

POSTHUMAN SAGA

STORIES 1-70





Backstory

It had been called the Old World for centuries. At the start of the twenty-first century, though, Europe really began to feel old, its knees buckling under the burden of its past crimes and its long-lost imperial ambitions. The dynamic titan that had colonized the world was frail and spent, dwarfed by the new powers rising in the east, abandoned by its ailing offspring to the west and unable to cope with the needs of those fleeing war, famine and poverty in the countries it had abused and sucked dry to the south. But if there's one thing that thousands of years of lording it over the rest of the planet teaches you is: you're never too old for a comeback.

In 2020, Europe turned its back on the world with the signing of the Fortress Europe agreement. Land and sea borders with Africa and Asia were shut. Trade barriers were put up. Politicians across the continent spoke of "putting ourselves first," and of "regaining past glories." Anyone who'd ever cracked open a history book knew these past glories were built on the broken backs of the exploited, but, for many, the promise of a better future was bright enough to ignore its dark side.

In 2025, Europe, seeking a way to give itself an advantage on the global stage, legalised genetic experimentation on human subjects. Geneticists around the world flocked to the continent. There was a sense of a scientific revolution in the

air. Every week, headlines spoke of new radical advances in gene modification. It was only a matter of time before gene modification left the confines of research labs, and entered the commercial market. Corporations saw an opportunity, not only to gain a workforce with abilities beyond any the world had ever seen, but – more enticingly – to have employees who owed them their very body. Workers were offered expensive gene therapies at the corporation's expense – all they had to do was sign long-term contracts of service that, as time went on, stripped them of more and more of their basic rights.

With super-powered workers filling its factories and super-human soldiers marching in its armies, Europe was reinvigorated. The rules of the game had changed, and the rest of the world soon realized it had no choice but to adapt or be left behind. The genetic arms race was on.

In 2031, the Law of Humanity was ratified, making official what had already been clear for years: that mutants were no longer considered human. Citizens were forced to take the so-called Thorsleff test to determine if they were 'pure' or 'mutant.' Those deemed modified enough to be labelled as mutants soon lost their basic rights, and were treated as second class citizens. Waves of protests and riots ensued, but once again, there wasn't enough momentum to threaten governments and multi-national corporations.

This all changed when one disgruntled data-analyst mutant by the name of Edgar Hollow published his apocalyptic manifesto: *No Human*. Hollow positioned contemporary mutants as the forebears of enlightened children that represented the next stage of evolution in the Homo-Sapiens lineage: Homo Evolutis; the Evolved. There was only one way this evolution could happen, according to Hollow: Homo sapiens had to give way to Homo Evolutis.

Hollow proclaimed the beginning of a war that would tear the old world apart. From its ashes, he wrote, a new world would arise: a lush and regenerated Earth, a new Garden of Eden where the Evolved would live in harmony with each other and with all the life forms of nature. In this new world, there would be no need of electricity, no weapons, no vehicles, no heavy industry spewing toxins into the air and the water.

To mutants toiling away on factory floors, the message they read in *No Human* – as they pored over it secretly in the dormitories the corporations paid for out of their own salaries – was a ray of hope in the darkness. Efforts to ban the book were useless – within weeks, it was hard to find a mutant who had not read it. And it was even harder to find one who was not alight with the flame of its righteous anger.

In a matter of months, mutant armies had turned on their governments. Corporations were brought to their knees by an angry workforce that sought revenge for a decade of abuse and exploitation. The institutions, services and structures of entire countries collapsed so suddenly and irrevocably, it almost felt like they had never been there.

Civilisation as we know it imploded.

The Evolved inherited the earth.

...well, almost.



Introductory Story

Read aloud to the whole group before the first game...

Just over a year ago, you journeyed to the last bastion of organised human society in the area: the Fortress. The community there took you in and helped you hone the skills you need to contribute to its struggle for survival.

Now you're a seasoned member of the Resistance – an organised military force whose leadership is based within the Fortress. They're the last hope for an organised defence against the mutants in the region, and they need your help. You're being sent out beyond the defensive perimeter of the Resistance's network of outposts, into the mutant-controlled Wilds beyond. There are communities of humans surviving out there that the Fortress has lost contact with: your mission is to make the trek to get in touch with one of them, to bring them back into the fold and expand the Resistance's hold on the region.

That's not the only job that needs to be done. As more survivors join the fold every week, the Fortress is expanding. Big structural projects are underway, and hardware is desperately needed. So you've also been tasked with scouting out sites the Resistance can scavenge for parts and materials. The Fortress will send out a convoy of trucks to carry back what they need, so you should try to find closely-grouped clusters of useful stuff so as to make the journey fuel-efficient.

You've come a long way from being a lost survivor staggering into the safety of the Fortress' stacked-container walls. There's a steady stream of wanderers just like you making their way through its gates every week, and in this brave new world, only the fittest survive: if you don't prove your worth to the community, you're not going to be welcome indefinitely at the Fortress. It's time to prove yourself, and give back to the Resistance.



1 - No Human

The chant echoes out of the belly of the old warehouse. “No human! No human!” Through a crack in the walls you see dozens of mutants standing before a scrap-metal altar. A spindly-limbed mutant holds up a dog-eared book. “Edgar Hollow has given us the word on which we shall build a new world! A world free of the evil of humanity! A posthuman world!” You don’t notice the patrolling guards until they pounce on you and throw you in front of the priestess.

“Look at you! The time of mutation is upon you and upon us all. And yet, you work for the Resistance, You would slaughter us all if you could.”

A. **Take a mind challenge. Success on 3. Major success on 4.**

*** B. If you have a TACTLESS follower...** Your companion loudly orders the filthy mutants to know their place and not to adopt that tone of voice with you. You can feel the atmosphere grow darker with every word. **Take a mind challenge. Success on 4. Major success on 5.**

A.

✓4+ You give an impassioned speech to explain that they have it all wrong about the Fortress that it’s trying to build a better world beyond the petty enmity of human and mutant. To your surprise, they buy it. **+1XP. +2 morale.**

✓3 You say the cycle of violence can only be broken if one side shows forgiveness. Your words sway them, and they let you go. **+1XP.**

✓0-2 You say that mutants have only their own actions to blame for the Fortress’s enmity. This doesn’t go down too well. Before you’re cast out, a syringe is jabbed into your arm. “Let’s see how well you like being one of us.” **Suffer 1 mutation.**

B.

✓5+ You hurriedly push your companion aside and give an impassioned speech about the Fortress, saying that it’s trying to build a better world beyond the petty enmity of human and mutant. To your surprise, they buy it. **+1XP. +2 morale.**

✓4 You hurriedly push your companion aside and say that the cycle of violence can only be broken if one side shows forgiveness. Your words sway them, and they let you go. **+1XP.**

✓0-3 You agree with your companion and say that mutants have only their own actions to blame for the Fortress’s enmity. This doesn’t go down too well. Before you’re cast out, a

syringe is jabbed into your arm. “Let’s see how well you like being one of us.” **Suffer 1 mutation.**

2 - The Chanters’ Cave

The mouth of the cave is marked with strange symbols. You can’t make out any of them, but the words ‘No Human’ scrawled on the ground below your feet are clear enough. A deep, low hum emanates from the darkness within. You are strangely drawn to the cave.

