PDA.**

● **FAIL:** The raiders open fire before you can speak. **Suffer 1 Wound.**

19

Much of the contents of the building appear untouched. There are technical drawings pinned to walls, spread across desks, and more filed away in cabinets. The most interesting is centered on the wall, and it kind of looks like a gun. You like guns, so you take a closer look.

Single Attempt

Understand Drawings
SURVIVAL CHECK
8

PASS: This makes sense to you. It's a way to accelerate mass, and could be weaponized. You could (and should) make this happen. **Take Schematic 3 – Mass Accelerator.**

FAIL: You can't quite make sense of the technical documents.

Find a Prototype
SURVIVAL CHECK
12

Single Attempt

PASS: The technical drawing makes sense to you, but it would be far easier to weaponize with even a crude prototype. A few minutes of searching pays off. **Draw 4 salvage and take Schematic 3 – Mass Accelerator.**

FAIL: Unfortunately, the technical drawings are beyond your level of technical expertise.

20

The building looks like a garage, and the door is unlocked. Inside you find a beautifully well-kept motorcycle. The keys are hanging on a hook in the wall, and there are a few cans of gas in the corner. If someone wanted this, they should have put more care into securing it. How can you not take this for a spin?

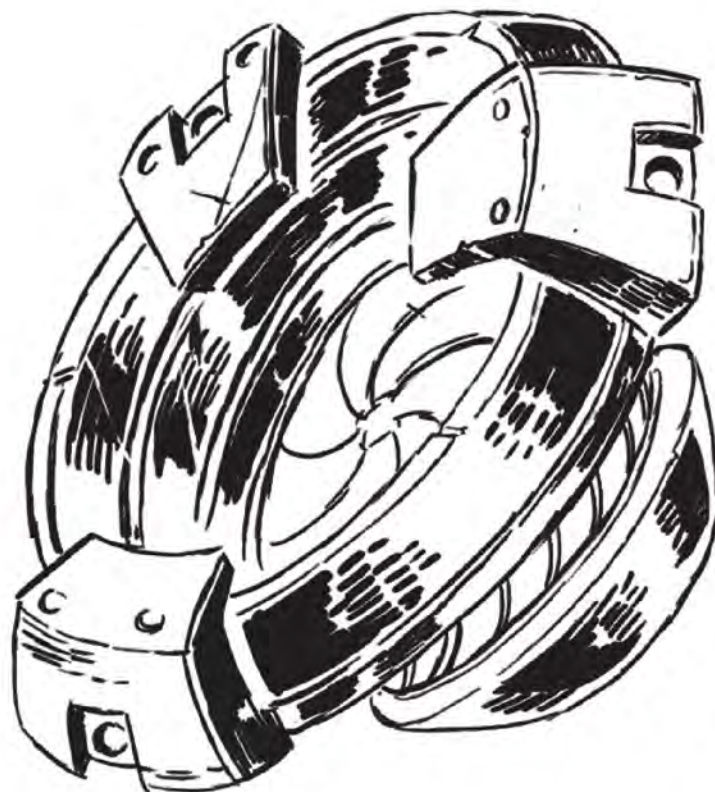
FREE: There are even some credits in a storage compartment. **Collect 10 Credits** **If the Motorcycle is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Motorcycle. You may replace your Companion with the Motorcycle.**





Schematic 10
PDA

Schematic 3
Mass Accelerator



6 - AN OASIS




6 - AN OASIS

1 Identify the Mirage SURVIVAL CHECK 6 (Single Attempt) PASS: 1 Luck Token FAIL: -2 Water Rations	Discover Water SURVIVAL CHECK 10 (Single Attempt) PASS: +4 Water Rations	12 Examine the Plants SURVIVAL CHECK 7 (Single Attempt) PASS: Heal 1 Wound & 1 Reputation w/ any Settlement	Dig For Water COMBAT CHECK 7 (Single Attempt) PASS: Fill Water Rations
2 Cut the Raider Down COMBAT CHECK 7 PASS: 2 Credits & 1 Consumable	Ambush the Raider SURVIVAL CHECK 9 (Single Attempt) PASS: 2 Credits & 1 Consumable FAIL: 1 Wound	13 Amateur Mycologist SURVIVAL CHECK 7 (Single Attempt) PASS: Fill Water Rations FAIL: Lose 1 Action	Professional Mycologist SURVIVAL CHECK 12 (Single Attempt) PASS: Fill Water Rations & 10 Credits FAIL: Lose 1 Action
3 Notice the Problem SURVIVAL CHECK 6 (Single Attempt) PASS: 1 salvage FAIL: 1 Wound	PASS: 1 salvage FAIL: 1 Wound	14 Keen Perception SURVIVAL CHECK 5 (Single Attempt) PASS: Fill Water Rations FAIL: Δ 4 Wounds	PASS: Fill Water Rations FAIL: Δ 4 Wounds
4 FREE: Gain Δ 4 Water Rations.		15 FREE: Fill Water Rations & 2 Companions	
5 Pay the 'Water Tax' FREE: Must fill Water Rations at a cost of 1 Credit per Water Ration refilled.	Throw Down COMBAT CHECK 11 PASS: Fill Water Rations, 5 Credits & 1 Item	16 Exterminate the Bugs 2x COMBAT CHECK 9 PASS: Fill Water Rations & 3 salvage	Wasteland Entomologist SURVIVAL CHECK 13 (Single Attempt) PASS: Fill Water Rations & 3 salvage FAIL: 1 Wound
6 FREE: Fill your Water Rations.		17 FREE: Fill Water Rations, 1 Item & 1 Consumable	
7 Eliminate the Threat COMBAT CHECK 8 PASS: 1 Item	Scare the Serpent SURVIVAL CHECK 7 (Single Attempt) PASS: Fill Water Rations FAIL: 1 Wound	18 Follow the Footprints COMBAT CHECK 13 (Single Attempt) PASS: 1 Item, 4 Credits & Schematic 16 - Water Recycler FAIL: None	Search His Pack SURVIVAL CHECK 8 (Single Attempt) PASS: 2 salvage & Schematic 16 - Water Recycler FAIL: None
8 Herbology 101 SURVIVAL CHECK 8 (Single Attempt) PASS: Take 1 free Action immediately	Field Repairs COMBAT CHECK 8 (Single Attempt) PASS: Repair up to 3 Item damage on your Items.	19 Kill the Lizard COMBAT CHECK 10 PASS: Schematic 1 - Cloaking Device & fill Water Rations	Herpetology Major SURVIVAL CHECK 13 (Single Attempt) PASS: Schematic 1 - Cloaking Device & fill Water Rations FAIL: 1 Wound
9 FREE: May purchase 1 Item for half price and 1 Consumable for 1 Credit		20 FREE: 10 Credits & search Companion deck for Pack Camel. You may swap your Companion for Pack Camel, even if already in play.	
10 Defend Yourself COMBAT CHECK 8 *may not flee PASS: 5 Credits & fill Water Rations			
11 Kill the Man COMBAT CHECK 10 PASS: 4 Credits & 4 salvage	Talk Your Way Out SURVIVAL CHECK 13 (Single Attempt) PASS: 4 Credits, 1 Consumable & 4 salvage FAIL: 1 Wound		



6 - AN OASIS

There appears to be a lush oasis in the distance. The promise of water is too much to pass up. Roll a  (d20) to see what happens.

1

You continue on towards the oasis for several minutes, working up a thirst along the way.

Single Attempt

Identify the Mirage
SURVIVAL CHECK
6

PASS: Fortunately, after a few minutes of travel, you realize that the oasis is nothing more than a mirage. **Gain 1 Luck Token.**

FAIL: You continue wandering toward the oasis for some time, stopping to drink from your remaining water several times. Eventually you give up, the oasis either disappeared or was never there at all. **Lose 2 Water Rations.**

Discover Water
SURVIVAL CHECK
10

Single Attempt

PASS: You quickly realize that the oasis is nothing more than a mirage, but you find yourself in a low area that likely has ground water. Some time digging pays off! **Gain 4 Water Rations.**

FAIL: The oasis doesn't seem to get any closer as you walk towards it, but eventually disappears. Alas, it was only a mirage.



2

As you approach the oasis, you catch sight of a raider scout. He's probably with a much larger group, but this is a great opportunity to pick off just the one.

Cut the Raider Down
COMBAT CHECK
7

PASS: You dispatch of the scout, loot the corpse, and continue on your way before the rest of the raiders realize anyone is missing. **Collect 2 Credits and gain 1 Consumable.**

Ambush the Raider
SURVIVAL CHECK
9

Single Attempt

PASS: You hide yourself. As the scout passes, you slip from cover, then deftly twist his neck. He didn't even see it coming. **Collect 2 Credits and gain 1 Consumable.**

FAIL: As you are sneaking into position, you step on a loose slab of concrete, sending it sliding down the hill. The raider looks right at you, draws a pistol and fires. **Suffer 1 Wound.**

3

When you arrive at the oasis, you kneel to drink and fill your water supplies.



Single Attempt

Notice the Problem
SURVIVAL CHECK

6



PASS: Just as you're about to drink, you notice a rusted barrel in the water with green ooze seeping from it. You drag the scrap metal to land without touching the ooze, but it's probably best not to drink the water. **Draw 1 salvage.**

FAIL: You take a deep drink and notice a strange metallic taste. Almost immediately you fall violently ill. This water is not drinking water. **Suffer 1 Wound.**

4

You arrive at what you had hoped was a vibrant oasis, only to find something more akin to a mud puddle. Fortunately, you do know some tricks to get some drinkable water out of it.

FREE: You run the muck through a filter, then boil it in a makeshift water purifier.
Gain Δ Water Rations.



5

You approach the oasis and are confronted by several armed men. The leader steps forward and sneers. "Well, we've got a customer. Keep in mind you'll be paying the 'water tax' for proper maintenance. You ain't leavin' til you pay up. Understand?"

Pay the 'Water Tax'

FREE: You must fill your Water Rations at a cost of 1 Credit per Water Ration.



Throw Down
COMBAT CHECK

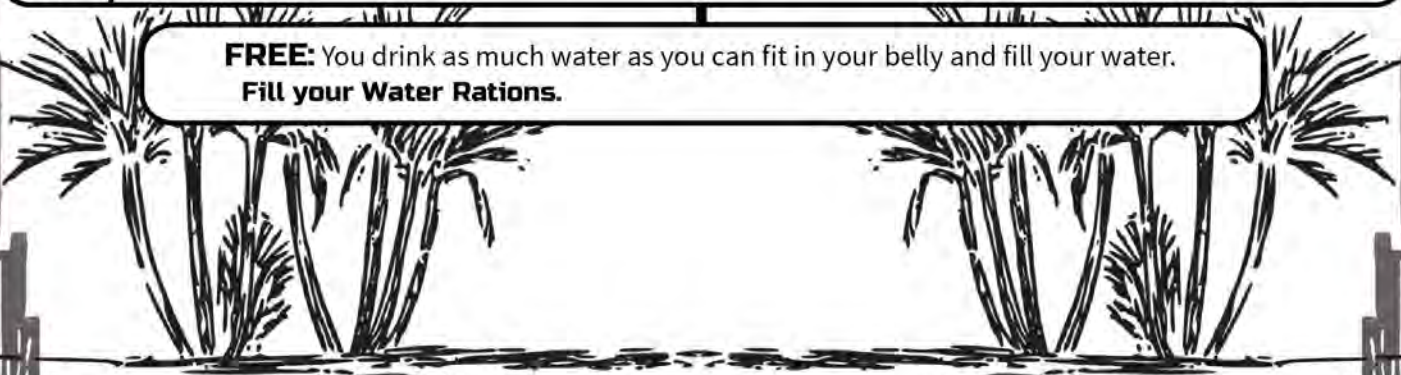
11

PASS: You tell the lead man where he can go. A tough fight ensues, but you emerge as the victor. You pilfer their "tax collections" and fill your Water Rations. **Collect 5 Credits, gain 1 Item and fill your Water Rations.**

6

The oasis is everything you had hoped. Lush growth in an otherwise barren landscape, with plenty of clean water. This is probably the closest thing to a tropical paradise that you will ever see.

FREE: You drink as much water as you can fit in your belly and fill your water.
Fill your Water Rations.

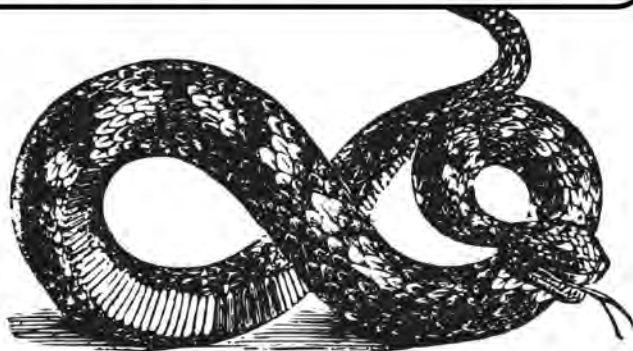


7

As you approach, that water ripples. You're certain nothing fell in. That means... your thought is interrupted by an enormous serpentine creature striking out from the water!

Eliminate the Threat
COMBAT CHECK
8

PASS: As you gut the snake, its lifeless body falls to the ground twitching. It had swallowed an object of some sort. You yank it out, then back away from the water as several more ripples appear. **Gain 1 Item.**



Scare the Serpent
SURVIVAL CHECK
7

Single Attempt

PASS: As you dodge the attack, you recall that snakes hate loud noises. You cross your fingers and toss a flashbang. BANG! The snake slips back into the water. You cautiously fill your water without further incident. **Fill your Water Rations.**

FAIL: You are unable to react in time to dodge the strike. The bite causes you to drop the flashbang you were going for. **Suffer 1 Wound.**



8

When you reach the oasis, you are bit disappointed by the lack of standing water. It's really nothing more than wet sand with tall weeds.

Single Attempt

Herbology 101
SURVIVAL CHECK
8

PASS: Your spirits lift as you examine the weeds. These are quite tasty edible plants, if prepared properly. You cook them up and enjoy a delicious meal. **Take 1 free Action immediately.**

FAIL: You remember hearing something about this plant. You just can't remember what it was.

Field Repairs
COMBAT CHECK
8

Single Attempt

PASS: You are able to weave the weeds into a tough twine, which is perfect for field repairs. **Repair up to 3 Item damage on your Items. Repairs may be split between Items.**

FAIL: You scour the area, but don't find anything of use for repairs.

9

You find a trade caravan resting at the oasis. A confident woman walks right up to you and asks, "You interested in goods? We've moved most of what we had, but I can give you a deal on what we have left. Take a look!"

FREE: You may purchase 1 Item for half standard price and 1 Consumable for 1 Credit (regardless of standard price).



10

You reach the oasis and kneel to drink. The brush rustles, and several armed men step out. There is no doubt that they are raiders. You have walked right into an ambush.



Defend Yourself
COMBAT CHECK

8

*may not flee



PASS: They picked the wrong mark today. You eliminate the raiders, claim their loot, then take a few minutes to settle the nerves and fill your water supply.
Collect 5 Credits and fill your Water Rations.

11

As you approach the oasis, you see an old disheveled man urinating into the water. He's babbling to himself about someone or something called "The Glowing God". When he hears you, his head snaps in your direction. With a crazed look in his eyes, he grabs a butcher's knife and sprints towards you, shrieking at the top of his lungs.

Kill the Man
COMBAT CHECK
10

PASS: "So much insanity in the waste!", you mutter to yourself as you reholster your weapons. You gather the pile of supplies the crazy hermit no longer needs. **Collect 4 Credits and draw 4 salvage.**



Talk Your Way Out
SURVIVAL CHECK
13

Single Attempt

PASS: You yell, "I'm seeking the Glowing God! I'm on a pilgrimage to the Hot Zone!" The crazy hermit stops in his tracks, then runs to several hidden caches, returning with an armful of supplies. He hands them to you and says, "Good luck, brother." **Collect 4 Credits, gain 1 Consumable and draw 4 salvage.**

● **FAIL:** The man doesn't seem to hear you over his own shrieks. He attacks. **Suffer 1 Wound.**

12

There is definitely a source of water somewhere, but it's saturating the soil rather than providing drinking water. The foliage in the area seems to love it though.

Single Attempt

Examine the Plants
SURVIVAL CHECK
7

PASS: You spot a fairly rare herb known for its medicinal properties and harvest the bunch. Any doctor would be appreciative. **Heal 1 Wound and gain 1 Reputation with a Settlement of your choice.**

FAIL: Lots and lots of weeds. You don't find anything of interest.

Dig For Water
COMBAT CHECK
7

Single Attempt

PASS: Some digging results in a small pit, water pooling on the bottom. **Fill your Water Rations.**

FAIL: As you dig, the sides of the hole keep collapsing inward, preventing you from making any progress.

13

You reach the lush oasis and find water in abundance. Unfortunately, a strange bulbous fungus has colonized the area. You tap one with your foot and a small puff of spores bursts into the air.

Single Attempt

Amateur Mycologist SURVIVAL CHECK

7



Professional Mycologist SURVIVAL CHECK

Single Attempt

12

PASS: You recognize the fungus. The spores cause hallucinations if inhaled. You wrap your nose and mouth in cloth and carefully pick your way through the fungus to the water. **Fill your Water Rations.**

FAIL: The fungus looks familiar, but you can't recall specifics. Making your way toward the water, you disturb some the puffballs. As soon as you inhale the spores, colors become extra vibrant. Reality begins to melt away around you. Some time later, you groggily awaken, feeling as if you've had a profound experience, but also ready to leave. **Lose 1 Action, if you don't have 1 Action, lose 1 Water Ration.**

PASS: You recognize the fungus as one that has useful medicinal and recreational properties. It's difficult to harvest, but you know what you're doing. There will be many interested parties back in town. **Collect 10 Credits and fill your Water Rations.**

FAIL: The fungus is one that has high street value, but its difficult to harvest. You begin to gather it, but disturb a large clump by accident. You immediately begin to hallucinate. Several hours later, reality comes back into focus and you're ready to leave. **Lose 1 Action, if you don't have 1 Action, lose 1 Water Ration.**

14

A refreshing wind blows through the lush oasis. You head towards the waters edge to fill your canteen.

Single Attempt

Keen Perception SURVIVAL CHECK

5

PASS: You spot a poorly hidden land mine and step around it. You shake your head and think to yourself, "Why?" **Fill your Water Rations.**

FAIL: You hear a "click" beneath your foot. Looking down, you frown. You have stepped on a land mine. This is going to be bad. You dive away from the mine as it explodes. **Suffer Δ Wound.**

15

You find a fellow traveler resting at the oasis. You strike up a conversation and the traveler mentions that they would love some company.

FREE: Fill your Water Rations and draw 2 cards from the Companions deck. You may replace your Companion with either.



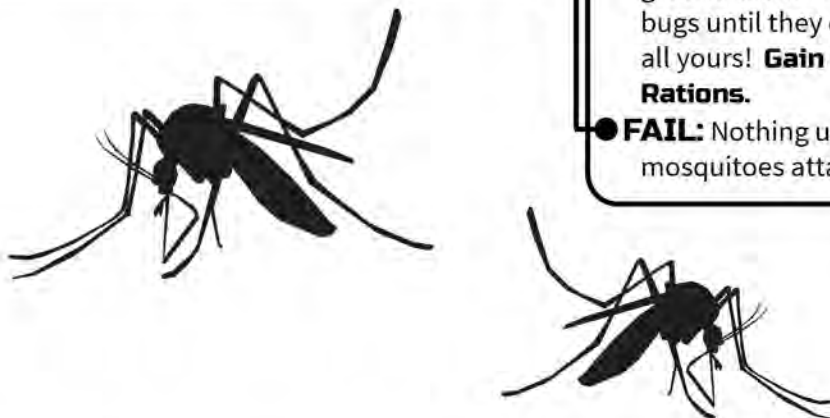
59

16

You find an abandoned campsite. You smile at your good fortune and walk over to claim your prize. As you enter the site, you hear a loud buzzing in the weeds and two enormous insects fly out. They look like mosquitoes, but are at least a thousand times larger.

Exterminate the Bugs
2x
COMBAT CHECK
9

PASS: You knock the giant bugs to the ground and stomp them until their exoskeletons crack. Now you know why this stuff was left behind. **Gain 3 salvage and fill your Water Rations.**



Wasteland Entomologist
SURVIVAL CHECK
13

Single Attempt

PASS: You recall that mosquitoes sense their prey through a combination of heat and carbon dioxide emissions. You crack a flare to muddy their senses. The giant insects seem confused, and are slow to react as you burn their wings to ground them. You proceed to stomp the mutant bugs until they crack with a loud pop. The site is all yours! **Gain 3 salvage and fill your Water Rations.**

FAIL: Nothing useful comes to mind before the mosquitoes attack. **Suffer 1 Wound.**

17

At the oasis, you notice a crate sitting 10 feet from the waters edge. You fill your water, then pry the crate open. It must have been forgotten by a trade caravan.

FREE: Gain 1 Item and 1 Consumable. Fill your Water Rations.

18

On the way, you find a dead man face down in the dirt. Several boot prints lead off in the direction of the oasis. You examine the dead man and it's clear that he was an elite scout, well-trained and certainly no stranger to trouble.

Single Attempt

Follow the Footprints
COMBAT CHECK
13

PASS: You reach the oasis and see several decked out mercenaries. You use the element of surprise to your advantage and take down all of them. The goods they have stolen are now yours. **Take Schematic 16 – Water Recycler, gain 1 Item and collect 4 Credits.**

Search His Pack
SURVIVAL CHECK
8

Single Attempt

PASS: Inside you find a broken device that must have recycled urine into drinkable water. That's a useful contraption out here. You examine the device and believe it could be fixed. **Take Schematic 16 – Water Recycler and draw 2 salvage.**

FAIL: Everything inside is worthless or broken. You can either head out or follow the footprints.

19

At the oasis you begin to setup a quick camp. You think you catch motion out of the corner of your eye a few times before you scold yourself for paranoia. Just as you're beginning to relax, something heavy hits you from behind. You fall into a roll, weapons drawn by the time you're standing. A giant lizard stands before you, its skin slowly changing color to match its new surroundings.

Kill the Lizard
COMBAT CHECK
10

PASS: The shifting colors of the chameleon make it difficult to track the lizard's movements, but you quickly learn its patterns. Once you can predict where it will be, putting the beast down is easy. As you fill your water supply, your mind mulls over the feasibility of mechanically creating a similar camouflage effect. It may be possible. **Take Schematic 1 – Cloaking Device and fill your Water Rations.**

Herpetology Major
SURVIVAL CHECK
13

Single Attempt

PASS: You put your herpetology (the study of lizards) knowledge to work and pull out a few colored bandanas. With some clever moves, you are able to mimic the male chameleon's display of dominance. The lizard lowers its head and lumbers off. This gives you an amazing idea for a device that mimics the lizard's ability to camouflage. **Take Schematic 1 – Cloaking Device and fill your Water Rations.**

● **FAIL:** Your lizard knowledge fails you and the giant chameleon is quickly within striking range. **Suffer 1 Wound.**

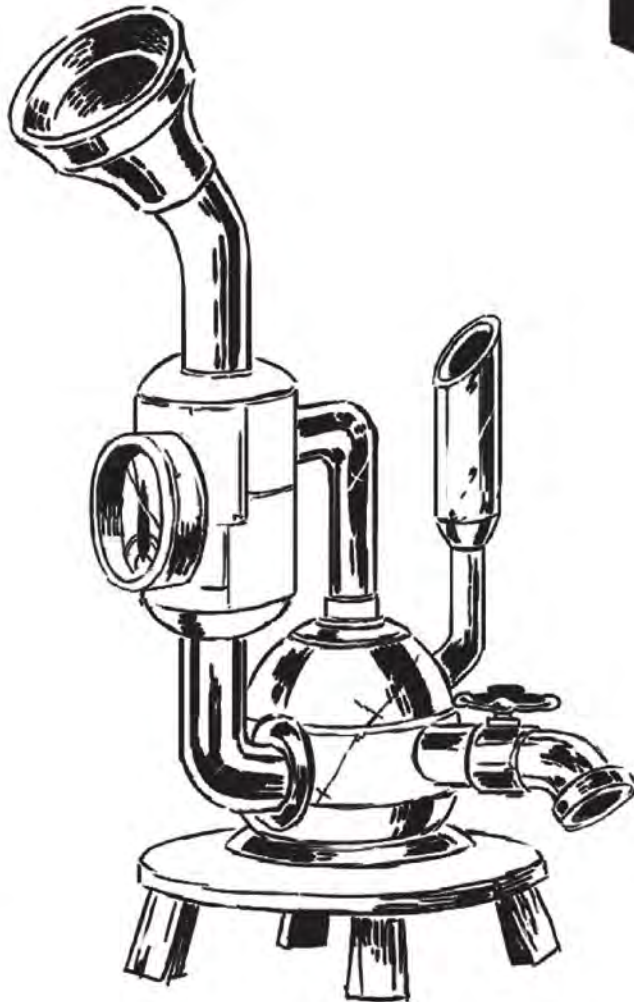
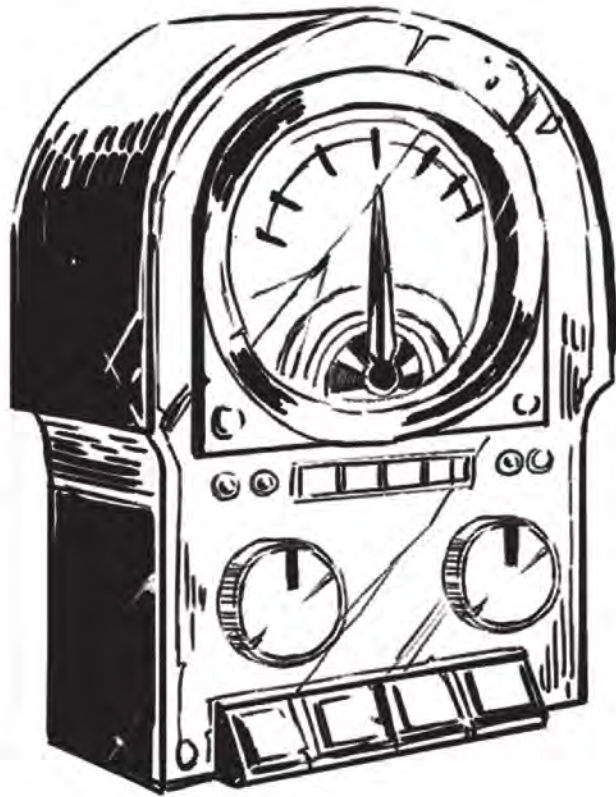
20

A man with a camel greets you at the oasis. He says, "Good sir! I have fallen on hard times. Have you any food to spare for myself and my family?" You decide to play the good samaritan and provide the man with a decent amount of food and water. **Lose 2 Water Rations.**

FREE: The man is gracious and says, "I actually have a bit more than I let on. It is wonderful to see people willing to help others in this harsh world we live in. You may have the camel. You'll even find some goodies in her bags." **Collect 10 Credits. If the Pack Camel is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Pack Camel. You may replace your Companion with the Pack Camel.**

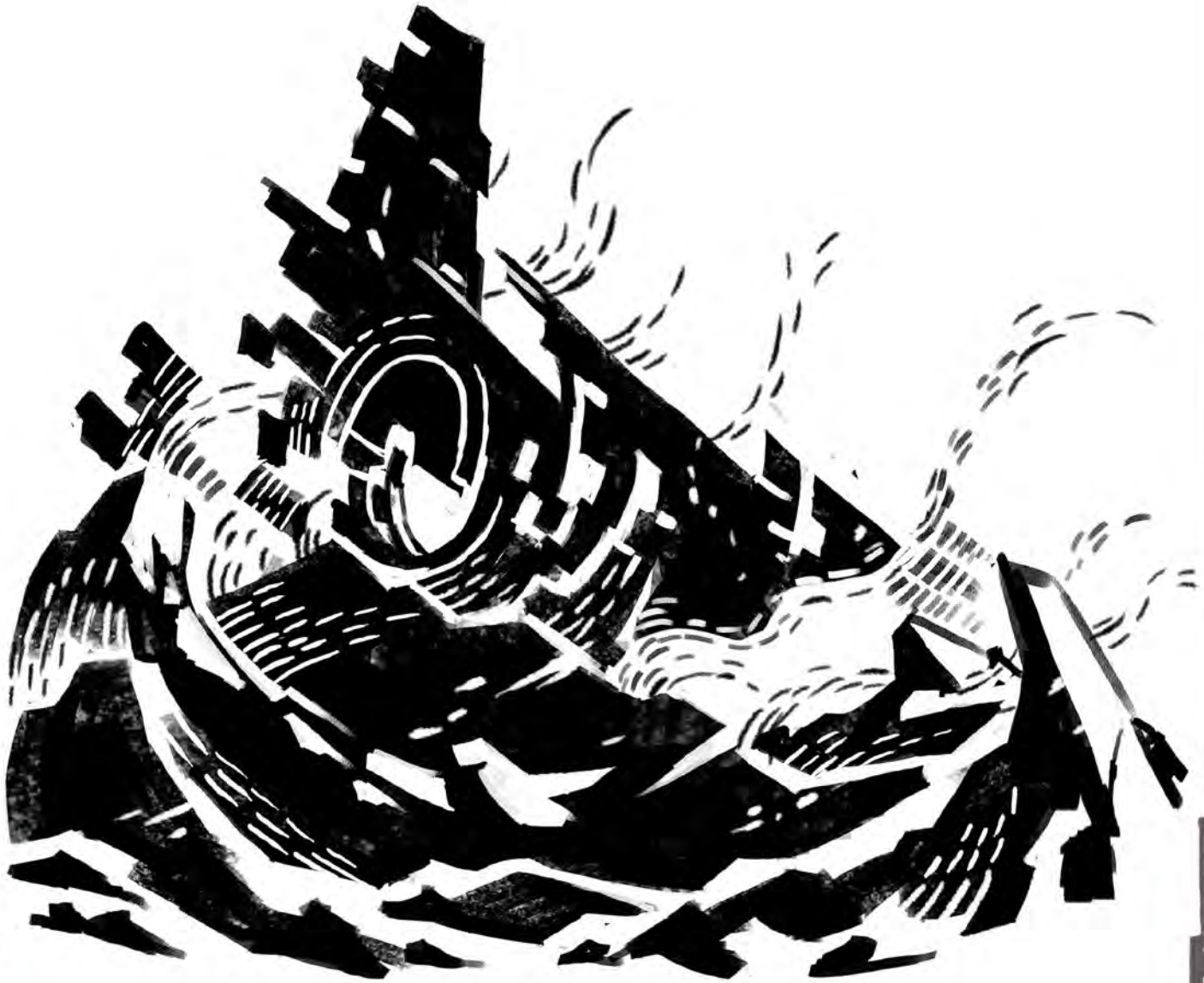


**Schematic 1
Cloaking Device**



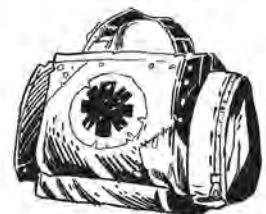
**Schematic 16
Water Recycler**

7 - A CRASH SITE



7 - A CRASH SITE

<p>1</p>	<p>Identify the Beeping SURVIVAL CHECK 7 Single Attempt PASS: 2 salvage FAIL: Δ Wounds</p>	<p>Disable the Beeping SURVIVAL CHECK 12 Single Attempt PASS: 5 salvage FAIL: Δ Wounds</p>	<p>12</p> <p>Defend Yourself 2x COMBAT CHECK 7 PASS: 3 Credits & 2 salvage</p>	<p>Flash Their Gang Sign SURVIVAL CHECK 10 Single Attempt PASS: 3 Credits & 2 salvage FAIL: 1 Wound</p>
<p>2</p>	<p>Stand Your Ground 2x COMBAT CHECK 10 PASS: 7 Credits, 1 Item & 1 Consumable</p>	<p>Turn Around and Leave PASS: 1 Luck Token</p>	<p>13</p> <p>FREE: 1 Item & 2 salvage</p>	
<p>3</p>	<p>FREE: 1 salvage</p>		<p>14</p> <p>Bust Your Way In COMBAT CHECK 11 Single Attempt PASS: 1 Item & 2 salvage</p>	<p>Find a Way In SURVIVAL CHECK 8 Single Attempt PASS: 1 Item & 2 salvage FAIL: None</p>
<p>4</p>	<p>Navigate the Radiation SURVIVAL CHECK 8 Single Attempt PASS: 3 salvage FAIL: 1 Wound</p>	<p>Endure It COMBAT CHECK 8 Single Attempt PASS: 3 salvage FAIL: 1 Wound</p>	<p>15</p> <p>FREE: Heal 1 Wound & 1 Reputation w/ any Settlement</p>	
<p>5</p>	<p>Scatter the Swarm 3x COMBAT CHECK 6</p>	<p>PASS: 5 Credits</p>		<p>16</p> <p>Find Something of Interest SURVIVAL CHECK 9 Single Attempt PASS: 6 salvage</p>
<p>6</p>	<p>FREE: 2 salvage</p>		<p>17</p> <p>Fight For Your Life COMBAT CHECK 9 *may not flee</p>	<p>PASS: 6 salvage</p>
<p>7</p>	<p>Guns Blazing COMBAT CHECK 13 PASS: 6 Credits, 1 Item & 3 salvage</p>	<p>Take Out the Scouts COMBAT CHECK 8 Single Attempt PASS: 1 Credit & 1 Item FAIL: 1 Wound & must try 'Guns Blazing'</p>	<p>18</p> <p>Defend Your Planet COMBAT CHECK 12 PASS: 4 salvage & Schematic 8 - Plasma Rifle</p> <p>Offer Help SURVIVAL CHECK 12 Single Attempt PASS: 4 salvage & Schematic 8 - Plasma Rifle FAIL: 1 Wound</p>	
<p>8</p>	<p>Hotwire the Keypad SURVIVAL CHECK 8 Single Attempt PASS: Fill Water Rations & 2 salvage</p>	<p>Break Into the Enclosure COMBAT CHECK 8 Single Attempt PASS: 2 salvage</p>	<p>19</p> <p>Hack the Computer SURVIVAL CHECK 10 Single Attempt PASS: 2 salvage & Schematic 13 - GPS Device</p>	
<p>9</p>	<p>FREE: 1 Item</p>		<p>20</p> <p>FREE: 6 salvage & search Companion deck for Robot Assistant. You may swap your Companion for Robot Assistant, even if already in play.</p>	
<p>10</p>	<p>What's the Worst That Can Happen? SURVIVAL CHECK 8 Single Attempt PASS: 1 Trait roll FAIL: 1 Wound</p>			
<p>11</p>	<p>Fight for the Scrap COMBAT CHECK 6 PASS: 2 salvage</p>	<p>Convince Them to Leave SURVIVAL CHECK 9 Single Attempt PASS: 3 salvage FAIL: 1 Wound</p>		



7 - A CRASH SITE

In the distance, you spot a crater. It appears to have been created by a fallen vehicle of some type. Who knows what sort of goodies such a vehicle could hold? This is worth checking out. **Roll a 20 (d20) to see what happens.**

1

The vehicle looks unlike anything you have seen before. Based on the shape alone, you would never have guessed it could fly. Maybe that's why it's a crater in the ground now? As you pick through the wreckage, a quiet beeping can be heard from within. You scan the vehicle and find a blinking red light, flashing in time with the beeps.

Single Attempt

Identify the Beeping

SURVIVAL CHECK

7

PASS: This is a proximity sensor, commonly attached to explosives. You grab some scrap as you run from the wreckage. You've cleared some distance before you hear the explosion. **Draw 2 salvage.**

FAIL: You examine the blinking light. When you lean in, the wreckage erupts in a massive explosion as the self destruct sequence initiates. **Suffer 4 Wounds.**

Disable the Beeping

SURVIVAL CHECK

12

Single Attempt

PASS: You realize this is a proximity sensor. Following the wires to a small box, you pop it open, and snip a few wires. The light goes dark. Confident the sensor is disarmed, you clear the wreck out. **Draw 5 salvage.**

FAIL: You find the proximity sensor's wiring. With a few clipped wires, the light goes dark, but the beeping turns into a long tone, then everything erupts in flame! **Suffer 4 Wounds.**

2

It's apparent from the scattered pieces that this is some serious tech. However, it looks like you're not the only one interested. Two armed mercenaries hail you. "This area is off limits. Turn around immediately or we will use force!"

Stand Your Ground

2x

COMBAT CHECK

10

PASS: These guys were good, but not as good as you. Victory is short lived, however, as a radio crackles to life. "Give me a sitrep! I heard shots fired! I'm sending in backup!" That's an exit cue if you've ever heard one! **Collect 7 Credits, gain 1 Item and gain 1 Consumable.**

Turn Around and Leave

FREE: While it costs any potential salvage from the wreck, sometimes its nice just to not be shot at. You can always embellish a bit when you tell the story. **Gain 1 Luck Token.**



3

The site looks like it has already been visited by scavengers. Most of the wreck has been stripped, to the point that it's difficult to tell what type of vehicle this could have been.

FREE: You still manage to find some useful bits, but it's not the haul you had hoped for. **Draw 1 salvage.**

4

You feel an unnatural heat as you approach the wreck. There's definitely stuff worth taking, but the closer you get, the hotter the heat feels.

Single Attempt

Navigate the Radiation
SURVIVAL CHECK

8

PASS: When you focus on the heat, you can step around the "hot spots". Picking your way through the wreck, you discover the source of the unnatural heat. The reactor core is cracked. Probably best not to linger. **Draw 3 salvage.**

FAIL: Every time you approach the wreck, your skin feels as if it's boiling. When blisters form, you call it quits. **Suffer 1 Wound.**

Endure It
COMBAT CHECK

Single Attempt

8

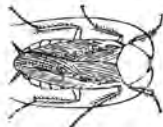
PASS: You steel your nerves and push through the burning sensation. Quickly salvaging what you can, the heat eventually becomes intolerable, forcing your retreat. **Draw 3 salvage.**

FAIL: You grit your teeth and push forward. You've hardly made it to the wreck when your skin begins to blister, forcing you away. **Suffer 1 Wound.**

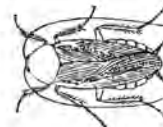


5

As you pick through the wreckage, you note that it looks like it has been here for quite some time. However, you find a door that has rusted shut. A solid kick forces it open, and a swarm of enormous cockroaches pours out from within.



Scatter the Swarm
3x
COMBAT CHECK
6



PASS: You kill several of the giant insects, and disperse the rest. Aside from a human corpse, it's pretty empty inside. There is a small bag that jingles on the corpse, somehow having survived the cockroaches. **Collect 5 Credits.**

6

Whatever this was, it hit the ground hard. Most of the wreck appears to have disintegrated upon impact. However, you do find some intact pieces some distance away.

FREE: Draw 2 salvage.

7

From some distance out, you spot several raiders hard at work salvaging. They outnumber you considerably, so charging right in is going to be tough. Also worth noting, a couple of raiders are alone some distance from the wreck, more focused on acting like fools than keeping watch. They would be easy pickings.

Guns Blazing
COMBAT CHECK
13

Take Out the Scouts
COMBAT CHECK
8 Single Attempt

PASS: Your instincts take over, allowing you to deftly outmaneuver the raiders. You whittle their numbers down until there isn't a single one left standing. Sometimes you even impress yourself! This is one of those times. **Collect 6 Credits, gain 1 Item and draw 3 salvage.**

PASS: Taking advantage of their folly, you silently eliminate the raider scouts. Quickly grabbing their stuff, you head out before the village idiots are missed. **Collect 1 Credit and gain 1 Item.**
FAIL: You are unable to stealthily eliminate the scouts and have drawn the attention of the rest of the raiders. **Suffer 1 Wound. You must attempt the "Guns Blazing" Combat Check.**



8

You find little of value when you reach the crash site, but you do notice a small enclosure behind some rubble. There is an electronic keypad that appears to be powered and active. That's certainly interesting.

Single Attempt **Hotwire the Keypad**
SURVIVAL CHECK
8

Break Into the Enclosure
COMBAT CHECK
8 Single Attempt

PASS: You pry the faceplate off the keypad and connect a few wires, resulting in a manual override. A small compartment filled with emergency supplies slides open! **Fill your Water Rations and draw 2 salvage.**
FAIL: After prying the face plate off and messing with the wires, the power blinks off. It probably won't open now, but it probably wasn't important anyway, right?

PASS: With considerable force, you smash your way into the compartment. Unfortunately, the emergency water rations were smashed in the process. **Draw 2 salvage.**
FAIL: You beat on the compartment for a while before deciding you have better things to do.



9

The wreck is in pretty bad shape. You scan the site, and to your surprise, notice a fully intact equipment box. You pop it open and find a piece of gear! What good fortune!

FREE: Gain 1 Item.

10

The main structure of the wreck is mostly intact. Inside, you find several crates of smashed vials and broken syringes. Carefully picking through the mess, you find one unlabeled, intact syringe. It looks just like a Pre-War Enhancement Shot. Worth a try, right? Go big or go home.