A. **You venture into the cave. Take a mind challenge. Success on 4. Major success on 5.**

B. **You leave.**

A.

The hum grows deeper as you walk, until you can feel it in your bones. You arrive at a smoky chamber where a circle of mutants chant a strange incantation. Curtains of lank black hair drape over bone-pale faces, and their mouths barely move. In the middle of the circle stands a human figure, bound and unconscious. You feel their thoughts begin to scrape at the surface of your consciousness.

✓5+ The chanter’s thoughts assault your mind, but you manage to contain them within the circle of your own certainties. At their core, you sense the lost consciousness of their human captive, and you try to draw it out into safety. Without knowing how, you find yourself back outside, along with the chanters’ captive. Your mind feels...expanded. **+2XP. +1 follower.**

✓4 The chanter’s thoughts assault your mind, but you manage to keep them in check, to observe them, to learn from them. Without knowing how, you find yourself back at the mouth of the cave. Your mind feels...expanded. **+2XP. +1 morale.**

✓0-3 The chanters crack your mind open like a walnut. Before you pass out, you feel their thoughts planting themselves in your head, changing pathways and twisting them into new connections. You wake up at the mouth of the cave, but your head doesn’t feel the same. **Suffer 1 mutation.**

B.

You leave, but even after you’re miles from the cave, the hum still echoes in your head. **-2 morale.**

3 - Get a Lobe of This

He towers before you, blocking the path ahead – a wall of mutant flesh, a tiny little head above a hulking mass of muscle. Hanging around his neck are a set of necklaces, each made of dozens of human ears. He points a finger the size of a hot-dog sausage at you. “No fight. No hurt you. Give ear and we friends.”



If you have a VIOLENT follower...

A. Before you can do anything, the follower has thrown himself at the mutant, screaming his guts out. You have no choice but to try getting them out of the fight in one piece. **Take a speed challenge. Success on 4.**

If you do not have a VIOLENT follower...

B. You agree to give him a slice of ear.

C. You lunge at the ear collector. **Take a speed challenge. Success on 4.**

A.

✓4+ It's more likely the unexpected nature of the impact than anything else, but as you slam into him, he loses his balance and falls to the ground. You and the follower manage to make your escape while he's still struggling to get up. **+2 XP. Recover 1 boost.**

✓0-3 You run at the mutant, but it's like running into a brick wall. You bounce off him and slam into the dirt. Holding up the follower with one hand, the mutant lifts you off the ground with the other. His filthy fingernails dig into your skull before you manage to aim a solid kick in his groin. Howling in pain, he drops the two of you, and you run off before he recovers himself. **Suffer 1 mutation.**

B.

You don't much like the idea of cutting your ear off, but you like the idea of fighting this living mountain even less. You take hold of a knife and manage to power through the pain. He seems particularly pleased with your ear and immediately hooks it onto one of his necklaces. **-2 health.**

C.

✓4+ It's more likely the unexpected nature of the impact than anything else, but as you slam into him, he loses his balance and falls to the ground. You manage to make your escape while he's still struggling to get up. **+2 XP. Recover 1 boost.**

✓0-3 It's like running into a brick wall. You bounce off him and slam into the dirt. Entirely unfazed, he grabs you by the leg and takes a savage bite out of it. You manage to kick him in the teeth and run off. **Suffer 1 mutation.**

4 - Starmen

You watch a ball of fire cross the sky. It unfurls a parachute and touches down some distance from where you are. You make your way there and find a trio of astronauts emerging from a banged-up escape pod. Turns out they're the crew of the Orbitus Rex Space Station, and they're ridden out the whole mutant crisis, too scared to come back to Earth. Now their supplies have run out and they're here, unarmed and unused to the Earth's gravity. They offer to fix an item that needs repairing if you'll help them get somewhere safe.

A. You agree to be their escort. **This costs 1 food or 1 fatigue.**

B. You leave them to fend for themselves.

A.

They keep up their end of the bargain and put their tech skills to use on your equipment. Then it's your turn to do your part. It's a long, hard slog to the nearest friendly community, and by the time you part ways with the astronauts and return to your own journey, you're exhausted. **-1 food or suffer 1 fatigue. Either draw a melee weapon card and use it as a mod on a melee weapon in your inventory with a free mod slot OR draw 1 equipment.**

(Additional) If you have a CLEVER follower...

*During the journey, your companion engages the astronauts in a long conversation. At points, it gets too technical for you to follow, but you are still able to learn much that is useful. **+2XP.***

B.

You turn away and let them find their Earth-feet on their own, but you can't help wondering about their fate afterwards. **-1 morale.**

5 - Empty Nest

You hear children's cries and follow them to an abandoned building. You find a gang of half-starved kids – they're all skin and bone beneath the filth. You realize, with a shock, that these are your kids. How could you have forgotten all about them and left them here alone? Your heart overflows with guilt and shame and your eyes fill with tears.

A. *Take a mind challenge. Success on 4.*

* B. *If you have a CARING follower... Take a mind challenge. Success on 3.*

A.

✓4+ You spend a day taking care of your children. But there's a part of you that doesn't feel at ease. You hold on to the certainty that you never had any children, and you see the illusion for what it is. You sense the lurking Whisperer hiding in the shadows, digging into your thoughts. You free yourself of its hold and the illusion vanishes. +2XP. +1 morale.

✓0-3 You spend a day taking care of your children. You go to sleep happy and content – but then you wake up in the morning, cold, alone and in full knowledge that you never had any children. Some Whisperer has had their way with you. -1 morale.

B.

✓3+ The follower offers a hand and together you spend a day taking care of the children. It's a bonding experience, and you both feel good about yourselves. But you don't quite feel at ease. You hold on to the certainty that you never had any children, and you see the illusion for what it is. You sense the lurking Whisperer hiding in the shadows, digging into your thoughts. You free yourself of its hold and the illusion vanishes. +2XP. +1 morale.

✓0-2 The follower offers a hand and together you spend a day taking care of the children. It's a bonding experience, and you go to sleep happy and content – but then you wake up in the morning, cold, alone and in full knowledge that you never had any children. Some Whisperer has had their way with you! -1 morale.



6 - Cosmic Horror

The sky above you turns blood-red. With every step, it grows darker and darker until the buildings around you are only half-glimpsed masses in the dark. Out of the corner of your eye, you catch them twisting out of shape, becoming teeth in a gigantic mouth that's closing shut around you. In the bleeding sky, the sun has become the vast flaming eye of the beast that is consuming you. It looks into you, and in its gaze you are nothing.

A. *Take a mind challenge. Success on 4. Major success on 5.*

* B. *If you have an INSIGHTFUL follower... Take a mind challenge. Success on 3. Major success on 4.*

A.

✓5+ You resist your mind's urge to snap into pieces. You impress upon yourself the memory of the road you were on and where you were going, your name. Deep in the beast's eye you see a frail mutant, who flinches from your gaze. She turns away and the illusion is shattered. You've understood much about the shape of her mind – and about yours. +1XP. *You may discard any mutation card currently in play. If you do not have any mutation cards, take a Mutation token and place it on your character board. Next time you would suffer a mutation, discard the mutation token instead.*

✓4 You resist your mind's urge to snap into pieces. You impress upon yourself the memory of the road you were on and where you were going. You convince yourself of the solidity of that reality, and hold on to it until the illusion fades away around you. Whatever unseen psychic it was who engaged you in this battle of wills – you've won. +1XP. +2 morale.