What's the Worst That Can Happen?
SURVIVAL CHECK

Single Attempt

8

PASS: You were correct in your assessment. The shot was definitely a Pre-War Enhancement Shot. You feel the effects immediately. **Gain 1 free Trait roll.**

FAIL: On second thought, maybe it wasn't exactly like a Pre-War Enhancement Shot. For several hours, you feel fire burning through your veins.

Suffer 1 Wound.



11

You see several men combing the wreckage. When one of them notices you, he yells out, "This is our stuff! Back off!" Another draws a knife and brandishes it threateningly.

Fight for the Scrap
COMBAT CHECK

6

PASS: All their bravado didn't translate into skill. They quickly scatter as soon as it's clear it isn't going their way. You grab what little salvage is left and leave them to lick their wounds in peace. **Draw 2 salvage.**

Convince Them to Leave
SURVIVAL CHECK

Single Attempt

9

PASS: You glare at the man and say, "Look buddy, the number of people I've killed today will haunt my dreams until I draw my very last breath. I'd prefer you all move along, so we can keep that count from going up. Are we understanding each other?" The men quietly speak among themselves, and one calls out, "Fine stranger. It's all yours." **Draw 3 salvage.**

FAIL: You threaten the men, but they simply laugh and attack. **Suffer 1 Wound.**



12

As you approach, you hear several heavy footsteps behind you. Whirling around, you count five men. One calls out, "Hold up! What have we here? You're on Nuclear (pronounced "nuke-you-ler") Killers turf. You probably heard of us, and you probably know we don't take kindly to no trespassers!"

Defend Yourself
2x
COMBAT CHECK
7

PASS: The Nuclear Killers weren't nearly as tough as their terrible gang name would imply. You help yourself to their coin and the scrap. **Collect 3 Credits and draw 2 salvage.**



Flash Their Gang Sign
SURVIVAL CHECK
10

Single Attempt

PASS: You recall seeing some of the Scrapton Nuclear Killers at a bar flashing their sign. You mimic the sign to the men in front of you, explaining that you're here from the Scrapton chapter to pick up supplies. The men consider this for a moment, then the leader says, "Haha! Nice ta see a Scrapper! We've got some supplies we can spare." **Collect 3 Credits and draw 2 salvage.**

● **FAIL:** You must have missed some intricacy, because the men are not impressed. Instead, they attack! **Suffer 1 Wound.**

13

The vehicle is in surprisingly good condition. What an incredible discovery! Inside you find several unopened cargo crates. Just as you crack the first crate open, lights turn on, and a robotic woman's voice says, "Self destruct sequence initiated. Commencing in T-minus 90 seconds." The lights turn red and the voice begins counting down from 90.

FREE: You stuff the contents of the crate into your bag, then sprint away from the wreck. When you reach a safe distance, you stop to watch the spectacular fireworks. You are not disappointed. **Gain 1 Item and draw 2 salvage.**

14

This wreckage must have been here for a very long time, as most of it has sunken into the ground. You are able to walk on the roof of the vehicle, but the entrance must be buried.

Single Attempt

Bust Your Way In
COMBAT CHECK
11

PASS: You lash a heavy stone to a metal bar, creating a makeshift sledgehammer, then use it to bash the roof until it cracks open. Most of the cargo has disintegrated with time, but you don't leave empty handed. There is an intact equipment box with gear inside! **Gain 1 Item and draw 2 salvage.**

FAIL: You beat on the compartment for quite a while but nothing works.

Find a Way In
SURVIVAL CHECK
8

Single Attempt

PASS: You notice an access panel, almost completely buried. You dig it out, then pry it open. Shimming through the ventilation system puts you inside the cargo hold. Most of the cargo has disintegrated with time, but you don't leave empty handed. There is an intact equipment box with gear inside! **Gain 1 Item and draw 2 salvage.**

● **FAIL:** You circle the wreck repeatedly without spotting anything that could be an entrance.

15

Much of the wreck is shattered into unusable pieces, but a short way from the site you find a white box under a large piece of debris. Dusting it off reveals a red cross.

FREE: You have found the emergency medical supplies! There are enough supplies here to patch yourself up and share with a settlement. They would definitely appreciate it! **Heal 1 Wound and gain 1 Reputation with a Settlement of your choice.**



16

As you approach the wreck, you see that it has been stripped of anything obviously valuable. Not one to easily give up, you decide to investigate further.

Find Something of Interest
SURVIVAL CHECK

Single Attempt

9

PASS: You find an electrical panel and pry it open. There are valuable electrical components inside. Score! **Draw 6 salvage.**

FAIL: Your first thought was correct. The wreckage has been stripped of anything useful.

17

The wreck is a scavenger's dream find! As you shift a large piece of debris, both you and the debris are shoved backwards. You land on your back with a chunk of debris pinning your leg. A hulking lizard, with skin the color of sand, drags itself from within the wreckage. It flicks its tongue into the air, hisses, then charges straight for you!

Fight For Your Life
COMBAT CHECK

9

*may not flee

PASS: After putting the lizard down, you are able to free your leg and salvage the wreck. **Draw 6 salvage.**



70

18

The downed vehicle is unlike anything you have ever seen or heard of. The metal is midnight black, and seems to absorb any light that hits it. You climb through a breach in the hull, and the interior is even more exotic. You're not even sure what you're looking at most of the time. Then you hear a shuffling sound from further inside. Following the noise, you find a sickly white, short humanoid creature. It has a large head with huge, black, almond-shaped eyes. It says something in a language you have never heard, then points what looks like a weapon at you.

Defend Your Planet
COMBAT CHECK
12

PASS: You shake away the awe just in time to dive away from the mass of hot plasma launched from the creature's weapon. That is serious tech and the battle is difficult, but you manage to put the creature down. As you approach it, the creature gasps for air. You quickly grab the weapon from its hands. The creature convulses, then stops breathing. The entire vehicle hisses and crackles as ashes begin falling all around you. You are left standing with a broken weapon in your hands, piles of ash on the ground around you, and the open sky above you. The wreckage is gone. Maybe you can fix the weapon. **Take Schematic 8 – Plasma Rifle and draw 4 salvage.**

Offer Help
SURVIVAL CHECK
12 Single Attempt

PASS: You call out, "I'm friendly! I want to help you!" The creature pauses for a moment, then you hear a voice inside your head that is not your own. "Help me? Yes. Hurt. Help." You cautiously approach the creature as it holds an arm with a deep cut out to you. You bandage it, and again hear the voice. "Good. Thanks. Gift." The alien holds out the weapon. "Broken. Fix." When you take the weapon, the creature walks to a console and presses a few buttons. The ship begins to fade, and within seconds, you are standing alone outside. The vehicle has vanished! **Take Schematic 8 – Plasma Rifle and draw 4 salvage.**

FAIL: You yell, "Don't shoot! I mean no harm!" You hear an unfamiliar voice inside your head, "You. No. Harm." Followed by a bolt of hot plasma fired in your direction. **Suffer 1 Wound.**

19

The wreckage dates back to at least the Great War. While it's likely you're not the first to discover this wreck, it can't hurt to poke around a bit. Scouring the site, you find a compartment with a thin, rectangular bag inside. The bag holds a small pre-War computer with a battery pack. You flip the "On" switch and the screen lights up.

Hack the Computer
SURVIVAL CHECK
10 Single Attempt

PASS: You hack your way in to what looks like a global positioning satellite network. The network status shows as "Active". Using this information, you can build your own GPS device! Smiling at your luck, you strip down the useful components from computer before heading out. **Take Schematic 13 – GPS Device and draw 2 salvage.**

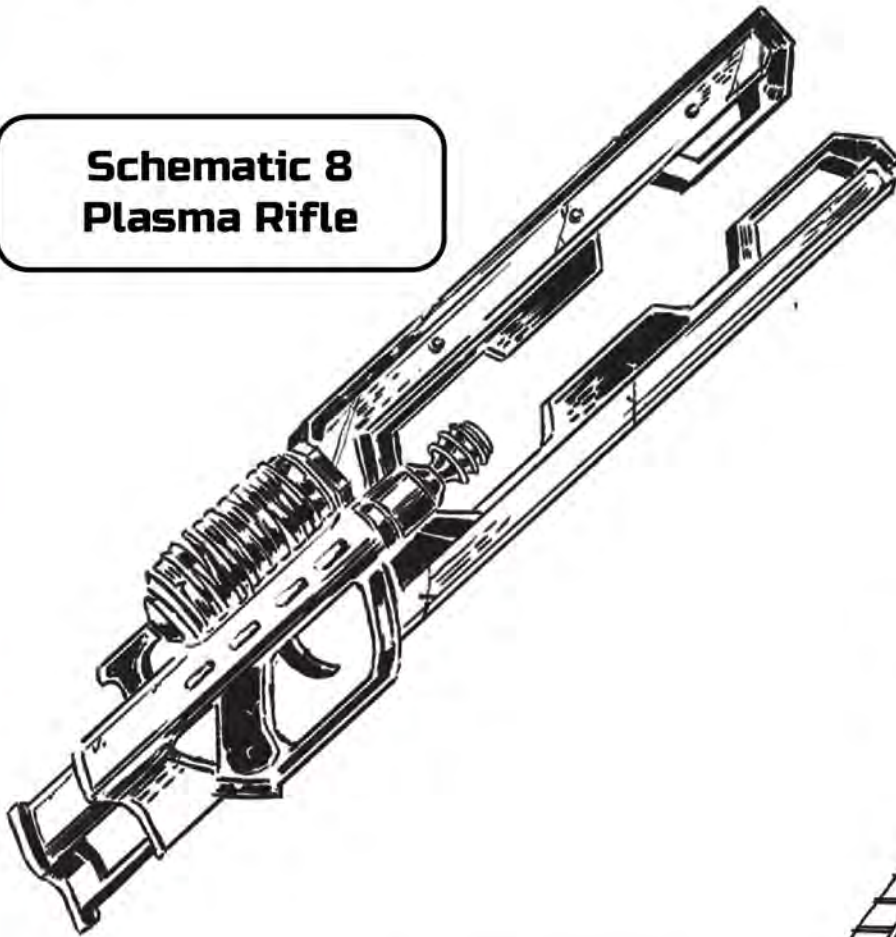
FAIL: The encryption on the computer is way beyond you. After 15 minutes, you give the computer a few kicks of frustration and continue on your way.

20

You find a large crate at the crash site. As you pry the side open, a small robot within springs to life. It scans your entire body with a green beam, then in a robotic voice says "Hello user! I am Robotic Operational Assistant Mark I." The robot follows you as you salvage the wreck. Looks like you've made a new friend! Maybe you can teach it new tricks?

FREE: Draw 6 salvage. If the Robot Assistant is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Robot Assistant. You may replace your Companion with the Robot Assistant.

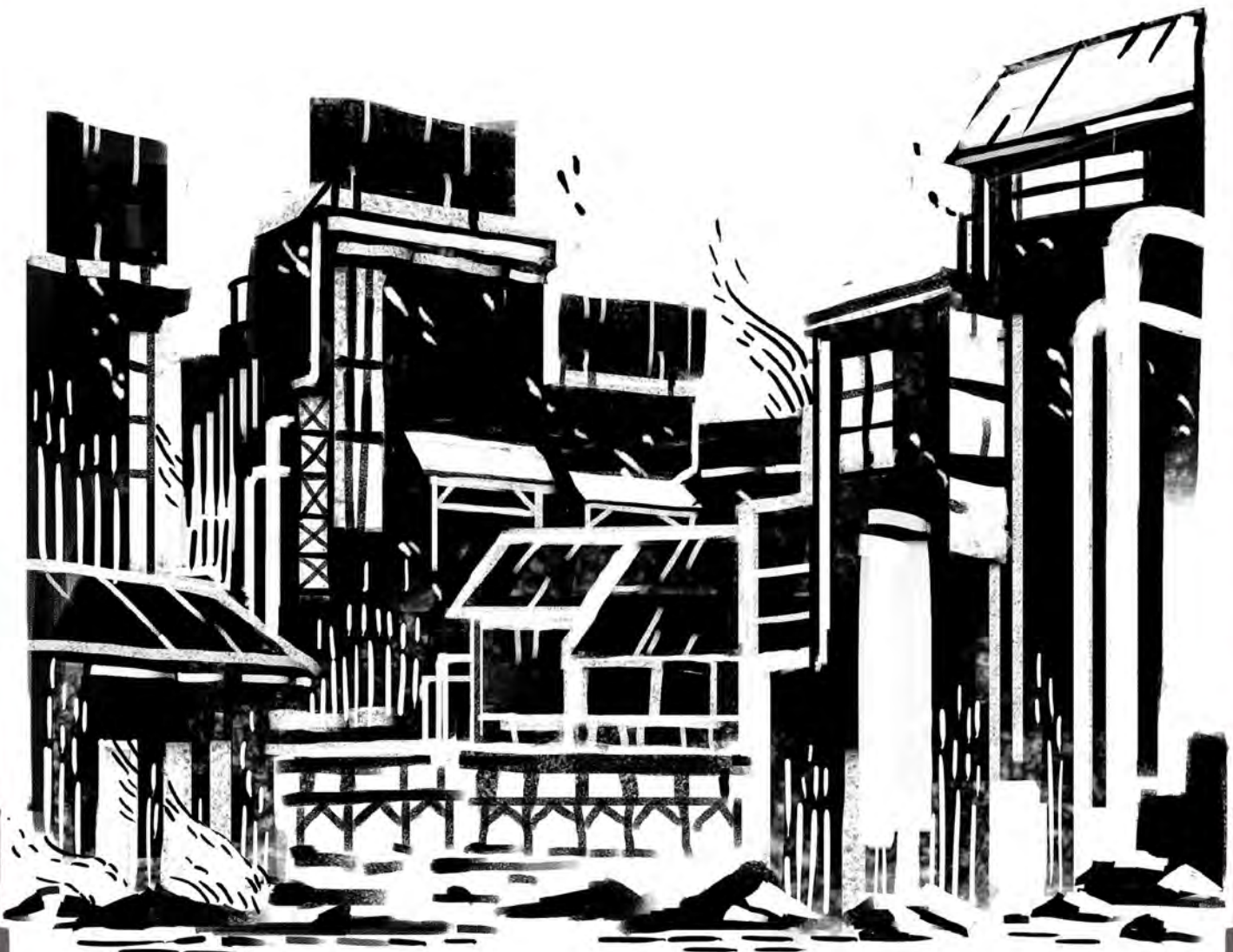
Schematic 8 Plasma Rifle





Schematic 13 GPS Device



8 - A GHOST TOWN




8 - A GHOST TOWN

<p>1</p>	<p>Remember the Alarm! COMBAT CHECK 10 PASS: 2 Credits & 1 Item</p>	<p>Tactical Retreat SURVIVAL CHECK 7 PASS: 1 Luck Token FAIL: 1 Wound</p>	<p>12</p>	<p>Pick the Lock SURVIVAL CHECK 7</p>	<p>Break the Lock COMBAT CHECK 9 PASS: 1 Item & 1 salvage</p>
<p>2</p>	<p>Identify the Smell SURVIVAL CHECK 7</p>	<p>PASS: 1 salvage FAIL: 1 Wound</p>	<p>13</p>	<p>Ambush the Raiders COMBAT CHECK 8 PASS: 5 Credits</p>	<p>Steal Their Gear SURVIVAL CHECK 10 PASS: 4 Credits & 1 Consumable FAIL: 1 Wound</p>
<p>3</p>	<p>FREE: 1 salvage</p>				
<p>4</p>	<p>Shake the Feeling COMBAT CHECK 7 PASS: 2 salvage FAIL: -1 Action</p>	<p>Adrenaline Shot SPEND 1 USE OF FIRST AID KIT, TRAUMA KIT OR DOCTOR'S BAG PASS: 4 salvage</p>	<p>14</p>	<p>FREE: $\triangle \triangle$ salvage</p>	
<p>5</p>	<p>Kill the Radioactive Rats COMBAT CHECK 7 PASS: 2 salvage</p>	<p>High Frequency Whistle SURVIVAL CHECK 9 PASS: 2 salvage FAIL: 1 Wound</p>	<p>15</p>	<p>Escalate the Situation COMBAT CHECK 8 PASS: 2 Credits & 1 Trait roll</p>	<p>Diffuse the Situation SURVIVAL CHECK 10 PASS: 2 Credits & 1 Trait roll FAIL: 1 Wound</p>
<p>6</p>	<p>FREE: \triangle salvage</p>				
<p>7</p>	<p>Get Creative SURVIVAL CHECK 6 PASS: 3 salvage</p>	<p>Put Some Muscle Into It COMBAT CHECK 8 PASS: 3 salvage FAIL: 1 Wound</p>	<p>16</p>	<p>Crack the Safe SURVIVAL CHECK 10</p>	<p>Break the Safe COMBAT CHECK 13 PASS: 1 Item & 5 Credits</p>
<p>8</p>	<p>Kill the Gang Bangers 2x COMBAT CHECK 8 PASS: 1 Item & 1 Consumable</p>	<p>Stealth Assassin SURVIVAL CHECK 11 PASS: 1 Item & 1 Consumable FAIL: 1 Wound</p>	<p>17</p>	<p>FREE: $\triangle \triangle$ Credits & \triangle salvage</p>	
<p>9</p>	<p>Electrical Expert SURVIVAL CHECK 8 PASS: 3 Credits & 1 Item FAIL: \triangle Wounds</p>	<p>Demolition Expert COMBAT CHECK 10</p>	<p>18</p>	<p>Try the Keypad SURVIVAL CHECK 9</p>	<p>Smash a New Door COMBAT CHECK 12 PASS: 3 salvage & Schematic 7 - Hazmat Suit</p>
<p>10</p>	<p>Defend Yourself 3x COMBAT CHECK 6 PASS: 4 salvage</p>				
<p>11</p>	<p>FREE: Take 1 free Action immediately</p>				
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8 - A GHOST TOWN

You notice a small town up ahead. It might be a good place to pick up work and supplies.
Roll a  (d20) to see what happens.

1

A small crowd has gathered at the edge of the town. As you approach, you realize that these are raiders, and that you have likely stumbled on their rally point. One of them spots you, and with a shout, you have become their next target.

Remember the Alamo!
COMBAT CHECK
10

PASS: While this certainly wasn't the raiders' "A" team, there were a lot of them. Turns out, not nearly enough to stop you. You take a moment of silence to honor the fallen in the the pillaged town before continuing. **Collect 2 Credits and gain 1 Item.**

Tactical Retreat
SURVIVAL CHECK
7

Single Attempt

PASS: You crack a few smoke sticks and toss them in strategic locations to cover your retreat. Before long, you've lost the raiding party. Nothing gained, but at least you're still alive. **Gain 1 Luck Token.**

● **FAIL:** There are too many raiders to evade without a fight. **Suffer 1 Wound.**

2

The town is eerily silent as you approach. There are no sounds, no movement, nothing. Something is not right here, but curiosity draws you forward. As you make your way into town, the air seems to grow thicker and you catch a faint metallic scent in the air.

Identify the Smell
SURVIVAL CHECK
7

Single Attempt

PASS: The smell is unique and can only be caused by a toxic nerve gas that some raiders have been known to use. You can't spend long here, but you grab some useful materials on the way out. **Draw 1 salvage.**

FAIL: As you explore, you start to feel lightheaded. When the queasiness sets in, you decide that its time to get out. At the edge of town, you can no longer hold yourself up and collapse. You awaken several hours later, feeling like someone bashed you over the head with a rock. **Suffer 1 Wound.**

3

The town is quiet, with an occasional spooky, dull clanking. It doesn't take long to realize that this place is a ghost town. However, you do find the source of the clanking sound. A wind chime made of human bones. Otherwise, it doesn't look like anyone has been here for some time.

FREE: A careful search turns up very little, but at least you don't leave empty handed. **Draw 1 salvage.**

4

The wind whistles through the town, and there are no people to be found. You sit for a moment to ponder the situation, but soon begin to feel lightheaded.

Single Attempt

Shake the Feeling
COMBAT CHECK
7

Adrenaline Shot
SPEND 1 USE OF
FIRST AID KIT,
TRAUMA KIT OR
DOCTOR'S BAG

PASS: Your mind keeps wanting to drift, but you grit your teeth and focus on the task at hand. **Draw 2 salvage.**
FAIL: Suddenly you feel like you're spinning, then your vision fogs. What feels like moments later, clarity comes back to you. Only you're all the way on the other side of town, and the sun has traveled across the sky. Wondering how this could get any stranger, you look down and notice your hands caked with dried blood. It's probably best to get out of here as soon as possible. **Lose 1 Action (if you don't have 1 Action, lose 1 Water Ration).**

PASS: When you feel like you're about to faint, you decide a shot of adrenaline is in order. You immediately perk up and are able to thoroughly scavenge the ghost town. **Draw 4 salvage.**



5

Much of the town is in disrepair. Whoever lived here hasn't been around for a while. You pick through some of the rubble, hoping to spot something valuable. As you shift a particularly large chunk of debris, the silence is shattered by a cacophony of screeches. Huge rats with a green iridescent glow claw their way out of the rubble.

Kill the Radioactive Rats
COMBAT CHECK
7

High Frequency Whistle
SURVIVAL CHECK
9

Single Attempt

PASS: With lightning reflexes, you decimate any rat that enters your kill zone. After thinning their numbers, the remaining rats disperse. **Draw 2 salvage.**

PASS: What luck! The perfect opportunity to try out that high frequency whistle you picked up on a whim. The rats scatter when you blow on it. You didn't hear a thing. **Draw 2 salvage.**
FAIL: You blow on the "High Frequency" whistle you had purchased from a traveling merchant. It sounds like a broken normal whistle, and the rats attack. **Suffer 1 Wound.**



6

It quickly becomes clear that there are no people here. The wind whistles through broken windows and open doors. This looks like a great scavenging opportunity!

FREE: Your efforts pay off! **Draw 4 salvage.**

7

The town appears to be completely deserted. From a brief scan, it also looks like the easy pickings have already been picked.

Single Attempt

Get Creative
SURVIVAL CHECK

6

PASS: Fortunately, this isn't your first rodeo. You pull out some tools and set to work stripping the wiring and fixtures, resulting in a pretty nice haul.

Draw 3 salvage.

FAIL: You search around a bit, but don't find anything of value. Oh well, you can't win 'em all. There is plenty left to explore.

Put Some Muscle Into It
COMBAT CHECK

8

Single Attempt

PASS: The easy pickings may be gone, but that doesn't mean some hard work won't net you a haul. You set to work breaking down some of the buildings. **Draw 3 salvage.**

FAIL: You attempt to tear apart a small building. Unfortunately, you only succeed at cutting your hands up. **Suffer 1 Wound.**

8

As you approach the town, you hear bursts of gunfire. Trying to figure out what's going on, you keep to cover until you are close enough to see two factions fighting each other. Each is clearly marked with either a red or blue bandana. This looks like a gang turf war. You can probably get the jump on both sides if you play this right.



Kill the Gang Bangers

2x
COMBAT CHECK

8

PASS: Picking off several before they even realize you're there, the fight is much easier than it could have been. You collect the valuables from the gang members, but more gunfire can be heard in the distance. Probably best not to stick around for too long. **Gain 1 Item and 1 Consumable.**

Stealth Assassin
SURVIVAL CHECK

11

Single Attempt

PASS: Slipping through the shadows, you silently eliminate the gang members one at a time. After dispatching the last of the men, you collect your reward. **Gain 1 Item and 1 Consumable.**

FAIL: You are spotted and quickly become a new target. **Suffer 1 Wound.**

9

The usual hustle and bustle of a town is not present as you approach. The town appears to be empty. However, there is an obvious supply cache sitting in the town square. A bit of investigation reveals an explosive trap. You can probably disarm it, but a single mistake could be fatal. Clip this wire, attach here, pull this lead and that should do it. Then, the moment of truth...

Single Attempt

Electrical Expert
SURVIVAL CHECK

8



Demolition Expert
COMBAT CHECK

10

Single Attempt

PASS: You hold your breath as you pull back the tarp... it doesn't explode. You let out a sigh of relief and claim your prize. **Collect 3 Credits and gain 1 Item.**

FAIL: The last thing you hear is a loud beep, then everything is a flash, followed by a deafening explosion. **Suffer 4 Wounds.**

10

All of the buildings are in various states of disrepair. Nobody has lived here for quite some time. As you poke around, you notice a large pack of wild dogs roaming the streets. Several start sniffing the air, then one locks its eyes upon you. With a howl, the dog runs towards you, the rest of the pack on its heels. You're not going to be able to get out this without a fight.



Defend Yourself
3x
COMBAT CHECK
6



PASS: With plenty of time to prepare, you deftly weave through the pack of dogs, keeping your back to a wall as much as possible. Unable to circle you, the dogs are forced to attack head on. You dispatch a few with ease, and the rest scatter. How fortunate that the wild dogs were able to guard your loot until you arrived to collect it. **Draw 4 salvage.**

11

This town is old, and most of the buildings don't look like they'll remain standing much longer. There is little chance that anything of value remains. However, while taking a look around, you find a patch of earth that must have been used for a garden long ago.

FREE: There are still root vegetables growing in this ancient garden. These things must be incredibly hardy, as it's clear that no one has been caring for them. You gather the vegetables, cook them in a nice seasoned broth, and enjoy a hot meal. **Take 1 free Action immediately.**



12

Much of the town is in ruin. Inspection of the few buildings that still stand leads you to a locked garage door. An intact lock is promising.

Single Attempt

Pick the Lock
SURVIVAL CHECK
7



Break the Lock
COMBAT CHECK
9

Single Attempt

PASS: The lock pops open! Inside you find useful equipment and materials! **Gain 1 Item and draw 1 salvage.**

FAIL: The lock won't open, even with considerable effort. You'll have to brush up on your lockpicking skills.

PASS: You pry the lock open and slide the garage door up. There is a nice cache of supplies to claim inside. **Gain 1 Item and draw 1 salvage.**

FAIL: You batter the lock so much that the key probably wouldn't open it, but it won't break.

13

Ruins would be a more accurate description than town. Most of the buildings are collapsed, and the ones that still stand appear to have been thoroughly scavenged. As you dart between the skeletal buildings, you discover a small camp. You note two men and a woman, moderately armed and dressed as raiders.

Ambush the Raiders
COMBAT CHECK
8


PASS: The raiders put up a fight, but you simply out skill them. They fall quickly, then as the silence sets in, you collect your prize. **Collect 5 Credits.**

Steal Their Gear
SURVIVAL CHECK
10 Single Attempt

PASS: You quietly creep up to the camp, careful to stay out of sight. You snag a pack, and slip away. **Collect 4 Credits and gain 1 Consumable.**
FAIL: As you creep towards the camp, a dry twig snaps loudly beneath your weight. A raider looks straight at you, then calls out as he shoots. **Suffer 1 Wound.**

14

The buildings that make up this town are in remarkably good condition. The only thing that seems to be missing are the people. You make a full lap through the town and don't find a single person. Who knows where they went, but what they left behind is a salvage jackpot!

FREE: Draw  **salvage.**



15

Calling this place a town is being generous. It's really nothing more than a few buildings clustered together. As you approach, you see a couple of men drag a case from a building, then smash the lock open. One of the men notices you and yells, "You! You don't need to be here. Make yourself scarce or you'll find yourself in a situation you don't like!"

Escalate the Situation
COMBAT CHECK
8

PASS: After expressing your displeasure at the rude greeting, you're certain they will never make the same mistake again. In fact, you're pretty sure they'll never make any mistake again. They have some coin on them, and inside the case, you find a Pre-War Enhancement Shot, likely making its way to the black market. You can find a better use for it. **Collect 2 Credits and gain 1 free Trait roll.**

Diffuse the Situation
SURVIVAL CHECK
10 Single Attempt

PASS: Using your natural charm, you talk the men down and convince them that a simple "keep quiet" payment is enough to prevent any messy business. You win the men over with smooth talk, and they share the loot. **Collect 2 Credits and gain 1 free Trait roll.**
FAIL: The men aren't interested in words, made clear when they shoot at you. **Suffer 1 Wound.**



16

The sounds of life are strangely absent as you approach. The buildings are all standing, but each has been cleaned out. Continuing your search, you find a large safe, still shut and locked. Today you crack a safe!

Single Attempt

Crack the Safe
SURVIVAL CHECK
10

PASS: Ear pressed to the door, you hear the last “click” and the safe door swings open. You marvel at your skill as you collect the contents.

Gain 1 Item and collect 5 Credits.

FAIL: Opening a safe is far more difficult than you had expected. There’s no way this is happening.

Break the Safe
COMBAT CHECK
13

Single Attempt

PASS: The safe is extremely difficult to break open, which makes sense. Through willpower, determination and some serious muscle, you are able to pry the safe open. **Gain 1 Item and collect 5 Credits.**

FAIL: The safe earns its name, as it keeps the contents safe from your attempts. After an hour of trying, you decide to just leave it.

17

An eerie whistle can be heard as the wind whips through the town, mixed with the periodic clanking of wind chimes. It seems like a pretty normal town, with the exception of the people. There are none. You check houses to find meals sitting on the table and chores half done. Whoever was here didn't leave too long ago, and it looks like they left in a hurry. You suppose it's your good fortune. You grab some useful materials and coin, leaving a little in case the people come back. You can't help but wonder where they went, and why?

FREE: Perhaps a mystery for another day. **Draw 4 salvage and collect 4 Credits.**

18

This is an old town, likely having survived the Great War. Time has taken its toll, and the buildings are mostly ruins now. You find a single standing concrete structure with a glowing electronic keypad on the door.

Single Attempt

Try the Keypad
SURVIVAL CHECK
9

PASS: Examining the keypad, you notice a tiny scrap of paper stuffed behind the face plate. You pull the paper out and read it. “Key Code: 1234”. You enter the code and the door slides open. Yeah, that just happened. Inside you find a damaged hazmat suit that you could repair.

Take Schematic 7 – Hazmat Suit and draw 3 salvage.

FAIL: After three failed attempts, the screen turns red, displaying “ACCESS DENIED”. Looks like you aren't getting in.

Smash a New Door
COMBAT CHECK
12

Single Attempt

PASS: It's hard work, but you keep at it, slowly bashing your way through the wall. Eventually it crumbles, granting you access to the building. Inside you find a damaged hazmat suit in need of repair. **Take Schematic 7 – Hazmat Suit and draw 3 salvage.**

FAIL: Despite your efforts, in the end, the concrete wins. A few hours of work with no progress is enough to prove this isn't going to happen.

19

The town appears to have been abandoned long ago, judging by the failing structural integrity of the buildings. As you approach, you hear faint voices from the other side of the town. You hear the word "slave" several times. You take a moment to check your gear, then draw your weapons. Slavers have no place in your wasteland.



**Make the World
a Better Place**
COMBAT CHECK
10

PASS: The slavers are hardly fazed by your surprise attack, and they put up quite a fight. Through a few clever maneuvers, you gain the upper hand, and dispatch of them. After freeing a young woman they had captured, she thankfully explains, "I'm a scout for the Freedom Fighters and had been captured while tracking these pigs." She spits on a dead slaver, then leads you to the Freedom Fighter's hideout. She is met by several others, who are thankful to hear of your heroics. They offer you a reward and hearty thanks before seeing you on your way.

Take Schematic 15 – Infrared Binoculars, collect 3 Credits, and gain 1 Reputation with a Settlement of your choice.

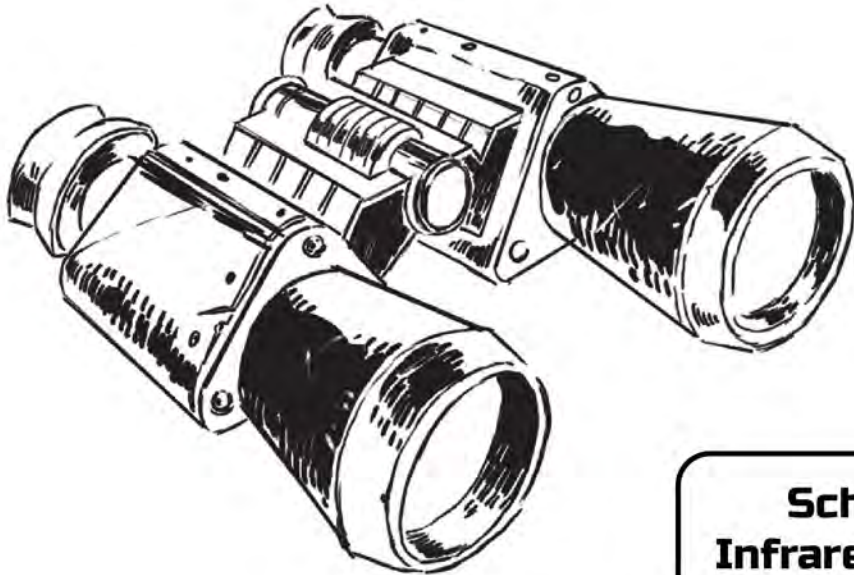
20

A quick lap around the town is enough to tell you that it's deserted. You shrug your shoulders and begin the search for useful materials. From behind you, you hear, "Missed that fuse box there. Probably something good inside." You whirl around to confront the voice. Standing before you is a professional salvage runner. "Thanks", you reply. She says, "You look like you can handle yourself, and I may be able to teach you a thing or two about salvaging. Interested in joining up?"

FREE: Draw 6 salvage. If the **Salvage Runner** is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the **Salvage Runner**. You may replace your Companion with the **Salvage Runner**.



**Schematic 7
Hazmat Suit**



**Schematic 13
Infrared Binoculars**

9 - A QUARRY



9 - A QUARRY

1	FREE: 2 salvage & 2 Wounds	
2	Fight It Out 2x COMBAT CHECK 8	Bluff Them SURVIVAL CHECK 11 Single Attempt
PASS: 5 Credits & 2 salvage		PASS: Fill Water Rations & 5 Credits FAIL: 1 Wound
3	Safely Climb Down SURVIVAL CHECK 6 Single Attempt	PASS: 2 salvage FAIL: 1 Wound
4	FREE: 1 salvage	
5	Defend Yourself COMBAT CHECK 6	Talk Them Down SURVIVAL CHECK 8 Single Attempt
PASS: 3 Credits		PASS: 2 salvage FAIL: 1 Wound
6	Something Feels Off SURVIVAL CHECK 7 Single Attempt	Demolition Expertise COMBAT CHECK 10 Single Attempt
PASS: 2 salvage FAIL: 1 Wound		PASS: 2 salvage FAIL: 1 Wound
7	Time to Fight COMBAT CHECK 10	A Bit of Fast Talk SURVIVAL CHECK 12 Single Attempt
PASS: 4 Credits & 1 Item		PASS: 4 Credits & 1 Item FAIL: None
8	Kill the Cannibals 2x COMBAT CHECK 9 <small>*may not flee</small>	PASS: 5 Credits
9	FREE: Water Rations	
10	Spot the Hidden Cache SURVIVAL CHECK 8 Single Attempt	PASS: 5 Credits
11	FREE: salvage	
12	Pick the Lock SURVIVAL CHECK 9 Single Attempt	Break the Lock COMBAT CHECK 11 Single Attempt
PASS: 5 salvage		PASS: 5 salvage

13	If They Want a Fight... COMBAT CHECK 8	Bluff the Men SURVIVAL CHECK 10 Single Attempt
PASS: 3 Credits & 1 Reputation w/ any Settlement		PASS: 3 Credits & 1 Reputation w/ any Settlement FAIL: 1 Wound
14	FREE: 1 Reputation w/ any Settlement	
15	Follow the Map SURVIVAL CHECK 7 Single Attempt	Code Breaker COMBAT CHECK 9 Single Attempt
PASS: 5 Credits		PASS: 5 Credits
16	Fight for Your Life COMBAT CHECK 14 <small>*may not flee until after the 2nd round of combat</small>	Climb the Wall SURVIVAL CHECK 11 Single Attempt
PASS: 10 Credits, 2 salvage, 1 Item & 1 extra yellow ring		PASS: 1 Luck Token FAIL: 1 Wound
17	FREE: salvage	
18	Defend Yourself COMBAT CHECK 9	Trip Him Over the Edge SURVIVAL CHECK 10 Single Attempt
PASS: 2 salvage & Schematic 17 - Flamethrower		PASS: 2 salvage & Schematic 17 - Flamethrower FAIL: 1 Wound
19	Search Further SURVIVAL CHECK 7 Single Attempt	Advanced Salvage Techniques SURVIVAL CHECK 11 Single Attempt
PASS: 1 salvage & Schematic 14 - Boombox		PASS: 4 salvage & Schematic 14 - Boombox
20	Free the Man SURVIVAL CHECK 8 Single Attempt	FREE: 10 Credits & search Companion deck for Treasure Hunter. You may swap your Companion for Treasure Hunter, even if already in play.



9 - A QUARRY

The earth drops before you into a massive stone quarry. There are several tunnels leading into darkness, and a precarious path winds its way to the bottom. You begin the trek down the path. **Roll a 20 (d20) to see what happens.**

1

As you're walking down the path, you feel the ground shift. Before you can react, the earth beneath you crumbles, sending you tumbling to the bottom.

FREE: The fall was a rough one, but as you regain your bearings, your eyes lock on a pile of scrap. **Suffer 2 Wounds and draw 2 salvage.**

2

Following the winding path, you come to a fortified tunnel entrance. While you don't see a guard, someone put effort into defensive measures. Cautiously pushing the door open, you see a group of men and women. They all carry weapons, and none of them so much as smile. The room erupts in chaos as everyone reaches for a weapon.



Fight It Out
2x
COMBAT CHECK
8

PASS: You've fought enough close quarters battles to quickly gain the advantage, press it, and emerge from the conflict victorious. Upon investigation, this looks like a small raider outpost. **Collect 5 Credits and draw 2 salvage.**

Bluff Them
SURVIVAL CHECK
11

Single Attempt

PASS: With even a quick glance, you can tell these are raiders. Thinking quickly, you tell them that you're the new scout that the warlord sent for an update and supplies. Amazingly, the raiders buy it! With fresh supplies and a full report, they send you on your way. **Collect 5 Credits and fill your Water Rations.**

FAIL: You don't have a chance to speak before the bullets start flying. **Suffer 1 Wound.**

3

The descent is far more treacherous than it had appeared from above. Large rocks shift when stepped on, and parts of the path are crumbling away. It will take all of your concentration to safely navigate the winding trail.

Safely Climb Down
SURVIVAL CHECK
6

Single Attempt

PASS: You slowly work your way down the path without losing your footing. At the bottom, you are rewarded with some old mining equipment that can be stripped for salvage. **Draw 2 salvage.**

FAIL: As you're reaching for an outcropping in a particularly dangerous spot, the rocks shift and several large boulders fall upon you from above. Nothing but glancing blows, but it still hurts. You think better of continuing and decide to climb back up. **Suffer 1 Wound.**



4

You climb down, investigating the hollows carved into the walls on the way down. It's clear that a skilled team of scavengers has been through here, but you have some tricks of your own, and manage to scrape together something for your efforts.

FREE: Draw 1 salvage.

5

You notice several tents at the bottom as you trek down the path. Keeping to the shadows, you count three people. They seem like normal people just trying to get by. What passes for normal these days at least. When you call out in greeting, all three snap to attention, glaring in your direction. One scowls, then yells out, "This is ours now! I'm not giving up my land ever again!" The three go for their weapons.

Defend Yourself
COMBAT CHECK
6

Talk Them Down
SURVIVAL CHECK
8 Single Attempt

PASS: These people obviously haven't been trained in combat, but anyone firing a gun in your direction is a direct and immediate threat. You end the altercation. Unfortunately, as you sift through the tents, you discover they had little of value. **Collect 3 Credits.**

PASS: You assure them that you don't want their land. After a few stray shots and bit of yelled dialogue, they finally seem to believe you. They let you through to investigate the quarry, but keep a close eye on you. **Draw 2 salvage.**
FAIL: No matter how many times you assure them you aren't after their land, gun shots are the only answer you receive. **Suffer 1 Wound.**



6

After scouting the main area, you decide to investigate a side tunnel. It doesn't go back very far, but you find a pile of worthwhile scrap sitting in a pile at the end.

Single Attempt
Something Feels Off
SURVIVAL CHECK
7

Demolition Expertise
COMBAT CHECK
10 Single Attempt

PASS: Something about the pile of scrap looks too intentional. Taking a closer look, you notice a fine wire running the width of the tunnel. You simply step over it and collect your scrap. **Draw 2 salvage.**
FAIL: As you step forward, there is a "twang!" as your foot catches a hidden wire. The ceiling and walls collapse inward, bashing you with several large stones in the process. That scrap is long gone. **Suffer 1 Wound.**

PASS: Glancing around, you immediately notice the walls and ceiling are highly unstable. It wouldn't take much to bring them down. Upon inspection, you notice a fine wire running the width of the tunnel that would definitely trigger a collapse if tripped. You step over it and collect the scrap. **Draw 2 salvage.**
FAIL: Your foot catches a hidden wire. The slight tug is enough to bring the ceiling and walls collapsing upon you. The scrap is buried and you are left battered. **Suffer 1 Wound.**



7

Rounding the last curve of the path, you spot a few well armed men in conversation. The one facing you yells out, "Gauge, check your six!" The closest man turns to face you. He grins maliciously and grabs his pistol.