✓0-3 Your mind snaps into pieces and you feel yourself burn away in the gaze of that flaming eye. The beast's vast mouth closes around you and you lose yourself in total darkness. You return to consciousness some time later – at least, most of your mind does. Some of it is gone forever. -1 morale. -1XP (if you are at 0XP, -1 additional morale).

B.

✓4+ The follower's gaze is steady and does not flinch. You follow the straight path of that gaze. Deep in the beast's eye you see a frail mutant. She withers away from your look and the illusion is shattered. You've understood much about the shape of her mind – and about yours. +1XP. *You may discard any mutation card currently in play. If you do not have any mutation cards, take a mutation token and place it on your character board. Next time you would suffer a mutation, discard the mutation token instead.*

✔3 The follower's gaze is steady and does not flinch. They see right through the illusion with a clarity that anchors you in reality. You hold on to that certainty until the illusion fades away around you. Whatever unseen psychic it was who engaged you in this battle of wills – you've won. +1XP. +2 morale.

✔0-2 Your mind snaps into pieces and you feel yourself burn away in the gaze of that flaming eye. The beast's vast mouth closes around you and you lose yourself in total darkness. You return to consciousness some time later – at least, most of your mind does. Some of it is gone forever. -1 morale. -1XP (if you are at 0XP, -1 additional morale).

7 - Juvenile Delinquency

You come across a squad of Fortress scouts. They've been butchered with a savagery that makes even your hardened stomach churn. You step carefully through a sludge of shattered bone and mangled organs. You follow a bloody trail off the road and soon hear voices ahead. You approach carefully and see a group of children, laughing as they play football. It would almost be heart-warming, if it weren't for the blood staining their clothes, or the fact that the meat roasting on an open fire looks suspiciously like a human leg.



If you have a CLUMSY follower...

A. You charge at them. Take a speed challenge. Success on 4.

B. You sneak away and leave them to their game. Take a speed challenge. Success on 4.

If you do not have a CLUMSY follower...

C. You charge at them. Take a speed challenge. Success on 3.

D. You sneak away and leave them to their game. Take a speed challenge. Success on 3.

A.

✔4+ You make short work of the mutantlings you can get your hands on, while the others disperse. You leave an eerie silence behind you. +2XP. -1 morale.

✔0-3 You run out and take them by surprise, swinging wildly at every mutant brat you can get your hands on. You're too fast for them to react, but not fast enough to

stop yourself from catching a glimpse of the child-like terror in their eyes. +1XP. -2 morale.

B.

✔4+ As you turn away, you hear a shout behind you. Your companion has blundered right into their line of sight, and you've been spotted! You break into a sprint. But with the lead you have on them, you manage to get away unscathed. +1XP.

✔0-3 As you turn away, your companion's clumsy footfalls alert them to your presence. They're on you! Their hands grab you. Their nails dig into your skin. Their teeth close on your ankles. Suffer 1 mutation.

C.

✔3+ You make short work of the mutantlings you can get your hands on, while the others disperse in terror. You leave an eerie silence behind you. +2XP. -1 morale.

✔0-2 You run out and take them by surprise, swinging wildly at every mutant brat you can get your hands on. You're too fast for them to react - but not fast enough to stop yourself from catching a glimpse of the child-like terror in their eyes. +1XP. -2 morale.

D.

✔3+ As you turn away, you hear a shout behind you. You've been spotted! You break into a sprint. With the lead you have on them you manage to get away unscathed. +1XP.

✔0-2 As you turn away, your clumsy footfalls alert them to your presence. They're on you! Their hands grab you. Their nails dig into your skin. Their teeth close on your ankles. Suffer 1 mutation.



8 - Human Season



If you have a visible mutation token...

A group of mutant slave catchers are trying to round up a band of human travellers. The mutant leader spots you and calls out to you. "Help us, comrade! You'll have an equal share of the spoils!"

A. You help capture the humans. **Take a speed challenge. Success on 4. Major success on 5.**

B. You refuse.

If you do not have any visible mutation tokens...

A horde of mutant slave catchers has been on your tail for hours – far too many to take on in a straight fight. You duck into an abandoned building to hide.

C. You lay low until nightfall then march through the night to make up for lost time. **This costs 1 food or 1 fatigue.**

D. You carefully peek out of a window to check if you've given them the slip. **Take a speed challenge. Success on 3.**

* E. If you have a **RESOURCEFUL** follower... you take the follower's suggestion and try to flank the slave catchers. **Take a speed challenge. Success on 3. Major success on 4.**

A.

✓5+ You not only join in the chase, but practically run it yourself. The slave catchers' leader is so impressed he gives you first pick of the humans' possession. **+2 XP. +1 equipment. +1 recovery token.**

✓4 You join in the chase, working with the slave catchers to ensure no human gets away. Afterwards, the leader taps you on the shoulder and thanks you, as all the humans' possessions are spread out for everyone to take their pick. **+2 XP. +1 recovery token.**

✓0-3 You join in the chase, but only end up making a show of your ineptitude. You focus your efforts on a young girl, but she leads you around in circles until you're exhausted. At the end, the slave catchers engage in an extended session of mockery that reduces your self-esteem to shreds. **-1 morale. Exhaust 1 boost (if you have none left, -1 additional morale).**

B.

The mutant leader gives you a withering look. "You're either a coward or a do-gooder, and there's no place for either in this world. Don't expect help if you don't give any." **-1 morale. Exhaust 1 boost (if you have none left, -1 additional morale).**

C.

You wait for hours and hours until darkness falls and you no longer hear the mutants outside. You march hard and unrelentingly through the night to make up for lost time. **-1 food or suffer 1 fatigue.**

D.

You realize right away that this was a terrible idea. The road outside is teeming with heavily-armed mutants. One of them spots your face looking moronically out of the window, and raises the alarm. You make a run for it, but there's mutants in your face everywhere you turn.

✓3+ You run from door to door, jump out of windows, crawl through bushes. Everywhere you turn hands reach out to grab you, ropes are thrown in your way, but you manage to evade every obstacle and get out unscathed. **+2 XP.**

✓0-2 The slave catchers are on you! Their lassoes are thrown around you, their rusted knives slash your limbs, their teeth dig into your skin. Somehow, you manage to get away in one piece – just about. **-1 health. -1 morale.**

E.

✓4+ You follow the follower through a shaft and out of a back-alley. Crouching behind rubble, you circle behind the searching mutants. While they're busy looking for you on the road ahead, you come upon their encampment. You grab the first thing that comes to hand before dashing away. **+1XP. +1 equipment.**

✓3 You follow the follower through a shaft and out of a back-alley. Crouching behind rubble, you circle behind the searching mutants. You manage to get away unseen. **+1XP.**

✓0-2 The slave catchers are on you! Their lassoes are thrown around you, their rusted knives slash your limbs, their teeth dig into your skin. Somehow, you manage to get away in one piece – just about. **-2 health.**

9 - Guardian Angel

A gang of teenage mutants are having the time of their lives beating the crap out of some luckless idiot. You don't know if you're more upset by their violence, or by their questionable fashion sense. They haven't spotted you yet.



If you have a CLUMSY follower...

A. You create a diversion to get the mutants off the idiot's case. **Take a speed challenge. Success on 4. Major success on 5.**

B. You leave the idiots to their own devices.

If you do not have a CLUMSY follower...

B. You leave the idiots to their own devices.

C. You create a diversion to get the mutants off the idiot's case. **Take a speed challenge. Success on 3. Major success on 5.**

A.

✓5+ You shout out certain anatomical comparisons to the mutants' oversized heads. You quickly become their number one person of interest. You lead them on a merry chase and you shake them off with little effort. The idiot catches up with you further down the road and asks to join your party. **+2 XP. +1 follower.**

✓4 You shout out certain anatomical comparisons to the mutants' oversized heads. You quickly become their number one person of interest. They're fast, and you have a hard time shaking them off your tail, but you manage to lose them. **+1XP.**

✓0-3 You shout out certain anatomical comparisons to the mutants' oversized heads. You quickly become their number one person of interest. As you turn to run, you trip. They catch up to you and gleefully kick your breakfast out of you before leaving you in the dirt. **Suffer 1 mutation.**

B.

You manage to sneak off without the mutants noticing. As the day wears on you feel increasingly guilty for not helping the poor idiot. **-2 morale.**

C.

✓5+ You shout out certain anatomical comparisons to the mutants' oversized heads. You quickly become their number one person of interest. You lead them on a merry chase and you shake them off with little effort. The idiot catches up with you further down the road and asks to join your party. **+2 XP. +1 follower.**

✓3-4 You shout out certain anatomical comparisons to the mutants' oversized heads. You quickly become their number one person of interest. They're fast, and you have a hard time shaking them off your tail, but you manage to lose them. **+1XP.**

✓0-2 You shout out certain anatomical comparisons to the mutants' oversized heads. You quickly become their number one person of interest. As you turn to run, you trip. They catch up to you and gleefully kick your breakfast out of you before leaving you in the dirt. **Suffer 1 mutation.**

10 - Boy Wonder

You hear frenzied barking, and approach to see a pack of half-starved dogs closing in on a little boy. The kid is all growths and spines and pustules – you've never seen a mutation quite this extreme.

A. You intervene and try to rescue the mutant kid. **Take a speed challenge. Success on 3. Major success on 4.**

B. You walk away.

A.

✓4+ You grab the kid and make a run for it. Your nimble feet carry the two of you over the broken-up terrain with little effort, and the dogs are soon far behind you. As the boy thanks you, you see real gratitude in his eyes. **+2 XP. +1 morale.**

✓3 You grab the kid and make a run for it. One of the dogs sinks its teeth into your ankles, but you manage to emerge otherwise unscathed. **+1 XP.**

✓0-2 You grab the kid and make a run for it. The dogs sink their teeth into your ankles and the kid's spines dig into your shoulders as he holds on in fear. Somehow, you both make it out more or less alive. **Suffer 1 mutation.**

B.

You leave the boy to the dogs. **-1 morale.**

11 - Back to School

You approach the barricaded gates of a small, thriving community occupying the grounds of an old school. Guards level their guns at you on your approach. Out of the re-purposed PA system comes an ear-splitting rasp: "State your business!" They seem reluctant to let you in, but you could use the rest.

A. You try to talk your way in. **Take a mind challenge.**
Success on 4. Major success on 5.

B. You turn back.

*** C. If you have a CHARISMATIC follower... You let your companion do the talking. Take a mind challenge.**
Success on 3. Major success on 4.

A.

5+ The gate screeches open and you're waved in. Inside, you meet a fellow traveller and bond over an all-night board game session. **+2XP. If there isn't one already, place a camp token on the terrain you are currently on.**

4

The gate screeches open and you're waved in. They let you stay the night but you're ushered out in the morning. **+1 food.**

0-3

You say something unutterably stupid and curse yourself for it. Another shriek from the PA system invites you to go to hell. **-1 morale.**

B.

You've already got enough crap to deal with. You take a path round the school and keep going. You keep telling yourself you wouldn't want to spend a night with idiots like that anyway. **-2 morale.**

C.

4+ Your companion charms all the caution out of the guards. The gate screeches open and you're waved in. Inside, you meet a fellow traveller and bond over an all-night board game session. **+2XP. If there isn't one already, place a camp token on the terrain you are currently on.**

3

Your companion charms all the caution out of the guards. The gate screeches open and you're waved in. They let you stay the night but you're ushered out in the morning. **+1 food. +1XP.**

0-2

Your companion charms all the caution out of the

guards, and they're waved in – but only on the condition that their creepy friend stays outside. You make camp outside the gates and sulk as you hear the sounds of a party that goes on all night. **-2 morale.**

12 - A Musical Soiree

You follow the twang of a banjo to a crossroads, and meet a dashing figure in combat boots, ripped denim and a pristine leather jacket. "I follow the road to find the spirit of this new age. I'm sure there's a song in your story. If you wouldn't mind sharing some food or a sip of booze..."

A. You break open your supplies and sit down for some entertainment. **This costs 1 food or 1 booze token.**

B. You hand over the food or booze, but try to seduce the singer. **This costs 1 food or 1 booze token. Take a mind challenge. Success on 3, Major success on 4.**

C. You refuse.

A.

You break open your supplies and sit down for a night of music and relaxation. It feels like being back round the fire at the Fortress again. **-1 food or -1 booze token. +2 morale.**

B.

4+ The singer is won over by your charm, and the night is alive with more than just music. **-1 food or -1 booze token. +2XP. +2 morale.**

3

"You're charming, but no thanks. I'm afraid I don't swing that way." **-1 food or -1 booze token. +2XP.**

0-2

Your advances are clumsy and charmless. The singer flings your gift back in your face and turns away with a barely concealed smirk. **-1 food or -1 booze token. -1 morale.**

C.

"Well. Serves me right for thinking a meathead like you would appreciate the arts." **-2 morale.**

13 - Star-Crossed

You spot a massive mutant sitting at a disused bus shelter – a Hammerhand, by the looks of it. She’s wearing a flow-er-print dress and a smile that’s either serene or dopey – you can’t quite decide. She’s humming to herself and looking around expectantly, as if she’s waiting for something.

A. *You sneak up on her and take her out before she can finish whatever mutant business she’s up to. **Take a speed challenge. Success on 3.***

B. *You wait and see what happens.*

A.

✔3+ You approach through the bushes, and are on her before she can react. She begins to put up a fight, but you have the advantage of surprise. Soon, she’s bloodied and battered. She beats a hasty retreat, crying as she runs. “Look what you’ve done! I can’t show myself to him in this state!” +2 XP.

✔0-2 You approach through the bushes, but, just as you’re almost at the bus shelter, a twig snaps loudly underfoot. The Hammerhand is startled. Then, she spots you, and is on you faster than you thought someone so large could move. “You’re ruining everything!” she screams at you, as she lands one bone-splintering punch after another. You manage to crawl out of her grip and run to safety. **Suffer 1 mutation.**

B.