Time to Fight
COMBAT CHECK
10

PASS: You are a faster draw than "Gauge". You drop him before he can shoot. By employing superior strategy, you are able to dispatch of the others as well. You claim your reward from their lifeless bodies. **Collect 4 Credits and gain 1 Item.**



A Bit of Fast Talk
SURVIVAL CHECK
12

Single Attempt

PASS: Noticing a mercenary patch on their sleeves, you call out the standard greeting of their merc outfit. The men hesitate, giving you the opening you need to claim to be an officer. Dropping a few names sends them scrambling to resupply you in short order. **Collect 4 Credits and gain 1 Item.**

● **FAIL:** The men show no interest in your words, instead they go for their guns.



8

The scent of cooked meat wafts out from one of the tunnels. You follow the smell to a large cavern full of meat on smoking racks. As you step forward to investigate, you hear a woman's shrill voice scream, "More food has arrived!", followed by the heavy footsteps of several people. You draw your weapons as the group enters your view. They are led by an old man with wild hair and a crazed gleam in his eyes. He issues the order, "Fresh meat! Git 'em!"

Kill the Cannibals
2x
COMBAT CHECK
9



*may not flee



PASS: They weren't well trained, but there were quite a few of them, and they seemed to have little regard for their own well-being. Despite their crazed intensity, you rid of the world of these cannibals. You decide to pass on the meat, but snag their coins on the way out. **Collect 5 Credits.**

9

The winding path leads to a few large tanks at the bottom. Knocking on each returns a hollow echo, except the last. You find the release valve at the bottom, turn it, and smile as water flows out.

FREE: You cautiously taste the water. It's clean! **Gain**   **Water Rations.**

10

You walk through the tunnels of the quarry, scanning for anything of value. A single pass is enough to tell you this place has already been cleaned out.

Spot the Hidden Cache
SURVIVAL CHECK

Single Attempt

8

PASS: You notice a small recess in the wall that you hadn't seen at first glance. Inside is a small pouch filled with credits. **Collect 5 Credits.**
FAIL: "A lot of effort for nothing", you think to yourself as you emerge from the quarry, a little disappointed.

11

The weaving path down is easy to traverse. At the bottom, you are rewarded with a pile of unrefined ore! You fire up the nearby smelter and toss the ore inside. Within the hour, you have created several metal ingots.

FREE: Draw  salvage.



12

After scouting several of the side tunnels, you find a large storage bin. There is a heavy lock on it, but you don't intend to let that stop you.

Single Attempt

Pick the Lock
SURVIVAL CHECK

9

PASS: Within minutes, the lock mechanism clicks open. You think to yourself, "Damn, I'm good!", as you collect the contents. **Draw 5 salvage.**
FAIL: After countless attempts, you've made no progress on the lock. This one is simply beyond your lockpicking skill.

Break the Lock
COMBAT CHECK

Single Attempt

11

PASS: Using a nearby metal pole as a pry bar, the lock pops open with a satisfying 'clank'. **Draw 5 salvage.**
FAIL: Minus some scuffs and scratches, your attempts have no effect on the lock.



13

Winding your way down the path, you notice two men standing near a large pile of explosives. They don't look like miners. As you approach, one of the men exclaims, "Heads up! They found us out!" and draws a large knife. The other grabs his pistol, taking aim at you.

If They Want a Fight...
COMBAT CHECK
8

PASS: After amateur hour at the shooting range, the two lay on the ground, face down. You rifle through their belongings, finding a crumpled paper. It details a plan to detonate the explosives within a nearby settlement! Best let them know the details of the plot, and the location of these explosives. **Collect 3 Credits and gain 1 Reputation with a Settlement of your choice.**

Bluff the Men
SURVIVAL CHECK
10

Single Attempt

PASS: Sizing up the situation, you call out, "Whoa! I'm the new recruit! Boss sent me to help out." The men seem a bit confused, but smile and invite you over to review the plan. The explosives are meant for a nearby settlement! When no one is looking, you grab a few valuables, light the fuse, and take off running. Some distance away, you feel an earthshaking "BOOM!" That takes care of that. **Collect 3 Credits and gain 1 Reputation with a Settlement of your choice.**
FAIL: You're not sure what to say, but a gun shot ends the chance for words. **Suffer 1 Wound.**

14

You find a small office trailer underneath an overhang at the bottom of the quarry, but the place has been stripped. However, there are still papers scattered within. Looking through them, you recognize them as machine manuals. Any settlement would love to get their hands on this stuff.

FREE: Sorting the papers as well as possible, you decide to drop them off on your next settlement visit. **Gain 1 Reputation with a Settlement of your choice immediately.**

15

As you're hiking down the path, the wind blows a piece of paper right at you. Without thinking, you catch it with one hand. It looks like a treasure map. There are a few landmarks nearby that match the map. A treasure hunt sounds like fun!

Single Attempt

Follow the Map
SURVIVAL CHECK
7



PASS: You follow the map closely, spotting more landmarks as you make your way through the tunnels. Pacing out the final steps, you find a small lock box. You shake it and the clank of coins is unmistakable! You pop the simple lock open in seconds. **Collect 5 Credits.**
FAIL: The crude map seems to lead in circles. You eventually decide that you've wasted enough time on this fruitless treasure hunt.

Code Breaker
COMBAT CHECK
9

Single Attempt

PASS: Examining the map, you realize that it is coded with a common mercenary cipher. Drawing on your experience with the various mercenary outfits, you are able to decipher and follow the map. At the end, you find a small box full of coins! **Collect 5 Credits.**
FAIL: The crude map seems to lead in circles, or maybe you're reading it wrong. You decide that you've wasted enough time on this treasure hunt.

16

At the bottom of the quarry, you notice several animal carcasses, the meat torn from the bones. More disturbing are the human corpses, which also appear to have made a meal for something. Wondering what did this, you hear a thunderous roar from one of the tunnels. An enormous beast emerges, walking on two legs. It has huge, vicious looking fangs protruding from its mouth, pointed horns and large, hooked claws. It charges you with hesitation. If you plan on running, there really isn't a quick escape route.



Fight for Your Life
COMBAT CHECK

14

**may not flee until after the 2nd round of combat*

PASS: After battling this beast for what feels like hours, it lies dead at your feet. You catch your breath and take in your surroundings. There are quite a few packs and bags from unfortunate victims. You've earned a serious payday! **Draw 2 salvage, collect 10 Credits and gain 1 Item. Also, collect 1 additional yellow ring!**

Climb the Wall
SURVIVAL CHECK

11

Single Attempt

PASS: The walls go straight up, and there aren't handholds, but you are able to make the climb through sheer adrenaline. You don't leave with any loot, but you also didn't get eaten.



Gain 1 Luck Token.

FAIL: As you attempt to scramble up the wall, the beast closes the distance, yanking you to the ground with one of its razor sharp claws.

Suffer 1 Wound. You must attempt 'Fight for Your Life'.

17

As you head down into the quarry, you spot several locations that look great for salvage. Upon reaching them, you are not disappointed. This place was an excellent find!

FREE: Draw   salvage.

18

Walking down the winding path, you see a swarm of rats pour out of a tunnel just ahead. The rats are scurrying in a mad panic, several jumping right off the ledge, plummeting to their death below. A burst of flame erupts from the tunnel, and to your surprise, a greased up, wild-looking, naked man with a flamethrower emerges from the tunnel, laughing maniacally. He looks in your direction, squints and yells, "Damn vermin keep getting bigger!" When he points his flamethrower in your direction, you spring into action.

Defend Yourself
COMBAT CHECK

9

PASS: Preferring not to be cooked by a flamethrower, you respond with immediate and overwhelming force. The insane exterminator lies on the ground, his flamethrower significantly damaged during the fight. After examining it, you believe it could be fixed! **Draw 2 salvage and take Schematic 17 – Flamethrower.**

Push Him Over the Edge
SURVIVAL CHECK

10

Single Attempt

PASS: Dodging about, you maneuver behind the crazed man, then give him a hard shove over the edge. When you reach the body, the flamethrower appears to have been badly damaged in the fall, but you should be able to repair it.

Draw 2 salvage and take Schematic 17 – Flamethrower.

FAIL: You attempt to dodge the blasts of flame, but you aren't quick enough to avoid being singed. **Suffer 1 Wound.**

19

A corner of the quarry contains several large pieces of equipment. Upon inspection, the machines appear to be rusted beyond use.

Single Attempt

**Search Further
SURVIVAL CHECK**

7

PASS: While the machines don't catch your interest, a box on the ground does. It looks like it was designed to play music, but is no longer functioning. The wiring looks pretty simple, so you can likely fix it. **Take Schematic 14 – Boombox and draw 1 salvage.**

FAIL: A single touch is enough, the machines crumble to dust.

**Advanced Salvage
Techniques
SURVIVAL CHECK**

Single Attempt

11

PASS: You remove the outer casing of the heavy equipment, revealing the internal workings. Within you find several useful components. Also of note, there is a broken boombox on the ground next to the machinery. **Take Schematic 14 – Boombox and draw 4 salvage.**

FAIL: You employ your standard salvage tricks, but don't turn up anything useful.

20

You turn into a tunnels on the way down, and hear someone call out, "Hello? Is someone there? I've gotten myself in a bit of a situation here, and could use a spot of help." Following the voice, you find a man dressed for adventure sitting inside of a man trap. "You see? I was minding my own business, simply hunting for a bit of treasure and then this! Think you could get me out? I believe in just rewards for your effort. I'd even offer my services, no charge!"

**Free the Man
SURVIVAL CHECK**

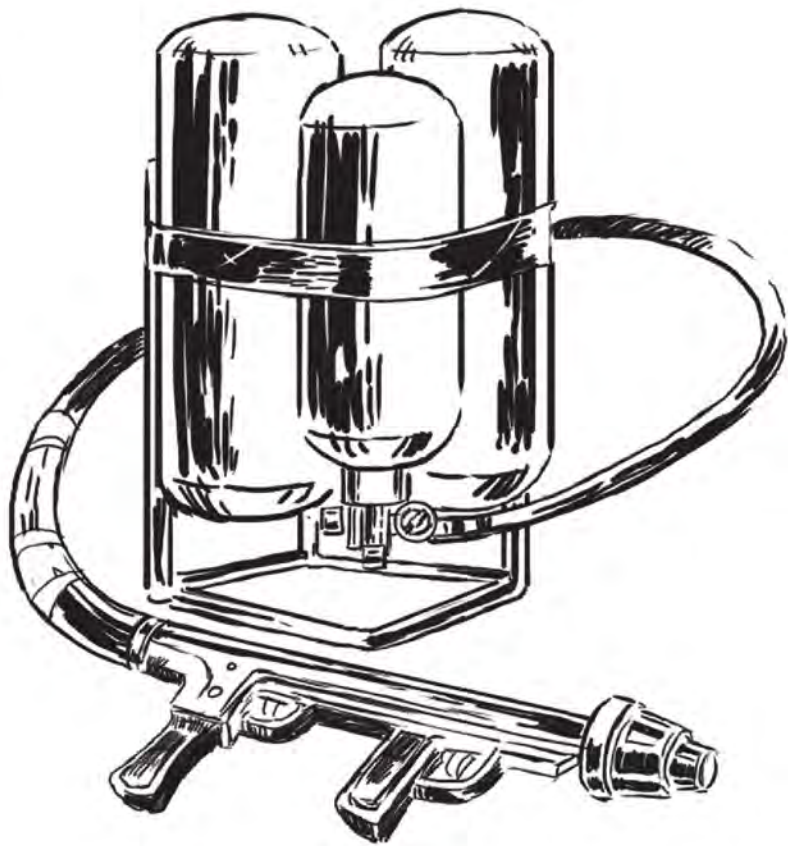
Single Attempt

8

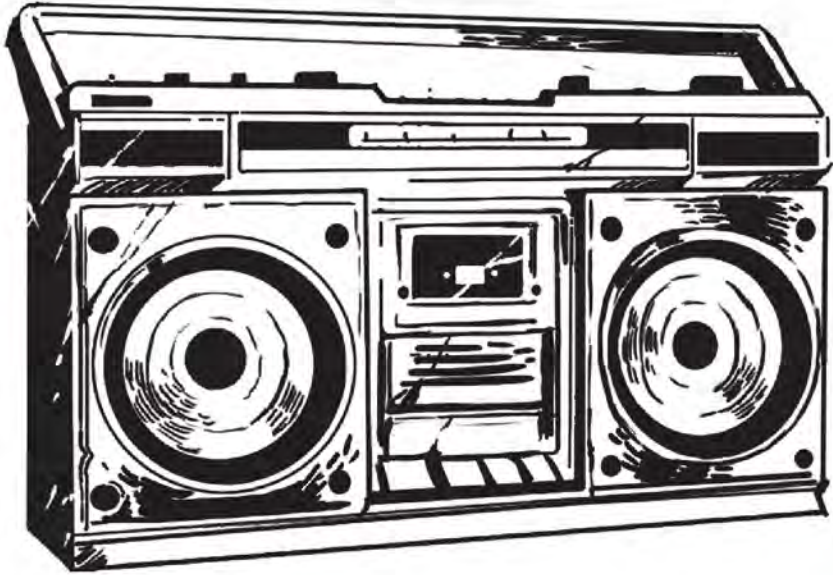
PASS: The trap employs surprisingly complex anti-tampering mechanisms, but you're able to work around the safeguards and trigger the release. True to his word, once free, the man hands you a pouch of coins and offers to join you. **Collect 10 Credits. If the Treasure Hunter is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Treasure Hunter. You may replace your Companion with the Treasure Hunter.**

FAIL: You attempt to release the trap for several hours, but you can't seem to get around the complex anti-tampering mechanisms. You apologize to the man in the cage, but assure him that you will send help once you've reached a settlement.





**Schematic 17
Flamethrower**



**Schematic 14
Boombox**

10 - A SINKHOLE



10 - A SINKHOLE

<p>1</p>	<p>Quick Thinking SURVIVAL CHECK 6</p> <p>Single Attempt</p>	<p>- OR -</p>	<p>Combat Reflexes COMBAT CHECK 8</p> <p>Single Attempt</p>	<p>12</p>	<p>Kill the Birds COMBAT CHECK 8</p> <p>PASS: 4 salvage</p>	<p>Scatter the Flock SURVIVAL CHECK 9</p> <p>Single Attempt</p> <p>PASS: 4 salvage FAIL: 1 Wound</p>	
<p>2</p>	<p>Leave the Sinkhole Alone</p> <p>FREE: 1 Luck Token</p>	<p>Go Against Your Better Judgement SURVIVAL CHECK 14</p> <p>Single Attempt</p> <p>PASS: 8 salvage FAIL: 1 Wound</p>	<p>13</p>	<p>FREE: 1 free Trait roll & may purchase more for 3 Credits each</p>			
<p>3</p>	<p>Kill the Worm COMBAT CHECK 8</p>	<p>PASS: 2 salvage</p>		<p>14</p>	<p>Pry the Slab Up SURVIVAL CHECK 6</p> <p>Single Attempt</p> <p>PASS: 1 Item</p>	<p>Smash the Slab COMBAT CHECK 9</p> <p>Single Attempt</p> <p>PASS: 1 Item</p>	
<p>4</p>	<p>Eliminate the Raiders 2x COMBAT CHECK 6</p>	<p>PASS: 5 Credits</p>		<p>15</p>	<p>FREE: May purchase 2 Items at half price</p>		
<p>5</p>	<p>Identify the Nests SURVIVAL CHECK 7</p> <p>Single Attempt</p> <p>PASS: 2 salvage FAIL: 1 Wound</p>	<p>Burn the Place Down COMBAT CHECK 10</p> <p>Single Attempt</p> <p>PASS: 2 salvage FAIL: 1 Wound</p>	<p>16</p>	<p>Kill the Man COMBAT CHECK 7</p> <p>PASS: 1 Credit & 1 Item</p>	<p>Disable the Man SURVIVAL CHECK 7</p> <p>Single Attempt</p> <p>PASS: 1 Credits & 1 Item FAIL: 1 Wound</p>		
<p>6</p>	<p>Notice a Glint of Metal SURVIVAL CHECK 6</p> <p>Single Attempt</p> <p>PASS: 2 salvage</p>	<p>Dig a Path Down COMBAT CHECK 11</p> <p>Single Attempt</p> <p>PASS: 5 salvage FAIL: -1 Water Ration</p>	<p>17</p>	<p>FREE: 4 salvage & 1 Consumable</p>			
<p>7</p>	<p>FREE: 1 Credit & 1 Luck Token</p>		<p>18</p>	<p>Ever Vigilant SURVIVAL CHECK 9</p> <p>Single Attempt</p> <p>PASS: Schematic 9 - Lightweight Combat Armor</p>	<p>Battle Knowledge COMBAT CHECK 11</p> <p>Single Attempt</p> <p>PASS: 3 Credits & Schematic 9 - Lightweight Combat Armor</p>		
<p>8</p>	<p>Fight the Men COMBAT CHECK 9</p> <p>PASS: 5 Credits & 1 Reputation w/ any Settlement</p>	<p>Talk Them Down SURVIVAL CHECK 6</p> <p>Single Attempt</p> <p>PASS: 2 Credits FAIL: 1 Wound</p>	<p>19</p>	<p>Save Yourself COMBAT CHECK 10</p> <p>*may not flee</p>	<p>PASS: 2 salvage & Schematic 2 - Prototype Tesla Rifle</p>		
<p>9</p>	<p>Find the Source SURVIVAL CHECK 8</p> <p>Single Attempt</p>	<p>PASS: Fill Water Rations & 1 Reputation w/ any Settlement</p>		<p>20</p>	<p>Talk Science SURVIVAL CHECK 8</p> <p>Single Attempt</p>	<p>FREE: 1 Fame & search Companion deck for Scientist. You may swap your Companion for Scientist, even if already in play.</p>	
<p>10</p>	<p>Kill the Beasts 2x COMBAT CHECK 8</p> <p>PASS: 5 salvage</p>	<p>Outsmart the Beasts SURVIVAL CHECK 11</p> <p>Single Attempt</p> <p>PASS: 5 salvage FAIL: 1 Wound</p>					
<p>11</p>	<p>FREE: 1 Reputation w/ any Settlement</p>						



10 - A SINKHOLE

A gigantic pit looms before you, the earth cracked and jagged at the edges. It looks as if a large portion of earth simply collapsed into itself. Roll a **20** (d20) to see what happens.

1

As you approach the edge of the sinkhole, the ground begins to crumble beneath you.

Single Attempt

Quick Thinking
SURVIVAL CHECK
6

Well Prepared
DAMAGE
CLIMBING PICK
TO PASS

Combat Reflexes
COMBAT CHECK
8

Single Attempt

PASS: You leap to safety as the earth shifts beneath you, then crumbles, crashing down ten feet below.

The sunken earth reveals old mining equipment, which you promptly strip for parts. **Draw 2 salvage.**

FAIL: You attempt to jump to safety, but there isn't enough solid ground to support the leap. Instead, your leg thrusts into the crumbling earth and remains pinned when the dust settles. It takes a while to dig it out. **Lose 1 Action.**



2

Approaching the edge of the sinkhole, you feel the ground tremble, tossing bits of earth off the edge. Each step you take seems to intensify the rumbling, so much that you decide against pressing on. It's simply not safe enough to investigate.

Leave the Sinkhole Alone

FREE: You make a mental note to share the location, so that others may avoid it. **Gain 1 Luck Token.**



Go Against Your Better Judgement
SURVIVAL CHECK
14

Single Attempt

PASS: You try to shake the feeling, and continue forward. The ground trembles, then gives way beneath you. You slide with the earth, dodging larger chunks as you control your descent with great effort. The reward is an undisturbed treasure trove of salvage. Seems you're the first to make it down safely!

Draw 8 salvage.

FAIL: The earth collapses beneath you as you step forward. You just barely manage to cling to an exposed root, but are battered by several large rocks. After hauling yourself out, you decide it's just not worth the risk. **Suffer 1 Wound.**

3

A sloping path descends into the sinkhole, leading you to the remains of a building. As you shift a piece of debris in your search, the ground begins to rumble. An enormous worm, larger than you, bursts from the ground. Its gaping maw is filled with row upon row of razor sharp teeth, and it begins to rapidly wriggle towards you.

Kill the Worm
COMBAT CHECK
8

PASS: The sand worm was surprisingly agile, making it more difficult to put down than expected, but in the end, you are able to slay it. Free to continue your search, you uncover some useful materials. **Draw 2 salvage.**

4

As you walk towards the pit, you see three men ahead. One is buried in earth up to his chest, the other two are trying to dig him out. Also of note, they are all dressed like raider. This an opportunity that you need to take advantage of. If the tables were turned, they certainly would.

Eliminate the Raiders
2x
COMBAT CHECK
6

PASS: You are able to surprise the raiders, making the fight rather one-sided from the get go. When the raiders are dead, you strip their valuables, and decide it's best to skip the sinkhole to avoid ending up like the stuck raider. **Collect 5 Credits.**



5

You discover a partially collapsed building on the edge of the sinkhole. Most of it remains intact, so you decide to investigate. Inside, there are large nests of mud and a papery substance covering most of the rooms.

Single Attempt

Identify the Nests
SURVIVAL CHECK
7



PASS: You recognize the nests as those of a particularly nasty variety of wasps. Carefully picking your way through the building, making sure to avoid disturbing any of the nests, you scrape together a bit of scrap. **Draw 2 salvage.**

FAIL: Not quite sure what the nests belong to, you begin shuffling through debris. A humming sound fills the air, followed by hundreds of wasps. You run from the building, but not before sustaining several burning stings. **Suffer 1 Wound.**

Burn the Place Down
COMBAT CHECK
10

Single Attempt

PASS: Not one to take chances, you decide fire is the best approach. The nests are slow to catch, but once they start, the whole building quickly goes up in flames. You scavenge what you can from the ashes. **Draw 2 salvage.**

FAIL: The nests are very difficult to ignite. As you're fumbling with the fire, you hear a humming sound. Looking up, you see a swarm of angry wasps! You sprint away, but are stung several times on the way out. **Suffer 1 Wound.**

6

The edges of the sinkhole are steep and treacherous. You circle the pit, searching for any sort of path down.

Single Attempt

Notice a Glint of Metal
SURVIVAL CHECK

6

PASS: You notice the glint of metal near the edge. Digging around the exposed metal, you unearth a small piece of machinery. **Draw 2 salvage.**

FAIL: A full circuit around the sinkhole convinces you that there is no easy way down.

Dig a Path Down
COMBAT CHECK

11

Single Attempt

PASS: It's hard work, but you are able to slowly dig a path down to the bottom. It doesn't look like anyone else has been down here. Score! **Draw 5 salvage.**

FAIL: The earth is solid and the digging is extremely difficult. After an hour with little progress, you break for water and decide it isn't worth the effort. **Lose 1 Water Ration.**

7

Looking over the edge, sheer cliffs can be seen on all sides. It is a long drop, ruling out jumping. Deciding against exploration, you turn to leave and notice a single credit on the ground.

FREE: Must be your lucky day! **Collect 1 Credit and gain 1 Luck Token.**



8

Approaching the sinkhole, you see two men heave a body into the hole. The larger of the two dusts his hands off on his pants and exclaims, "That takes care of that! Well earned reward, I say!" As they turn to leave, they notice you and the smaller shouts, "He saw everything! Get him!" Advancing on you, the men draw their weapons.

Fight the Men
COMBAT CHECK

9

PASS: After dispatching the men, you collect their "reward" and decide to notify the authorities of the body. **Collect 5 Credits and gain 1 Reputation with a Settlement of your choice.**

Talk Them Down
SURVIVAL CHECK

6

Single Attempt

PASS: You convince the men that this will end very badly for them. However, if they were to cut you in on the reward, you could disappear and forget this ever happened. They wisely decide to comply. **Collect 2 Credits.**

FAIL: The more you talk, the angrier the men get. The chance for a diplomatic resolution passes when they open fire. **Suffer 1 Wound.**

9

You find a relatively easy path to climb down, and begin investigating the sinkhole.

Find the Source
SURVIVAL CHECK

Single Attempt

8

PASS: Just barely visible through the rocks, you find the source of the sinkhole, an underground stream. You'll have to tell a nearby settlement of your find! **Fill your Water Rations and gain 1 Reputation with a Settlement of your choice.**

FAIL: Unfortunately, you find nothing of interest.

10

Several buildings have fallen into the sinkhole, and a nice gradual decline leads you right to them. You begin sifting through the wreckage when you hear a clattering coming from one of the collapsed buildings. Two enormous scorpions emerge, each standing at least 3 feet tall.

Kill the Beasts
2x
COMBAT CHECK
8

PASS: They don't go down easy, but to someone with your combat experience, it's just another kill. These things have been chasing scavengers off for a while, as your search nets you quite a haul. **Draw 5 salvage.**



Outsmart the Beasts
SURVIVAL CHECK

Single Attempt

11

PASS: You notice an unstable section of collapsed building and position yourself near it. When the scorpions get close, you give the wall a hard kick. It comes tumbling down on top of the oversized beasts. With that taken care of, you collect a nice haul. **Draw 5 salvage.**

FAIL: You look for something to use as a makeshift trap, but the scorpions are upon you before a plan hatches. **Suffer 1 Wound.**

11

When you arrive at the sinkhole, you see a small makeshift research station at the edge. Upon closer inspection, it appears to have been running unattended for some time. You glance over the edge and see a collapsed portion with an arm in a lab coat sticking out from beneath the earth. You give the fallen scientist a nod of respect, then grab the notes left behind.

FREE: You can return these to a local settlement, and let them know the fate of their researcher. **Gain 1 Reputation with a Settlement of your choice immediately.**



12

At the bottom of the gradual path down, you find several rusted vehicles partially buried in the collapsed earth. As you investigate the vehicles, you begin to hear chirps and caws. Looking up, you note the edge of the sinkhole is now lined with large birds. The birds go completely silent for nearly a minute as you remain motionless, observing their behavior. Suddenly, they all caw in unison and take to the air. Several begin diving towards you, almost as if they are angry.

Kill the Birds
COMBAT CHECK

8

PASS: Responding with force, you are able to convince the flock of predatory birds to find easier prey. Several lay motionless on the ground, a grizzly reminder of the battle as you strip the vehicles. **Draw 4 salvage.**



Scatter the Flock
SURVIVAL CHECK

9

Single Attempt

PASS: You grab fistfuls of rocks and toss them into the air. The scattered rocks disorient the birds and they quickly decide to move on to easier prey, allowing you to strip the vehicles in peace. **Draw 4 salvage.**

FAIL: You grab a few large rocks and throw them at the birds. While you manage to hit a few, several others dive at you unfazed! **Suffer 1 Wound.**

13

You find a small shack a short way from the edge of the sinkhole. There is light shining from within, and the dull hum of a generator can be heard. As you approach, a beeping sound comes from inside, followed by movement. Someone calls out from within, "Hello stranger! I'm a researcher studying the evolutionary adaptations of the local wildlife resulting from the localized ecosystem created by this sinkhole. You're welcome to rest for a bit, I'm always happy to have some company!"

FREE: After conversing with the scientist during a much deserved break, he offers to give you a free Pre-War Enhancement Shot if he can observe the effects. He'll also sell you additional shots at the wholesale price he pays. **Gain 1 free Trait roll and you may purchase additional Trait rolls for 3 Credits each.**

14

While much of the valuables seem to have been cleared, you notice a piece of equipment sitting right out on the open. When you grab it, you find that it's pinned by a large slab of concrete.

Single Attempt

Pry the Slab Up
SURVIVAL CHECK

6

PASS: You use a bar as a lever to shift the concrete just enough to loosen the gear. **Gain 1 Item.**

FAIL: After examining the concrete slab and giving it a few test shoves, it is clear that there's no way you're moving this thing.

Smash the Slab
COMBAT CHECK

9

Single Attempt

PASS: Repeatedly battering the concrete slab eventually crumbles some chunks away. Just enough to loosen the gear. **Gain 1 Item.**

FAIL: Your attempts to smash the slab are unsuccessful. It's concrete. It's hard.

15

Walking towards the sinkhole, you notice a man frantically waving his hands in the air. He calls out, "Hey, you there! Could you help a poor traveling merchant out? The ground shifted beneath me and swallowed my foot!"

FREE: You agree to help, and dig his foot out. He is genuinely overjoyed to be free! He offers to sell from his stock at "friends and family" prices. **You may purchase 2 Items at half the standard price.**



16

As you reach the bottom of the sinkhole, you hear a crazed voice yell, "Visitors! I haven't had visitors in aaaaaagggeessss! Lets get right down to it then! Time for some fun!" You whirl around to face the voice, finding a wild looking man brandishing a large knife.

Kill the Man
COMBAT CHECK
7

PASS: The insanity is hard to miss, as the man cackles maniacally the entire fight, even as he chokes out his last breath. The waste does strange things to people. **Collect 1 Credit and gain 1 Item.**

Disable the Man
SURVIVAL CHECK
7

Single Attempt

PASS: You dodge a few attacks before disarming the man. Scooping up his knife, you bring the handle down forcefully upon his head. After looting the madman's "nest", you begin to wonder what he will do to his next "visitor". **Collect 1 Credit and gain 1 Item.**

● **FAIL:** The crazed man is faster than he looks, and he manages to slice into you. **Suffer 1 Wound.**

17

At the sinkhole, you find a rope with one end tied to a boulder, and the other dangling over the edge. The words "NO TOUCH" are painted on the boulder in what appears to be blood. Not one to put much stock in a misspelled warning, you haul the rope up.

FREE: At the end of the rope there is a wrapped bundle of goodies!
Draw 4 salvage and gain 1 Consumable.



100

18

At the sinkhole there is evidence of a fairly large battle, including the many corpses left behind. Scavengers have picked over the bodies, but maybe there's something inside the sinkhole?

Single Attempt

Ever Vigilant
SURVIVAL CHECK

9

PASS: Your vigilance pays off when you discover a body in a recently collapsed section of earth. It's wearing an impressive set of armor, that has unfortunately been damaged beyond use. You study the design, and feel confident you could modify your own armor similarly. **Take Schematic 9 – Lightweight Combat Armor.**
FAIL: The scavengers were thorough. You are unable to find anything of interest.

Battle Knowledge
COMBAT CHECK

Single Attempt

11

PASS: You notice an outcropping that would provide ideal cover. Upon investigation, you find the corpse of a raider lieutenant. His armor is impressive, but battered beyond use. You examine it before stripping the body of valuables. You should be able to modify your own armor similarly. **Take Schematic 9 – Lightweight Combat Armor and collect 3 Credits.**
FAIL: Your experience doesn't provide you with any useful insight.

19

You slowly make your way to the bottom of the sinkhole along a precarious path. As you reach the bottom, the ground begins to rumble all around you. The rumbling intensifies and the earth beneath you begins to sink. Suddenly enormous jaws burst from the ground and blast upwards, leaving you inside the belly of something huge. Reacting on instinct, you draw your weapons to create a new exit.

Save Yourself
COMBAT CHECK

10

*may not flee

PASS: As you tear a hole through the creature, it thrashes violently, slowing until it finally stops moving altogether. Once you're out, you're able to see the creature in it's entirety. You've never seen a sand worm this large before. Scanning the leaking contents of the creature's stomach, you notice an item of interest. A rifle with a Tesla coil on the barrel. Unfortunately, it doesn't work. **Take Schematic 2 – Prototype Tesla Rifle and draw 2 salvage.**



20

At the sinkhole, you see a man dressed in a white lab coat furiously taking notes. His head snaps up as you approach, and he issues a warning, "I'm just a scientist, but I'm packing heat, and I know how to use it." You reply in a friendly manner in an attempt to strike up a conversation.

**Talk Science
SURVIVAL CHECK**

Single
Attempt

8

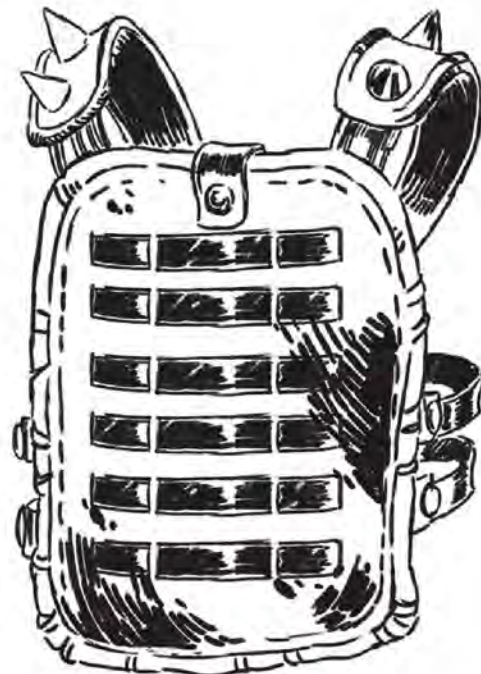
PASS: You question the scientist about his research, asking several intelligent follow up questions. The scientist offers, "I'd be happy to teach you a bit about science, if you'd like to travel together. You seem to have a knack for it! I'll even include your name when I publish my research!" **Gain 1 Fame.** **If the Scientist is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Scientist. You may replace your Companion with the Scientist.**

FAIL: The scientist begins to explain a bit about what he does, but shakes his head at your confused look. He irritably snaps, "Maybe it's best if I just get back to work. Good luck out there."



**Schematic 2
Prototype Tesla Rifle**

**Schematic 9
Lightweight Combat Armor**



11 - A GRAVEYARD



11 - A GRAVEYARD

1	FREE: Gain 1 Luck Token & move 1 hex	13	Turn the Man In COMBAT CHECK 8	Take the Coin FREE: 4 Credits	
2	Notice the Grave SURVIVAL CHECK 8 (Single Attempt)	PASS: 1 salvage FAIL: 1 Wound & 1 Item damage	14	Kill the Gang Bangers 3x COMBAT CHECK 6	Talk Your Way Out SURVIVAL CHECK 10 (Single Attempt)
3	Identify the Flowers SURVIVAL CHECK 7 (Single Attempt)	Great Fortitude COMBAT CHECK 10 (Single Attempt)	PASS: 9 Credits	PASS: 9 Credits FAIL: 1 Wound	
4	Fend Off the Dogs COMBAT CHECK 7 <i>*may not flee</i>	PASS: 3 Credits	15	FREE: \triangle salvage	
5	Kill the Worm COMBAT CHECK 8	Run From the Worm SURVIVAL CHECK 6 (Single Attempt)	16	Thorough Search SURVIVAL CHECK 9 (Single Attempt)	PASS: 5 salvage
6	FREE: Gain 1 Consumable	PASS: 1 Item FAIL: 1 Wound	17	Who You Gonna Call? COMBAT CHECK 10	PASS: 2 Credits & 1 Item
7	Check for Traps SURVIVAL CHECK 5 (Single Attempt)	Field Experience COMBAT CHECK 8 (Single Attempt)	18	Thorough Search SURVIVAL CHECK 6+ (Single Attempt)	PASS: (difficulty of check minus 6) salvage & Schematic 15 - Infrared Binoculars <i>*You may select any difficulty 6 or higher. Higher difficulty gives a larger reward.</i>
8	Fight the Lizard COMBAT CHECK 9	Burn the Pile of Junk SURVIVAL CHECK 9 (Single Attempt)	19	Kill the Grave Robbers 2x COMBAT CHECK 8	Intimidate Them SURVIVAL CHECK 10 (Single Attempt)
9	FREE: Heal all Wounds for 1 Credit & purchase Trait rolls for 4 Credits	PASS: 1 Consumable & Schematic 5 - Medical Injector FAIL: 1 Wound	20	FREE: 1 Consumable, 1 Item & search Companion deck for Black Marketeer. You may swap your Companion for Black Marketeer, even if already in play.	
10	Spot the Hidden Cache SURVIVAL CHECK 9 (Single Attempt)	PASS: 9 Credits			
11	Pick the Lock SURVIVAL CHECK 9 (Single Attempt)	Pry the Box Open COMBAT CHECK 11 (Single Attempt)			
12	FREE: \triangle salvage				



11 - A GRAVEYARD

After climbing an ancient, crumbling wall, you find yourself within an old graveyard. The headstones and crypts are in disrepair, with viney weeds covering much of the ground. As the wind picks up, it makes an eerie whistling sound as it rushes past broken headstones. **Roll a 20 (d20) to see what happens.**

1

As you begin your search, a thick, cold mist rises up from the ground in the graveyard. In the distance, flashing lights silently illuminate sections of the mist, but the source is obscured by the cold fog. Then you hear the sounds echoing inside your head. It could be described as torture, but that doesn't do it justice. The sensation is unlike, and worse than, anything you've ever felt.

FREE: Unnatural fear wells up inside you, then you bolt. An outright sprint for nearly ten minutes, and finally the fear begins to subside. When it's gone, you're not quite sure what happened, but every time you think about returning to the graveyard, your hands begin to tremble. Maybe it's best to skip this one. **Gain 1 Luck Token and move 1 hex immediately.**

2

You begin to explore the graveyard, walking between the rows of graves.



Notice the Grave
SURVIVAL CHECK

Single
Attempt

8



PASS: One of the graves appears to have been recently excavated, although someone has attempted to hide it. Using your keen observation, you notice that while the grave has been covered over with brush and dirt, a hole remains beneath. This is a pit trap, made from an open grave. Fun. You disassemble the trap, keeping the valuable bits. **Draw 1 salvage.**

FAIL: As you walk, the ground gives way beneath you. You land heavily, right on top of your equipment. You have fallen into a pit trap. Fortunately, no bones broken. **Suffer 1 Wound and damage 1 Item.**



3

A small shack sits near the center of the graveyard, nestled between large bunches of purple flowers with corkscrewed spiky petals. You decide to investigate.

Single Attempt

Identify the Flowers
SURVIVAL CHECK

7



Great Fortitude
COMBAT CHECK

10

Single Attempt

PASS: You recognize the flowers to be of a variety capable of causing hallucinations, and carefully make your way to the shack. The door opens, revealing what must have once been a grounds keeper's tool shed. **Draw 3 salvage.**

FAIL: As you walk through the flowers, they spray a sparkly reddish dust into the air. Suddenly, the world begins to melt all around you. You feel distant, as if you were viewing the world from within a well. Sounds are distorted and colors are vibrant. Aimlessly wandering, you admire the hidden beauty all around. Many hours later, you come to your senses, far away from the graveyard. **Lose 1 Action.**

PASS: As you walk through the flowers, they spray a sparkly red dust into the air. Holding your breath, you quickly open the door to the shack, diving inside. It looks like a storage shed, still full of stuff! **Draw 5 salvage.**

FAIL: As you walk through the flowers, they kick up a sparkly reddish dust that covers everything. Suddenly, the world begins to melt all around you. You feel distant, as if you were viewing the world from within a well. Sounds are distorted and colors are vibrant. Aimlessly wandering, you admire the hidden beauty all around. Several hours later you come to your senses, far away from the graveyard. **Lose 1 Action.**

4

Within the graveyard, you spot a pack of wild dogs digging up, and feasting upon, a recently buried corpse. One of the dogs hears you, turns its head, then begins to growl. The dogs don't seem too happy about being disturbed at meal time. The other dogs turn to face you, then they all advance on your position.



Fend Off the Dogs
COMBAT CHECK

7

*may not flee



PASS: The dogs are far faster than you, but not particularly challenging. You deftly put a few down and scatter the rest. Investigating the body more closely, you find a small bag of coins in one of the boots. **Collect 3 Credits.**



5

Circling the graveyard, you find nothing more than gravestones and earth. Just as you complete the circuit, the ground begins to rumble all around you. The rumbling grows steadily louder until a huge worm bursts forth from the earth. It stands taller than you and has row upon row of razor sharp teeth. It seems to taste the air, then turns and charges towards you at a surprising speed.



Kill the Worm
COMBAT CHECK
8

PASS: You put the sand worm down and set to work gutting it. As they will eat pretty much anything, these things often have undigested items or materials inside. It's kind of like a gooey, disgusting piñata, and today you're in luck! You pull a piece of equipment out and wipe away the digestive juices. **Gain 1 Item.**

Run From the Worm
SURVIVAL CHECK
6

Single Attempt

PASS: The worm is fast, but doesn't have endurance. A quick sprint puts you at a safe distance. You decide to avoid the graveyard. **Gain 1 Luck Token.**

● **FAIL:** The worm is incredibly fast and closes the distance despite your best efforts to get away. You know you're in for a fight when its teeth rake across your arm. **Suffer 1 Wound.**

6

Walking through the graveyard, you notice that a single grave has been recently visited, evidenced by the token of remembrance left behind.