You only need to wait a few minutes. You spot a small-framed young man – a human, and little more than a boy – approach the bus shelter. He’s carrying a backpack almost as large as he is. He’s jittery and looking over his shoulder as if he’s afraid of being followed. When he sees the Hammerhand, though, all of that is forgotten. They run into an embrace and kiss.

I. *You let them go.*

II. *You sneak up on them and steal their supplies. **Take a speed challenge. Success on 4.***

I.

You watch as they make their preparations to leave. The Hammerhand picks up the young man, backpack and all, and sits him up on her shoulders. They set off down the road, making warm and fuzzy conversation. Somehow, the scene gives you some much-needed hope for the future. +2 morale.

II.

✔4+ You approach through the bushes, and are on them

before they can react. They begin to put up a fight, but you have the advantage of surprise. Soon, they’re bloodied and battered, and don’t have the strength to stop you taking their backpack. “This was going to be a perfect day!” the young man cries at you as you walk off. +2XP. +1 equipment.

✔0-3 You approach through the bushes, but, just as you’re almost at the bus shelter, a twig snaps loudly underfoot. The couple are startled, but they soon spot you. They’re on you in a heartbeat, and you have to admit they make a good power couple when it comes to a fight. You manage to crawl out of their grip and run to safety. -2 health.

14 - Travellin’ Blues

You meet the traveller at a crossroads. The brightness of his eyes in his weather-beaten face gives you the unshakeable feeling that he’s seen more than you can imagine. He’s carrying little apart from a guitar over his shoulder and a head full of tales. You sit together for a while, and he picks up his guitar.

A. *You ask for a song about the present. **Take a mind challenge. Success on 4.***

B. *You ask for a song about the past. **Take a mind challenge. Success on 4.***

A.

To an age-old blues rhythm, he sings of a wife, a son, a home, and a happy life. He doesn’t sing of what happened to all of that, but the silences in between his notes are enough.

✔4+ The song reminds you that beauty is still possible, even in the darkest hour +1 morale. **Recover 1 boost.**

✔0-3 The song gives you a powerful sense of everything that has been lost. **Exhaust 1 boost.**

B.

To an age-old blues rhythm, he sings a confessional song. He unburdens himself of his guilt at the crimes he’s committed to survive in this lawless world.

✔4+ The singer’s recognition of his own guilt gives you a renewed faith in the human spirit. +2 morale.

✔0-3 The singer’s account of his own horrific actions brings you face to face with the brutal reality of survival in the Wilds. -1 morale.

15 - News from the Front

You meet a Fortress scout huddled in an old bus shelter - you remember him as the goofy kid with a ukulele around the evening campfire. A bullet wound to his shoulder has gotten infected and he's not in great shape.



If you have a visible mutation token...

You can tell from his eyes that he recognizes you, but the recognition quickly changes into disgust. "Mutant scum!" he hisses. "You're one of them now!" He has no strength left in his limbs, but still he tries to reach for his weapon.

A. *You kill him before he tries anything.*

B. *You try to convince him you're still on his side.*

Take a mind challenge. Success on 4.

If you do not have any visible mutation tokens...

You can tell from his eyes that he recognizes you and wants to tell you something. But the best he can manage is the faint hiss of his breath leaving his lips.

C. *You use your supplies to treat the scout. This costs 1 medicine token.*

D. *You try to remember your field medicine training and do what you can to treat the scout. Take a mind challenge. Success on 3.*

E. *You leave the scout to his fate.*



F. **If you have a CARING follower...** *You task your companion with caring for the scout.*

A.

In his weakened state, it barely takes you any effort to smash his head in like a rotten pumpkin. But, afterwards, you find yourself thinking about the nights when you sat together around the fire back in the Fortress. **-2 morale.**

B.

✓4+ He lets go of his weapon and it falls to the ground. "It's still you, after all," he whispers. "I'm done for, but take this and avenge me." **+1XP. +1 melee weapon. -1 morale.**

✓0-3 None of your fumbling assurances do anything to quiet him down. You step away from him as he feebly swings his weapon towards you. The look of sheer disgust on his face stays with you for a long time. **-1 morale.**

C.

You use your supply of medicine to treat his wounds until he's well enough to speak. "All across the Wilds to the south, mutant attacks are getting stronger and more co-ordinated. Uniforms, weapons, vehicles - it's an army." You report this news at the next broadcast and the Fortress rewards you for the information. **-1 medicine token. Recover 2 broadcast tokens OR take 1 random scavenge site from the bag.**

D.

✓3+ You do what you can for him in the absence of medicine or equipment. After a while, he's well enough to speak. "All across the Wilds to the south, mutant attacks are getting stronger and more co-ordinated. Uniforms, weapons, vehicles - it's an army." You report this news at the next broadcast and the Fortress rewards you for the information. **Recover 2 broadcast tokens OR take 1 random scavenge site from the bag..**

✓0-2

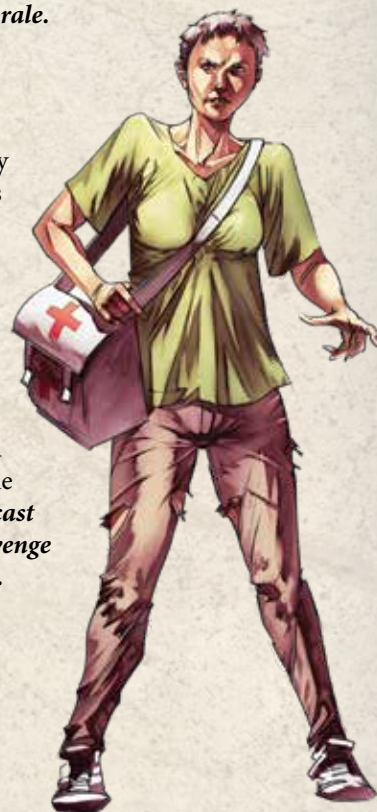
You care for him all day and all night, but he only gets worse and worse, and you finally admit to yourself you have no idea what you're doing. You move on at dawn, but you didn't sleep a wink all night and you're exhausted. **Suffer 1 fatigue.**

E.

There's not much you can do for him, and your mission calls you on. But, afterwards, you find yourself thinking about the nights when you sat together around the fire back in the Fortress. **-1 morale.**

F.

Your companion knows exactly what to do, and carefully treats his wounds until he's well enough to speak. "All across the Wilds to the south, mutant attacks are getting stronger and more co-ordinated. Uniforms, weapons, vehicles - it's an army." You report this news at the next broadcast and the Fortress rewards you for the information. **Recover 2 broadcast tokens OR take 1 random scavenge site from the scavenge site bag.**



16 - Lone Survivor

You come across an old, abandoned military base. You see some makeshift defences, but they haven't done much good. Behind the fence, you see a pile of corpses, and the signs of a pretty one-sided fight. Then you spot one lone figure walking among the corpses, shouting something at you. Far too late, you realize that they're trying to warn you off. You spot movement all around you and realize that a gang of mutants were using the survivor as bait.

A. **Take a speed challenge. Success on 4. Major success on 5.**

* B. **If you have a RESOURCEFUL follower... Take a speed challenge. Success on 3. Major success on 4.**

A.

✓5+ You dash, roll, evade and somehow slip through the circle of mutants closing in on you. You come out behind the mutant lines and grab hold of the survivor as you run off. +2XP. +1 follower.

✓4+ You dash, roll, evade and somehow slip through the circle of mutants closing in on you. +1XP.

✓0-3 There are mutants all around you, and no matter how hard you try to evade them, you find yourself trapped within a swiftly-closing circle. A Tackler throws you to the ground and claws scrape across your face. Somehow, you manage to crawl to safety. But you'll have to get used to this new face of yours. **Suffer 1 mutation.**

B.

✓4+ Your companion points at a gas tank a short distance away. Together, you approach it, open the valve and hear a tell-tale hiss. You crawl away, keeping yourself hidden in the bushes. Just as the mutants arrive to search for you, a massive explosion rocks the ground beneath you. You circle back around the perimeter of the fire and lead the survivor to safety. +2XP. +1 follower.

✓3 Your companion points at a gas tank a short distance away. Together, you approach it, open the valve and hear a tell-tale hiss. You crawl away, keeping yourself hidden in the bushes. Just as the mutants arrive to search for you, a massive explosion rocks the ground beneath you. You make your escape unseen. +1XP.

✓0-2 Your companion points at a gas tank a short distance away. You can't figure out what they mean to say. Not being able to think of anything better to do, you charge right at the mutants. A Tackler throws you to the ground and claws scrape across your face. Somehow, you manage to crawl

to safety. But you'll have to get used to this new face of yours. **Suffer 1 mutation.**

17 - Road Rage

You are enveloped in a cloud of dust and the shrill sounds of metal. Out of the dust emerge a gang of riders on pimped-out bicycles assembled out of scrap. A leather-faced woman in a leather jacket walks up to you. "A new contender!" she shouts. "You must race the Skullcrack Road to win wealth and glory – or crack your skull trying!"

A. **You try to talk your way out of it. Take a mind challenge. Success on 3.**

B. **You agree to race the Skullcrack Road. Take a speed challenge. Success on 3. Major success on 4.**

A.

✓3+ You decide to feign idiocy, and you do it well enough that they decide they can't trust you with one of their precious bikes. You leave with your dignity dented but your body intact. +2XP.

✓0-2 Shouts drown out your reply. "Cowards must learn to face the road!" You're forcibly strapped into an old trolley and sent hurtling along treacherous roads at insane speeds. You scream your guts out and soil your pants before you're left by the side of the road. **-1 morale. -1 health.**

B.

✓4+ The road is a treacherous tangle of twists, turns and drops, littered with the wrecks of past competitors. But your heightened senses register every bump and turn, and you ride the pile of junk they've given you to a comfortable first place. +1XP. +1 equipment.

✓3 The road is a treacherous tangle of twists, turns and drops, littered with the wrecks of past competitors. But you manage to ride the pile of junk they've given you all the way to the finish line. You don't get first place, but at least you're alive. +1XP.

✓0-2 You're barely past the opening stretch when you misjudge a bend and send your bike crashing into a ravine. You manage to drag your bruised body out of the wreck just before it goes up in a massive fireball. **-2 health.**

18 - Wrapped Up In Books

A wiry old man carrying a satchel overfull of books greets you on the road. From behind thick glasses, he introduces himself as a librarian from the Biblioteca Universalis. "A civilization only truly falls when its last books are destroyed," he tells you. "People left so many books lying around when the world went to hell. It's my job to find as many as I can." You figure he must know a thing or two about the surrounding area, so you ask him for any useful information. He looks you up and down and seems unconvinced that you're worth his time.

A. You try to convince him. **Take a mind challenge. Success on 3. Major success on 4.**

B. You offer him a book in exchange for the information. **This costs 1 book token.**

* C. **If you have a CLEVER follower...** The follower is irresistibly drawn to the book-satchel. Before you can get a word in, they're eagerly throwing questions at the librarian. **Take a mind challenge. Success on 3. Major success on 4.**

A.

✓4+ You start a conversation about nineteenth century French Symbolist poetry. He's all but moved to tears. After that, he answers all your questions eagerly. **Recover 2 broadcast tokens. +1XP.**

✓3 You engage him in a conversation about the last novel you read, and his face lights up. He agrees to answer your questions. **+1XP.**

✓0-2 Books? You try to recall the last one you read. You think it had...pages? And words? The librarian despairs at your lack of culture. **-1 morale. Exhaust 1 boost (If you have none left, -1 additional morale).**

B.

He takes the book from you, carefully and with a look of awe. He promises he'll take good care of it and add it to the library's collection. Afterwards, he is happy to share what he knows about the surrounding area. **Discard a book token and take 2 random scavenge sites from the scavenge site bag.**

C.

✓4+ In the follower, the librarian sees a fellow lover of the printed word, and a kindred soul. Their conversation goes on for hours and you manage to work your way into it enough to learn some useful information. **+2XP. Recover 2 broadcast tokens.**

✓3 In the follower, the librarian sees a fellow lover of the printed word. He engages them in conversation, and you learn something from their talk. **+1XP.**

✓0-2 The librarian becomes convinced that the follower is trying to steal his books. Your awkward attempt at defusing the situation changes nothing. You're forced to retreat under a rain of insults. **-1 morale, Exhaust 1 boost (If you have none left, -1 additional morale).**

19 - The New Zealander

A lone traveller sits upon a hilltop, surveying the scene of ruination and wearing the most ridiculous robes you've ever seen. "Hail, friend!" he shouts. "I am a poet from a distant land that has been spared from this calamity. My spirit compels me to travel to this forsaken land. Such a sublime evocation of human frailty!" He's too wrapped up in his contemplation to notice the mutants emerging from the rubble.

A. You leave the poet to the mutants. **Take a speed challenge. Success on 3.**

B. You try to rescue the poet. **Take a speed challenge. Success on 4.**

A.

✓3+ You manage to dive into a ditch and crawl out of their sight. Behind you, the poet laments spectacle of humanity reduced to its base animal nature. You don't hang around to hear what comes next. **+2XP.**

✓0-2 You run, but your legs are pulled out from beneath you. A mutant fist smashes into your face. You manage to free yourself and dash to safety. Behind you, the poet laments the spectacle of humanity reduced to its base animal nature. You don't hang around to hear what comes next. **-1 health. -1 morale.**

B.

✓4+ You interrupt the poet mid-sentence. You drag him into a ditch and out of the mutants' sight. He thanks you and offers you your pick of his supplies as a reward. **+1XP. +1 equipment.**

✓0-3 You interrupt the poet mid-sentence. But your clumsy paces get you nowhere fast, and the mutants are on you in no time. Somehow, you wriggle your way out of a Manshield's iron grip just as your ribs begin to crack, but you're forced to leave the poet behind. **-1 health.**

20 - A Ropy Situation

You gain a vantage-point looking down upon a small crowd. They're gathered around a hastily-erected gallows. A hooded figure stands on a stool, with the noose around neck. A man stands in front of the gallows and addresses the crowd. "We cannot accept this. Not in our community! The unholy taint of mutation needs to be cut out like a cancer!"