FREE: Knowing full well that dead people don't need stuff, you decide that you could make far better use of it. Waste not, want not, right? **Gain 1 Consumable.**



7

Within the graveyard, you find a bulging tarp, tied down to the ground. It looks like it could be a very poorly hidden supply cache.

Single Attempt

Check for Traps
SURVIVAL CHECK
5

PASS: You immediately spot the crude explosives rigged to the tarp. Honestly, you're surprised whoever set this didn't blow themselves up in the process. You disarm the trap and collect the loot. **Draw 2 salvage and gain 1 Consumable.**

FAIL: As you yank the tarp up, you hear a click, almost immediately followed by a deafening explosion. This will hurt... a lot. **Suffer 4 Wounds.**

Field Experience
COMBAT CHECK
8

Single Attempt

PASS: Experience tells you that people often take some type of defensive precautions with their stuff. You easily spot and disarm the explosives, then help yourself to the loot. **Draw 2 salvage and gain 1 Consumable.**

FAIL: As you yank the tarp up, you hear a click, almost immediately followed by a deafening explosion. This will hurt... a lot. **Suffer 4 Wounds.**

8

A large pile of junk sits in the center of the graveyard. As you approach, a portion seems to blur momentarily. You rub your eyes and look again, but see nothing out of place. Continuing forward, you soon realize what you had noticed. A large reptile, camouflaged perfectly with its surroundings, slowly changes colors as it steps out. With a shriek, it leaps towards you!

Fight the Lizard
COMBAT CHECK
9

PASS: The lizard's skin blurs as it moves, making it difficult to track. Calling upon your combat prowess, you spot an opening and strike. A critical strike to the throat drops the lizard to the ground, twitching. The beast's nest contains useful materials. **Draw 4 salvage.**

Burn the Pile of Junk
SURVIVAL CHECK
9

Single Attempt

PASS: The junk ignites and the lizard flees from the blaze. After the fire has settled, you scarp together some useful bits found within the charred debris. **Draw 3 salvage.**

FAIL: The junk won't ignite, but your attempts are interrupted by a barbed claw tearing into your flesh. It hurts... a lot. **Suffer 1 Wound.**

9

A small building sits at the center of the graveyard. The lights are on, so you knock. An elderly man holding a shovel opens the door, nods, then asks, "Got more bodies?" When he sees your puzzled expression, he continues on, "Less I can do for the living, but I can patch your wounds up and I've got a few Pre-War Enhancement Shots I'd be willing to sell."

FREE: You may heal all Wounds for 1 Credit and purchase Trait rolls for 4 Credits each.

10

Within the graveyard, you notice an intricate headstone in excellent condition, while all of the other headstones crumble with age. The stonework of the carving is magnificent. Beauty of the sort that people rarely have the luxury to simply admire these days.

Spot the Hidden Cache
SURVIVAL CHECK
9

Single Attempt

PASS: Admiring the craftsmanship, you follow the lines of the stonework. The design is so precise that you nearly miss a small alcove hidden within the carving. Reaching inside, you find a bag full of credits! **Collect 9 Credits.**

FAIL: Taking a few extra minutes to admire the intricate stonework, your spirits are brightened as you head off in search of the next challenge.



11

The only building within the graveyard draws your attention. Once inside, you decide the building was probably used to prepare bodies for burial. The locked medical box set into the wall is of particular interest.

Single Attempt

Pick the Lock
SURVIVAL CHECK
9



Pry the Box Open
COMBAT CHECK
11

Single Attempt

PASS: You effortlessly pop the lock. You're getting pretty good at this! Inside you find an unused Pre-War Enhancement Shot and put it to use. **Gain 1 free Trait roll.**

FAIL: The lock didn't look that complicated, but locks can be deceiving. After spending too long with no progress, you decide to move on.

PASS: There is just enough room for a thin metal bar between the box and the lid. Using it as a pry bar, the box lid breaks open. Inside you find an unused Pre-War Enhancement Shot and put it to use. **Gain 1 free Trait roll.**

FAIL: While it's not for a lack of effort, the box refuses to give.

12

Scanning the graveyard, your gaze settles on a lone man, struggling with bulging, overfilled packs. When he notices you, he waves and calls out, "Hey there friend! If you're looking for some goodies, there's quite a bit that I couldn't carry on the other side of the graveyard. Happy salvaging!" True to the man's word, you find salvage waiting to be collected. Nice!

FREE: Draw  salvage.

13

In the graveyard, you find a man who startles when you call out, then whirls to face you. The man is grizzled, and probably hasn't been to a settlement in some time. He glares at you threateningly and says, "If you've come to take me back, I ain't going! Not my fault Johnny died! What kinda man can't take a punch?" Piecing things together, you figure there's probably a reward on this criminal, and the coin would be welcome in your pocket. The man notices your expression and quickly says, "Hey, friend! I've got a few coins you could have if you just forget you ever seen me at all!"

Turn the Man In
COMBAT CHECK
8

PASS: This guy does know how to throw a punch, but he's got nothing on your right hook. You knock him unconscious and drag him to the authorities. You were right about the reward. **Collect 3 Credits and gain 1 Reputation with a Settlement of your choice.**

Take the Coin

FREE: You accept the man's offer, pocket the coins, give a nod, then head in the opposite direction. **Collect 4 Credits.**



14

The graveyard has been thoroughly “decorated” with spray paint. Nearly every surface has been tagged, but there is one sign that is prevalent throughout. There is no doubt that this is gang territory, and it looks like you’ve found the welcome party. A group of men and women approach you. One steps ahead of the rest, and says, “Give us your stuff or your life. I don’t care which. Your stuff stays with me either way.”

Kill the Gang Bangers
3x
COMBAT CHECK
6

PASS: While they had numbers, you had skill. They’ve probably relied on intimidation more than anything else. That ended today. You’re leaving with both your life and your stuff, as well as the coin they no longer need.
Collect 9 Credits.



Talk Your Way Out
SURVIVAL CHECK
10

Single Attempt

PASS: Using what you know of the local gang politics, you craft a plausible story about bribery and payoffs. At the end, you have convinced them that you are here to collect. They pay up.
Collect 9 Credits.

FAIL: You’re a little fuzzy on the gang politics in this region. They instantly call your bluff and raise with a gun shot. **Suffer 1 Wound.**



15

A mausoleum is nestled between dry weeds in the center of the graveyard. The door is slightly ajar, but welded in place with rust. A few solid kicks convince it to open.

FREE: Inside you find useful materials that have withstood the ravages of time. **Draw 4 salvage.**

16

A large mausoleum stands in the center of the cemetery. There are intricate carvings and sconces set into the walls, but no apparent entrance. “There has to be a way in”, you say to yourself.

Thorough Search
SURVIVAL CHECK
9

Single Attempt

PASS: Running your fingers along the carvings, you find a sconce that wiggles just a bit. A sturdy tug produces a ‘click’. A portion of the wall slides away to reveal the entrance. Inside has been untouched by time. Nice find! **Draw 5 salvage.**

FAIL: You circle the mausoleum repeatedly before giving up. If there’s a way in, you’re not going to find it.

17

As you walk through the graveyard, everything goes eerily silent. The temperature plummets until you are able to see your breath. It doesn't get this cold in the waste... ever. As you ponder, a figure the size of a man seems to slide into view from inside the earth. The ground below remains solid, and that's not even the most remarkable thing. You can almost see through the figure and it is glowing with its own light. Before you can figure out what's going on, it seems to sense you, then darts hungrily towards the fresh source of life.



Who You Gonna Call?
COMBAT CHECK
10

PASS: After a harrowing battle with the entity, it emits a shrill shriek as it dissolves into thin air. A heavier object and a few shiny pieces of metal drop to the ground with a clank where the spirit had been. As you make your way out of the cemetery, you wonder if anyone is going to believe you. **Collect 2 Credits and gain 1 Item.**

18

A small building near the edge of the graveyard looks like the best place to begin your search. Inside you find what was once a sterile environment with all sorts of tools, likely used to prepare the dead.

Thorough Search
SURVIVAL CHECK
6+
*You may select any difficulty 6 or higher; Higher difficulty has a larger reward

Single Attempt

PASS: You find a small backpack buried beneath some debris. It contains supplies and a pair of broken high tech binoculars. **Take Schematic 15 – Infrared Binoculars and draw (Difficulty of Survival Check minus 6) salvage.**
FAIL: After a careful examination of every last thing in here, not a single item is of value. Not the best way to spend an afternoon, but at least no one shot you.

19

When you reach the graveyard, you see a man and woman actively digging up graves. The man is digging, with the woman on watch. She sees you on the approach and shouts, "Hey Jimmy! We've got a visitor. The live ones are more work, but they usually have better stuff. Get over here!"

Kill the Grave Robbers
2x
COMBAT CHECK
8

Intimidate Them
SURVIVAL CHECK
10

Single Attempt

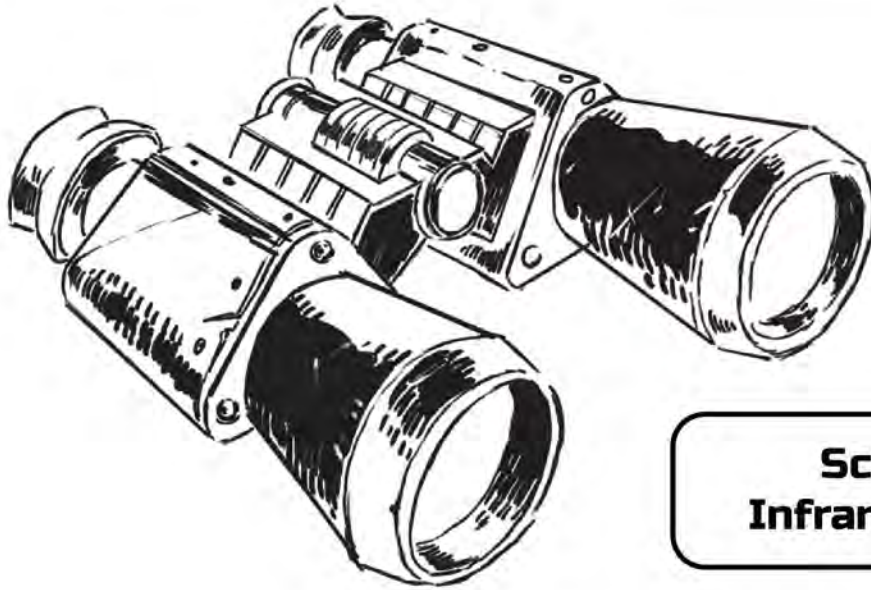
PASS: You dispatch of the grave robbers quickly, with cold efficiency, claiming their spoils as your own, including a broken medical device. Perhaps you could fix it? **Gain 1 Consumable and take Schematic 5 – Medical Injector.**

PASS: You draw your weapons, then advise the pair to drop what they've found and leave, if they wish to see tomorrow. They weigh their options, then decide to take your advice. **Gain 1 Consumable and take Schematic 5 – Medical Injector.**
FAIL: The pair sneers at you and attacks! **Suffer 1 Wound.**

20

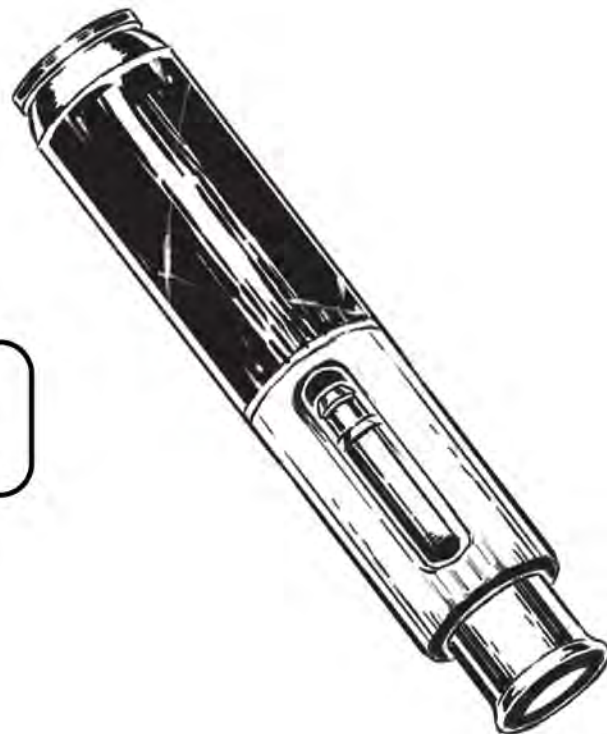
As you walk through the graveyard, a man slips out of the shadows. He lifts his hat and says, "Pleasure to make your acquaintance. I can see that I'm not the only one looking for some 'discount' merchandise. It's the best kind! You look like the type that can handle yourself. What do you say to joining up for a bit? I'm sure it will be quite profitable for both of us. I'll even share my find here as a token of goodwill. You want to make some Credits?"

FREE: Gain 1 Consumable and gain 1 Item. If the Black Marketeer is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Black Marketeer. You may replace your Companion with the Black Marketeer.



Schematic 15
Infrared Binoculars

Schematic 5
Medical Injector



12 - A TRAILER




12 - A TRAILER

<p>1</p>	<p>Spider-Sense Tingles SURVIVAL CHECK 6 (Single Attempt)</p> <p>PASS: 1 Luck Token FAIL: 1 Wound</p>	<p>Lightning Reflexes COMBAT CHECK 8 (Single Attempt)</p> <p>PASS: 1 Luck Token FAIL: 1 Wound</p>	<p>12</p> <p>FREE: Bet any amount of Credits on 'odd' or 'even'. Roll a 20. If the number rolled is called correctly, double your bet. Otherwise lose your bet.</p>
<p>2</p>	<p>Restore Law & Order COMBAT CHECK 10</p>	<p>PASS: 6 Credits & 1 Consumable</p>	<p>13</p> <p>Notice the Button SURVIVAL CHECK 8 (Single Attempt)</p> <p>PASS: 5 Credits</p>
<p>3</p>	<p>FREE: Gain 1 Luck Token.</p>		<p>14</p> <p>Use Brawn COMBAT CHECK 8</p> <p>PASS: 3 salvage</p> <p>Use Brains SURVIVAL CHECK 8 (Single Attempt)</p> <p>PASS: 3 salvage FAIL: 1 Wound</p>
<p>4</p>	<p>Something Feels Off SURVIVAL CHECK 7 (Single Attempt)</p> <p>PASS: 2 salvage FAIL: 1 Wound</p>	<p>Trap Spotting COMBAT CHECK 10 (Single Attempt)</p> <p>PASS: 3 salvage FAIL: 1 Wound</p>	<p>15</p> <p>Pick the Lock SURVIVAL CHECK 9 (Single Attempt)</p> <p>PASS: 1 Item</p> <p>Break the Lock COMBAT CHECK 11 (Single Attempt)</p> <p>PASS: 1 Item</p>
<p>5</p>	<p>Kill the Raiders COMBAT CHECK 8</p> <p>PASS: 2 Credits & 3 salvage</p>	<p>Stealth Assassin SURVIVAL CHECK 10 (Single Attempt)</p> <p>PASS: 2 Credits & 3 salvage FAIL: 1 Wound</p>	<p>16</p> <p>Attack the Raiders COMBAT CHECK 10</p> <p>PASS: 3 Credits & 1 Item</p> <p>Set a Trap SURVIVAL CHECK 11 (Single Attempt)</p> <p>PASS: 3 Credits & 1 Item FAIL: 1 Wound</p>
<p>6</p>	<p>FREE: Take 1 free Action immediately.</p>		<p>17</p> <p>Looking for Work</p> <p>FREE: Draw 2 Missions, choose 1 or both to enter play</p> <p>Looking for Help</p> <p>FREE: Draw 3 Companions, you may swap with any</p>
<p>7</p>	<p>Chemistry Knowledge SURVIVAL CHECK 9 (Single Attempt)</p>	<p>PASS: 1 Consumable & 2 salvage</p>	<p>18</p> <p>Electronics Expert SURVIVAL CHECK 8 (Single Attempt)</p> <p>PASS: 2 salvage & Schematic 11 - Barbed Wire Mic</p> <p>Military Comms Experience COMBAT CHECK 11 (Single Attempt)</p> <p>PASS: 2 salvage & Schematic 11 - Barbed Wire Mic</p>
<p>8</p>	<p>Kill the Crazy Man COMBAT CHECK 7</p> <p>PASS: 1 Consumable & 2 salvage</p>	<p>Disable the Man SURVIVAL CHECK 7 (Single Attempt)</p> <p>PASS: 1 Consumable & 2 salvage FAIL: 1 Wound</p>	<p>19</p> <p>Defend Yourself COMBAT CHECK 11</p> <p>PASS: 4 Credits, 1 Consumable & Schematic 1 - Cloaking Device</p> <p>Talk the Man Down SURVIVAL CHECK 13 (Single Attempt)</p> <p>PASS: 4 Credits, 1 Consumable & Schematic 1 - Cloaking Device FAIL: 1 Wound</p>
<p>9</p>	<p>FREE: May purchase Enhancement Serum shots for 2 Credits each. Roll a d20 20. 1-10: Suffer 1 Wound; 11-20: free Trait roll using the result. May spend a Water Ration to add 4 to this roll.</p>		
<p>10</p>	<p>Identify the Fungus SURVIVAL CHECK 8 (Single Attempt)</p> <p>PASS: 4 salvage FAIL: 1 Wound</p>	<p>Burn the Trailer COMBAT CHECK 8 (Single Attempt)</p> <p>PASS: 2 salvage FAIL: 1 Wound</p>	<p>20</p> <p>FREE: 10 Credits & search Companion deck for Exotic Dancer. You may swap your Companion for Exotic Dancer, even if already in play.</p>
<p>11</p>	<p>Crash the Party COMBAT CHECK 9</p>	<p>PASS: 1 Credit & 1 Item</p>	



12 - A TRAILER

You spot an old trailer on the horizon. It doesn't look like much from a distance, but it certainly stands out in the otherwise barren landscape. It can't hurt to take a look, right? Roll a  (d20) to see what happens.

1

The trailer appears to be abandoned. You circle it once to be sure, push the door open, and step inside.

Single Attempt

Spider-Sense Tingles
SURVIVAL CHECK

6

PASS: You get bad feeling in the pit of your stomach. You step back just as a barred gate slams down. This was a trap set for humans, likely by slavers. **Gain 1 Luck Token.**

FAIL: As you glance around, you hear a creak behind you. You turn in time to see a gate slamming shut over the door. Snapping into action, you manage to get your arm between the door and gate. The pain of your crushed arm is immense, but you're able to pry it open to escape the trap. **Suffer 1 Wound.**

Lightning Reflexes
COMBAT CHECK

Single Attempt

8

PASS: As you enter, you catch movement out of the corner of your eye, instinctively jumping back out of the trailer. A gate slams down in front of you. This was a trap set for humans. **Gain 1 Luck Token.**

FAIL: As you glance around, you hear a creak behind you. You turn in time to see a gate slamming shut over the door. Snapping into action, you manage to get your arm between the door and gate. The pain of your crushed arm is immense, but you're able to pry it open to escape the trap. **Suffer 1 Wound.**

2

As you approach the trailer, you hear four or five voices being quite careless and loud. Creeping along the trailer, you stay hidden until you can see the men. They are obviously slavers, and you're not going to get a better shot at taking them down than right now.



Restore Law & Order
COMBAT CHECK

10



PASS: Even with the element of surprise, this one isn't an easy fight. However, when the shooting stops, you're the only one left standing. **Collect 6 Credits and gain 1 Consumable.**

3

The trailer is silent as you approach. It looks like it has been here for a long time, and many large pieces have been stripped away.

FREE: Inside, the trailer has been completely cleaned out. There is nothing of value to be found. **Gain 1 Luck Token.**



4

Drapes are drawn over the windows of the trailer. It's difficult to see what's inside, but it looks like there could be some useful materials. You grab the door handle.

Single Attempt

Something Feels Off
SURVIVAL CHECK

7

PASS: You feel a slight tug as you begin to open the door. It feels off to you. Might be a trap. Caution being the better part of valor convinces you to break the window and head in that way. **Draw 2 salvage.**

FAIL: The door requires a bit of a shove to open. As soon as it does, a spear hurtles towards you, embedding itself in your shoulder. You stumble back, remove the spear, then head off to care for your wound. **Suffer 1 Wound.**

Trap Spotting
COMBAT CHECK

Single Attempt

10

PASS: Your time in combat makes you forever wary of traps. That caution pays off when you spot the spear trap rigged on the door. You disarm it and search the trailer. **Draw 3 salvage.**

FAIL: The door requires a bit of a shove to open. As soon as it does, a spear hurtles towards you, embedding itself in your shoulder. You stumble back, remove the spear, then head off to care for your wound. **Suffer 1 Wound.**

5

You see smoke curling up from the trailer. Looks like someone's home. Approaching cautiously, you realize that it's not a controlled fire causing the smoke, but the whole trailer burning. There are several men, plainly dressed as raiders, pointing and laughing. Whatever they found really should be yours, and they aren't contributing to this world. Two birds with one stone.

Kill the Raiders
COMBAT CHECK

8

PASS: The raiders don't have time to mount much of a defensive before you've torn through their numbers. You grab their stuff and smile at your good deed for the day. **Collect 2 Credits and draw 3 salvage.**

Stealth Assassin
SURVIVAL CHECK

Single Attempt

10

PASS: Using the burning trailer as cover, you silently pick the men off, one at a time. By the time they realize what is happening, there aren't enough left to have a chance against you. **Collect 2 Credits and draw 3 salvage.**

FAIL: As you attempt to sneak up, one of the raiders spots you, calls out, then starts shooting. **Suffer 1 Wound.**

6

A campfire burns in front of the trailer. A few people sit around it, cooking some sort of meat. It smells delicious! A woman notices you and calls over. "We have more than enough here, you're welcome to a hot meal if you're interested!" That's a difficult offer to pass up!

FREE: While the meat looks suspiciously like giant rat, it tastes really good. Even in this bleak world, there are still good people. With a full belly, you continue on your way. **Take 1 free Action immediately.**



7

When you reach the trailer, it doesn't look like anyone is home. You give a little knock to be sure. When there is no response, you push open the door. Inside, you find glassware and chemistry equipment. This place was used to manufacture some kind of chemical substance.



**Chemistry Knowledge
SURVIVAL CHECK**

Single Attempt



9

PASS: Your knowledge of chemistry allows you to quickly pick out the valuable pieces of equipment. **Gain 1 Consumable and draw 2 salvage.**

FAIL: You try to sort through the glassware and strange sciency items, but you really have no idea what you're looking at. Most of it looks breakable and not worth the effort of carrying to a settlement. You figure it was left behind for a reason.

8

You reach the trailer and hear a man's voice inside. The windows are boarded over, so you reach for the door. Just as you're about to grab the handle, it opens. In front of you stands a slovenly man. His eyes go wide and he points at you. "What in the hells is this? You wearin' my pants! No one wears my pants 'cept me! I'll kill ya for that!", he screams and draws a large knife.

**Kill the Crazy Man
COMBAT CHECK**

7

**Disable the Man
SURVIVAL CHECK**

Single Attempt

7

PASS: While you're not quite sure what happened, you don't take kindly to being threatened. The man won't be needing worldly possessions any longer, so you clear out what you can find. **Gain 1 Consumable and draw 2 salvage.**

PASS: A sidestep and trip lands the man face first on the ground. A quick strike to the back of his head knocks him unconscious. You take what you need and leave. **Gain 1 Consumable and draw 2 salvage.**

FAIL: You attempt to trip the man, but he manages to cut you in the process. **Suffer 1 Wound.**



9

The trailer is venting acrid smoke from one of the windows. There's obviously something going on inside, so you walk up to the door. There's a hand painted sign reading, "G. Willy's Professional Pharmacy". You knock on the door and hear bustling inside before the door swings open. An old man with a single tooth sees you and says, "Ahhh! You must be here for the Enhancement Serum! I've nailed the recipe! Only 2 Credits per shot! How many you want?"

FREE: You may purchase as many Enhancement Serum shots as you would like for 2 Credits each. For each shot, roll a . On a 1-10, suffer 1 Wound. On an 11-20 gain 1 free Trait roll using the result of this roll for the Trait roll. You may spend 1 Water Ration to add a to the roll.

10

The trailer appears to be slowly collapsing on itself, but something is obstructing the view through the windows. The only way to find out what's inside is to open the door. Upon doing so, you are met with the sight of some sort of massive fungal growth. It smells terrible, but you notice useful materials inside.

Single Attempt

Identify the Fungus

SURVIVAL CHECK

8



Burn the Trailer

COMBAT CHECK

8

Single Attempt

PASS: You recognize the growth as a mutant strain that spits poisonous gas into the air when disturbed. You carefully pick your way around the fungus, grabbing what you can without disturbing it. **Draw 4 salvage.**

FAIL: As soon as you walk in, strange gas spews forth from the fungus. You begin choking, but manage to drag yourself out of the trailer before collapsing to the ground, vomiting blood. Maybe it's best to leave this place be. **Suffer 1 Wound.**

PASS: Not willing to take any chances, the safest play is to burn the trailer and hope something worth taking survives. **Draw 2 salvage.**

FAIL: As you attempt to ignite the trailer, your foot bumps a clump of fungus. It begins spewing gas into the air. Your eyes and lungs immediately begin to burn. You're able to back away from the trailer, but it may be best to leave this place alone. **Suffer 1 Wound.**

11

Several men sit outside the trailer in lawn chairs set around a fire pit. The "door" to the trailer consists of a bead curtain illuminated by a neon glow from within. The men are dressed in typical raider attire and are laughing boisterously. It looks like you've stumbled upon a raider hangout. You know these men are not the diplomatic type, making a surprise attack the best approach.

Crash the Party


COMBAT CHECK

9

PASS: Several raiders were down before they were able to put up a defense. The rest resist, but you simply fight better than them in the end. **Collect 1 Credit and gain 1 Item.**

12

The hum of a generator grows louder as you approach the trailer. You find a glowing neon sign reading, "Vic's Gaming Hall", so you open the door and walk in. A beautiful blond woman with several knives and pistols visibly strapped to her body greets you. "Welcome to my gaming hall. Name's Vic, short for Victoria. You here to play?"

FREE: You may choose to bet any amount of Credits on either 'Odd' or 'Even'. Roll a . If the number rolled hits, collect double your bet. Otherwise, lose your bet.



13

The trailer appears to be unoccupied. The door hangs open, banging in the wind. You circle the trailer once, then enter. As you had suspected, everything of value has been taken.

Notice the Button
SURVIVAL CHECK

Single Attempt

8

PASS: Something in the corner feels 'off' to your eye. Upon closer inspection, you find a button completely flush with the wall. You push it and a small compartment slides open. **Collect 5 Credits.**

FAIL: You still give the place a quick once over, but without any luck.

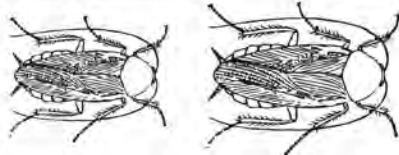
14

The trailer appears to be abandoned, but you hear an occasional clicking sound that you can't quite identify. The door is rusted shut, but a kick sends it inward. There is a flurry of activity within as enormous glowing cockroaches pour out of the door. You're going to have to disperse the swarm if you want to investigate the trailer!

Use Brawn
COMBAT CHECK

8

PASS: These mutant cockroaches had surprisingly strong resolve for insects, but they eventually scatter as you smash their brethren. Inside, you find some useful materials the cockroaches were inadvertently guarding for you. **Draw 3 salvage.**



Use Brains
SURVIVAL CHECK

Single Attempt

8

PASS: You pull out a smoke stick, crack it, toss it into the trailer and step away. After a couple of minutes, the cockroaches have scattered. Inside, you find some useful materials the cockroaches were inadvertently guarding for you.

Draw 3 salvage.

FAIL: The cockroaches swarm you as you consider your options. You quickly discover that they bite really hard. **Suffer 1 Wound.**

15

When you reach the trailer, you find a heavy padlock on the door. This is a perfect opportunity to improve your breaking and entering skills!

Single Attempt

Pick the Lock
SURVIVAL CHECK

9

PASS: While it certainly wasn't the easiest lock to crack, it eventually gives a satisfying 'click' as the last tumbler falls into place. The inside is mostly empty, but you do find an item of interest in the corner. **Gain 1 Item.**

FAIL: After many attempts and several broken picks, you decide that your lock picking skill isn't as advanced as you'd like. You're not getting this lock open.



Break the Lock
COMBAT CHECK

Single Attempt

11

PASS: It's a big, thick lock, but any lock will give with enough force. You apply such force, and the lock breaks open. There isn't much inside, but you do find an item of interest. **Gain 1 Item.**

FAIL: After an hour of battering the lock, it's unlikely that anyone will ever be able to open it again, including you.

16

Approaching the trailer, you see a few other vehicles in a line with it. They aren't moving, but this is probably just a rest stop. A man steps into sight and barks orders out to people you can't see. However, the way the man is dressed leaves no doubt that these are raiders, and there are at least enough of them to pilot the vehicles.

Attack the Raiders
COMBAT CHECK
10

PASS: There were more than a few out of sight, but that doesn't stop you from emerging from the conflict victorious. To the victor go the spoils. **Collect 3 Credits and gain 1 Item.**



Set a Trap
SURVIVAL CHECK
11

Single Attempt

PASS: You sneak up to the vehicles and rig the tires on several to blow out. You wait for them to begin, then pick the raiders off one at a time as the confusion unfolds. Like shooting fish in a barrel! **Collect 3 Credits and gain 1 Item.**

FAIL: You are spotted as you sneak towards the vehicles. The raiders draw weapons and begin firing at you. **Suffer 1 Wound.**

17

Arriving at the trailer, you see a large hand-painted sign reading, "Looking for work? We can help! Zander's Assisted Placement Service (ZAPS)". You enter the trailer and are greeted by an eccentric gentleman, dressed in a business suit. "Zander's my name and employment's my game! I've got work or help, your choice!"

Looking for Work

FREE: Draw 2 Missions, you may choose to place one or both Missions.



Looking for Help

FREE: Draw 3 Companions. You may swap any of these Companions with your existing Companion.

18

The trailer has a large metal pole rising up from it with small dishes attached. You knock on the door, but there's no answer, so you let yourself in to take a look around. There are several large pieces of equipment within the trailer, and the bundle of wires from the pole you saw outside runs right into one of the them.

Single Attempt

Electronics Expert
SURVIVAL CHECK
8

PASS: You sift through the equipment and find a microphone in pieces, tied together with barbed wire. You take it, with intent to make it fully functional once again. It can also be used as a club in a pinch! **Take Schematic 11 – Barbed Wire Mic and draw 2 salvage.**

FAIL: The equipment looks like it could be valuable, but it's far to large to move, and you're not sure how to take it apart.

Single Attempt

Military Comms Experience
COMBAT CHECK
11

PASS: You've picked up a fair amount of comms experience back in your mercenary days. Sorting through the equipment, you find a microphone in pieces, tied together with barbed wire. It doesn't look too difficult to repair, and it can always be used as a spiked club if the need arises. **Take Schematic 11 – Barbed Wire Mic and draw 2 salvage.**

FAIL: You used a radio once or twice back in your mercenary days, but this stuff is a bit beyond you.

19

There is a small barbed wire fence winding around the perimeter of the trailer. You quietly jump the fence and creep up to the door. As you're about to open it, it pulls inward to reveal a grizzled man with a crazed gleam in his eye, and obvious anger on his face. He shouts, "I told y'all I'm out, done with the mercenary business, yet here ya are on my doorstep!" He grabs a shotgun from next to the door and your hands instinctively go to your own weapons.

Defend Yourself
COMBAT CHECK

11

PASS: Close range combat is always too close for comfort, but you emerge from this conflict intact. The 'gentleman' doing the yelling can't say the same. You shuffle through his belongings and find a strange device. While the device is broken, the manual with it identifies it as a personal cloaking device. You believe you can repair it with the manual. **Take Schematic 1 – Cloaking Device, collect 4 Credits and gain 1 Consumable.**

Talk the Man Down
SURVIVAL CHECK

13

Single Attempt

PASS: Using your quick wit and knowledge of mercenary outfits, you quickly explain that you aren't here to take him back, and with the proper incentive, you are happy to forget this place exists. He sizes you up and says, "Fine. Ain't worth either of us dyin' today." He gathers some goods from inside, hands them to you, and tells you to disappear. **Take Schematic 1 – Cloaking Device, collect 4 Credits and gain 1 Consumable.**

● **FAIL:** He's not interested in words, and instead begins shooting. **Suffer 1 Wound.**

20

The trailer shows signs of habitation, so you're relatively certain that someone is inside as you walk up to the door. A knock and a moment later the door opens just a crack. You see a sliver of the face of a beautiful woman. She asks, "What do you want? Unless you've got work, I'm not interested. Although, you can protect me, and I promise I can make us some coin. Sound like an arrangement you'd be interested in?"

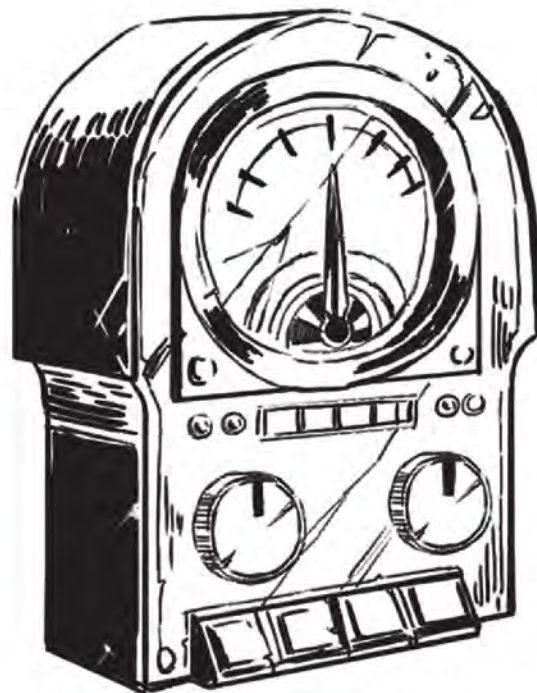
FREE: Collect 10 Credits. If the Exotic Dancer is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Exotic Dancer. You may replace your Companion with the Exotic Dancer.





Schematic 11
Barbed Wire Mic

Schematic 1
Cloaking Device



13 - A CONCRETE BUILDING



13 - A CONCRETE BUILDING

<p>1</p>	<p>Stop the Cannibals 2x COMBAT CHECK 8</p>	<p>PASS: 3 Credits & 3 salvage</p>	<p>12</p>	<p>Attack the Gang COMBAT CHECK 9</p>	<p>Bluff the Gang SURVIVAL CHECK 11</p>
<p>2</p>	<p>Be Extra Careful SURVIVAL CHECK 7</p>	<p>PASS: 2 salvage FAIL: \triangle Wounds</p>	<p>13</p>	<p>Pick the Locks SURVIVAL CHECK 10</p>	<p>Smash the Door Open COMBAT CHECK 13</p>
<p>3</p>	<p>FREE: Gain 1 Luck Token</p>		<p>14</p>	<p>FREE: May pay 6 Credits for 1 random Item</p>	
<p>4</p>	<p>Defend Yourself COMBAT CHECK 10</p>	<p>Tactical Retreat SURVIVAL CHECK 7</p>	<p>15</p>	<p>Fight For Your Life COMBAT CHECK 13</p>	<p>PASS: 4 Credits, 1 Item, 1 Consumable & 2 salvage</p>
<p>5</p>	<p>Spot the Trap SURVIVAL CHECK 8</p>	<p>Trap Sense COMBAT CHECK 10</p>	<p>16</p>	<p>General Knowledge SURVIVAL CHECK 8</p>	<p>Bunker Experience COMBAT CHECK 10</p>
<p>6</p>	<p>FREE: Draw 1 salvage</p>		<p>17</p>	<p>FREE: 1 Item, 1 Consumable & \triangle salvage</p>	
<p>7</p>	<p>Kill the Mutants COMBAT CHECK 7</p>	<p>Show Compassion GIVE TRAIL MIX OR PRESERVED FOOD TO PASS</p>	<p>18</p>	<p>Eliminate the Raiders COMBAT CHECK 10</p>	<p>PASS: 2 salvage, fill Water Rations & Schematic 16 - Water Recycler</p>
<p>8</p>	<p>Attack the Raiders COMBAT CHECK 7</p>	<p>Draw Them Into a Trap SURVIVAL CHECK 7</p>	<p>19</p>	<p>Epic Design Idea SURVIVAL CHECK 8</p>	<p>Combat Application COMBAT CHECK 10</p>
<p>9</p>	<p>Medical Knowledge SURVIVAL CHECK 9</p>	<p>Combat Medic COMBAT CHECK 11</p>	<p>20</p>	<p>FREE: Fill Water Rations, 4 salvage and search Companion deck for Water Hunter. You may swap your Companion for Water Hunter, even if already in play.</p>	
<p>10</p>	<p>FREE: Heal all Wounds & may purchase Trait rolls for 3 Credits each</p>				
<p>11</p>	<p>Something Feels Wrong SURVIVAL CHECK 6 OR 10</p>	<p>PASS: 2 salvage BONUS (10+): 4 more salvage FAIL: \triangle Wounds</p>			



13 - A CONCRETE BUILDING

A building, constructed almost entirely of concrete, rises from a crumbling road. The lack of windows adds a bit of innate security to the building. Maybe there will be something worthwhile inside.

Roll a  (d20) to see what happens.

1

You enter a short hallway, a few doors on either side. The floor appears to be painted a dull rust color. Glancing in the first door, you see several racks of hanging meat. Moving to the next, you find more racks, but severed and skinned human limbs hang from these hooks. As you move towards the closed door at the end of the hallway, you hear a muffled chopping. Having put the pieces together, you draw your weapons and kick in the door. Several men shout as the room erupts into action!



Stop the Cannibals

2x

COMBAT CHECK

8

PASS: The surprise attack gives you a definite advantage, allowing you to pick the cannibals off in rapid succession. **Collect 3 Credits and draw 3 salvage.**

2


Upon closer inspection, it is clear that the building is barely standing. A strong wind could bring this place down. Fortune favors the bold, so you ready yourself and set to scavenging.

Be Extra Careful
SURVIVAL CHECK

Single
Attempt

7

PASS: Carefully searching the building, you find some useful materials, and more importantly, it doesn't fall on you. **Draw 2 salvage.**

FAIL: As you rummage through the building, you feel a slight rumbling, then the structure shifts. The building collapses with you inside! **Suffer  Wounds.**



3

A horrid stench grows as you approach the building. It is terrible and overpowering. You tap the door open with your foot, and are met with a wave of smell that nearly causes you to vomit. A quick glance inside is enough to tell that this place has been used as a giant outhouse.

FREE: Having difficulty holding down your lunch, you decide there is nothing of value within and continue on. **Gain 1 Luck Token.**



4

As you reach the building, you hear a voice some distance behind you yell, "Halt civilian!" Turning, you see a man speaking into a radio. "Sir, I've encountered an unauthorized civilian. How should I proceed?" The radio is silent for a moment, then squawks back, "Kill them".



Defend Yourself
COMBAT CHECK
10

PASS: This mercenary proves to be a challenging adversary, but he makes a slight miscalculation, leaving an opening for you to exploit! Just as fast as it had begun, it abruptly ends. Best not to stick around and find out who was on the other end of that radio. Grabbing his supplies, you continue on, adrenaline still coursing through your veins. **Collect 3 Credits and gain 2 Consumables.**

Tactical Retreat
SURVIVAL CHECK
7

Single Attempt

PASS: You've been saving a flash bang for a special occasion and now just feels right. You run to cover, then slip out of sight in the ensuing confusion. **Gain 1 Luck Token.**
FAIL: You make a break for cover, but the mercenary opens fire. Unfortunately, he's a pretty good shot. **Suffer 1 Wound.**

5

The door to the building is slightly ajar when you arrive. You peer into the small crack.

Single Attempt

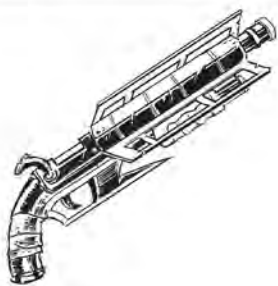
Spot the Trap
SURVIVAL CHECK
8

PASS: It's difficult to see, but you notice a concealed wire running away from the door. You cut the wire, open the door and find a shotgun, rigged to fire when the door opened. **Draw 3 salvage.**
FAIL: The area beyond appears clear of people. You open the door and hear a shotgun fire, followed immediately by so much pain. **Suffer 2 Wounds.**

Trap Sense
COMBAT CHECK
10

Single Attempt

PASS: You've been in enough tough spots to listen to your instincts when they tell you something is off. You're feeling that way now. Glancing inside, you notice a wire that must be the trigger to a trap. You cut the wire and find a shotgun trap inside, rigged to fire when the door was opened. You scavenge it for parts. **Draw 3 salvage.**
FAIL: The area beyond appears clear of people. You open the door and hear a shotgun fire, followed immediately by so much pain. **Suffer 2 Wounds.**



6

The door to the building is wide open. Not the most promising start. A scan of the inside turns up some scrap, but not the haul you were hoping for.