A. You try to shoot the rope and stop the lynching.

Take a speed challenge. Success on 4.

This requires a ranged weapon and 1 ammo.

B. You walk away.

*** C. If you have a DARING follower... you accept your companion's volunteering to act as a distraction so you can try to free the captive. Take a speed challenge. Success on 4.**

A.

✓4+ Your first bullet slices right through the rope. Before the crowd has time to react, the hooded figure on the gallows jumps off the stool and darts off, and you're already on the run. When you stop for a rest, the figure approaches you, beaming with gratitude. **-1 ammo. +2XP. +1 follower.**

✓0-3 Your sloppy aiming sends bullets all over the place, missing the rope entirely. The crowd spots you, and you beat a hasty retreat before they can catch up with you. **-1 ammo. -1 morale.**

B.

As you turn your back and leave, you hear a sudden thud and a cheer rising from the crowd. **-1 morale.**

C.

✓4+ Your companion appears at the back of the crowd, proclaiming the futility of resisting the inevitable mutant victory. The crowd forgets all about the lynching, and chase them out of the village. Stealthily, you approach the gallows, free the captive, and lead them to safety. They're grateful, and decide to join your party. **+1XP. +1 follower.**

✓0-3 Your companion appears at the back of the crowd, proclaiming the futility of resisting the inevitable mutant victory. The crowd forgets all about the lynching, and chase them out of the village. But as you try to approach the gallows, you blunder straight into their sights. They're on you in a second, and it's a tough fight. **-1 health.**

21 - Burger Time

An inviting smell sets your stomach growling and leads you to a small shack lit by a string of fairy lights. A lovingly hand-painted sign reads "Kim & Sam's Burger Place". Inside, Kim and Sam are positively beaming as they flip juicy burgers on the grill. They let you know today is their grand opening and everyone eats for free.

A. You grab a burger and dig in.

B. You pass.

A.

After a day on the road, this burger tastes like heaven on a greasy plate. It's only once you step out and go round the back that you notice the shotgun, the bloody axe, and the mutated arm sticking out of the meat grinder. Your stomach begins to feel funny. **+1 food. Suffer 1 mutation.**

B.

This seems too good to be true. You go on your way, but all evening your stomach is pissed at you for passing up on that burger. **-1 morale.**

22 - Out on a Limb

As you walk by a tree, it begins to speak to you. You look up into its branches and realize the speaker is a man – eyes bloodshot, bright and wide in a skeletal face. He hisses at you from the branches. "H...h...hungry...last bird I caught was...was....four days ago. But I can't leave the tree. I promised I'd stand watch. My friends could come back any day, I know it."

A. You give the man some food. **This costs 1 food.**

B. You go on your way.

A.

The guy eagerly digs into your offering. With his mouth full, he rambles about his friends and where they went off to. You piece together enough to learn something about the surrounding area. **-1 food. Draw 1 scavenge site from the scavenge site bag.**

B.

You're not responsible for all the world's problems. At least, you keep telling yourself that. **-1 morale.**

23 - Non Gode L'Immunita' Ecclesiastica

You take shelter in a half-ruined church. You're snoozing on a pew when the congregation returns. It's a sect of fanatical Doomsayers! You think your days are numbered, and the number is a very low one.



If you have a visible mutation token...

They're engaged in a lively theological debate about the origins of the mutation – but that's until they see you. "Heathen! They bear the mark of the curse!"

A. You use your gun to try to buy yourself an advantage. **Take a speed challenge. Success on 3. This costs 1 ammo.**

B. You trust in your feet to get you away. **Take a speed challenge. Success on 4.**

If you do not have any visible mutation tokens...

But they're wrapped up in a theological argument. Suddenly, they notice you and try to involve you in the debate.

C. **Take a mind challenge. Success on 3. Major success on 5.**

A.

The sound of your gunshot echoes off the broken dome above your heads. The crowd is subdued for a moment, and you gain a precious head start. But soon they're after you again, more inflamed than ever.

✔3+ You dodge the stones they throw at you. You leap over upturned pews. You somehow manage to make it out with no major injuries. **-1 ammo. +2XP.**

✔0-2 There are Doomsayers at every corner and they're closing in fast. You soon learn that they know how to put the fear of God into a mutant. **-1 ammo. -1 health.**

B.

✔4+ You dodge the stones they throw at you. You leap over upturned pews. You somehow manage to make it out with no major injuries. **+2XP. Recover 1 boost.**

✔0-3 There are Doomsayers at every corner and they're closing in fast. You soon learn that they know how to put the fear of God into a mutant. **-1 health.**

C.

✔5+ You manage to improvise an argument of such insight that their debate appears petty and misguided. They are awed into silence. As you prepare to leave, one of the congregation asks to follow you and learn from your wisdom. **+2 XP. +1 follower.**

✔3-4 You somehow manage to blurt out something coherent but non-committal. Both factions believe you're siding with them, and the debate grows ever more heated. You manage to skulk off unnoticed. **+2XP.**

✔0-2 Your incoherent babbling convinces the congregation that you need saving. You're sat down for a sermon. It drags on as day turns into night, and by morning you're convinced we are living in the End Times. You succumb to theological despair. **-2 morale.**

24 - I Want Candy

You've come across a convenience store that somehow hasn't been picked entirely clean. In the store room, you hit the jackpot – a whole box of Moon Morsels! One look at the gaudy packaging is enough to bring your childhood back before your eyes. Moon Morsels have always been your comfort food. Then you realize that the best-before date is a couple of years past, and that they probably don't make them any more...

A. You gorge yourself on expired Moon Morsels. **Take a speed challenge. Success on 3.**

B. You leave them alone and go on your way.

A.

✔3+ That wonderful sickly sweetness hits you like a rush. A wave of nausea threatens to overwhelm you, but you power through it and keep right on stuffing your face. **+1 XP. +1 morale.**

✔0-2 That wonderful sickly sweetness hits you like a rush. But, before long, the rancid aftertaste settles in the pit of your stomach. Your strength drains away, and your bowels twist around themselves **-2 health.**

B.

You leave, but the thought of Moon Morsels has set your stomach grumbling. **-1 morale.**

25 - A Little Something for Me

You stop for a rest by the side of the road and your eyes close for half a second. When they open again, the ugliest mutant face you've ever seen is right at the tip of your nose. You're picked up and flung across the road. You see that you're dealing with a whole raiding party here – there's at least half a dozen mutants around. "Filthy human, don't you know this is our turf? Now I have to go to the trouble of dealing with you. You'll have to make it worth my while."



If you have a VIOLENT follower...

Your companion, who'd been taking a piss behind a burned-out bus, suddenly jumps the mutant leader. Through sheer surprise, he knocks him to the ground, and begins to gleefully kick his lunch out of him. But, before you've recovered yourself, the other mutants pile themselves onto your companion.

A. Take a speed challenge. Success on 4. Major success on 5.

If you do not have a VIOLENT follower...