FREE: Draw 1 salvage.

7

When you reach the building, the doors are barred from the outside. With no windows to peak into, there is only one way to find out what is inside. Curiosity gets the best of you, and you open the door. Inside, three humanoid figures turn to face you. These creatures look as if they could have been human at some point, but are now horribly mutated. There are extra limbs. One even has two noses and an extra eye. When they see you, they let out guttural screams and run towards you.

**Kill the Mutants
COMBAT CHECK**

7

PASS: While vicious, these creatures are predictable, telegraphing their attacks. You easily dodge and counter. After putting these things out of their misery, you search the building. **Draw 2 salvage.**

**Show Compassion
GIVE TRAIL MIX
OR PRESERVED
FOOD TO PASS**

PASS: The creatures stop, take the food, then proceed to share it with each other. When finished, one motions for you to follow. It leads you to a hidden room full of all sorts of scrap. The creature then begins clapping and bouncing up and down. You assume this is a "thank you". **Draw 6 salvage and collect 4 Credits.**



8

As you round the building, you count two men posted on guard duty. Unfortunately, one spots you as well, and begins yelling to others. You draw your weapons as several armed men exit the building. The more of them you see, the more certain you are that these are raiders. You have no idea what they're up to, but it looks like you're in for a fight.

**Attack the Raiders
COMBAT CHECK**

7

PASS: The raiders aren't very skilled individually, but they become more dangerous with numbers. They put up a fight, but you are victorious in the end. Inside the building you find an occupied jail cell. A key you had stripped from the dead raiders opens it. The prisoner is grateful and offers to assist you in your travels. **Collect 5 Credits and draw 1 Companion. You may swap your current Companion out for the new one.**

**Draw Them Into a Trap
SURVIVAL CHECK**

7

Single Attempt

PASS: The raiders are single minded and stumble right into your quick makeshift traps. By the time they reach you, there are only a few left and you quickly cut them down. Inside the building, you find an occupied cell. The prisoner offers to join you after you let them out. **Collect 5 Credits and draw 1 Companion. You may swap your current Companion out for the new one.**

FAIL: The raiders attack your flanks, pinning you down. **Suffer 1 Wound.**

9

As you explore the building, you determine that it must have once been some type of infirmary, but the supplies have long since decayed or been plundered. You carefully scan what remains, hoping to find something of value that has been overlooked.

Single Attempt

**Medical Knowledge
SURVIVAL CHECK**
9
**Combat Medic
COMBAT CHECK**
11

Single Attempt

PASS: You are able to identify a few useful medical supplies in what remains. Bundling it together creates a makeshift medical kit. Any settlement would be happy to have the extra supplies. **Heal 1 Wound and gain 1 Reputation with a Settlement of your choice.**

FAIL: You sift through everything left behind, but none of it appears to be worth taking.

PASS: You have enough experience as a combat medic to know how to make medical supplies stretch. You are able to piece together a crude medical kit from what's left. **Heal 1 Wound and gain 1 Reputation with a Settlement of your choice.**

FAIL: This place has been thoroughly picked over. There isn't anything useful left.

10

As you round the building, you are greeted by a bright red neon sign reading "Dr. Dave's Discount Medical Services". With a neon sign, it must be legit. As you enter, a man carrying a large needle rushes over to you. He says, "Hey there! A new client! First time visitors get a freebie!", as he plunges the needle into your arm and injects the solution. You begin to feel really good as he continues speaking. "That will heal you by the time you step out the door. I also offer Pre-War Enhancement Shots at 3 Credits each, which includes my expert medical attention!"

FREE: Heal all Wounds and you may purchase Trait rolls for 3 Credits each. Trait rolls purchased this way receive an extra +4 bonus to the roll.

**11**

The door is slightly open when you arrive, but in a suspicious sort of way. There is a short hallway with a single door at the end. You begin walking towards the door.

**Something Feels Wrong
SURVIVAL CHECK**
6 OR 10

Single Attempt

PASS: Something feels off, so you pause to reassess the situation. Upon careful inspection, you notice a laser tripwire about half way down the hallway. You step over the trap to search the room beyond. **Draw 2 salvage.**

BONUS (roll of 10 or higher): On the way out, you disassemble the laser tripwire for the valuable components. **Draw 4 additional salvage.**

FAIL: As you walk down the hallway, you hear a beeping near the ground. Before you can react, an explosion tears through the hallway. **Suffer 4 Wounds.**

12

The building has gang tags spray painted all over it, although one is far more prevalent -- the "A-Town Gunz". A local gang that you've actually heard of. On gang turf, anyone you run into is going to cause trouble. Quietly cracking the door, you count four inside.

Attack the Gang
COMBAT CHECK

9

PASS: You are able to even the odds before the gang bangers can return fire. Too little too late for them. **Collect 5 Credits and gain 1 Consumable.**



Bluff the Gang
SURVIVAL CHECK

11

Single Attempt

PASS: Knowing a bit about local gang politics, you open the door and call out "Breaker (the boss) recruited me out near Glory Blazer territory (a rival gang). He said all hands on deck! The men believe everything you say, grab their gear and scramble. After snagging some loot, you slip away. **Collect 5 Credits and gain 1 Consumable.**

FAIL: You open the door and spin a story, but your knowledge is a bit dated, and they don't buy it. Instead, they attack! **Suffer 1 Wound.**

13

The door has a heavy duty lock built-in, and a large padlock as well. A securely locked building probably has some goodies inside.

Single Attempt

Pick the Locks
SURVIVAL CHECK

10

PASS: It wasn't easy, but you open both locks. The loot found within rewards you for the effort. **Draw 5 salvage and gain 1 Consumable.**

FAIL: You manage to pick one of the locks, but the other simply won't open.



Smash the Door Open
COMBAT CHECK

13

Single Attempt

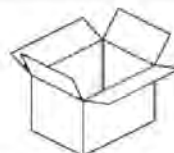
PASS: Why go through the locks when you can simply go around? With a bit of time and a lot of force, you break through the door. The loot within rewards your impressive efforts. **Draw 5 salvage and gain 1 Consumable.**

FAIL: This is an extremely sturdy door, and despite your best efforts, you are unable to break on through to the other side.

14

You are greeted at the door by a small, stout man. He introduces himself. "You can call me Jim. Here's what I do. I find things out in the waste, I put 'em in a box and I sell the box. I find good stuff! Brave explores, such as yourself, seem to love my boxes! Cost is 6 Credits. Want one?"

FREE: Anything could be in the box! **You may pay 6 Credits for 1 random Item.**



15

The door to the building has been ripped off the hinges, but then set back into the door frame, closing off the building. You pry it open, releasing a horrific odor. Inside, you find the remains of several animals and, more disturbingly, a few humans, the bones picked clean. A large stone coffin leans against the back wall. As you shove the lid off, the room bursts into activity. A large human-like creature with huge fangs, a pair of leathery wings, and enormous hooked claws leaps from the coffin, hissing as it strides towards you. Your hands are immediately on your weapons.



Fight For Your Life
COMBAT CHECK
13

PASS: After what feels like an hour of intense fighting, the creature collapses. Your mind attempts to rationalize the existence of this thing, but the only explanation you keep coming back to is that you just fought (and killed) a creature of legend, a vampire. You search its lair and find a small treasure horde! **Collect 4 Credits, gain 1 Consumable, gain 1 Item and draw 2 salvage.**



16

You circle the building, but are unable to find an entrance. No seams, no windows, and no door.

Single Attempt

General Knowledge
SURVIVAL CHECK
8

PASS: You recall having seen a fallout shelter with a similar design. The entrance is on the roof for security. You climb up and enter the hatch. You were correct, it's a stocked shelter. **Fill Water Rations, gain 1 Consumable and draw 2 salvage.**

FAIL: You puzzle over the building for some time, but eventually decide to move along.

Bunker Experience
COMBAT CHECK
10

Single Attempt

PASS: You've been inside enough bunkers to know that entrances are often built on the top for a stronger defensive position. Your insight is correct and you find the hatch on the roof. Inside is a fully stocked shelter! **Fill Water Rations, gain 1 Consumable and draw 2 salvage.**

FAIL: You puzzle over the building for some time, but finally decide it's best to move on.

17

You approach the building and find no signs of other humans. The door is unlocked, so you walk in and find a nice stockpile of goods. Jackpot!

FREE: Draw  salvage, gain 1 Item and gain 1 Consumable.



18

Heavy metal music fills the air as you approach the building. The sounds of a fight, and the ensuing hearty laughter hint that this may be a rough place. Stepping inside, you see several raiders drinking and laughing. Your hands drop to your weapons. They seem to have the same idea. You've got a fight on your hands.

Eliminate the Raiders
COMBAT CHECK

10

PASS: There is a flurry of gunfire, then silence. Surveying the establishment, you notice a damaged water recycling machine on the counter. Must have been hit during the fight. You fill your water, grab some key pieces from the machine, and scribble some notes on how it works. You can recreate it. **Fill your Water Rations, take Schematic 16 – Water Recycler and draw 2 salvage.**

19

There are no signs that any other people have been here any time recently. The inside appears to have once been a small machine shop.

Single Attempt

Epic Design Idea
SURVIVAL CHECK

8

PASS: You're in luck! There are useful materials, and a chainsaw that will function with a little work. A makeshift arm brace and you'd have something pretty epic. **Take Schematic 12 – Chainsaw Arm and draw 2 salvage.**

FAIL: You don't find anything useful. There are a couple of things that you're not sure about, but they are far too heavy to drag along without knowing the value.

Combat Application
COMBAT CHECK

10

Single Attempt

PASS: You're always considering the combat application of things you find, and an amazing idea comes to you as you take inventory of the contents of the machine shop. It all begins with the broken chainsaw laying in the corner. **Take Schematic 12 – Chainsaw Arm and draw 2 salvage.**

FAIL: From a combat perspective, everything in here is worthless. Well, from any perspective really...

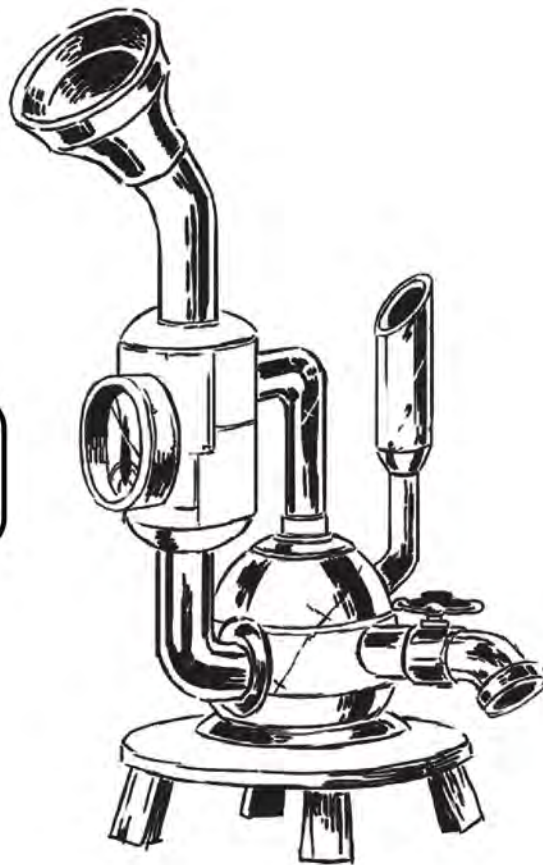
20

The door is unlocked, so you step inside. A man is inspecting a large pipe running along the wall. He sees you and turns. "You looking for water too? I heard this place was a backup pump station a long time ago, and was kinda hoping to get lucky. Anyway, I'm always on the search for a good water source. You want some company?"

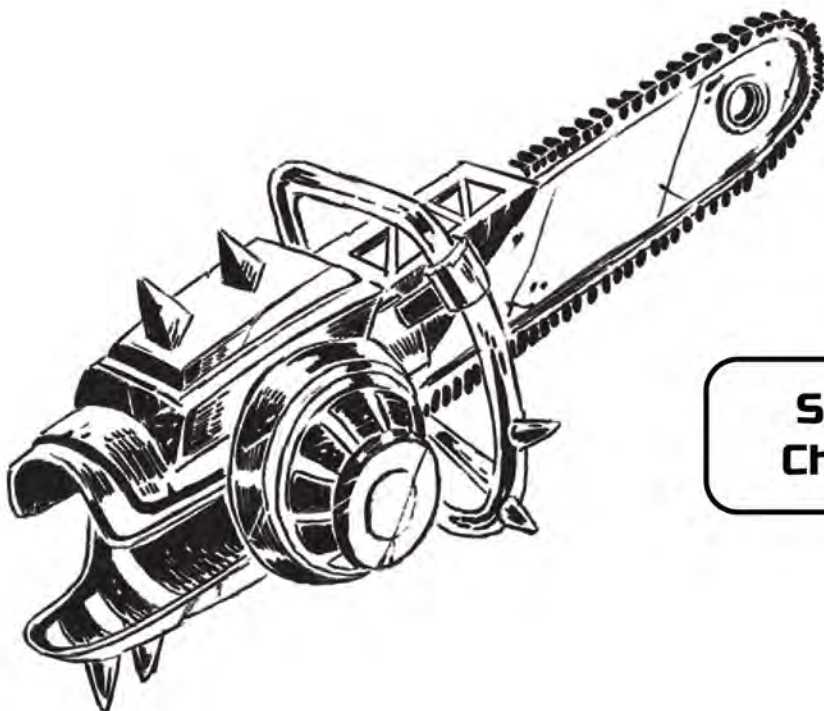
FREE: Fill your Water Rations and draw 4 salvage. If the Water Hunter is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Water Hunter. You may replace your Companion with the Water Hunter.



**Schematic 16
Water Recycler**



**Schematic 12
Chainsaw Arm**



14 - A WANDERER



14 - A WANDERER

<p>1 Give Him a Credit FREE: Pay 1 Credit, gain 1 Reputation w/ any Settlement</p> <p>Shoo the Man Away FREE: 1 Luck Token</p>	<p>12 Kill the Slaver COMBAT CHECK 8 PASS: 1 Credit & 1 Item</p> <p>Bluff the Slaver SURVIVAL CHECK 10 (Single Attempt) PASS: 1 Credit & 1 Item FAIL: 1 Wound</p>
<p>2 Disarm the Explosives SURVIVAL CHECK 7 (Single Attempt) PASS: 1 salvage FAIL: 1 Wound</p> <p>Demolitions Expert COMBAT CHECK 8 (Single Attempt) PASS: 1 salvage FAIL: 1 Wound</p>	<p>13 FREE: May purchase 1 Item for half price</p>
<p>3 Kill the Bandits 3x COMBAT CHECK 7 PASS: 6 Credits</p> <p>Intimidate Them COMBAT CHECK 11 (Single Attempt) PASS: 6 Credits FAIL: 1 Wound</p>	<p>14 Soothe His Anger SURVIVAL CHECK 8 (Single Attempt) PASS: 2 Reputation w/ any Settlement</p> <p>Threaten the Man COMBAT CHECK 11 (Single Attempt) PASS: 2 Reputation w/ any Settlement</p>
<p>4 Call Out the Con Man SURVIVAL CHECK 7 (Single Attempt) PASS: May purchase random salvage for 1 Credit each FAIL: Pay 3 Credits, draw 1 salvage</p>	<p>15 Defend Yourself COMBAT CHECK 10 PASS: 5 Credits & 1 Consumable</p>
<p>5 FREE: Lose 1 Action, gain 2 Luck Tokens and gain 2 Reputation w/ any Settlement. If you don't have 1 Action, lose 1 Credit. If you can't pay 1 Credit, lose 1 Water Ration.</p>	<p>16 Talk Shop SURVIVAL CHECK 9 (Single Attempt) PASS: Repair all Items at no cost</p> <p>Field Maintenance COMBAT CHECK 11 (Single Attempt)</p>
<p>6 Fight the Cultist COMBAT CHECK 8 PASS: 4 Credits & 4 Water Rations</p> <p>Trick the Cultist SURVIVAL CHECK 10 (Single Attempt) PASS: 4 Credits & 4 Water Rations FAIL: 1 Wound</p>	<p>17 FREE: 1 random Schematic</p>
<p>7 Head West SURVIVAL CHECK 6 (Single Attempt) PASS: 3 salvage FAIL: -1 Action, if you have no Actions then -1 Water Ration</p>	<p>18 Amateur Armorsmith SURVIVAL CHECK 9 (Single Attempt) PASS: Schematic 9 - Lightweight Combat Armor</p> <p>Combat Application COMBAT CHECK 11 (Single Attempt) PASS: Schematic 9 - Lightweight Combat Armor</p>
<p>8 Defend Yourself COMBAT CHECK 9 PASS: 5 Credits & 2 salvage</p>	<p>19 Kill the Attacker COMBAT CHECK 11 PASS: 5 Credits & Schematic 2 - Prototype Tesla Rifle</p>
<p>9 FREE: Heal all Wounds for 1 Credit & purchase Trait rolls for 4 Credits</p>	<p>20 Prove Yourself COMBAT CHECK 8</p> <p>Prove Yourself SURVIVAL CHECK 7</p> <p>Must complete both</p> <p>PASS: 10 Credits & search Companion deck for Protégé. You may swap your Companion for Protégé, even if already in play.</p>
<p>10 Kill the Savage COMBAT CHECK 7 PASS: 2 salvage</p>	
<p>11 Understand the Science SURVIVAL CHECK 8 (Single Attempt) PASS: 1 Trait roll w/ +4 bonus</p>	



14 - A WANDERER

You see a lone traveler in the distance. Confident you can handle things if need be, you head over to introduce yourself. **Roll a 20 (d20) to see what happens.**

1

The man sees you approaching and begins to hobble in your direction. He has obviously seen some difficult times. When you're within earshot, he begins to regale you with tales of his troubles, then begs for some spare change.

Give Him a Credit

FREE: As much to end the outrageous stories as to help the guy out, you share a bit of what you have. **Give 1 Credit and gain 1 Reputation with a Settlement of your choice.**

Shoo the Man Away

FREE: You waive your arms and shoo the man away. He makes a rude gesture before hobbling away. **Gain 1 Luck Token.**

2

The traveler is kneeling on the ground, with a hooded cloak pulled tightly around her. She remains silent and motionless as you approach, even when you call out. As you reach the traveler, a beeping sound begins to emit from her. It is the unmistakable beep of a proximity sensor. It's a trap! You pull back the cloak to reveal a timer counting down. It reads 15 seconds. 14... 13...

Single Attempt

Disarm the Explosives

SURVIVAL CHECK

7

01

Demolitions Expert

COMBAT CHECK

8

Single Attempt

PASS: The timer stops with 1 second remaining. Heart racing, you let out a sigh of relief as you dismantle the decoy. You smile to yourself as you consider what might have been. **Draw 1 salvage.**

FAIL: The last seconds tick away. The timer hits "00". You see a bright flash as the explosion blasts into you. **Suffer 1 Wound.**

3

The traveler is a young woman, struggling to push an empty shopping cart. When she sees you, she smiles shyly, so you approach. When you are near, she draws a pistol, and in a mocking voice says, "My hero! We'll be taking your stuff now. Thanks for the rescue!" She winks at you as several men step into view from behind a rocky outcropping. You smile back.



Kill the Bandits

3x COMBAT CHECK

7

PASS: You disarm the woman, then grab hold of her. Using her as a human shield, you pick off the men, who fire back as they run towards you. While you made it out, their partner in crime, also your shield, wasn't so lucky. **Collect 6 Credits.**

Intimidate Them

COMBAT CHECK

11

Single Attempt

PASS: You stare the woman in her eyes and explain what is about to go down if they don't compensate you for your wasted time. It resonates with her and the men. They decide it's better not to die today. **Collect 6 Credits.**

FAIL: The woman isn't impressed and shoots at you. **Suffer 1 Wound.**

4

The traveler is a merchant, happy to display his wares after a friendly greeting. He is enthusiastic and speaks very quickly, but you find him instantly likable.

Call Out the Con Man
SURVIVAL CHECK

Single Attempt

7

PASS: The man has some tricks up his sleeve, but you catch on rather quickly. You call him out and he drops the act, then offers to sell you salvage at cost, just to smooth things over. **You may purchase random salvage at a cost of 1 Credit per salvage drawn from the salvage bag.**

FAIL: The man talks you in circles, and before you know it, you've made a purchase! **Pay 3 Credits and draw 1 salvage. If you do not have 3 Credits, pay 1 Water Ration for each Credit short.**

5

The lone traveler is smaller than you had thought from a distance. She is merely a child. You ask the young girl why she's out here. She replies, "Momma told me to run as far away as I could. She said reeeeeaaallly bad men were coming and I had to keep running. I'm getting tired of running now... and I'm getting hungry." You can't bring yourself to just leave this child by herself, so you escort her to nearby settlement and make sure she has a place to stay.



FREE: The people are appreciative of your assistance, but it ate up a lot of time. **Lose 1 Action, gain 2 Luck Tokens, and gain 2 Reputation with a Settlement of your choice. If you do not have 1 Action, lose 1 Credit. If you do not have 1 Credit, lose 1 Water Ration.**

6

The traveler is carrying on as if in a conversation, but you don't see anyone else with him. As you approach, you are able to make out bits of the "conversation". Something about the "Glowing God", and a "Prophet" showing him the truth. As you consider maybe skipping this one, the traveler's head snaps in your direction. His eyes grow wide, then he yells, "Non-believer! I can see right through you! The Glowing God will bathe all in the warmth of her infinite glow!"

Fight the Cultist
COMBAT CHECK

8

PASS: As he goes for a gun, your hands are on your own weapons. You are faster and able to end it before it begins. You find some coins and a bit of water among his belongings. **Collect 4 Credits and gain 4 Water Rations.**

Trick the Cultist
SURVIVAL CHECK

Single Attempt

10

PASS: You recite the Glowing God prophecy for the cultist, then explain that you too are on a mission for the Glowing God. It is no coincidence your paths have crossed. You then confidently ask for supplies. The cultist agrees, providing coin and water. **Collect 4 Credits and gain 4 Water Rations.**

FAIL: You don't remember all of the Glowing God prophecy, and winging it just makes the cultist angrily attack! **Suffer 1 Wound.**



7

You hail the traveler as you approach. He appears to be a scavenger carrying quite a bit of salvage. He calls back, "Hey there friend! I'm on my way back to town to unload this haul, but I couldn't carry it all. There's a bit left about a mile west." You thank the traveler for the tip and check it out.



**Head West
SURVIVAL CHECK**

Single
Attempt

6

PASS: The man was as good his word. You find a small salvage site and set to work. **Draw 3 salvage.**

FAIL: You walk for at least a mile, then scout around for some time. After spending far too long looking for this salvage site, you decide the guy probably lied to you. **Lose 1 Action. If you do not have 1 Action, lose 1 Water Ration instead.**

8

You call out a greeting to the well geared traveler, and the woman replies, "Hey there. Didn't I see you at the bounty board back in town?" You don't recall, but it's certainly possible. She continues, "You know, I'm pretty sure I did. See, I'm also in the bounty hunting business, and I don't really play well with others." As she is finishing her monologue, her hand moves towards her pistol.

**Defend Yourself
COMBAT CHECK**

9

PASS: It quickly becomes clear that she has overestimated her skill. You deftly eliminate the threat, then collect the stuff she will no longer need. **Collect 5 Credits and draw 2 salvage.**

9

The traveler is a woman of medicine. She's carrying a doctor's bag and has a stethoscope around her neck. After calling out to her, she replies, "Hi! I'm just heading back from a field call, but I'm ahead of schedule. I can provide you with some basic services at my standard fee."

FREE: You may heal all Wounds for 1 Credit and purchase Trait rolls for 4 Credits each.



10

The traveler is carrying a crude, makeshift spear and is wearing some type of rough leather. When you call out to him, he begins walking in your direction. As he nears, he shouts, "Ya know, I ne'er like when ma food talks. I should be fixin' that." Your hands drop to your weapons and he grins. "Well, well, well. What have we got 'ere? I think I'm gunna make me a coat outta you!"

**Kill the Savage
COMBAT CHECK**

7

PASS: The man was obviously insane and not particularly impressive in a fight. You end it quickly and cleanly. Probably a better death than he deserved. Unfortunately, most of his stuff is pretty questionable. **Draw 2 salvage.**

11

The traveler is a man of science. After you greet him, he starts up a friendly conversation. He speaks of his work, and he's not shy about using obscure scientific terms. He eventually reaches his current quandary, then begins to list potential hypotheses.



Understand the Science
SURVIVAL CHECK

Single Attempt

8

PASS: You reply, "Maybe you're looking at it from an incorrect perspective. If you consider the trait in question to be an intermediate expression, with a bit of coaxing, you could force it to manifest in the f3 generation." The geneticist's eyes go wide and he exclaims, "That's brilliant! Let me repay you somehow. I know have something here." He pulls out a Pre-War Enhancement Shot.

Gain 1 free Trait roll with a +4 bonus to the roll.

FAIL: As he continues on an on, your eyes glaze over. When he pauses, you interject with, "Well, it was, uh, nice meeting you. Good luck with all that science and stuff!" then quickly take your leave.

12

The traveler is geared with all the trappings of a seasoned slaver. He notices you, spits on the ground, and grins. He loosens some of his equipment as he begins walking towards you. His intent is rather obvious, so you grab hold of your weapons.

Kill the Slaver
COMBAT CHECK

8

PASS: When the slaver is within striking range, you unleash your attack. A single well-placed strike drops him. He may have been well-equipped, but he certainly didn't know how to use it. **Collect 1 Credit and gain 1 Item.**



Bluff the Slaver
SURVIVAL CHECK

Single Attempt

10

PASS: You grin back at the slaver, then list the names of well-known slavers you have killed. He pauses, and you give him an ultimatum. Leave a peace offering and you won't add him to your list. The slaver considers his options, then decides you aren't worth the trouble. He places a coin and a piece of gear on the ground before running away. **Collect 1 Credit and gain 1 Item.**

FAIL: The man doesn't believe your wild stories and attacks! **Suffer 1 Wound.**

13

It's a traveling trader! Always happy to find a deal, you greet the man. He replies, "Hey there, friend! I usually have a much wider selection, but I'm in between trade runs right now. I still may be able to help you out though. I picked this up at a great price, and I can pass some of the savings along to you."

FREE: Fully aware that a "great price" probably means stripped from a corpse, you still appreciate a deal when you can find one. **You may purchase 1 Item for half of the listed price.**

14

As you approach the man, you hear him angrily muttering to himself. You call out and the man asks, "What do you want? I'm on a diplomatic mission, although that jerk, Jimmy, wouldn't know the first thing about diplomacy!" The man continues to fill you in on the happenings of his most recent diplomatic mission. He was obviously deeply offended.

Single Attempt

Soothe His Anger
SURVIVAL CHECK

8

PASS: You are able to talk him down a bit, and by the end of the conversation, he seems convinced that a peaceful resolution is probably the best resolution. **Gain 2 Reputation with a Settlement of your choice.**

FAIL: You're not quite sure what to say as the man stomps away. This probably won't end well, but you have your own problems to worry about.

Scare the Man
COMBAT CHECK

Single Attempt

11

PASS: You casually mention what has happened to the failed diplomats that you have known. Half way through the graphic - and completely made up - description, the man decides it is best to give this another try. **Gain 2 Reputation with a Settlement of your choice.**

FAIL: The man calls your bluff and retorts, "What? Do you think I was born yesterday? Get out of here!"

15

The traveler is a woman, well-equipped, and she certainly appears capable of taking care of herself. When you greet her, she smiles and says, "Hey there! Do you think you could lend me a hand? I've got this map, but I'm not sure I'm reading it right." You step forward to assist, and as soon as you are within reach, a knife flashes from within the folds of her clothing, lashing out at you. Dodging back just in time to avoid being cut, a fight looks like the only way out of this.

Defend Yourself
COMBAT CHECK

10



PASS: She was a capable fighter that wouldn't have had an issue with most people one might run across in the waste. However, you're not most people. Searching through her belongings, you find a photograph of yourself, one that you were not aware had been taken. Your name and "50 Credits" are handwritten on the photo. It's something worth noting, but a bit of mystery for now. **Collect 5 Credits and gain 1 Consumable.**



16

The traveler is carrying a toolbox and several large tools. When you call out, he introduces himself. "Hello fellow traveler! Name's Chuck, and I fix things. Just what I've been good at as long as I can remember." As you walk with him, he begins to talk shop.

Single Attempt

Talk Shop
SURVIVAL CHECK

9



Field Maintenance
COMBAT CHECK

11

Single Attempt

PASS: You speak his language and share a few stories of your own. He says, "You seem like my kinda people. Let me take a look at your equipment. I've got some tools here, and can probably do some good." **Repair all Items at no cost.**

FAIL: You're not quite sure what he's talking about half the time, but you wish him well as he takes a different road.

PASS: While you don't have formal shop training, you've repaired enough equipment in the field to have some stories to share. Chuck is thoroughly entertained and offers to repair your gear as thanks for the stories. **Repair all Items at no cost.**

FAIL: You're not quite sure what he's talking about half the time, but you wish him well when he turns down a different road.

17

The traveler is a woman in a lab coat, furiously scribbling notes in a notebook. When you call out, she looks up and smiles. "Hey there! I'm just making my way home from a day of field research. You're welcome to join me, if you're headed in the same direction." You walk with her and she tells you all about her research, then encourages you to conduct your own when you express interest.

FREE: Take 1 random Schematic.



18

The traveler is a handsome older man, hardened by years in the waste. He calls out to you, "Don't see to many travelers these days. Something I can help you with?" You introduce yourself, and explain that you were simply interested in meeting a fellow traveler. "Curiosity can be dangerous out here. That said, I'm just an old armorsmith. If you're headed this way, I'll be happy to share some smithing technique. You look like someone that could make good use of that knowledge."

Single Attempt

Amateur Armorsmith
SURVIVAL CHECK

9

PASS: This guy definitely knows his stuff. He explains how to modify existing armor to provide better protection and increased mobility. After taking some notes, you are certain you could implement these modifications with the right materials and some base armor. **Take Schematic 9 – Lightweight Combat Armor.**

FAIL: He has some great ideas, but much of it is way beyond your ability. You thank him for his time and friendly conversation, then part ways.

Combat Application
COMBAT CHECK

11

Single Attempt

PASS: While you don't understand all of the smithing terms he casually tosses out, you're able to grasp the basic concepts of his techniques. By the time you part ways, you are certain you could modify armor to be both stronger and lighter! **Take Schematic 9 – Lightweight Combat Armor.**

FAIL: The amount of technical terms this guy uses is insane. You try to follow, but end up more confused than anything else.

19

Even from a distance, it is apparent that the traveler is using caution in his movement. He carries a rifle at the ready, and doesn't even wait for a greeting to open fire. Unfortunately, there's really only one thing to do when someone starts shooting at you out here.

Kill the Attacker
COMBAT CHECK
11

PASS: This guy was surprisingly good, but luck was on your side today. After a heated exchange, his rifle jams. You exploit the opening to end the threat. Searching his body, it becomes clear that this was a raider spy, and one of the elite ones at that. You find schematics for stolen tech, as well as some coin that finds its way into your pocket. **Collect 5 Credits and take Schematic 2 - Prototype Tesla Rifle.**

20

The traveler is a young woman, relatively well-equipped, with a hard edge visible in the way she carries herself. She eyes you warily as you approach, but calls out, "Hey stranger, is there something that you're looking for?" You introduce yourself, then share that you're exploring the wasteland for glory and profit. After all, is there any other way to live? Her eyes light up and she says, "I'm always looking to learn. I'd be happy to help you, but first you need to prove to me that you have something to teach me."

Single Attempt

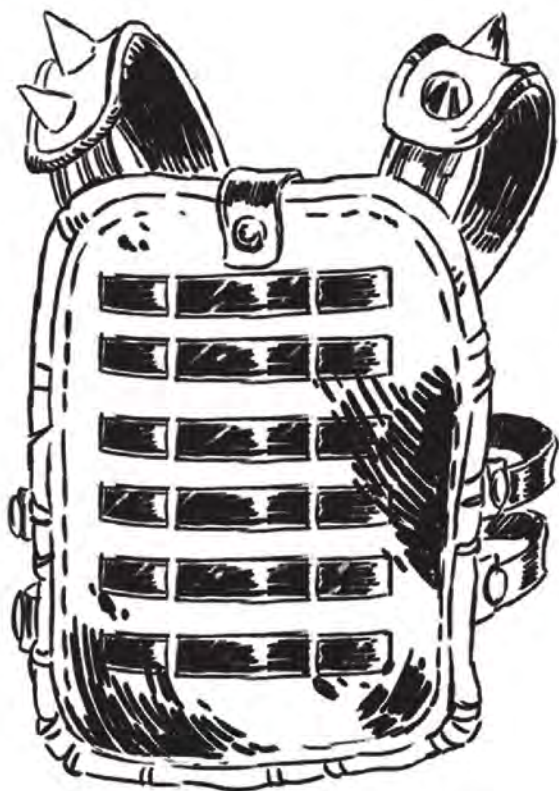
Prove Yourself
COMBAT CHECK
8

Prove Yourself
SURVIVAL CHECK
7

Single Attempt

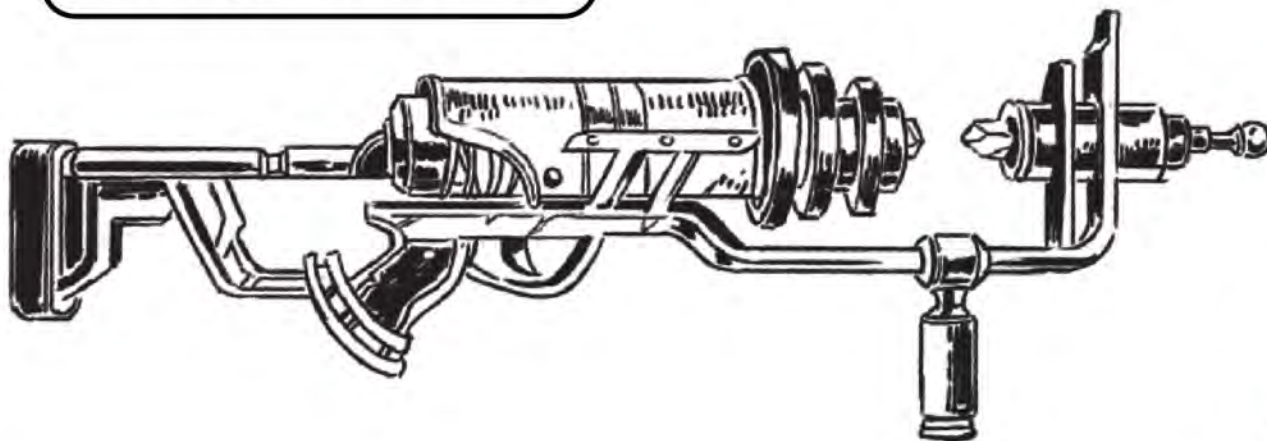
PASS: You demonstrate a bit of both your combat and survival skills, and the woman is clearly impressed. She offers to join up with you. **Collect 10 Credits. If the Protégé is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Protégé. You may replace your Companion with the Protégé.**
FAIL: She doesn't look even a little impressed. She says, "Sorry stranger, I think I'm better off on my own for now." She turns and walks away from you.





Schematic 9
Lightweight Combat Armor

Schematic 2
Prototype Tesla Rifle



15 - A FORT



15 - A FORT

<p>1</p>	<p>...Run and Gun 3x COMBAT CHECK 9</p> <p>PASS: 7 Credits & 1 Item</p>	<p>...Scout and Run SURVIVAL CHECK 12 <small>Single Attempt</small></p> <p>PASS: 3 Reputation w/ any Settlement FAIL: 1 Wound</p>	<p>12</p>	<p>Provide Assistance COMBAT CHECK 8</p> <p>PASS: 2 Credits & 1 Reputation w/ any Settlement</p>	<p>Break Up the Fight SURVIVAL CHECK 10 <small>Single Attempt</small></p> <p>PASS: 2 Reputation w/ any Settlement FAIL: 1 Wound</p>	
<p>2</p>	<p>FREE: 2 salvage & 1 Wound</p>		<p>13</p>	<p>FREE: May purchase 2 Items for half price</p>		
<p>3</p>	<p>Dodge the Mortar SURVIVAL CHECK 7 <small>Single Attempt</small></p>	<p>PASS: 1 Luck Token FAIL: Δ Wounds</p>	<p>14</p>	<p>Master Mason SURVIVAL CHECK 8 <small>Single Attempt</small></p>	<p>Haul Bricks COMBAT CHECK 11 <small>Single Attempt</small></p>	
<p>4</p>	<p>Stop "Protocol Gamma" COMBAT CHECK 10</p>	<p>PASS: 3 Credits & 1 Item</p>	<p>PASS: 3 Credits & 1 salvage</p>			
<p>5</p>	<p>FREE: Give 3 Water Rations, gain 1 Reputation w/ any Settlement</p>		<p>15</p>	<p>Cause Some Trouble 3x COMBAT CHECK 8</p> <p>PASS: 6 Credits & 1 Companion</p>	<p>Blend In and Scout SURVIVAL CHECK 11 <small>Single Attempt</small></p> <p>PASS: 2 Reputation w/ any Settlement FAIL: None</p>	
<p>6</p>	<p>Kill the Water Bandits COMBAT CHECK 10</p> <p>PASS: 4 Credits & fill Water Rations</p>	<p>Steal Their Water SURVIVAL CHECK 6 <small>Single Attempt</small></p> <p>PASS: Fill Water Rations FAIL: 1 Wound</p>	<p>16</p>	<p>FREE: 1 Trait roll w/ +8 bonus to roll</p>		
<p>7</p>	<p>Fight the Raiders 2x COMBAT CHECK 8</p> <p>PASS: 4 Credits & 3 salvage FAIL: 1 Wound</p>	<p>Tend To the Wounded SURVIVAL CHECK 11 <small>Single Attempt</small></p> <p>PASS: 2 salvage & 2 Reputation w/ any Settlement</p>	<p>17</p>	<p>Bypass Motion Sensors SURVIVAL CHECK 9 <small>Single Attempt</small></p>	<p>Make a Run For It COMBAT CHECK 12 <small>Single Attempt</small></p> <p>PASS: 1 Item, 2 salvage & fill Water Rations FAIL: 1 Wound</p>	
<p>8</p>	<p>FREE: May bet any amount; roll ≥ 20 + Survival Bonus 1-11 loses, 12+ doubles bet</p>		<p>18</p>	<p>Fight #1 COMBAT CHECK 6</p>	<p>Fight #2 COMBAT CHECK 8</p>	<p>Fight #3 COMBAT CHECK 10</p>
<p>9</p>	<p>Search the Dump SURVIVAL CHECK 8 <small>Single Attempt</small></p>	<p>PASS: 2 Credits & 2 salvage</p>	<p>19</p>	<p>Keen Fasion Sense SURVIVAL CHECK 8 <small>Single Attempt</small></p>	<p>Fighting With Style COMBAT CHECK 10 <small>Single Attempt</small></p> <p>PASS: Schematic 18 - Leather & Spikes</p>	
<p>10</p>	<p>Kill the Savages COMBAT CHECK 8</p> <p>PASS: 2 salvage</p>	<p>Intimidate Them COMBAT CHECK 10 <small>Single Attempt</small></p> <p>PASS: 5 Credits FAIL: 1 Wound</p>	<p>20</p>	<p>Assess the Situation SURVIVAL CHECK 6 <small>Single Attempt</small></p> <p>PASS: 1 Item, 1 Consumable & search Companion deck for Medic. You may swap your Companion for Medic, even if already in play.</p>		
<p>11</p>	<p>Fix the Machine SURVIVAL CHECK 9 <small>Single Attempt</small></p>	<p>PASS: 1 Trait roll w/ +8 bonus to roll</p>				



15 - A FORT

You spot a large, fortified structure some distance ahead. This may be somewhere to resupply, or there may be people that try to kill you. Either is really par for the course in the waste. **Roll a 20 (d20) to see what happens.**

1 You get a bad feeling when you notice the severed human heads impaled upon spikes lining the road to the fort. With a better idea of the type of reception you will receive, you draw your weapons and continue forward. Several raiders loiter at the open gate. Time for some old-fashioned...

...Run and Gun
3x
COMBAT CHECK
9

PASS: After an impressive execution of advanced combat tactics, you draw out the last of the raiders and put a few extra holes in them. The fort is yours! **Collect 7 Credits and gain 1 Item.**



...Scout and Run
SURVIVAL CHECK
12

Single Attempt

PASS: There are raiders everywhere, so stealth scouting proves to be challenging. Regardless, you complete the task at hand, scrawling a report to file with the settlements. **Gain 3 Reputation with a Settlement of your choice immediately.**
FAIL: The raiders are everywhere and one of them spots you. He yells for the others, then shoots at you. **Suffer 1 Wound.**

2 Approaching the fort, you see no movement and hear no sound. Everything is abandoned. You make your way towards the entrance, snagging some useful materials along the way. When you reach the front gate, you are met with a large "QUARANTINE" sign. It's that moment that you begin to feel the nausea. Slight at first, but quickly growing. You head away from the fort at a slight jog, but are eventually forced to stop and involuntarily clear your stomach.

FREE: It is hours before the knot in your stomach releases. **Suffer 1 Wound and draw 2 salvage.**



3 Walking towards the fort, you hear a deep thud, then the telltale whistle of a mortar. The first lands far too close for comfort. It seems that they are shooting at you! Another thud followed by the whistle of a mortar.

Dodge the Mortar
SURVIVAL CHECK
7

Single Attempt



PASS: This shell explodes close enough to feel the rush of heat singe your hair. This place isn't worth it. You high tail it out of there with nothing but a story to tell. **Gain 1 Luck Token.**
FAIL: You realize at the last moment that this one isn't going to miss. You drop to the ground, but the explosion is close. The roaring heat chars your flesh, and the concussion may have broken bones. **Suffer 1 Wound.**

4

Two geared men spot you and begin walking towards you. These two look to be part of a mercenary outfit. When you are within speaking distance, one of them shouts, "State your business! This is a restricted area!" You explain that you're just a traveler looking for shelter. The other mercenary speaks, "We can't just let you leave after stumbling upon our HQ." He looks at his comrade and says, "Protocol Gamma". You're not sure what that means, but you do know that it's time for guns.

Stop "Protocol Gamma"

COMBAT CHECK

10

PASS: These guys are definitely professionals, so it's not an easy fight. However, in the end, you're just better. As you take each down, they seem incredulous that they had been beaten. You grab their stuff and decide to skip the fort if these two were the welcoming party. **Collect 3 Credits and gain 1 Item.**

5

When you arrive at the fort, things aren't going well. A strong, hard-looking woman with steely eyes strides right up to you and says, "I'm in charge here. We've had some issue with our water shipments lately. We're running out, to be quite frank. I really am sorry to do this. Please know that we really do both need and appreciate it. I am confiscating some of your water." Many people have formed a ring around you during the conversation, and a quick scan of the situation tells you that giving them some water is the best course of action.

FREE: Give 3 Water Rations and gain 1 Reputation with a Settlement of your choice.

6

You see a small hand-operated water pump near the entrance to the fort. While that may be useful if it works, something tells you to survey the area first. A short ways away you discover several men and a small camp. You watch them and piece together what they are up to. It sounds like they are luring people in with the pump, then stealing their water. Perhaps not the most clever plan.

Kill the Water Bandits

COMBAT CHECK

10

PASS: There are a lot of them, but with the element of surprise, you cut through their numbers quickly and efficiently. After the last drops, you gather your loot. **Collect 4 Credits and fill your Water Rations.**

Steal Their Water

SURVIVAL CHECK

6

Single Attempt

PASS: You wait until the majority of the bandits are napping, then sneak up to their water drum. You fill your water supply, punch a small hole in the bottom of the drum, then slip away. **Fill your Water Rations.**

● **FAIL:** As you sneak up to the water drum, a bandit spots you, then starts yelling and shooting! **Suffer 1 Wound.**



7

You hear bursts of gunfire coming from the direction of the fortified structure. Cautiously approaching, you find a fort under siege. Raiders have setup a blockade, but the occupants are fighting back! They look like they could use a hand.

Fight the Raiders
2x
COMBAT CHECK
8

PASS: It takes advanced tactics to clear the blockade of raiders, something you excel at! A man yells from behind the gates, "Thanks for the assistance stranger! We'd like to reward you with what little we have."
Collect 4 Credits and draw 3 salvage.

Tend To the Wounded
SURVIVAL CHECK
11 Single Attempt

PASS: Your medical expertise frees several men to join the fight, and the raiders are eventually driven off. After the battle, a man walks up to you, smiles, and says, "Thanks for the assistance stranger! We don't have much, but we'll tell others of your valor!" **Draw 2 salvage and gain 2 Reputation with a Settlement of your choice.**

● **FAIL:** You aren't able to keep up with the flood of wounded, and end up getting in the way more than you help.

8

Approaching the fort, you see flashing lights, neon signs, and a lot of foot traffic. The signs advertise pit fighting, gambling, and plenty of other services. You decide to catch a fight or two, maybe put some Credits on one of the fighters.

FREE: You may bet any amount of Credits on a fighter. Roll **20** + your Survival Bonus. A 1-11 loses the entire bet and a 12 or higher doubles your bet.



9

When you get closer, you see that this is not a fort at all, but rather an enclosed dumping ground. Mildly intrigued, you decide to investigate. The gate is unlocked, so you take a look around.

Search the Dump
SURVIVAL CHECK
8 Single Attempt

PASS: You find a small box with a few coins inside, and a few things that can easily be repurposed. It's amazing what people throw out! **Collect 2 Credits and draw 2 salvage.**

FAIL: The smell is horrific and nothing immediately stands out. You can think of better ways to spend an afternoon than digging through garbage.

10

As you approach the fort, three men and two women, clad in what look to be furs, bound towards you from the entrance. A few of them are on all fours! One is even foaming at the mouth, and all of them are making primitive grunts.

Kill the Savages
COMBAT CHECK

8

PASS: These people fight like animals, using sharpened teeth and nails. However, their lack of regard for their own well-being provides a vulnerability for you to exploit. After dealing with the crazed people, you collect their primitive supplies. **Draw 2 salvage.**

Intimidate Them
COMBAT CHECK

10

Single Attempt

PASS: As the savages approach, you beat your fists on your chest and let out a primal roar! The savages cower and one scurries off to a nearby pile of rocks. She cautiously returns, holding out a small bag for you to take. It jingles with coin. **Collect 5 Credits.**

● **FAIL:** You scream at the savages, but it just fuels their savage fury. They leap towards you, viciously attacking. **Suffer 1 Wound.**

**11**

The fort is abandoned. The buildings are in disrepair, and there are no signs of people. You explore the premise, discovering a concrete stairway leading into the ground. Following the stairs, you find a room that was once a medical facility in a bygone age. A red light is blinking on a machine in the corner, prompting closer inspection. It is an early model automated medical unit. Maybe you can get it to work.

Fix the Machine
SURVIVAL CHECK

9

Single Attempt



PASS: You recall that the backup battery on this unit can last for hundreds of years if properly stored. A quick rewire allows the machine to draw full power directly from the backup. It springs to life with a variety of displays and outputs. A mechanical voice emanates from the machine, "Please insert arm for enhancement." There's a hole that is about the right size for an arm, so you slide yours in. **Gain 1 free Trait roll with a +8 bonus to the roll.**

● **FAIL:** After examining the wires, you conclude this machine is well beyond your electrical repair ability.

12

As you make your way towards the fort, you see two small groups of people. Some heated words are exchanged, then several of the people draw weapons, ready to attack.

Provide Assistance
COMBAT CHECK

8

PASS: Your assistance turns the tide of the battle, allowing the defenders to win, but not before losing a few men. One of them grabs coins off a corpse, smiles and drops them in your hand. "Thanks for the help. We were in a tight spot there. I'll share the story of what you did for us today. The people should know!" **Collect 2 Credits and gain 1 Reputation with a Settlement of your choice.**

Break Up the Fight
SURVIVAL CHECK

10

Single Attempt

PASS: It's not easy, but with enough waiving and screaming, you are able to halt the altercation before anyone is seriously injured. You appeal to their senses in way that both sides agree with. Everyone walks away today. **Gain 2 Reputation with a Settlement of your choice.**
FAIL: Yelling makes you another target and the aggressors start shooting at you as well. **Suffer 1 Wound.**

13

The fort has been converted into a local trade hub. These sorts of places tend to be closer to flea markets than shops, so you can likely find some bargains. After spending some time checking out the wares, you identify a few potential opportunities.

FREE: You may purchase 2 Items for half the listed price.



14

One of the walls of the fort has been damaged, from either a large projectile or explosion. The men working on it see you and yell out, "Hey there! We could use some help getting this wall up ASAP. You'll be paid, and you can keep some extra supplies when we're done. Catch is, you gotta earn it."

Single Attempt

Master Mason
SURVIVAL CHECK

8

PASS: The repairs are fairly trivial for someone with your expertise. Repairs go significantly faster with your assistance. The foreman is smiling when he pays you. **Collect 3 Credits and draw 1 salvage.**

FAIL: Turns out masonry really isn't your thing. Half an hour in, the foreman sends you away for slowing progress.

Haul Bricks
COMBAT CHECK

11

Single Attempt

PASS: Hauling bricks is hard work, but you're able to carry nearly double what anyone else can. The foreman is happy to pay you after the repairs have been completed. **Collect 3 Credits and draw 1 salvage.**

FAIL: Hauling bricks is hard work that you're not built for. The foreman sends you away for slowing progress.

15

Something feels off as you approach the fort. There are people coming and going, but none seem all too savory. Walking in, you see cages lining the walls, cages filled with people. There are guards everywhere, and this probably isn't where you want to be. You can make the best of it though, fit in and scout the slave hub, or you can cause some trouble on the way out. Both are pretty dangerous.

Cause Some Trouble
3x
COMBAT CHECK
8

PASS: You notice some slavers arguing at the gate with a fresh catch. You can free this one and still get away. You make short work of the arguing slavers with your surprise attack, but it draws the attention of the guards. You grab the coin pouch the slavers were arguing over, cut the bonds of the prisoner, and tell them to run like their life depended on it. The two of you are a few miles out before you're certain you're no longer being chased. The prisoner offers to join you as repayment for saving their life.
Collect 6 Credits and draw 1 random Companion.

Blend In and Scout
SURVIVAL CHECK
11

Single Attempt

PASS: You're able to act the part of someone that belongs here well enough to map out the entire operation. Once away from the fort, you jot some notes to turn into the authorities.
Gain 2 Reputation with a Settlement of your choice.

FAIL: You are simply unable to blend in to a place like this, and you soon find yourself running from the guards.



16

The fort is abandoned and mostly picked over. After searching through several buildings, you find one with a stack of crates. Most have been emptied, but you find an intact crate hidden beneath some debris in the corner. Prying it open, you find a small tin and a research file inside. You glance through the file, and as you understand it, there's a shot inside the tin that is similar to a Pre-War Enhancement Shot, only better. You decide to give it a try.

FREE: Gain 1 free Trait roll with a +8 bonus to the roll.



150

17

Approaching the fort, you spot several automated turrets along the perimeter. You may be able to bypass them if you tread just the right path that avoids all of the motion sensors, or you can just run like hell and hope you don't get hit.

Single Attempt

Bypass Motion Sensors
SURVIVAL CHECK
9

PASS: You carefully pick your way through, breathing a sigh of relief when you've passed the perimeter defenses without being shot. The people inside the fort are willing to trade for information and stories from the outside world. You have plenty of both. **Fill your Water Rations, gain 1 Item and draw 2 salvage.**
FAIL: You make a wrong move and one of the guns whirs to life. You take off running in a hail of bullets. Not all miss. **Suffer 1 Wound.**

Make a Run For It
COMBAT CHECK
12

Single Attempt

PASS: You sprint towards the perimeter. A turret hums to life and begins to spray bullets in your direction, but slightly behind you. It stops as soon as you cross the perimeter. The people inside are willing to trade for information and stories from the outside world. You have plenty of both. **Fill your Water Rations, gain 1 Item and draw 2 salvage.**
FAIL: You charge the perimeter, causing a turret to hum to life. It begins firing with excellent tracking. You are forced to abort in a hail of bullets. **Suffer 1 Wound.**

18

The fort has been converted into a fighting arena, and they are calling for fighters. The winner gets a nice payout, so you decide to give it a go. You're slated for three fights. You must win all of them to claim the prize.

Fight #1
COMBAT CHECK
6

Fight #2
COMBAT CHECK
8

Fight #3
COMBAT CHECK
10

PASS: Your opponents fall before you, one after another. You are declared the champion and are given the agreed upon purse. You will always be welcome back. **Collect 8 Credits and take Schematic 8 – Plasma Rifle.**

19

What was once a fort is now more of gathering place for the unsavory sort. Pit fighting, gambling, prostitution, and almost every other vice someone might have can be found here. You see people dressed in all sorts of wild outfits as you make your way through the crowds.

Single Attempt

Keen Fasion Sense
SURVIVAL CHECK
8

Single Attempt

Fighting With Style
COMBAT CHECK
10

PASS: Seeing all the popular fashions in one place gives you an idea for something truly memorable. It won't be cheap, but people will remember you. **Take Schematic 18 – Leather & Spikes.**
FAIL: It's an interesting experience, but crowds aren't your thing. After a quick lap, you head out.

20

This fort is now a den of debauchery, and it seems to attract the crowds. People like this sort of thing. When you arrive at the fighting pits, a bloodied man is propped against a wall with a woman tending his wounds. You ask if she needs any help, and she snaps, "Are you a doctor?"



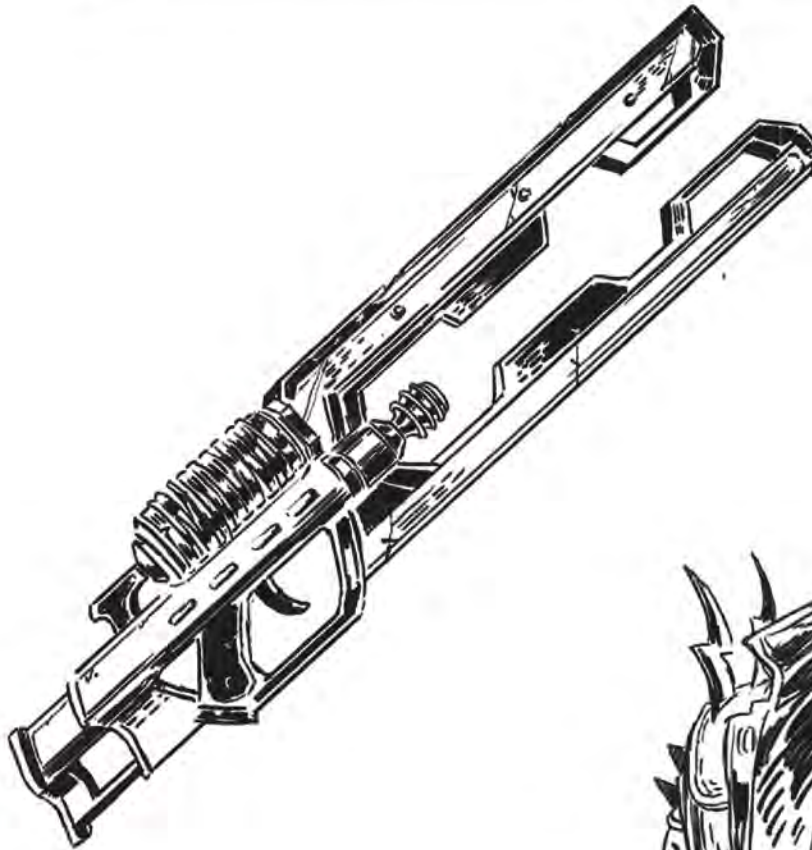
Assess the Situation
SURVIVAL CHECK

Single Attempt

6

PASS: You reply, "I'm not a doctor, no, but I've seen enough wounds like that to know it's not something you come back from. I'm sorry, but your patient isn't going to make it through the night." Her shoulders drop slightly. She says, "I know. I don't want to know, but I know. I gotta get outta this place. You looking for a traveling companion?" **Gain 1 Item and gain 1 Consumable. If the Medic is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Medic. You may replace your Companion with the Medic**

FAIL: You reply, "Uhhh, no. I can go look for one." and back away. You wash your hands of this and continue your journey.



Schematic 8
Plasma Rifle



Schematic 18
Leather & Spikes

16 - A PRE-WAR SKYSCRAPER




16 - A PRE-WAR SKYSCRAPER

<p>1</p>	<p>Carefully Salvage SURVIVAL CHECK 6 <small>Single Attempt</small></p> <p>PASS: 2 salvage FAIL: \triangle Wounds</p>	<p>Controlled Demolition COMBAT CHECK 9 <small>Single Attempt</small></p> <p>PASS: 2 salvage FAIL: \triangle Wounds</p>	<p>11</p> <p>Kill the Sniper COMBAT CHECK 11</p> <p>PASS: 2 Credits, 1 Item & 1 Consumable</p>
<p>2</p>	<p>Finish Off the Raiders COMBAT CHECK 10</p> <p>PASS: 8 Credits</p>		<p>12</p> <p>Strip It for Parts SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 4 salvage</p> <p>Start the Engine SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 1 Reputation w/ any Settlement & 2 salvage</p>
<p>3</p>	<p>FREE: 1 salvage</p>		<p>13</p> <p>FREE: May purchase 3 Consumables for 1 Credit each</p>
<p>4</p>	<p>Perception SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 3 salvage FAIL: 1 Wound</p>	<p>Combat Reflexes COMBAT CHECK 10 <small>Single Attempt</small></p> <p>PASS: 3 salvage FAIL: 1 Wound</p>	<p>14</p> <p>Grunt #1 COMBAT CHECK 8</p> <p>Grunt #2 COMBAT CHECK 8</p> <p>Boss Man COMBAT CHECK 10</p> <p>PASS: 5 Credits & 1 Item</p>
<p>5</p>	<p>Greeters COMBAT CHECK 8 <small>*may not flee</small></p>	<p>Robed Thugs COMBAT CHECK 10 <small>*may not flee</small></p>	<p>PASS: 5 Credits & 1 Item</p> <p>15</p> <p>Careful Search SURVIVAL CHECK 9 <small>Single Attempt</small></p> <p>Field Tactics COMBAT CHECK 11 <small>Single Attempt</small></p> <p>PASS: 3 Credits, 1 Item & 2 salvage</p>
<p>6</p>	<p>FREE: Draw 2 salvage</p>		<p>16</p> <p>Kill the Mad Scientist COMBAT CHECK 9</p> <p>PASS: 2 Credits & 2 Consumables</p> <p>Flip the Table Over SURVIVAL CHECK 11 <small>Single Attempt</small></p> <p>PASS: 2 Credits & 2 Consumables FAIL: 1 Wound</p>
<p>7</p>	<p>Search the Shrine SURVIVAL CHECK 10 <small>Single Attempt</small></p>	<p>Smash the Shrine COMBAT CHECK 12 <small>Single Attempt</small></p>	<p>17</p> <p>FREE: 1 Item & \triangle salvage</p>
<p>8</p>	<p>Advanced Salvage Techniques SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 4 salvage</p>		<p>18</p> <p>Eye For Detail SURVIVAL CHECK 8 <small>Single Attempt</small></p> <p>PASS: 2 salvage & Schematic 14 - Boombox</p>
<p>9</p>	<p>FREE: May purchase Trait rolls for 3 Credits each, but if you roll below a 10 on the d_{20} suffer 1 Wound</p>		<p>19</p> <p>Defend Yourself COMBAT CHECK 10</p> <p>PASS: 2 salvage & Schematic 20 - Power Frame</p>
<p>10</p>	<p>Kill the Gangsters 2x COMBAT CHECK 9</p> <p>PASS: 4 Credits & 1 Item</p> <p>Make A Bad Call (Head Inside) 3x COMBAT CHECK 12 <small>*may not flee</small></p>	<p>Steal Their Stuff SURVIVAL CHECK 12 <small>Single Attempt</small></p> <p>PASS: 4 Credits & 1 Item FAIL: 1 Wound</p> <p>PASS: 1 Fame, 8 Credits & 1 Item</p>	<p>20</p> <p>First Aid Knowledge SURVIVAL CHECK 6 <small>Single Attempt</small></p> <p>PASS: 10 Credits & search Companion deck for Scout. You may swap your Companion for Scout, even if already in play.</p>



16 - A PRE-WAR SKYSCRAPER

A towering building stands before you. While it has survived this long, it looks like it might come down any day. **Roll a  (d20) to see what happens.**

1


The tower is in far worse condition than you had suspected. You can probably find something of use inside, but you'll need to be very careful while doing so. Or, perhaps you could take down a portion of the building and sift for scrap.

Single Attempt

Carefully Salvage
SURVIVAL CHECK

6

PASS: Carefully picking through the crumbling tower, you are able to scrape together some useful materials. **Draw 2 salvage.**


FAIL: As you make your way through a crumbled portion, the wreckage shifts, sending a significant portion of building crashing down upon you. **Suffer  Wounds.**

Controlled Demolition
COMBAT CHECK

Single Attempt

9

PASS: You place a few demolition charges in strategic locations, stand back, and hit the button. A piece of the building falls providing plenty of wreckage to sift. **Draw 2 salvage.**

FAIL: You realize the charges may have been slightly misplaced when a portion of the building topples upon you. **Suffer  Wounds.**

2

You count three raider guards at the entrance, but a large fuel tank next to the building is of more interest. You creep over to the tank, then prep it with a short makeshift wick. The adrenaline rush is massive as the tank explodes behind you, the concussion rumbling the building. A few large chunks plummet off of the tower, smashing into the concrete below. Nearly a dozen dazed and confused raiders spill out of the building. You've got the advantage, but this won't be easy.



Finish Off the Raiders
COMBAT CHECK

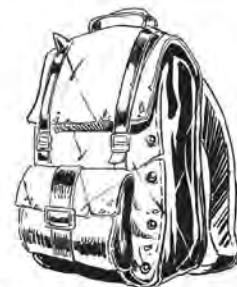
10

PASS: You execute your plan flawlessly, neutralizing raider after raider. When all goes quiet, you pause for a moment as you feel your heart rate settle. **Collect 8 Credits.**

3

The tower is in far worse condition than it had appeared from a distance. None of the floors remain, and the walls that are still standing are ready to collapse at any moment. Picking through the base of the rubble yields some scrap, but it's not possible to climb any higher.

FREE: Draw 1 salvage.



4

When you arrive, you find the front doors smashed in. Not the best start to a search, but not the worst either. There are many empty rooms, and you step into one that seems just like the others.

Single Attempt

Perception
SURVIVAL CHECK
8

Combat Reflexes
COMBAT CHECK
10

Single Attempt

PASS: Just before you step into the room, you spot a crudely disguised pressure plate. You disarm and salvage the trap. **Draw 3 salvage.**

FAIL: There's a faint click when you step into the room. Before you have a chance to react, a spiked bar swings towards you from the ceiling. You shield yourself and suffer a glancing blow. **Suffer 1 Wound.**

PASS: When you step into the room, you hear a click from beneath your foot. You immediately jump backward, and the spiked bar narrowly misses you! You scrap the trap for parts. **Draw 3 salvage.**

FAIL: There's a faint click when you step into the room. A spiked bar swings towards you from the ceiling. While you do your best to shield yourself, spikes hurt. **Suffer 1 Wound.**

5

The tower is decorated with strings of green lights. Small shrines are set outside and people are entering the building, so you follow suit. Two robed men greet you. "Ahh! A new brother in faith! So you have heard the call of the Glowing God too?" You politely decline the invitation from this nut job, but he is persistent. "I was a little nervous too. After all, this is a big decision, but it's the best decision! We're here to help you adjust." At that, several large men step out from a nearby door. Unless you want to join a cult, you're going to have to fight your way out of here.

Greeters
COMBAT CHECK
8
***may not flee**

Robed Thugs
COMBAT CHECK
10
***may not flee**



PASS: The robed men try to circle you, but your weapons are instantly out. The ensuing confrontation is loud and violent, but you eliminate the immediate threat. After stripping the valuables from the fresh corpses, you make your escape. **Collect 5 Credits and gain 1 Item.**



6

When you arrive at the skyscraper, the front doors have been smashed out of the frame, and every window you can see is broken. While this likely isn't a treasure trove, it's worth taking a look. You do have a knack for finding loot almost anywhere.

FREE: You make a few fortuitous finds and leave with some scrap. **Draw 2 salvage.**

7

The tower has been decorated with strings of green and yellow lights. The decor also includes numerous radioactivity symbols and signs. When you reach the skyscraper, you see a large shrine built around a statue of the sun. There are offerings left in front of the shrine, but nothing of value. Strangely, there are no people to be found.

Single Attempt

Search the Shrine
SURVIVAL CHECK
10

PASS: You notice a barely perceptible button in a recessed portion of the shrine. Pushing it causes a compartment to click open. This must be where they keep the good stuff! **Collect 8 Credits and gain 1 Consumable.**

FAIL: You circle the shrine, but nothing of note stands out. You glance toward the tower, but the front doors have rubble pouring out of them. You shrug your shoulders and head in search of new adventure.



Smash the Shrine
COMBAT CHECK
12

Single Attempt

PASS: You repeatedly bash a large chunk of concrete against the shrine until it breaks open, revealing a small compartment filled with goodies--much like a wasteland piñata! **Collect 8 Credits and gain 1 Consumable.**

FAIL: You beat on the shrine, breaking several smaller pieces off. It doesn't look as nice as it did earlier, but it hasn't helped you at all.

8

The skyscraper is abandoned. Wind whistles as it whips through the shattered windows and the skeletal structure. This one is going to take a bit of extra effort.

Advanced Salvage Techniques
SURVIVAL CHECK

Single Attempt

8

PASS: Everyone forgets the wiring in the walls. It is a lot of work, but sometimes you have to dig for treasure. You set to work. **Draw 4 salvage.**

FAIL: You suppose it makes sense that a building so prominently placed has been cleaned out.

9

As you walk towards the entrance to the building, you notice a few people staring off into space, blissfully unaware of their surroundings. They leave you alone, so you extend the same courtesy. When you enter, a shifty looking man steps up and says, "I've got the finest meds in the Waste! We all medicate now and then, am I right? Of course I am! But, you're not the typical customer. Hmm, I know!" He pulls a modified medical injector from a box, smiles and says, "Here we go! This stuff is basically legend juice. That sound about right? You can have this one on the house to celebrate our new found friendship! If you'd like another, for friends they're only 3 Credits each."

FREE: Gain 1 free Trait roll and you may purchase Trait rolls for 3 Credits, but if you roll below a 10 on the **20**, suffer 1 Wound. This does not have any effect on the success or failure of the Trait roll.



10

Graffiti and gang tags cover the walls of the tower. You're fairly certain that you're walking into gang territory. When you see five people lounging around in front of the skyscraper, you consider your options. There may be more inside, but this seems like a golden opportunity.

Kill the Gangsters
2x
COMBAT CHECK
9

PASS: The gang members are surprisingly good fighters, but the element of surprise tips the scale in your favor. Stripping the loot from the dead gang bangers, you decide to skip the tower itself. If the gangsters inside can fight as well as the ones out here, heading in would be a bad call. **Collect 4 Credits and gain 1 Item.**



Steal Their Stuff
SURVIVAL CHECK
12

Single Attempt

PASS: You toss a rock across the camp. When they investigate, you creep up and snag one of their bags, then silently slip away. They never even realize you were there. Yeah, that's ninja level stuff. **Collect 4 Credits and gain 1 Item.**
FAIL: One of the gangsters notices you during your failed attempt to sneak. He draws a pistol and shoots. **Suffer 1 Wound.**

Make A Bad Call
(Head Inside)
3x
COMBAT CHECK
12
*may not flee

PASS: Against incredible odds, you utterly eliminate all gang presence from the tower. Word of what you have done will spread quickly! Well... once someone stumbles upon the mess you have left, at least. **Gain 1 Fame, collect 8 Credits and gain 1 Item.**

11

You see two people ahead, also traveling towards the skyscraper. You consider calling out to them when you hear the loud report of a rifle. One of the people drops to the ground in front of your eyes. You quickly duck behind cover, and hear another shot. The other person drops. Scanning the building, you catch the glint of a scope five floors up, sixth window from the left. Keeping to cover, you enter the building and find the room you had identified. You kick the door open, and are met by a startled, but combat hardened man with a rifle in his hands.

Kill the Sniper
COMBAT CHECK
11

PASS: The room explodes with gunfire. You push your reflexes into superhuman territory, emerging from the confrontation both alive and victorious. You loot the room, then put some distance between yourself and the skyscraper. The sound of gunfire often draws those looking for an easy target. You laugh at how wrong they would be. **Collect 2 Credits, gain 1 Item and gain 1 Consumable.**



12

The upper floors of the skyscraper have collapsed upon themselves, effectively blocking entry to the building. However, you find a basement entrance that remains unobstructed. It leads to a small utility room, with an intact generator just sitting on a table. If you could get this running, it could help a lot of people at any settlement.

Single Attempt

Strip It for Parts
SURVIVAL CHECK

8

PASS: Deciding to find a better use for the parts, you strip the most valuable components from the engine. **Draw 4 salvage.**

FAIL: Engines have never really been your area of expertise, so you have no idea what is worth taking or how you would remove it.

Start the Engine
SURVIVAL CHECK

Single Attempt

8

PASS: You check the fuel, make sure everything moves properly, knock a rust lock out, then apply a bit of oil from a nearby can. When you fire it up, it sputters to life. It works! **Draw 2 salvage and gain 1 Reputation with a Settlement of your choice.**

● **FAIL:** Generators have never really been your thing. Despite your best efforts, you are unable to make it work.

13

Much of the skyscraper has collapsed, but a single stairwell remains standing. The stairs wind up several stories before reaching a makeshift laboratory. A small disheveled man in a white lab coat is pouring the contents of one beaker into another and muttering to himself. You clear your throat. He continues working and muttering. You call out to him. He continues working and muttering. Finally you walk over and tap his shoulder. He visibly jumps at the touch, and whirls to face you. "Are you trying to give me a heart attack! You can't just sneak up on some like that! Anyway, now that your unpleasant arrival is over, I've been looking for a new customer!" He hands you several homemade concoctions and says, "1 Credit each! Plus, you know you're funding science! That should make you feel happy... and... where was I? Oh yes! And confident!"

FREE: You may purchase up to 3 random Consumables for 1 Credit each.



14

On your way to the skyscraper, you see three geared out men, sporting the colors of a well-known mercenary outfit. From what you've heard, they're the "shoot first, ask questions later" type. One of them notices you, and calls the attention of the others. The one that appears to be in charge grins and says, "Wrong place at the wrong time, buddy."

Grunt #1
COMBAT CHECK

8

Grunt #2
COMBAT CHECK

8

Boss Man
COMBAT CHECK

10

PASS: You dive for cover as they start shooting. Shifting your position frequently, you keep to cover as much as possible. One by one, you eliminate the mercenaries. With an organization like this, someone will likely come looking for them. Best not to stick around. **Collect 5 Credits and gain 1 Item.**

15

Much of the skyscraper has collapsed, rubble pouring out from what was once the entrance, so there probably isn't a way in. However, it usually never hurts to take a look around!

Single Attempt

Careful Search
SURVIVAL CHECK

9

PASS: You find a cache of supplies under a slab of concrete. It was a pretty good hiding spot, but you don't tend to miss much. **Collect 3 Credits, gain 1 Item and draw 2 salvage.**

FAIL: You circle the tower a few times without luck and decide to continue on.

Field Tactics
COMBAT CHECK

11

Single Attempt

PASS: You survey the area, making note of tactically sound locations for field caches. Scouting these locations nets you a cache of supplies! **Collect 3 Credits, gain 1 Item and draw 2 salvage.**

FAIL: Scanning the area, nothing stands out as tactically relevant.

16

Large, charred patches of pavement lead up to the skyscraper. Inside, the rooms are either burned beyond recognition or completely collapsed. You follow the hallway to a room filled with scientific instruments. When you enter, a badly burned man in a charred lab coat turns to face you, a menacing gleam in his eye. He yells, "Who do you think you are to interrupt my research? This is unforgivable!" The man grabs a flask full of chemicals and hurls it at you. You dodge the projectile, but when it hits the wall behind you, it explodes with a deafening thud. Your weapons are out in a flash, and your instincts take over.

Kill the Mad Scientist
COMBAT CHECK

9

PASS: Much of the lab is destroyed in the ensuing barrage of explosive flasks and vials, but you are able to neutralize the threat. **Collect 2 Credits and gain 2 Consumables.**

Flip the Table Over
SURVIVAL CHECK

11

Single Attempt

PASS: You kick the table of chemicals over, dumping the flasks and vials onto the mad scientist. He cackles until the end, eventually fading into more of a gurgle. **Collect 2 Credits and gain 2 Consumables.**

● **FAIL:** The table is bolted to the floor. Who bolts their table to the floor? The mad scientist hurls another flask at you. **Suffer 1 Wound.**



17

The skyscraper is void of any sign of people. Just empty room after empty room as you search floor after floor. Finally, in the very last room, several floors up, you find a little stash of goods!

FREE: Draw \triangle salvage and gain 1 Item.

18

While much of the skyscraper has collapsed, you find a window into what must have been a lounge long ago. Most of the furniture has been smashed or shredded, but you may find something.

Eye For Detail
SURVIVAL CHECK

Single Attempt

8

PASS: You find a boxy object under a pile of shattered chairs. It says "BOOMBOX" across one side in bold letters. It needs some repairs, but this could be pretty cool.

Take Schematic 14 – Boombox and draw 2 salvage.

FAIL: You spend a bit of time searching before giving up. There are plenty of other places waiting to be explored in the waste.

19

As you approach the docking bay around back, you see a man operating some sort of hydraulic frame that allows him to lift heavy crates. The logo emblazoned on a crate belongs to a ruthless mercenary outfit low on the morality scale. The mercenary spots you and whirls around, dropping a crate to the ground in the process. Liquid sprays all over the man as the crate hits the ground. He draws a rifle and yells, "Look what you made me do! You're going to regret getting involved in my business, pup!"

Defend Yourself
COMBAT CHECK

10

PASS: The hydraulic frame begins to slow, then locks up completely. It may not be sporting, but it gives you an opening. Upon inspection, the liquid is definitely corrosive, and has done considerable damage to the frame. You pull a few intact pieces off of the frame, and note the mechanics. You can make something better.

Take Schematic 20 – Hydraulic Power Frame and draw 2 salvage.

20

Finding little on the first floor, you head for the stairs. When you open the stairwell door, you find a man with a laceration across his leg. He sees you and weakly calls out, "Hey there... Think you could spare a bit of help? I had a... an accident."

First Aid Knowledge
SURVIVAL CHECK

Single Attempt

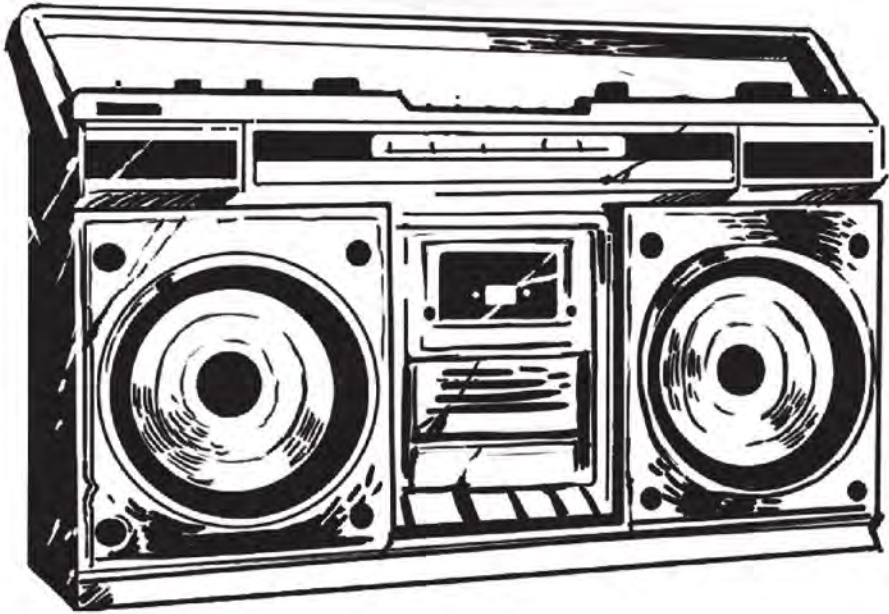
6

PASS: You disinfect the wound, stitch it shut, then bandage it up. By the time you've put everything away, he's back on his feet. "Feels good to be moving around again. I'm pretty good at scouting, not counting this fluke, of course. I'd be happy to join you to repay the help you've given so freely." **Collect 10 Credits.**

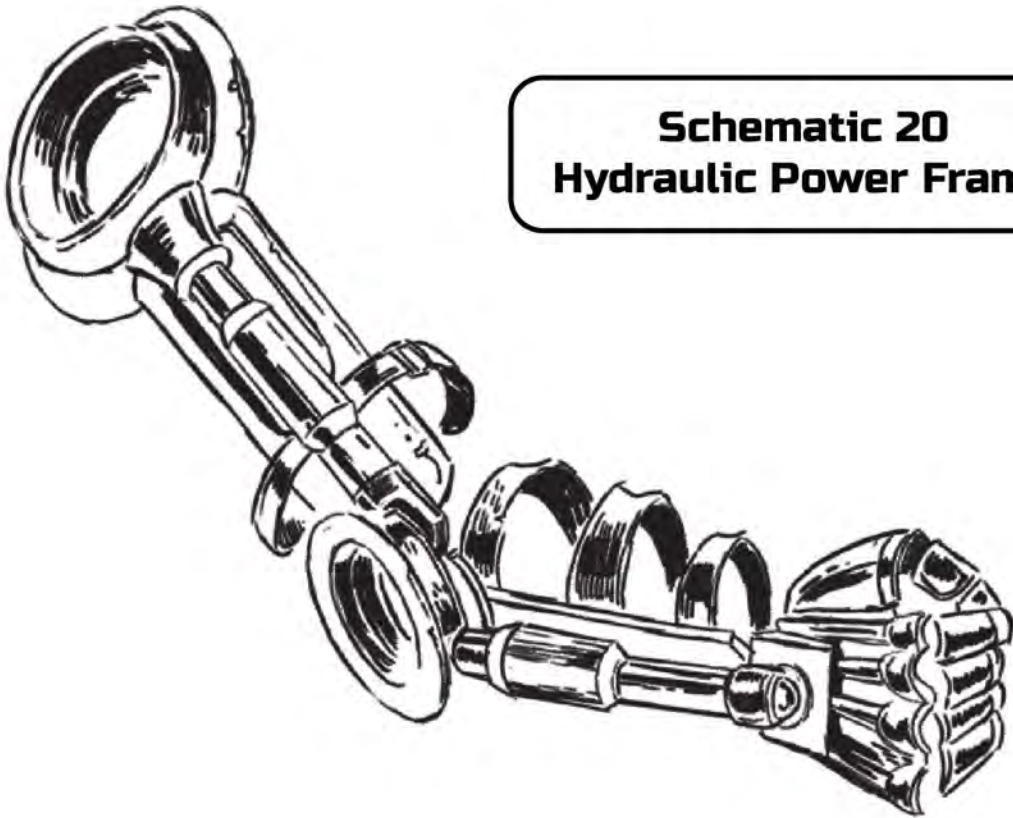
If the Scout is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Scout. You may replace your Companion with the Scout.

FAIL: Despite your best efforts, you can't stop the bleeding. The life slips out of the man. You say a few words for the fallen, then press on.

**Schematic 14
Boombox**



**Schematic 20
Hydraulic Power Frame**



17 - A HOT ZONE



17 - A HOT ZONE

<p>1</p>	<p>Stumble Out FREE: 1 Wound & Δ salvage</p>	<p>Always Prepared DAMAGE RADIATION MASK TO PASS</p>	<p>Cleanse the Rads SPEND 1 USE OF JAR OF IODINE PILLS OR IODINE PILL</p>	<p>11</p>	<p>Kill the Mutant Dogs COMBAT CHECK 7</p> <p>PASS: 2 salvage & 1 Consumable</p>	<p>Scare the Dogs Off SURVIVAL CHECK 9 (Single Attempt)</p> <p>PASS: 2 salvage & 1 Consumable FAIL: 1 Wound</p>
<p>2</p>	<p>Kill the Glowing Scorpions 2x COMBAT CHECK 8</p> <p>PASS: 4 salvage</p>	<p>Impressive Acrobatics SURVIVAL CHECK 11 (Single Attempt)</p> <p>PASS: 4 salvage FAIL: 1 Wound</p>	<p>12</p>	<p>Hack the Console SURVIVAL CHECK 8 (Single Attempt)</p> <p>PASS: 1 Item & 2 salvage</p>		
<p>3</p>	<p>Navigate the Heat SURVIVAL CHECK 8 (Single Attempt)</p> <p>PASS: 4 salvage FAIL: 1 Wound</p>	<p>The Right Friends PASS IF YOUR COMPANION IS THE RADIATION EXPERT OR POWERED ARMOR</p> <p>PASS: 4 salvage</p>	<p>13</p>	<p>Fight the Mercenaries 2x COMBAT CHECK 9</p> <p>PASS: 5 Credits & 1 Consumable</p>	<p>Slip Away In the Fog SURVIVAL CHECK 8 (Single Attempt)</p> <p>PASS: 1 Luck Token FAIL: 1 Wound</p>	
<p>4</p>	<p>Severe Weather Experience SURVIVAL CHECK 8 (Single Attempt)</p>	<p>PASS: 4 salvage FAIL: 1 Wound</p>	<p>14</p>	<p>FREE: Δ Credits, 1 Consumable & Δ salvage</p>		
<p>5</p>	<p>Exterminate the Mutants COMBAT CHECK 7</p> <p>PASS: 2 Credits & 2 salvage</p>	<p>Scare the Mutants PISTOL, RIFLE OR SHOTGUN TAKES 1 ITEM DAMAGE TO PASS</p> <p>PASS: 3 Credits & 3 salvage</p>	<p>15</p>	<p>Break Into the Vault SURVIVAL CHECK 10 (Single Attempt)</p>	<p>Smash the Vault Open COMBAT CHECK 14 (Single Attempt)</p> <p>PASS: 1 Item & 1 Trait roll</p>	
<p>6</p>	<p>FREE: 2 salvage & 1 Consumable</p>		<p>16</p>	<p>Defend Yourself COMBAT CHECK 12</p> <p>PASS: 10 Credits & 1 Item FAIL: 1 Wound & 1 Radiation Counter</p>		
<p>7</p>	<p>Find Shelter SURVIVAL CHECK 7 (Single Attempt)</p>	<p>PASS: 3 salvage FAIL: 1 Wound</p>	<p>17</p>	<p>FREE: 1 Item, 1 Consumable & Δ salvage</p>		
<p>8</p>	<p>Decline the Invitation COMBAT CHECK 8</p> <p>PASS: 5 Credits & 2 salvage</p>	<p>Play Along SURVIVAL CHECK 10 (Single Attempt)</p> <p>PASS: 5 Credits & 2 salvage FAIL: 1 Wound</p>	<p>18</p>	<p>Kill the Raiders COMBAT CHECK 9</p>	<p>PASS: 4 Credits & Schematic 4 - Metal Detector</p>	
<p>9</p>	<p>Survival Tactics SURVIVAL CHECK 6 (Single Attempt)</p> <p>PASS: 3 salvage FAIL: 1 Wound & lose 1 Water Ration</p>	<p>Tough It Out COMBAT CHECK 10 (Single Attempt)</p> <p>PASS: 3 salvage FAIL: 1 Wound & lose 1 Water Ration</p>	<p>19</p>	<p>Pick the Lock SURVIVAL CHECK 9 (Single Attempt)</p>	<p>Break the Door Down COMBAT CHECK 12 (Single Attempt)</p> <p>PASS: 5 salvage & Schematic 7 - Hazmat Suit</p>	
<p>10</p>	<p>FREE: Heal all Wounds & gain 1 Reputation w/ any Settlement</p>		<p>20</p>	<p>FREE: Fill Water Rations, 4 salvage & search Companion deck for Radiation Expert. You may swap your Companion for Radiation Expert, even if already in play.</p>		



17 - A HOT ZONE

The area before you is covered in fog with a greenish tint, casting an eerie glow over everything. Puddles of bubbling sludge dot the landscape. You don't need scientific instruments to tell you this is a highly radioactive hot zone. No risk, no reward. **Roll a 20 (d20) to see what happens.**

1

As you push onward, the oppressive fog seems to thicken. You manage to find some useful scrap as you travel onward, but you are eventually forced to turn back when the fog becomes so thick that you are no longer able to see through it.

Stumble Out

FREE: The fog clings to you, permeating every nook and cranny. You begin to feel quite ill, and are violently vomiting by the time you are clear of the fog. **Draw 4 salvage and suffer 1 Wound.**



Always Prepared DAMAGE RADIATION MASK

Cleanse the Rads SPEND 1 USE OF (JAR OF) IODINE PILL(S) TO PASS

FREE: It always pays to be properly prepared. You are able to gather useful scrap, while avoiding the consequences of such heavy radiation. **Draw 4 salvage.**

2

You find an ancient, rusted automobile within the fog. When you pry it open, you are surprised to find many of the components relatively intact! As you set to work stripping the useful parts, you hear a strange clattering in the distance. In the direction of the noise, the fog seems to glow brighter, then two enormous scorpions emerge, both emitting a sickly green glow.

Kill the Glowing Scorpions

**2x
COMBAT CHECK
8**

PASS: It takes several strikes to penetrate the thick armor plates on the scorpions, but you break their defenses, then deliver fatal blows. When the bodies stop twitching, you go back to work on the automobile and leave with a nice haul. **Draw 4 salvage.**

Impressive Acrobatics SURVIVAL CHECK

Single
Attempt

11

PASS: You dodge the scorpion tail strikes, positioning yourself between the two. Dodging the next strike, it plunges into the other scorpion. As the scorpion struggles to free its stinger, you take advantage of the opportunity to put the beast down. **Draw 4 salvage.**

FAIL: You dodge a few strikes, but one catches you in the shoulder. The poison in your veins brings on a severe fever. **Suffer 1 Wound.**

3

As you push through the radioactive fog, you notice an unnatural heat, but only in certain spots. The frequency of these hot spots increases as you push deeper in. You see a rusted vehicle ahead, but are nearly scorched as you take a step in that direction. You're going to have to figure out how to get through these hot spots.

Single Attempt

Navigate the Heat
SURVIVAL CHECK
8

PASS: You feel out slight temperature differences as you carefully navigate the hot spots. The old vehicle yields some scrap. **Draw 4 salvage.**

FAIL: You have difficulty feeling out the hot spots. After walking straight into one and charring your exposed flesh, you decide to leave this area alone. **Suffer 1 Wound.**

The Right Friends
PASS IF YOUR COMPANION IS THE RADIATION EXPERT OR POWERED ARMOR

PASS: Your traveling companion is able to get through the hot spots without issue, allowing you to strip the vehicle. **Draw 4 salvage.**



4

You continue to walk through the fog for several minutes before the wind begins to pick up. It continues to grow stronger, tossing pieces of debris through the air. It looks like it's going to get a lot worse before it gets better.

Severe Weather Experience
SURVIVAL CHECK
8

Single Attempt

PASS: You wrap all exposed skin in cloth and rags. The wind picks up, tossing small rocks and dirt through the air at incredible speeds. You can feel some of the larger pieces, even through your bundled rags. However, you are able to explore during the dust storm, netting a decent haul. **Draw 4 salvage.**

FAIL: The wind continues to pick up, and you are soon being pelted by small bits of dirt and sand. When the debris begins to shred your skin, you turn around and head out. **Suffer 1 Wound.**

5

You can make out human forms within the fog some distance away. Wondering why anyone would be out here, you move in for a closer look. As you approach, it becomes clear that these things may once have been human, but it would be stretch to call them that now. Some have extra limbs, some extra facial features. The appearance is grotesque, and they are behaving like wild animals. One lifts its head to the sky and begins deeply sniffing the air. Its gaze snaps in your direction and it lets out a guttural, gurgling scream. The others turn and begin shambling toward you.

Exterminate the Mutants
COMBAT CHECK
7



Scare the Mutants
PISTOL, RIFLE OR SHOTGUN TAKES 1 ITEM DAMAGE TO PASS

PASS: You mercifully put these creatures out of their misery. Out of habit, you pat down the bodies. To your surprise, you find something! **Collect 2 Credits and draw 2 salvage.**

PASS: The discharge of a firearm sends the mutants scurrying away. One drops a shredded pack as it scrambles to escape. **Collect 3 Credits and draw 3 salvage.**

6

As you wander through the fog, you find a small cache of supplies. You smile at your good fortune and gather them up.

FREE: Draw 2 salvage and gain 1 Consumable.

7

As you walk through the fog, the sounds of a storm can be heard in the distance. Even with the thick fog, the sound of rain is clear. The storm is moving quickly and will be upon you within a few minutes. Any rain falling here can't be good, so you seek cover.

Find Shelter
SURVIVAL CHECK
7 Single Attempt

PASS: You find a relatively stable section of a building with a nice overhang. When the rain begins to fall, it has a muddy reddish color to it, and it sizzles when it hits the ground. While you wait out the storm, you strip everything of use from your little shelter. **Draw 3 salvage.**
FAIL: You search frantically for some type of shelter, but fortune does not favor you today, and soon the rain begins to fall. It is muddy red in color and burns your skin when it lands on you. You begin to run out of the fog, hoping the rain won't follow. The journey is painful, but you clear the storm. **Suffer 1 Wound.**

8

As you walk through the fog, a chanting can be heard. You can make out a few of the words. "Praise the Glowing God" seems to be a central theme. Following the source, you find three hooded people. When you call out to them, one removes her hood and steps forward. She says, "Have you come to offer your praise to the Glowing God? All true believers should make the sacred pilgrimage at least once. I hope to see the Prophet this time!" She waits expectantly for your answer, an intense, crazed gleam in her eyes.

Decline the Invitation
COMBAT CHECK
8

PASS: Even three on one, these cultists weren't much trouble for you. You wonder who the Prophet she mentioned might be as you loot the bodies. **Collect 5 Credits and draw 2 salvage.**

Play Along
SURVIVAL CHECK
10 Single Attempt

PASS: You recite the prophecy of the Glowing God, then tell them of the vision that has been bestowed upon you. You explain that he insisted your journey was solo, but you could use some additional supplies due to unforeseen delays. Obviously, the Glowing God has brought you together for this reason! They share with you and wish you success in your journey. **Collect 5 Credits and draw 2 salvage.**
FAIL: They don't believe you. She screams, "Non-believer!" then attacks! **Suffer 1 Wound.**



9

As the fog thickens, it seems to magnify the sun. The intense heat beats down on you as you explore.

Single Attempt

Survival Tactics
SURVIVAL CHECK

6

PASS: You employ all of the heat ventilation and water conservation tricks you know, allowing you to avoid the brunt of the magnified UV radiation. **Draw 3 salvage.**

FAIL: With the sun and the heat, you begin to find yourself light-headed. When you lose your footing and land face first on the hard ground, you decide to stop for extra water. Backward may be better than forward in this case. **Suffer 1 Wound and lose 1 Water Ration.**

Tough It Out
COMBAT CHECK

10

Single Attempt

PASS: You're sweating bullets, but you've been through worse. Pushing onward rewards you with useful scrap. **Draw 3 salvage.**

FAIL: You try to tough it out, but as the sun beats on you, you begin to feel dizzy. When the spinning makes it difficult to stand, you break for water. Your body can't take this, so you head out. **Suffer 1 Wound and lose 1 Water Ration.**

10

After walking through the fog for some time, you find a tent. It's military green and looks to have seen quite a bit of use. Peeking inside, it is empty except for a small case in the corner. Popping open the case reveals medical supplies, long forgotten, but still useful. You can use some now and drop the rest off at a settlement next visit.

FREE: Heal all Wounds and gain 1 Reputation with a Settlement of your choice immediately.



11

Not long after entering the fog, you hear a growl. Following the noise, you find two wild dogs tearing a human corpse apart. However, what stands out most is that these dogs each have two heads. The ears on one of the heads perk up at your footsteps. The single head turns to face you, then begins barking. The other three heads snap to attention and begin to bark too. It seems like you've caught their attention.

Kill the Mutant Dogs
COMBAT CHECK

7

PASS: While the additional heads meant four snapping jaws, the beasts had difficulty maneuvering effectively. You exploit that weakness to end their tortured existence. Once the threat has been eliminated, a quick search of the chewed body turns up some supplies. **Gain 1 Consumable and draw 2 salvage.**

Scare the Dogs Off
SURVIVAL CHECK

9

Single Attempt

PASS: Drawing your weapons, you brandish them threateningly, then unleash a bestial roar. The dogs cower at the noise, then turn tail and run, leaving you to search the gnawed body. **Gain 1 Consumable and draw 2 salvage.**

FAIL: You yell at the dogs and waive your arms. Unfortunately, it doesn't seem to intimidate them, and they attack! **Suffer 1 Wound.**

12

You plod through the fog for some time before discovering a small stone building. The door seems to be magnetically locked, but there is a small keypad and screen that, incredibly, still works. You can try to hack the keypad and override the door release. Time to dust off your leet hacking skills.



Hack the Console
SURVIVAL CHECK

Single Attempt

8

PASS: With a few commands, you have placed the keypad into maintenance mode, and are able to override the magnetic lock. The door slides open revealing what was certainly a field armory before the War. Age has claimed most of the contents, but you don't leave empty handed. **Gain 1 Item and draw 2 salvage.**

FAIL: You make several attempts to override, but eventually the screen goes red and will only display "LOCKED". You missed your chance.

13

As you walk through the fog, it begins to thicken so much that vision beyond 10 feet is obscured. You hear a man's voice some distance away. "I've got a live one in delta quadrant, advise." A voice crackles back over a radio, "Delta is in code red lock down, K.O.S." A second voice replies, "Yes, sir! Engaging. Over and out."



Fight the Mercenaries
2x
COMBAT CHECK

9

PASS: Certain this will end in a fight, you seize the initiative and attack the mercenaries. By continually moving, keeping one mercenary between yourself and the other, you are able to defeat them one at a time. The radio crackles, "Report back!" followed by silence. **Collect 5 Credits and gain 1 Consumable.**

Slip Away In the Fog
SURVIVAL CHECK

Single Attempt

8

PASS: You silently put distance between yourself and the mercenaries, making random turns periodically. You are able to evade the mercenaries, but leave with nothing more than a story to tell. **Gain 1 Luck Token.**

FAIL: You can't seem to shake the mercenaries, who periodically shoot into the fog in your direction. **Suffer 1 Wound.**

14

Wandering through the thick fog, you almost trip over a small mound rising from the ground. You nudge at it with your foot, then brush the dirt off. There is a tarp beneath. Lifting the tarp reveals a hidden stash of goods!

FREE: Collect Δ Credits, gain 1 Consumable and draw Δ salvage.



15

After passing dozens of demolished buildings, you find a building with a portion still standing. Upon closer inspection, it looks like an unearthed vault, apparently one designed to withstand a nuclear war. Go figure. Safe cracking is one thing, but you've never broken into a bank vault before. This should be fun! Maybe.

Single Attempt

Break Into the Vault
SURVIVAL CHECK
10

PASS: It takes a while and it's certainly not easy, but it's worth it to hear the sound of the vault lock disengage. You swing the door open and find a small medical case labeled "Enhancement Shot" inside. **Gain 1 Item and 1 free Trait roll.**
FAIL: The vault is simply beyond your skills. You probably don't have much of a future as a bank robber.



Smash the Vault Open
COMBAT CHECK
14

Single Attempt

PASS: Fortunately you picked up a few breaching charges last time you were in town, just in case. Plus, they were buy one get one free! Most of the contents of the vault have rotted with time, but you find a small medical case labeled "Enhancement Shot". **Gain 1 Item and 1 free Trait roll.**
FAIL: Without any progress after many attempts, you decide to end your bank robbing career before it begins.

16

After wandering through the fog for some time, you see a sickly green glow in the distance. As you approach the source of the glow, it intensifies. The fog parts, almost in an intentional manner, and a beautiful woman stands before you, stark naked. She is carrying a book in one hand and a small bag in the other. The green light is emanating from her skin. She stares straight into your soul and speaks softly, with an eerie wispy quality, as if more than one person were speaking at once. "Kneel mortal, you are in the presence of the Prophet. Though we can see that you do not believe. The Glowing God will see the world cleansed of those blind to truth. However, please be at ease, mere mortal. I can assure you of both solace and redemption in death." With her final word, the intensity of the light increases until she is difficult to look at directly.



Defend Yourself
COMBAT CHECK
12



PASS: The battle is intense! The woman seems almost invincible, but eventually she slows. The look of smoldering rage in her eyes burns into you as she says only, "You will regret this." The green light grows so bright that you are forced to shield your eyes. When the lighting returns to normal, the woman is gone. All that remains is the bag she had carried. **Collect 10 Credits and gain 1 Item.**
FAIL: Suffer 1 Wound and collect 1 Radiation Counter.

17

After walking roughly a mile, you reach pavement, what passes for pavement these days at least. It has crumbled, and completely shattered in spots, but it looks like a forgotten airplane landing strip. Following the strip, you find several sealed cargo crates. Perhaps they are awaiting a pickup that never arrived. Good news for you!

FREE: Gain 1 Item, gain 1 Consumable and draw  salvage.

18

As you walk through the fog, you notice several humanoid figures in the distance. You quickly determine that they are raiders, but they are carrying salvaging tools. It's surprising they would risk scavenging in a radiation hot zone, but you suppose most raiders aren't known for their IQ. You draw your weapons and approach stealthily. When you're within striking range, you attack.

Kill the Raiders
COMBAT CHECK

9

PASS: Using surprise to your advantage, you mow the raiders down. Pawing through their stuff, you find some coin and a broken metal detector. Sounds pretty useful, and you can likely repair it. **Take Schematic 4 – Metal Detector and collect 4 Credits.**

19

As you wander through the fog, you pass a few quarantine signs. It seems like the glowing green fog already makes that abundantly clear. You reach a small building with no windows, with a heavy metal door and an even heavier lock.

Single Attempt

Pick the Lock
SURVIVAL CHECK

9

PASS: With a quiet thud, the deadbolt releases. The facility houses the ancient remnants of a few environment suits. This must have been the quarantine facility. You study the suits in detail and collect the remaining useable material. **Take Schematic 7 – Hazmat Suit and draw 5 salvage.**

FAIL: Try as you might, you can't get the lock open. Maybe another day.

Break the Door Down
COMBAT CHECK

Single Attempt

12

PASS: You pack the door with small explosives and flip the switch. A few loud bangs later, and the door falls off the hinges. Inside you find the quarantine facility. Digging through the old environmental suits, you gather useable bits and formulate an idea for your own hazmat suit. **Take Schematic 7 – Hazmat Suit and draw 5 salvage.**

FAIL: Despite your best attempts, the door won't budge. You won't be getting inside.



20

Walking through the fog, you see a person dressed in a bright yellow suit that covers every inch of their body. When they see you, a woman's voice calls out, "What are you doing out here without a suit? Are you crazy? I've already done what I came out here to do, but I'll join you if you'd like. I can make sure you get out of here alive, but it's your call, hero!"

FREE: Fill your Water Rations and draw 4 salvage. If the Radiation Expert is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Radiation Expert. You may replace your Companion with the Radiation Expert.

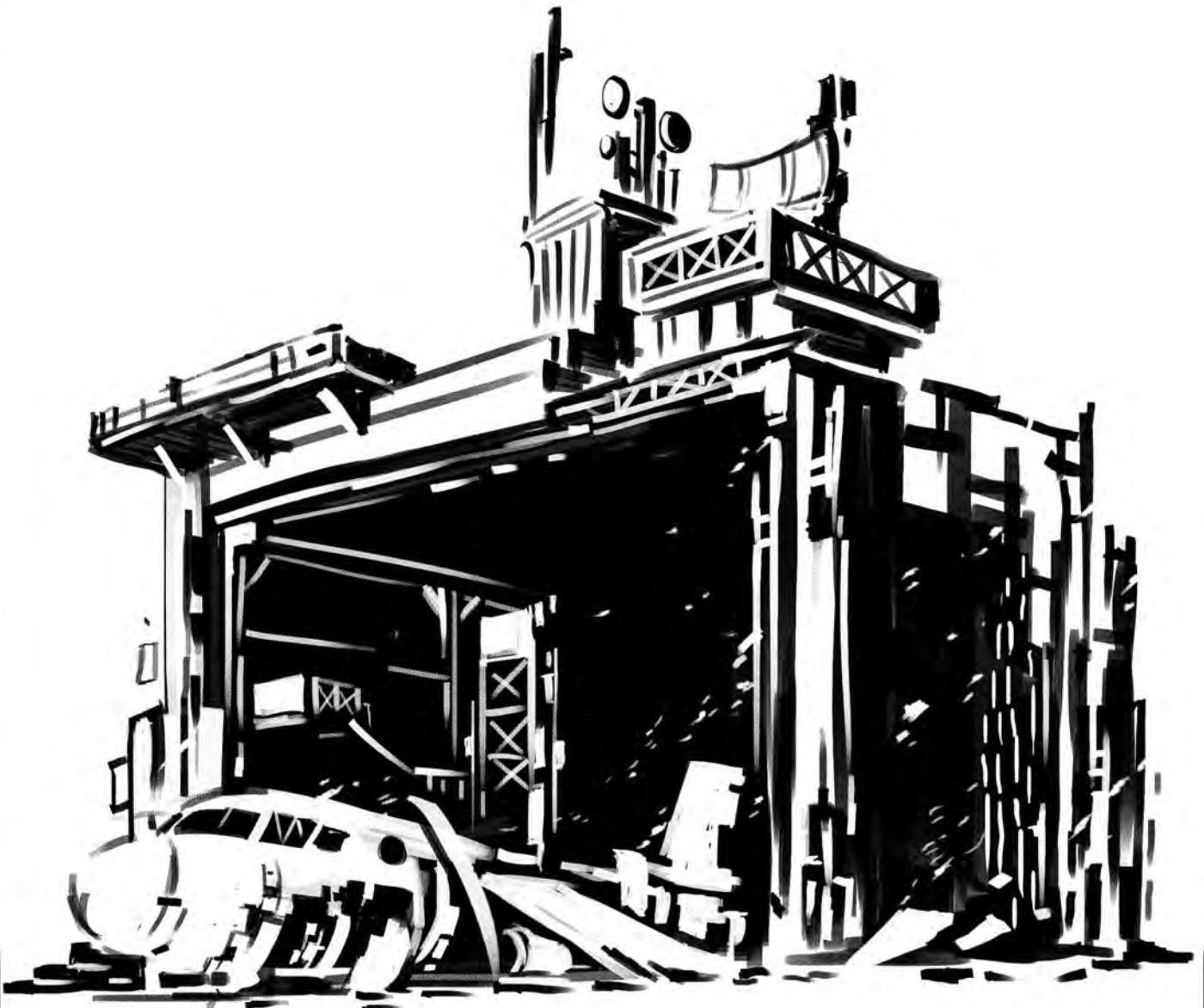
**Schematic 4
Metal Detector**



**Schematic 7
Hazmat Suit**



18 - A HANGAR



18 - A HANGAR

<p>1</p>	<p>Kill the Raiders 2x COMBAT CHECK 10 <i>*may not flee</i></p> <p>PASS: 7 Credits & 3 salvage</p>	<p>Snatch and Run SURVIVAL CHECK 10 <i>*must repeat until passed or Combat Check selected</i></p> <p>PASS: 5 Credits & 3 salvage FAIL: 1 Wound</p>	<p>11</p>	<p>Notice the Wall SURVIVAL CHECK 8</p> <p>PASS: 1 Item</p>	<p>12</p>	<p>Pick the Lock SURVIVAL CHECK 6</p>	<p>Pry the Door Open COMBAT CHECK 8</p>	<p>PASS: 1 Consumable & 2 salvage</p>
<p>2</p>	<p>Kill the Ambushers COMBAT CHECK 11</p> <p>PASS: 3 Credits & 1 Item</p>	<p>Blow Up the Hangar SURVIVAL CHECK 9</p> <p>PASS: 3 Credits & 1 Item FAIL: 2 Wounds</p>	<p>13</p>	<p>FREE: 2 Trait rolls</p>				
<p>3</p>	<p>FREE: 1 salvage</p>				<p>14</p>	<p>Assault the Lab COMBAT CHECK 10</p>	<p>Sabotage the Lab SURVIVAL CHECK 10</p>	<p>PASS: 5 Credits & 2 Reputation w/ any Settlement FAIL: 1 Wound</p>
<p>4</p>	<p>Fight the Biker Gang 3x COMBAT CHECK 8</p> <p>PASS: 5 Credits, 3 salvage & move up to 3 hexes</p>	<p>Talk Your Way Out SURVIVAL CHECK 10</p> <p>PASS: 5 Credits, 3 salvage & move up to 3 hexes FAIL: 1 Wound</p>	<p>15</p>	<p>FREE: May purchase experimental Enhancement Shot for 4 Credits. Make a Trait roll with a -5 penalty. If successful draw 3 Traits and keep 2.</p>				
<p>5</p>	<p>Disarm the Detonator SURVIVAL CHECK 7</p>	<p>PASS: 3 salvage FAIL: 1 Wound</p>	<p>16</p>	<p>Hot Wire A Helicopter SURVIVAL CHECK 10</p>	<p>PASS: 5 salvage & move to any hex</p>			
<p>6</p>	<p>FREE: May purchase 1 Item & 3 Consumables at standard price</p>				<p>17</p>	<p>FREE: Heal all Wounds & may purchase Reputation w/ any Settlement for 2 Credits each</p>		
<p>7</p>	<p>Hack the Keypad SURVIVAL CHECK 9</p> <p>PASS: 4 salvage</p>	<p>Break the Door Down COMBAT CHECK 12</p> <p>PASS: 4 salvage</p>	<p>18</p>	<p>Spot the Laser SURVIVAL CHECK 9</p>	<p>PASS: 3 salvage & Schematic 3 - Mass Accelerator</p>			
<p>8</p>	<p>Go On A Suicide Mission 3x COMBAT CHECK 12 <i>*may not flee</i></p> <p>PASS: 10 Credits, 1 Fame & swap your Companion for any other (even if in play)</p>	<p>Liberate the Slave COMBAT CHECK 10</p> <p>PASS: 5 Credits & 1 Companion</p>	<p>19</p>	<p>Destroy the Drone COMBAT CHECK 11</p>	<p>PASS: 2 salvage & Schematic 19 - Combat Drone</p>			
<p>9</p>	<p>Fight the Thugs 2x COMBAT CHECK 7</p> <p>PASS: 3 Credits & 3 salvage</p>	<p>Bluff the Thugs SURVIVAL CHECK 9</p> <p>PASS: 3 Credits & 3 salvage FAIL: 1 Wound</p>	<p>20</p>	<p>FREE: 10 Credits & search Companion deck for the Mechanic. You may swap your Companion for the Mechanic, even if it is already in play.</p>				
<p>10</p>	<p>Fight Your Way Out COMBAT CHECK 9 <i>*may not flee</i></p>	<p>PASS: 5 Credits & 1 Consumable</p>						



18 - A HANGAR

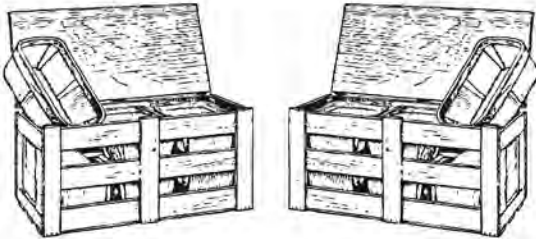
An enormous building looms before you, with large stretches of crumbled concrete extending away. Several huge doors are located at even intervals across the building. This is a hangar, and there could be almost anything inside! **Roll a 20 (d20) to see what happens.**

1

As you near the hangar, you see one of the large doors wide open, with a neat pile of supplies sitting inside. As you begin to gather the goods, congratulating yourself on your find, raiders step out from hiding. You've walked into an ambush!

Kill the Raiders
2x
COMBAT CHECK
10
***may not flee**

PASS: Through an impressive display of expert close quarter combat tactics, you put down every last raider. To the victor go the spoils! **Collect 7 Credits and draw 3 salvage.**



Snatch and Run
SURVIVAL CHECK
10

***must repeat until passed or Combat Check selected**

PASS: Through an impressive display of tactical prowess and situational awareness, you scoop up the supplies, then fight your way out of the ambush. Adequate force was displayed to ensure they won't follow. **Collect 5 Credits and draw 3 salvage.**

● **FAIL:** You grab at the supplies, but the raiders hit you repeatedly. **Suffer 1 Wound.**

2

You get a bad feeling as you approach. One of the large doors is open and supplies are just out in the open. You scan the hangar carefully and notice a man crouched almost completely out of sight. This is an ambush. Also of note, a fuel tank against the wall of the building.

Kill the Ambushers
COMBAT CHECK
11

PASS: You ambush the men waiting in ambush, quickly finishing them off. They won't need these supplies anymore. **Collect 3 Credits and gain 1 Item.**

Blow Up the Hangar
SURVIVAL CHECK
9

Single Attempt

PASS: You rig the fuel tank to blow, and the explosion is magnificent! You grab the supplies in the confusion. **Collect 3 Credits and gain 1 Item.**

● **FAIL:** You attempt to rig the fuel tank, but it blows too soon! **Suffer 2 Wounds.**

3

You jog up to the hangar entrance and step inside. While the building is empty, you are still able to scrap together a bit of salvage.

FREE: Draw 1 salvage.

4

A line of motorcycles are parked outside the hangar, and the large door is open. You see people inside working on bikes. A machine shop could be useful, so you walk over and call out to the people inside. A man wearing leather with spikes sneers, "I don't know who you think you are walking in here. We're not fond of uninvited guests." Two large bikers move towards you.

Fight the Biker Gang
3x
COMBAT CHECK
8

PASS: With lightning fast moves, you tear through the bikers. Shouts from within prompt you to hop on one of the bikes, drive as far as it will go, then strip it for parts. **Collect 5 Credits, draw 3 salvage and move up to 3 hexes immediately.**



Talk Your Way Out
SURVIVAL CHECK
10

Single Attempt

PASS: You know some the larger biker gangs in the waste, and can drop some big names. They talk it over, then wisely decide it's in everyone's best interest to help you out. They give you a spare bike and some supplies, then send you on your way. **Collect 5 Credits, draw 3 salvage and move up to 3 hexes immediately.**

FAIL: You start to drop some names but are cut off by a biker and his knife. **Suffer 1 Wound.**

5

When you open the hanger door, you hear a faint beeping. Slowly at first, but each beep is faster than the last. You glance around the room and realize there are explosives wired everywhere. You follow the wires to the detonator, and find the clock counting down!

Disarm the Detonator
SURVIVAL CHECK

Single Attempt

7

PASS: Under pressure, you map out the wiring in your head. Grabbing one of the red wires, you hold your breath and pull. The timer goes dark. With that dealt with, you gather some scrap, but figure it best not to hang out in a building rigged with explosives for too long. **Draw 3 salvage.**

FAIL: You follow the wiring in the detonator, but parts are obstructed from view. Making an educated guess, you pull the yellow wire. The timer begins flashing, then counts down more quickly. Giving up, you begin sprinting away from the building. You're not that far away when the explosion sends you flying. **Suffer 4 Wounds.**



6

There are people entering and exiting the hangar. It looks like it has been converted into a local trade hub. You decide to go take a look. They may have something useful.

FREE: You may purchase 1 Item and 3 Consumables at the standard price.

7

When you reach the hangar, you find the door locked electronically. There is a keypad on the wall.

Single Attempt

Hack the Keypad
SURVIVAL CHECK

9

PASS: The keypad housing is well crafted, with no physical vulnerabilities. However, the wall that it's set into has begun to rust. A few kicks give you access to the back of the keypad. Crossing a few wires causes the door to click open. **Draw 4 salvage.**

FAIL: You try several combinations but it doesn't seem to do anything. A few more incorrect guesses and you decide to move on.

Break the Door Down
COMBAT CHECK

Single Attempt

12

PASS: This door is a tough one, but you're not about to let a door stand between you and loot! You break through and find useful scrap inside.

Draw 4 salvage.

FAIL: You batter the door for nearly an hour before deciding that you aren't getting in today.

8

There is activity outside the hangar. Some people are in chains and others carry weapons. This is a slaver hub, and assaulting this place would likely be suicide. However, you spot three slavers escorting a slave some distance from the hangar. Liberating even one person makes a difference.

Go On A Suicide Mission

3x
COMBAT CHECK

12

***may not flee**

PASS: You enter the slave hub guns blazing! Through the extreme application of violence, you kill every single slaver. **Collect 10 Credits, gain 1 Fame and search the Companion deck. You may swap your Companion with any Companion in the deck or in play.**

Liberate the Slave
COMBAT CHECK

10

PASS: You drop the first slaver before they realize they are under attack. The others react quickly and are formidable opponents. One of their guns jams, giving you the opening to kill the second, and once there are no other distractions, you quickly eliminate the third. **Collect 5 Credits and draw 1 Companion, which you may swap with your current Companion.**



9

As you approach the entrance, a large heavysset man calls out to someone inside, "Hey Jimmy! I think they found us out!" A voice calls back, "Well we need to take care of that then, don't we!" Another man emerges from the door, both have pistols drawn.

Fight the Thugs
2x
COMBAT CHECK
7

PASS: It quickly becomes clear that these guys are just local thugs that have no business firing a gun. You neutralize the threat with ease, and their loot is now your loot! **Collect 3 Credits and draw 3 salvage.**



Bluff the Thugs
SURVIVAL CHECK
9

Single Attempt

PASS: You call out peacefully, explaining that the sheriff and his posse are on the way right now, but that they could probably run right now and still miss him. They buy it, grab their bags and take off running. Whatever is inside the hangar is now yours! **Collect 3 Credits and draw 3 salvage.**

FAIL: You start to talk, but one of the thugs shoots at you! **Suffer 1 Wound.**

10

You enter the hangar and begin to explore. It isn't long before you hear a voice yell from behind you, "We don't like competition. It's survival of the fittest out here, and that ain't you!" Whirling to face the voice, you see four people with pistols standing at a distance. Instinct sends you diving for cover as bullets ricochet off the floor and debris. There's no way out of this fight.

Fight Your Way Out
COMBAT CHECK

9

*may not flee

PASS: You draw their fire while keeping to cover. Counting their shots, you wait until they are low on ammo before making your move. As their guns empty, you push your advantage and end your opponents. **Collect 5 Credits and gain 1 Consumable.**

11

The inside of the hangar is completely empty, but there's an office to one side. Unfortunately, a precursory scan of the office turns up similar results.

Notice the Wall
SURVIVAL CHECK

Single Attempt

8

PASS: You notice that one wall isn't where it should be, based on the dimensions of the room from the outside. Inspecting the wall, you find a concealed ring in one corner and give it a slight tug. A hidden compartment slides open! **Gain 1 Item.**

FAIL: You give the office one last sweep, then head out, a little disappointed.

12

All of the large hangar doors are wide open. The building itself appears to be completely empty, but you notice a small shed nearby. The door to the shed is locked, but it's a simple lock. You should be able to pick it, or perhaps pry it open.

Single Attempt

Pick the Lock
SURVIVAL CHECK
6



Pry the Door Open
COMBAT CHECK
8

Single Attempt

PASS: The lock opens with a click, and you claim your prize. **Gain 1 Consumable and draw 2 salvage.**
FAIL: After many tries, the lock won't give. A bit discouraged, you decide to move on.

PASS: You easily pry the door open, and claim your prize. **Gain 1 Consumable and draw 2 salvage.**
FAIL: You can't seem to jimmy the door. You've done this before, but it's not happening today.

13

Inside the hangar, there are smashed crates everywhere. You can make out a red cross on a larger piece of the broken crates. Sifting through the debris turns up two small metal cases. Inside each you find a Pre-War Enhancement Shot, which you promptly put to use.

FREE: Gain 2 free Trait rolls.



14

As you near the hangar, the smell of chemicals fills the air. Two men with guns stand guard at the entrance. This looks like a typical cartel operation. The smell is probably coming from a cartel drug lab. The settlements would definitely appreciate if someone were to put an end to this place, plus there's probably some extra loot inside for your effort.

Assault the Lab
COMBAT CHECK
10

Sabotage the Lab
SURVIVAL CHECK
10

Single Attempt

PASS: You rush the guards, quickly dropping them. Kicking the door in surprises a third, which you promptly neutralize. The lab is filled with chained slaves, forced by the cartel to manufacture drugs. You free them, loot what you can, then burn the lab to the ground. **Collect 5 Credits, and gain 2 Reputation with a Settlement of your choice.**

PASS: You spot the exhaust vent and are able to remain hidden on your approach. You block the vent and soon begin to hear yells coming from inside. The guards at the door run in to investigate, so you chain the doors. The choked screams stop after a few minutes. You give it some time to air out, collect the valuables and burn the lab to the ground. **Collect 5 Credits, gain 1 Consumable and gain 1 Reputation with a Settlement of your choice.**
FAIL: You spot the exhaust vent, but the guards spot you on your approach and begin shooting. **Suffer 1 Wound.**



15

When you open the door to the hanger, you are greeted by a woman in a white lab coat. Two armed bodyguards serve as her escort. She smiles and says, "Hello! We saw you coming, and you looked like the type that might be interested in a research opportunity. We are trying to make an Enhancement Shot better than the ones created before the War. I have an experimental variant, but science is expensive. If you would be willing to make a donation, you are welcome to the shot, although you must stay while we monitor the effects." She beckons you to enter.

FREE: You may purchase an experimental Enhancement Shot for 4 Credits. If you choose to do so, make a Trait roll with a -5 penalty. If the roll is successful, draw 3 Traits and select 2 to keep.

16

When you reach the hangar, the door is wide open. A helicopter in good condition sits just outside. You don't see people, so you sprint over to the helicopter and hop inside. The gauges say the fuel is full, but there are no keys. You've never hotwired a helicopter before, but how hard can it be?

Hot Wire A Helicopter
SURVIVAL CHECK

Single Attempt

10

PASS: A few twisted wires and sparks get the helicopter blades spinning. Looking over the controls, you feel confident you can fly this thing. After a smooth take off, you fly the helicopter until the fuel gauge reads empty, then safely land it. Stripping parts off the chopper is just icing on the cake. **Move to any hex on the board and draw 5 salvage.**

FAIL: Really, really hard. That is how hard it can be. You hear yells from within the hangar and decide to split to avoid an encounter.



17

Inside the hangar, you find rows and rows of cots. Men and women dressed in white tend to the sick and injured. A man in a doctor's coat walks up to you and says, "Welcome to my non-profit clinic. We help anyone who needs it to the best of our ability. You're welcome to medical attention. Keep in mind we operate entirely on donations."

FREE: Heal all Wounds for free. You may donate any amount of Credits to gain 1 Reputation with a Settlement of your choice for each 2 Credits donated. Reputation gained may be split between different Settlements.

18

The entire floor space of the hangar is empty, but you notice a stairway leading down. There is a small concrete hallway at the bottom of the stairs.

Spot the Laser
SURVIVAL CHECK

Single Attempt

9

PASS: You catch a red glint out of the corner of your eye. Upon inspection, it is a laser tripwire. You scoop up a handful of dust and blow it into the air. A red beam, about chest height, materializes within the dust. Avoiding the beam, you enter the room it protects. It appears to be some sort of workshop with very interesting tech. With the plans you find on the desk, you believe you could complete the project on the workbench. **Take Schematic 3 – Mass Accelerator and draw 2 salvage.**

FAIL: You begin walking down the hallway when a heavy metal door slams down in front of you. You must have set off some sort of alarm. You examine the door, but there is no way through.

19

The door to the hangar is unlocked, so you step in to take a look around. Once inside, you hear a mechanical humming. As you look for the source, a drone armed with guns flies into sight. The drone emits a robotic voice, "Intruder detected!" and begins shooting.

Destroy the Drone
COMBAT CHECK

11

PASS: The drone is small and fast, making it a difficult target. So you circle it, moving erratically, forcing it to track you. Flooding the drone's CPU with too much to track forces a miscalculation allowing you to connect. The drone drops to the ground, significantly damaged. You could get it working again with some materials and reprogramming. **Take Schematic 19 – Combat Drone and draw 2 salvage.**

20

Large portions of the hangar have been converted into a mechanic's shop. You call out and a man calls back. "Hey there stranger! Haven't had a visitor in some time. Have any stories to tell?" You certainly do! You share tales of your adventures and the man is enthralled. When you're done, he says, "I'd like a taste of adventure before I get too old for it. Mind if I tag along for a bit? I'll pay!"

FREE: Gain 10 Credits. If the Mechanic is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Mechanic. You may replace your Companion with the Mechanic.

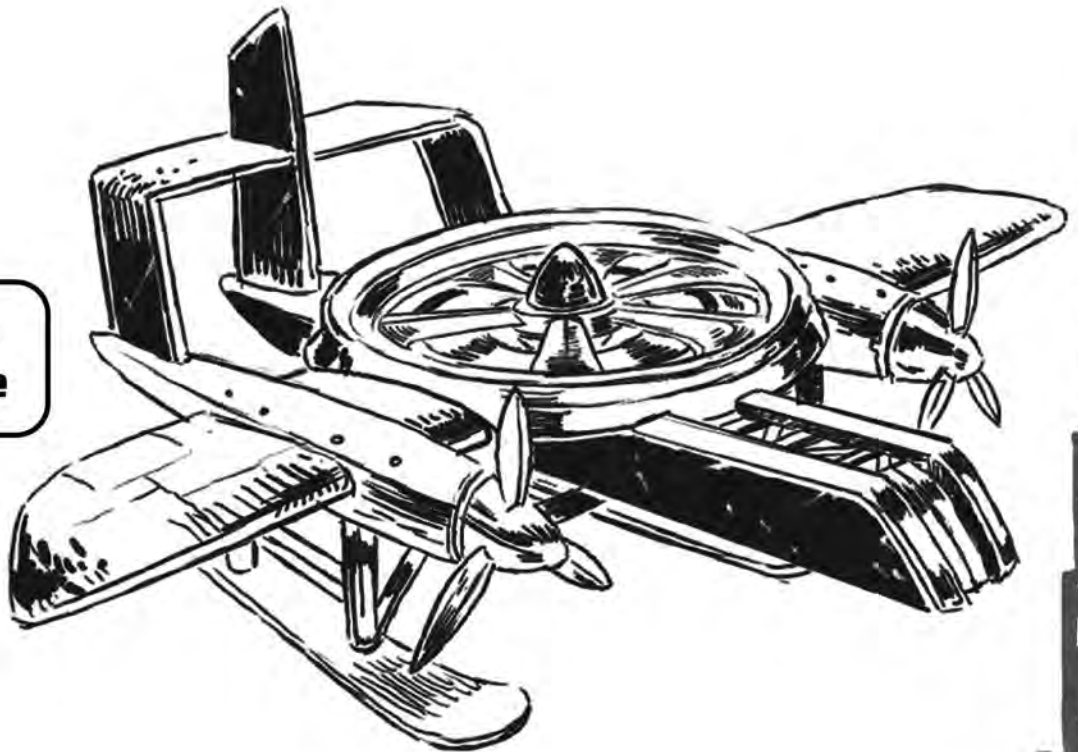


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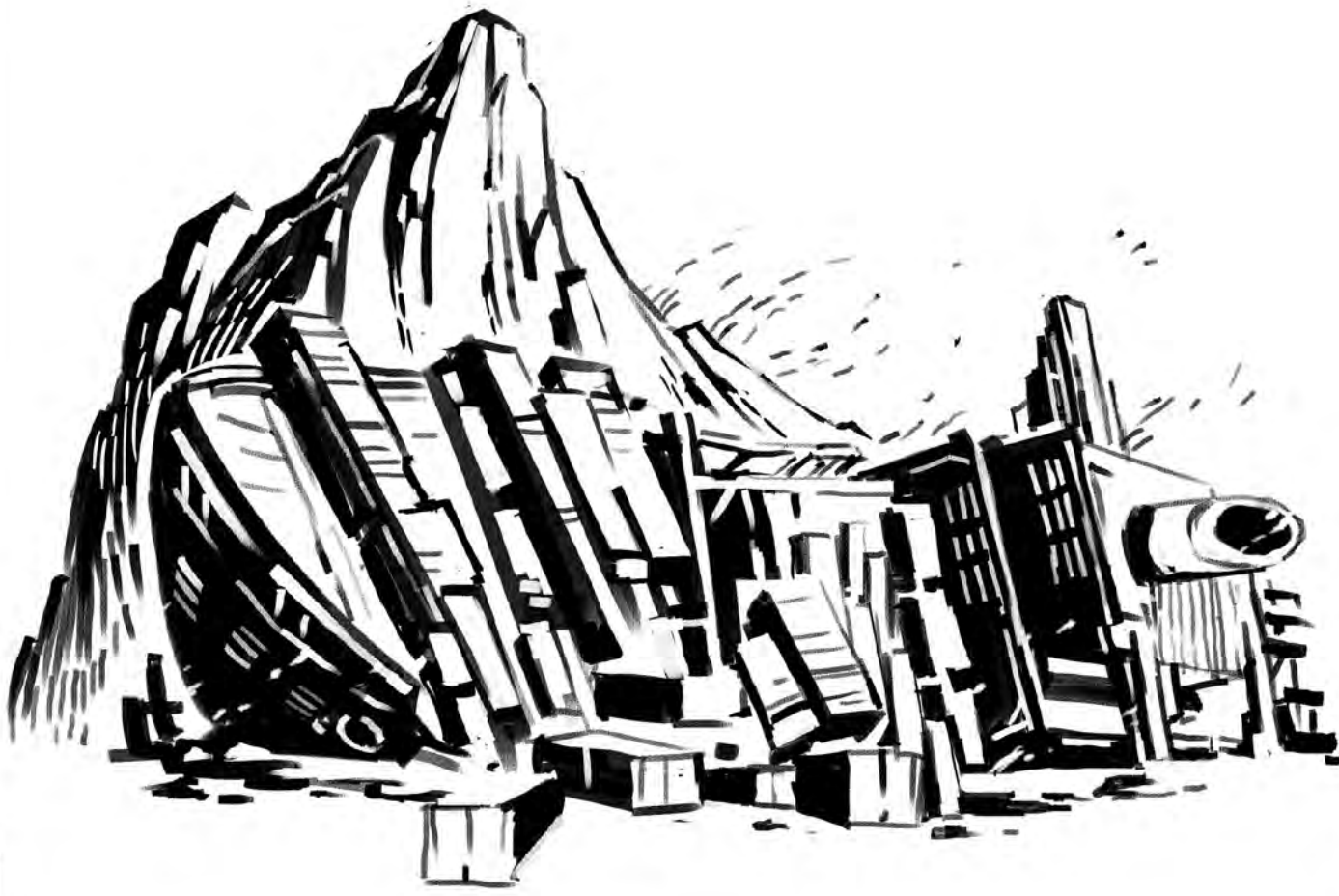


Schematic 3
Mass Accelerator

Schematic 19
Combat Drone



19 - A FREIGHTER




19 - A FREIGHTER

1	FREE: \triangle salvage & 1 Wound	
2	Carefully Salvage SURVIVAL CHECK 7 <small>Single Attempt</small>	PASS: 3 salvage FAIL: 1 Wound
3	Eliminate the Gangs 2x COMBAT CHECK 8	PASS: 5 Credits & 1 Consumable
4	Pick the Lock SURVIVAL CHECK 6 <small>Single Attempt</small>	Smash the Lock COMBAT CHECK 8 <small>Single Attempt</small>
	PASS: Heal 1 Wound & 1 Reputation w/ any Settlement	PASS: Heal 1 Wound OR 1 Reputation w/ any Settlement
5	Attack the Raiders COMBAT CHECK 7	Steal Their Scrap SURVIVAL CHECK 7 <small>Single Attempt</small>
	PASS: 2 Credits & 2 salvage	PASS: 3 salvage FAIL: 1 Wound
6	FREE: \triangle salvage	
7	Pry the Lock SURVIVAL CHECK 8 <small>Single Attempt</small>	Smash the Footlocker COMBAT CHECK 11 <small>Single Attempt</small>
	PASS: 1 Trait roll	PASS: 1 Trait roll
8	Put the Dogs Down 2x COMBAT CHECK 6	PASS: 3 salvage
9	FREE: \triangle \triangle salvage	
10	FREE: 1 Item	
11	Pry the Panel Open SURVIVAL CHECK 9 <small>Single Attempt</small>	Kick the Panel Open COMBAT CHECK 10 <small>Single Attempt</small>
	PASS: 5 salvage	PASS: 5 salvage
12	Fight the Mercenaries COMBAT CHECK 10	Bluff the Mercenaries SURVIVAL CHECK 12 <small>Single Attempt</small>
	PASS: 5 Credits & 1 Item	PASS: 5 Credits & 1 Item FAIL: 1 Wound
13	Find A Way In SURVIVAL CHECK 9 <small>Single Attempt</small>	Make A Way In COMBAT CHECK 12 <small>Single Attempt</small>
	PASS: 6 salvage	PASS: 6 salvage
14	Kill the Scorpions 2x COMBAT CHECK 9	PASS: 1 Item & 4 salvage
15	Pry the Container Open SURVIVAL CHECK 8 <small>Single Attempt</small>	Break the Container Open COMBAT CHECK 10 <small>Single Attempt</small>
	PASS: 1 Item & 1 salvage	PASS: 1 Item & 1 salvage FAIL: 1 Wound
16	Kill the Slavers COMBAT CHECK 10	Free the Slave SURVIVAL CHECK 8 <small>Single Attempt</small>
	PASS: 8 Credits & 1 Companion	PASS: 1 Companion FAIL: 1 Wound
17	FREE: 1 Item & \triangle salvage	
18	Attack the Raiders COMBAT CHECK 8	PASS: 1 Reputation w/ any Settlement & Schematic 10 - PDA
19	Pick the Lock SURVIVAL CHECK 10 <small>Single Attempt</small>	PASS: 2 salvage & Schematic 17 - Flamethrower
20	Stop the Man COMBAT CHECK 7	PASS: 10 Credits & search Companion deck for Bounty Hunter. You may swap your Companion for Bounty Hunter, even if already in play.




19 - A FREIGHTER

Oddly enough, you see a large boat some distance ahead. There is no water in sight, but there is a still a rusted, old freighter laying on the ground. Setting aside the strange circumstances, a freighter means cargo. There's a good chance you'll find something of value. **Roll a  (d20) to see what happens.**

1

There are no signs of people, so you set to work cutting away pieces of scrap. Suddenly the wreckage lurches beneath you as the freighter shifts, dumping you to the ground and knocking the wind out of you. Gulping for air, you already feel a large welt forming. You shake it off and continue your work, more carefully this time.

FREE: Suffer 1 Wound and draw  salvage.

2

When you reach the freighter, you notice that it appears to be precariously balanced on the edge of a steep drop off, with a 300 foot fall to the bottom. If you're careful, you can get in there to salvage some scrap.

Carefully Salvage
SURVIVAL CHECK

Single
Attempt

7

PASS: You pay close attention to every hand and foot hold as you pull your way up. Inside you find useful scrap, and ever so carefully remove it. Finished, you hop down from the freighter, which then creaks loudly and begins sliding. A moment later it plummets over the edge. That was close. **Draw 3 salvage.**

FAIL: You begin climbing the wreckage, and when you're at the top, the freighter begins sliding towards the edge. You do your best to jump off, but it's a hard landing. Fortunately, you land at the top of the cliff rather than the bottom. The freighter however, did go over the edge. **Suffer 1 Wound.**



3

As you approach the grounded freighter, you hear gunshots. There are two distinctly marked sides shooting at each other. One is wearing blue bandanas and rags, the other red. This is clearly some sort of local gang altercation. Maybe it's something you can resolve.

Eliminate the Gangs
2x
COMBAT CHECK

8

PASS: You stick to cover as much as possible, thinning the numbers of both sides before the gangs even realize they have another adversary. Even then, they continue to shoot at each other, providing you with all of the openings you need to finish off both sides. **Collect 5 Credits and gain 1 Consumable.**

4

A rusted portion of the freighter allows access to the interior cargo bay. The freight has mostly disintegrated with time and exposure, but you notice a small first aid box on the wall. The box is locked, but it looks like a simple lock. You should be able to open it one way or another.

Single Attempt

Pick the Lock
SURVIVAL CHECK
6



Smash the Lock
COMBAT CHECK
8

Single Attempt

PASS: The box clicks open! There are medical supplies inside, enough to both use and donate to a settlement. **Heal 1 Wound and gain 1 Reputation with a Settlement of your choice.**
FAIL: The lock may be simple, but it's just not budging. You spend more time than you would like to admit on it before finally giving up.

PASS: A few well placed strikes pops the weak lock open. Inside you find medical supplies, although some were damaged when you forced the lock. You can donate them to a settlement or use them yourself. **Either heal 1 Wound or gain 1 Reputation with a Settlement of your choice.**
FAIL: You smash away at the lock, but it just won't open.

5

Several people are salvaging bits of usable metal from the wreckage of the freighter. Unfortunately, the people are dressed as raiders. They must not be great at the whole pillaging and plundering thing if they're putting time into scavenging. If you advertise to the world that you're a raider, the world is going to treat you like a raider.

Attack the Raiders
COMBAT CHECK
7

Steal Their Scrap
SURVIVAL CHECK
7

Single Attempt

PASS: You were correct, these raiders were not particularly adept at combat, and you easily put them down. They also don't seem to have been particularly good at salvaging, but you take the little scrap they had gathered. **Collect 2 Credits and draw 2 salvage.**

PASS: You spot their scrap pile, quietly sneak up, grab a few of the valuable pieces, then slip away unseen. **Draw 3 salvage.**
FAIL: One of the raiders spots you as you sneak toward their scrap pile. He calls out, draws a pistol and fires! **Suffer 1 Wound.**

6

An area of the hull on the freighter is rusted, and a solid kick creates an entrance straight into the cargo hold. While most of the crates inside have rotted with age, you are able to scrape together some useful materials from the few that have survived.

FREE: Draw 4 salvage.

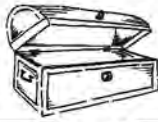


7

There is a large hole cut into the side of the freighter. You step through the makeshift entrance only to find that whoever cut the hole has also cleaned this place out. You walk the length of the cargo hold and find a single overlooked footlocker. It is locked.

Single Attempt

Pry the Lock
SURVIVAL CHECK
8



Smash the Footlocker
COMBAT CHECK
11

Single Attempt

PASS: The lock is sturdy, but with the help of a pry bar, you are able to break the hinges. Most of the contents have disintegrated with age, but you find an intact small metal case. Inside is a pre-War Enhancement Shot, still in the original packaging! **Gain 1 free Trait roll.**

FAIL: Despite your best efforts, the footlocker won't open. You even kick it, but no success.

PASS: A lock is only as good as the container it secures. With several solid hits, the footlocker breaks open. Most of the contents have disintegrated with age, but you find a small metal case with a sealed pre-war Enhancement Shot inside! **Gain 1 free Trait roll.**

FAIL: The footlocker is much stronger than you initially thought, and you are unable to break it.

8

There is a small crack in the hull that dogs are entering and exiting. You observe for a bit, counting at least five or six dogs. Several are foaming at the mouth, and they all seem very aggressive. You're going to have to clear out these rabid dogs if you wish to search the wreck. Never a pleasant task, but these dogs pose a threat to anyone that wanders too close.




Put the Dogs Down
2x
COMBAT CHECK
6



PASS: The dogs attack in two distinct waves, but rabies has already begun slowing their reaction time. You mercifully put dogs down and peak into the hull. The dogs have created some sort of nest full of bones and rotting carcasses, some human. You sift through the nest. **Draw 3 salvage.**

9

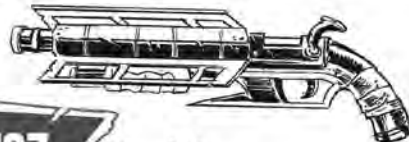
One side of the hull is completely rusted. A solid kick opens it up, and you climb inside. It doesn't look like anyone has been here for a long time. You score a nice haul!

FREE: Draw  **salvage.**

10

The freighter has been ripped into two separate pieces, making it easy to access the inside. While it has been thoroughly stripped, you find one door that is rusted shut. A running jump kick pops it open with a loud screech. The room inside was an armory, minus all of the gear... except for one lone item.

FREE: Gain 1 Item.



11

The rust eating away at the grounded freighter tells you that it has been here for a long time. A large hole rusted through the side serves as an entrance to the hold. Nothing of interest in the hold itself, but you notice an access panel that has rusted over.

Single Attempt

Pry the Panel Open
SURVIVAL CHECK
9

PASS: You pry the access panel open, and are rewarded with access to the main engine. Much of it has rusted away, but some valuable parts of the giant engine remain. **Draw 5 salvage.**
FAIL: The panel is welded shut by the rust and you can't find a seam to even begin prying.

Kick the Panel Open
COMBAT CHECK
10

Single Attempt

PASS: Several solid kicks loosen the panel, allowing a strong tug to open it. Inside, you find the engine room and are able to pull several valuable components from the massive engine. **Draw 5 salvage.**
FAIL: The panel is welded shut by the rust, and your kicks are completely ineffective.



12

There are several people with guns standing around the freighter wreckage. They don't seem particularly alert, but the way they carry themselves suggests some combat experience. You warily approach, calling out to the people. One of the men turns to you and replies, "This is a restricted area. Nothing personal mate, but we have kill on sight orders for any uninvited guests."

Fight the Mercenaries
COMBAT CHECK
10

PASS: The mercenaries may have been a bit overconfident, and certainly far too dismissive. They have never met someone like you before, and you take full advantage of it. There is no doubt that they are experienced fighters, but not as experienced as you. **Collect 5 Credits and gain 1 Item.**

Bluff the Mercenaries
SURVIVAL CHECK
12

Single Attempt

PASS: You recognize the insignia on their gear and drop a few important names. Explaining that you are on an undercover mission for their leader, and were explicitly told to resupply here. The mercenaries consider the situation and decide it's easiest to follow "orders". **Collect 5 Credits and gain 1 Item.**
● **FAIL:** You begin to speak, but are cut short by gunfire! **Suffer 1 Wound.**



13

Much of the freighter is set into the ground, as if the earth had swallowed it. The semblance to a sinking ship is remarkable considering the ground is solid around it. The portion above ground has been stripped.

Single Attempt

Find A Way In
SURVIVAL CHECK
9



Make A Way In
COMBAT CHECK
12

Single Attempt

PASS: Carefully searching about, you find a vent that you are able to crawl into. The ducts bring you to a cargo hold that appears undisturbed and mostly intact! **Draw 6 salvage.**

FAIL: You thoroughly investigate the boat, but cannot find a way in.

PASS: It's a lot of work, but you are able to bash a hole through the wall into the cargo hold. The cargo appears undisturbed and mostly intact! **Draw 6 salvage.**

FAIL: You batter one of the walls, but it holds strong.

14

A large hole has been ripped in the side of the freighter's hull. As you move in to get a better look, a claw reaches out from inside and grabs the edge of the hole. Then another claw grabs the other side. An enormous sand scorpion pulls itself out and clatters to the ground not far from you. Your weapons are drawn as a second scorpion pulls its way out of the hole.



Kill the Scorpions
2x
COMBAT CHECK
9



PASS: Sand scorpions are always tough, but these two were extra vicious. Dodging attacks from both while finding vulnerabilities in the scorpions' armor plating is challenging for you, probably impossible for an average person. The scorpions slow as they bleed out from the multitude of wounds you have inflicted. When they stop twitching, you make your way into the hull of the ship and find tiny baby scorpions. Not fond of what they grow into, you crush them under your boot and sift through the nest for valuables. **Gain 1 Item and draw 4 salvage.**

15

Several cargo containers have spilled off the deck of the boat. Most have been smashed open and the contents have found new homes, but a single container, welded shut with rust, remains.

Single Attempt

Pry the Container Open
SURVIVAL CHECK
8

PASS: It takes quite a bit of work and some understanding of the structure of the container, but you are successful in breaking the rust seal. Inside you find useful gear. **Gain 1 Item and draw 1 salvage.**

FAIL: Little to no progress is made after spending a long time working on the rust weld. While it's disappointing to leave a cargo container unopened, it's just not opening.

Break the Container Open
COMBAT CHECK
10

Single Attempt

PASS: You figure if you hit the container hard enough, it will "open" for you, and you are correct. You break a hole in the side of the container, revealing some useful gear. **Gain 1 Item and draw 1 salvage.**

FAIL: The cargo container is still strong, even with all of the rust, and you are unable to punch a hole. However, trying hurts. **Suffer 1 Wound.**

16

As you approach the grounded freighter, you witness a group of men beat down someone, then chain them to the wreckage. These look like slavers, probably on a hunt. Drawing your weapons, you stealthily approach. You may be able to free the prisoner and slip away, or there's always the more direct approach.

Kill the Slavers
COMBAT CHECK
10

PASS: You get the jump on the slavers, dropping several before they can react. Keeping on the move, you pick the remaining slavers off one by one. You free the slave, who is so thankful that they offer to join you in your travels. **Collect 8 Credits and draw 1 Companion. You may swap it with your current Companion.**

Free the Slave
SURVIVAL CHECK
8

Single Attempt

PASS: You wait until the slavers are napping, then slip over to the chained individual. Quietly cutting the chain, you lead the slave to freedom. They are so grateful for the assistance that they offer to join you in your travels. **Draw 1 Companion. You may swap it with your current Companion.**

FAIL: A slaver rolls over and spots you as you sneak up. He begins yelling for the others. Bullets follow soon after. **Suffer 1 Wound.**

17

The freighter's hull is rusted, with seams showing through the deteriorating metal. You bend a portion inward, creating a makeshift entrance to the cargo hold. Inside, you find a single cargo pallet sitting in the middle of the hold, completely untouched.

FREE: Gain 1 Item and draw \triangle salvage.



18

As you approach the grounded freighter, you hear gunfire. A few mission runners are pinned down behind the wreckage by raiders. They could use some help. You draw your weapons and circle the raiders.

Attack the Raiders
COMBAT CHECK
8

PASS: The raiders aren't particularly brave, and take off running when you attack. You call out to the mission runners. A woman steps forward and answers, "Thank you for the assistance! A band of raiders usually isn't a problem, but they got the jump on us. Here's something for your trouble. I've been working on a device that will make tracking missions much easier. I've only got a copy of the plans on me, but you're welcome to them. We'll also put a good word in for you back in town!" **Take Schematic 10 – PDA and gain 1 Reputation with a Settlement of your choice.**

19

The hull of the freighter has been smashed open and the cargo hold has been ransacked. You search through the discarded boxes and crates until you find one that is still sealed. It has military markings on it and a pretty heavy lock mechanism built into the steel crate. You may be able to pick the lock, but it would be impossible to break it open.

Pick the Lock
SURVIVAL CHECK

Single
Attempt

10

PASS: It takes some time, but you eventually pick the lock. The box clicks open revealing the framework for what appears to be a large gun. Searching through the rest of the contents, you find the plans to go along with the frame. **Take Schematic 17 – Flamethrower and draw 2 salvage.**

FAIL: The military sure knew how to make a lock. Despite your best effort, you can not get the equipment box open.

20

As you approach the wrecked freighter, a well geared man calls out to you. “Hey there! Want to make a few quick credits? I've got a bounty holed up inside, and he's going to run out the back when I go in. You watch the back exit, and I'll give you a share of the bounty.” You agree to the arrangement and position yourself behind the freighter, ready to stop anyone that comes out. The bounty hunter enters and sure enough, his quarry comes scurrying out, a pistol in hand.

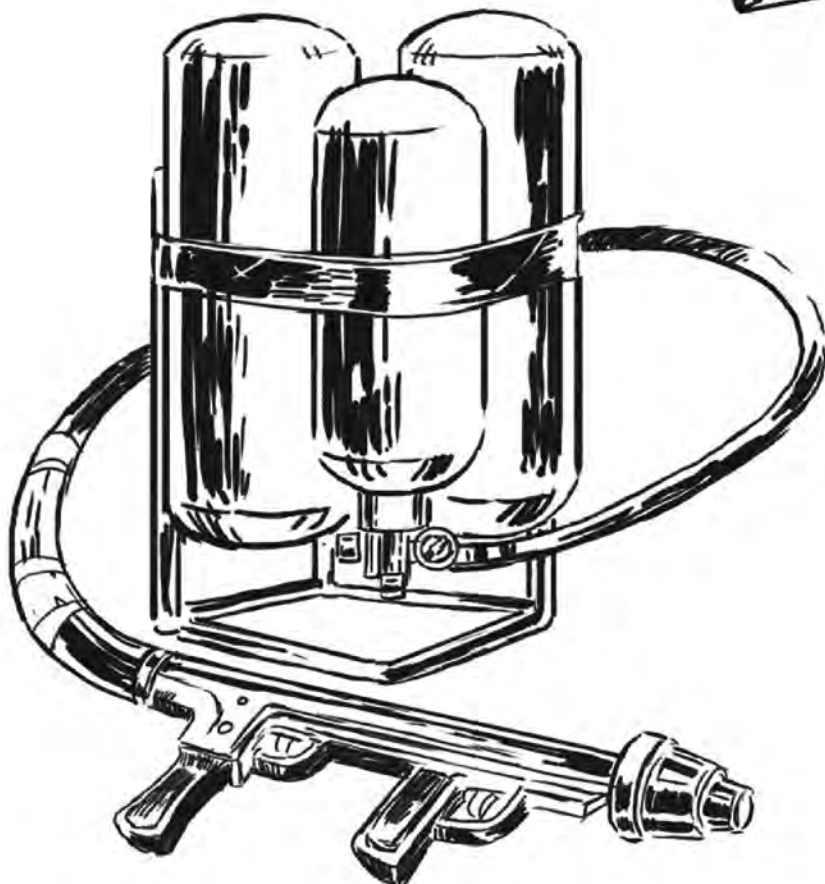
Stop the Man
COMBAT CHECK

7

PASS: You move to intercept the man, quickly disarming him. A leg sweep followed by a knee to the face renders him unconscious. The bounty hunter says, “Nice work! You can certainly handle yourself. Here's your credits. How would you feel about extending our partnership? We could make some serious coin.” **Gain 10 Credits. If the Bounty Hunter is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Bounty Hunter. You may replace your Companion with the Bounty Hunter.**



**Schematic 10
PDA**

















**Schematic 17
Flamethrower**

20 - A BAR



20 - A LOCAL BAR

1	Kill the Raiders 2x COMBAT CHECK 8	PASS: 5 Credits & 1 Consumable	11	Win At Billiards SURVIVAL CHECK 9	Bet 1-5 Credits before attempting check PASS: Double bet FAIL: Lose bet
2	Notice the Something Extra SURVIVAL CHECK 6	PASS: 3 Credits FAIL: -1 Action, lose all Water Rations & respawn	12	Fix the Refrigeration Unit SURVIVAL CHECK 8	PASS: 4 Credits & 2 salvage
3	FREE:  salvage		13	Take It Outside COMBAT CHECK 8	Let Him Off the Hook FREE: 3 Credits & 1 Reputation w/ any Settlement
4	Kill the Cultists 2x COMBAT CHECK 7	Bluff the Cultists SURVIVAL CHECK 10	14	FREE: 2 Reputation w/ any Settlement	
5	Catch the Cheat SURVIVAL CHECK 6	PASS: 1 Item FAIL: 1 Wound	15	Save the Bar! 2x COMBAT CHECK 10	PASS: 1 Item & 6 Credits
6	FREE: Pay 1 Credit to buy in. Roll a  (d4),  (d6),  (d8),  (d10) and  (d12). The goal is to get a straight of 4 or 5 dice. You have two rerolls and can reroll any number of dice with each reroll. Rerolls from other sources may be used as well. A straight of 4 dice wins 2 Credits. A straight of 5 dice wins 10 Credits.		16	Get Behind the Bar SURVIVAL CHECK 6 - 12	Be the Bouncer COMBAT CHECK 6 - 12
7	Join the Brawl COMBAT CHECK 7	Take Cover SURVIVAL CHECK 9	17	FREE: +1 Action & fill Water Rations 	
8	Name Drop SURVIVAL CHECK 8	PASS: 3 Credits & 1 Consumable FAIL: 1 Wound	18	Defend Yourself COMBAT CHECK 8	PASS: 4 Credits, 1 salvage & Schematic 13 - GPS Device
9	Intimidate the Man COMBAT CHECK 10	PASS: 8 Credits FAIL: -2 Credits	19	Tell A Good Story SURVIVAL CHECK 7	PASS: Schematic 6 - Tactical Backpack
10	FREE: Pay 1 Credit to buy in. Roll a  (d4),  (d6),  (d8),  (d10) and  (d12). The goal is to get as many matching dice as possible. You have two rerolls and can reroll any number of dice with each reroll. Rerolls from other sources may be used as well. A pair = 1 Credit, 3 of a kind = 4 Credits, 4 of a kind = 10 Credits & 5 of a kind = 20 Credits		20	FREE: 1 Item, 1 Consumable & search Companion deck for the Mercenary. You may swap your Companion for the Mercenary, even if already in play.	
10	Win At Darts COMBAT CHECK 10	Bet 1-5 Credits before attempting check PASS: Double bet FAIL: Lose bet	 		

20 - A LOCAL BAR

You see a small building in the distance, light and music spilling out of it. A neon sign hanging from the building says "BAR". You were just thinking that you could use a drink, and this looks like a great place to stop. **Roll a 20 (d20) to see what happens.**

1

The place falls silent as soon as you enter. Looking around, it is clear that these are all raiders. Your weapons are out in the blink of an eye, and the bar erupts into chaos.

Kill the Raiders
2x
COMBAT CHECK
8

PASS: Fortunately this raider hole in the wall wasn't too busy. You quickly cut down the raiders, who obviously weren't expecting a fight. Many were drunk enough that they couldn't hit you with a pistol from a few feet away. Lucky for you! You collect the spoils of victory and enjoy an ice cold beverage. **Collect 5 Credits and gain 1 Consumable.**

2

The bartender greets you heartily when you enter. "You look like you could use a drink! First one's on the house!" He turns to pour your drink as you sit down.



Notice the Something Extra
SURVIVAL CHECK

Single Attempt

6


PASS: You watch the bartender pour your drink in the mirror, and notice him drop a little pill in. He turns with the drink, a big smile on his face and says, "Enjoy, friend!" You grab his wrist, mention the extra addition to your drink, and suggest that he give you some credits for a drink elsewhere. Fear flashes across his face and he apologizes profusely. You take his credits and leave. **Collect 3 Credits.**

FAIL: The bartender turns back around with your drink. You take a big gulp and the world starts to spin. You wake up somewhere out in the wasteland, your water supply empty. You were robbed. **Lose 1 Action, lose all Water Rations and respawn your Player Pawn into the world.**



3

The bar is empty. You look around and call out, but there is no answer. You have no idea what happened here, but it's not really your concern. You shrug your shoulders, pour a drink and grab some useful goods on your way out.

FREE: Draw  salvage.

4

You enter, take a seat at the bar, and the bartender sets a cold beer in front of you. As you drink, two robed men approach you. One smiles and says, "Ahhh! I'm always happy to see a new brother brought into the fold. The Glowing God demands that you hand over your weapons." When you don't immediately comply, he adds, "To be clear, this isn't a request. You have been recruited."



Kill the Cultists
2x
COMBAT CHECK
7



Bluff the Cultists
SURVIVAL CHECK
10

Single Attempt

PASS: You draw your weapons, pretending to comply. The cultists seem to relax, and you seize the advantage, quickly dispatching the two. The bartender says, "Prolly shouldn't have done that. Lots more of 'em will come lookin'!" Heeding his warning, you grab the dead cultists' gear and take your leave. **Gain 1 Item.**

PASS: You recite the Glowing God prophecy and explain that you are on your pilgrimage to the Glowing Waste. They seem impressed and are happy to provide assistance. **Gain 1 Item.**

FAIL: As you try to talk your way out of this, one of the cultists hits you for not complying. **Suffer 1 Wound.**

5

You notice a card game being played within the bar. There is an extra chair at the table, so you decide to gamble on a few hands. You are welcomed to the game and the dealer deals your cards. You've got a full house, Queens over Aces.

Catch the Cheat
SURVIVAL CHECK
6






Single Attempt

PASS: You notice an almost imperceptible sleight of hand as the dealer switches one of his cards with one up his sleeve. He's good, but not good enough to get one over on you. Drawing your weapons, you demand that he lift his sleeve. Sure enough, there are a few cards hidden. You say, "The pot is mine, but I'm feeling generous, so you get to keep your life. Sound fair to you?" The man nods his head vigorously as you scoop up the credits on the table. **Collect 8 Credits.**

FAIL: You reveal your cards and the dealer shows four Kings. Wow... you had a strong hand, but you still lost. **Lose 2 Credits.**

6

There is an interesting card game being played at one of the tables in the bar. You watch a few hands to get the general idea, then decide to sit in for a round.

FREE: Pay 1 Credit to buy in. Roll a  (d4 - white),  (d6 - yellow),  (d8 - blue),  (d10 - green) and a  (d12 - orange). The goal is to get a straight of 4 or 5 dice. You have two rerolls and can reroll any number of dice with each reroll. Rerolls from other sources may be used as well. A straight of 4 dice (1, 2, 3 and 4 for example) wins 2 Credits. A straight of 5 dice (Ex: 4, 5, 6, 7 and 8) wins 10 Credits.



7

You enter the building and sit down at the bar. Just as you're about to order a drink, two men begin punching each other. This quickly escalates into an all out bar brawl!

Join the Brawl
COMBAT CHECK
7

PASS: You knock several people out before the brawl settles. Being one of the last people standing, you search the initial aggressors and count out a fair reward for your time. **Collect 3 Credits and gain 1 Consumable.**



Take Cover
SURVIVAL CHECK
9

Single Attempt

PASS: You flip a table and take cover behind it. Careful to remain unnoticed, you slip out when the brawl is over, checking a few pockets of unconscious men on the way out. **Collect 3 Credits and gain 1 Consumable.**
FAIL: You hide behind the bar, but are forced into the fight when someone is tossed over the bar, right on top of you. **Suffer 1 Wound.**

8

You push your way through the swinging door, take a seat at the bar, and strike up a conversation with a man sitting next to you. He seems a bit nervous, a little shady, and he keeps using black market slang.

Single Attempt

Name Drop
SURVIVAL CHECK
8

PASS: You drop a few names of black market connections you have made over the years, and the man visibly calms. He says, "You seem on the level. I'm looking to move something right now, cheap. No questions, got it?" **You may purchase 1 Item at half standard price.**
FAIL: He doesn't seem to recognize your black market contacts. Instead he abruptly stands and curtly says goodbye.

Intimidate the Man
COMBAT CHECK
10

Single Attempt

PASS: You make it clear that you know what he is into. You suggest he share some of his fortune with you to make sure secrets remain secret. He considers his options and agrees. **You may purchase 1 Item at half standard price.**
FAIL: The man smirks at your attempt to intimidate him. He stands, nods to you and walks out the door chuckling to himself.

9

You enter the bar, grab a drink and take a look around. A group of people are playing a dice game at one of the tables. You watch a few rounds and it's easy to pick up. You decide to try your luck.

FREE: Pay 1 Credit to buy in. Roll a (d4 - white), (d6 - yellow), (d8 - blue), (d10 - green) and (d12 - orange). The goal is to get as many matching dice as possible. You have two rerolls and can reroll any number of dice with each reroll. You may use rerolls from other sources for this as well. A pair pays out 1 Credit, 3 of a kind pays out 4 Credits, 4 of a kind pays out 10 Credits and 5 of a kind pays out 20 Credits.



10

When you enter the bar, you see several people gambling on games of darts. Confident that you can win a simple game of darts, you step up when they call for a challenger.
You may bet 1-5 Credits, winner takes all.

Win At Darts
COMBAT CHECK

Single Attempt

10

PASS: Your opponent is definitely what would be considered a “ringer”, but you've developed your aim in real combat situations. The bar erupts in applause when you defeat the reigning champion! **Collect double your bet in Credits.**
FAIL: The reigning champion is really good at darts. It's a close game, but he wins in the end. **Lose your bet.**



11

Upon entering, you see several games of pool in progress. You grab a drink and put your name on the challenger list. A few games later, your name is called.
You may bet 1-5 Credits, winner takes all.

Win At Billiards
SURVIVAL CHECK

Single Attempt

9

PASS: You sink some amazing combos and bank shots throughout the game. Calling the corner pocket, you drop the 8 ball and scoop up the pot. **Collect double your bet in Credits.**
FAIL: A few missed shots allows your opponent to sink the 8 ball before you. **Lose your bet.**

8

12

The crowd looks pretty thin today. At the bar, you are greeted by the bartender. “Hey there! Unfortunately, all we have is warm beer. Refrigeration unit is on the fritz. You don't happen to know anything about refrigeration units, do you? I can pay, if you can fix it.”

Fix the Refrigeration Unit
SURVIVAL CHECK

Single Attempt

8

PASS: You roll up your sleeves and take a look. After 15 minutes of work, the unit hums to life. The bartender is thrilled! True to his word, he hands you payment and lets you keep the broken parts. **Collect 4 Credits and draw 2 salvage.**
FAIL: You decide to a take a look, but after poking around a bit, you're forced to admit that it's beyond your repair skills. The bartender says, “No worries, beyond mine too. Here, have a warm beer.”

13

You grab a drink and find an open card game. Luck is on your side, and the game slants in your favor pretty quickly. After you win several hands in a row, one of the men at the table jumps up and yells, "You're a dirty cheat! Give me my money back!" Of course, you're not cheating, so you can't let such an accusation stand. You stand up as well and say, "No one calls me a cheat."

Take It Outside
COMBAT CHECK

8

PASS: You suggest taking this outside. Puffing up his chest, the man grabs a gun and walks out the door. You follow. You dodge a couple of shots before disarming the man and smashing the butt of his own pistol into his face. The bartender promises to look after the man as you collect your winnings. **Collect 6 Credits.**

Let Him Off the Hook

FREE: You continue, "But I'm feeling generous today. Don't bet more than you can afford to lose next time." You toss a few coins at him, shoo him out and collect the remainder of your winnings. **Collect 3 Credits and gain 1 Reputation with any Settlement.**

14

You are greeted at the entrance by a large bouncer. He asks your name, scans his list and gruffly states, "You're not on the list." A nearby guest overhears your conversation and interjects, "Now, now. We shant be hasty." She turns to you and says, "He says you aren't on the list, but I think we can make an exception. You've done a lot of good work for our settlement, and would be an honored guest." This seems good enough for the bouncer and he moves aside. There is quite a fancy party going on inside, with almost everyone who's anyone present.

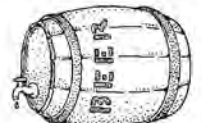
FREE: After several conversations, you have made a favorable impression on quite a few guests. They particularly enjoy your stories of adventure. These people are good people to know. **Gain 2 Reputation with a Settlement of your choice.**



15

Something is going on at the bar. There are several people outside, spread at a distance and crouched behind cover. Moving in for a better look, you see that the people outside are raiders. The bar is under siege! Between not liking raiders and having a craving for an ice cold beer, the decision on how to proceed is an easy one.

Save the Bar!
2x
COMBAT CHECK
10



PASS: Attacking from behind, you neutralize several raiders before they are able to counter. When they focus their attention on you, people shoot from within the bar. Caught in a crossfire, the raiders retreat. The owner of the establishment calls out thanks, grabs you a cold beer, and hands you a small reward for the help. **Collect 6 Credits and gain 1 Item.**

16

The bar is packed! You push your way through the crowd to an overwhelmed bartender. He looks at you and says, "You look useful. Want to make some money? Help me behind the bar or at the door. There will be plenty of credits to go around!"

Single Attempt

**Tend the Bar
SURVIVAL CHECK**

6 - 12

**Be the Bouncer
COMBAT CHECK**

6 - 12

Single Attempt

PASS: You did a great job! The people liked you, they got their drinks and fights were kept to a minimum. Most importantly, the tips were good! **If you rolled a 12 or higher, collect 5 Credits and gain 1 Item. If you rolled a 10 or 11, collect 10 Credits. If you rolled an 8 or 9, collect 5 Credits. If you rolled a 6 or 7, collect 2 Credits.**

FAIL: Some people just aren't cut out to work in a bar. Turns out, you're one of them. About an hour in, the bartender asks you to leave because you keep getting in the way.

17

The bartender happily greets you when you sit down, "Hey traveler! Name's Casey! We've got cold beer and a water purifier, but my recommendation is the 'Atom Bomb'. It's my own creation!" You agree to an 'Atom Bomb' and it's one of the most delicious drinks you have ever tasted. You stay for a few more, and fill your water reserves while you have a chance to do so.

FREE: Fill your Water Rations and take 1 free Action immediately.



18

The bar is a happening place. People are drinking, laughing, and generally having a good time. You join the festivities, drinking your fair share. As you are leaving the bar, a cloaked person heads straight for you at a fast clip. Your instincts kick in, and your weapons are in hand as the stranger leaps at you with a knife.

**Defend Yourself
COMBAT CHECK**

8

PASS: Dodging the attack allows you to retaliate, ending the confrontation. As the cloaked stranger falls, a device slides out of his pocket, cracking against the ground. You paw through the dead stranger's pockets, finding some credits and a scrap of paper with your name on it followed by an amount, '20 Credits'. You're not sure what to think of this, but it's something to ponder, along with the broken device.

Take Schematic 13 - GPS Device, collect 4 Credits and draw 1 salvage.



200

19

You sit down on a stool next to a grizzled older gentleman. He strikes up a conversation that quickly turns to stories of past adventure. You share a few of your own as he avidly listens.

Tell A Good Story
SURVIVAL CHECK

Single Attempt

7

PASS: After going back and forth with several tales, the grizzled veteran says, "I like you, you know how to tell a story. Let me share a bit of my experience. I'll show you how to modify a backpack to carry a lot more!" **Take Schematic 6 - Tactical Backpack.**

FAIL: The veteran lets out a yawn in the middle of your story and says, "I'm sorry. You get tired a bit more often when you get older. Thanks for the story, but maybe another time." With that, he stands up and heads out the door.

20

The bar has drawn a small crowd, and it looks to be the rougher type. You grab a drink, and a fierce looking man strikes up a conversation. After an introduction and some small talk, he asks, "So, you looking for some muscle? I've got some goodies to bring along. I'm kind of itching for some action. Interested?"

FREE: Gain 1 Item and 1 Consumable. If the Mercenary is already in play, you may swap your current Companion for it. Otherwise, search the Companion deck for the Mercenary. You may replace your Companion with the Mercenary.





Schematic 13
GPS Device

Schematic 6
Tactical Backpack