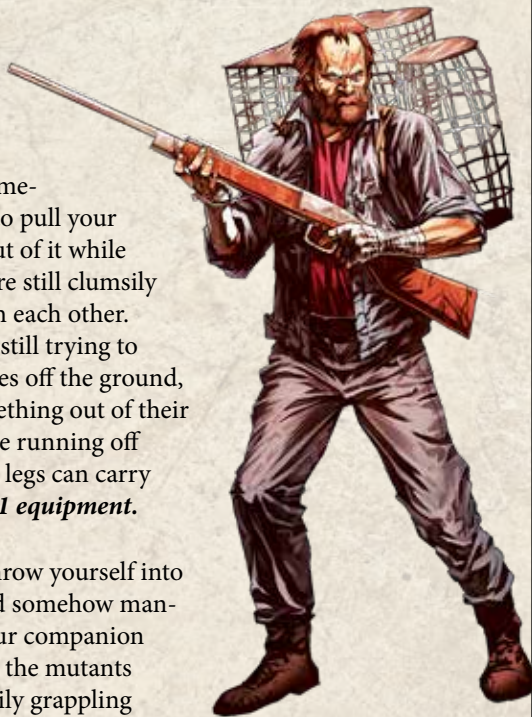
B. You make a run for it. Take a speed challenge. Success on 3. Major success on 5.

C. You try to trick the mutants. Take a mind challenge. Success on 4. Major success on 5.

A.

✓5+ You throw yourself into the scuffle and somehow manage to pull your companion out of it while the mutants are still clumsily grappling with each other. While they're still trying to pick themselves off the ground, you grab something out of their supplies before running off as fast as your legs can carry you. **+2XP. +1 equipment.**

✓4 You throw yourself into the scuffle and somehow manage to pull your companion out of it while the mutants are still clumsily grappling with each other. You run as fast as your legs can carry you. **+2XP. Recover 1 boost.**



✓0-3 You throw yourself into the scuffle, but you and your companion are both pounded into submission. Once the mutants have recovered themselves, they take their pick of your supplies and leave you in the dirt. **-1 health. The player to your left chooses 2 ammo, 1 equipment, OR 2 recovery tokens from your inventory, and discards them.**

If you have none: Finding nothing on you worth stealing, the mutants give you another kick in the ribs for good measure. **-1 additional health.**

B.

✓5+ You trip up the head of the gang and wrestle his weapon out of his hands when he tries to strike you. The mutants give chase, but you're easily faster, and their shouts recede into the distance. **+3XP. Recover 1 boost.**

✓3-4 You trip up the head of the gang and evade the net that's thrown in your direction. They give chase, but you're easily faster, and their shouts recede into the distance. **+2XP.**

✓0-2 You try to struggle free, but you're tripped up and fall flat on your face. The mutants grab some of your supplies and head off. **-1 health. The player to your left chooses and discards 2 ammo, 1 equipment or 2 recovery tokens. If you have none:** Finding nothing on you worth stealing, the mutants give you another kick in the ribs for good measure. **-1 additional health.**

C.

✓5+ You come up with a bluff about a stash of supplies in an abandoned warehouse nearby. You describe vast quantities of supplies in such detail that the mutants' eyes grow wide. They fall over themselves running to be the first at the stash, and they don't give you a second thought. In the rush, they even leave something behind. **+2XP. +1 equipment**

✓4 You come up with a bluff about a stash of supplies in an abandoned warehouse nearby. You describe vast quantities of supplies in such detail that the mutants' eyes grow wide. They leave you with a single guard as they go off to investigate. You manage to convince her that she's being left out of the sharing of the spoils, and she goes off in a rage. **+2XP.**

✓0-3 The mutants look at you condescendingly and take turns beating the stuffing out of you. They take their pick of your supplies and leave you in the dirt. **-1 health. The player to your left chooses 2 ammo, 1 food, 1 equipment OR 2 recovery tokens from your inventory, and discards them. If you have none:** Finding nothing on you worth stealing, the mutants give you another kick in the ribs for good measure. **-1 additional health.**

26 - For Absent Friends

An old man has set up a rag-and-bone shop under the rusted awnings of a bus station. You look through the junk and broken-up equipment hoping to find something useful. You spot a banged-up guitar, and recognize it as the one your old friend played when he was in that garage punk band. You know he'd never have parted with it. If it's here, he must not have made it through the past years.

A. *Take a mind challenge. Success on 3. Major success on 5.*

* B. *If you have a CARING follower... Take a mind challenge. Success on 3. Major success on 4.*

A.

✓5+ You feel a rising tide of grief about to overwhelm you, but you manage to retain your composure enough to engage the old man in conversation. Your evident emotion brings him to tears. As you turn to leave, he silently hands you an old portable cassette player and a box of tapes. +2XP. +2 book tokens.

✓3-4 You feel a rising tide of grief about to overwhelm you, but you manage to retain your composure. +1XP.

✓0-2 You remember your friend's plans to record a triple concept album about an underground race of lizard people. You'll never hear that album now. You are overcome with grief. -2 morale.

B.

✓4+ You feel a rising tide of grief about to overwhelm you. Your companion notices something's wrong, and their arm over your shoulder helps you retain your composure enough to engage the old man in conversation. Your evident emotion brings him to tears. As you turn to leave, he silently hands you an old portable cassette player and a box of tapes. +1XP. +2 book tokens.

✓3 You feel a rising tide of grief about to overwhelm you. Your companion notices something's wrong, and their arm over your shoulder helps you retain your composure. +1XP.

✓0-2 You remember your friend's plans to record a triple concept album about an underground race of lizard people. You'll never hear that album now. You are overcome with grief. -2 morale.

27 - Stylites

You hear him before you see him: his cries echo for miles around. "Burn this sinful flesh off my soul, so my spirit may leave this fallen world!" Finally, you spot him: a badly sunburnt man in filthy Doomsayer's robes, perched atop a rusted pylon. His fervent eyes have fixed on you. "Traveller! My sins and yours have brought this calamity upon the world. Now I live in this isolation, to be cleansed of my sins. I implore you to do the same." *Take a mind challenge. Success on 4. Major success on 5.*

✓5+ You argue that, if this mess is really the result of our actions, then it is our duty to help make it better. His eyes fill with tears. He tells you you've shown him the light. "Take this," he says, "and go and make the world better." +1XP. +1 melee weapon.

✓4+ He speaks of how the self-serving greed and corruption of humanity led to this punishment upon the world. This only serves to steel your determination to work hard and build a better world out of the ruins. +1XP. +2 morale.

✓0-3 He speaks of how the self-serving greed and corruption of humanity led to this punishment upon the world. Your eyes fill with tears and you feel the weight of guilt upon you. -1 morale.

28 - Zeke the Geek

Zeke the Geek knows these parts like the back of his dirt-caked hands. With his supermarket trolley full of trinkets and his band of followers, he wanders the roads. He sees all that passes, and delves into every hidden place. From his cryptic ramblings, you understand he will tell you of a place nearby that will help you on your journey. But first, you have to play his game of riddles. And ignore whatever it is that's living in his beard. *Take a mind challenge. Success on 4. Major success on 6.*

✓6+ You perform so well in the test that Zeke's followers look on in awe. After Zeke has imparted his information and you make ready to leave, one of his followers walks up to you and joins your party. +2XP. +1 follower. *Draw a scavenger site from the scavenger site bag.*

✓4-5 You rack your brain with each question and your answers seem to please Zeke. Eventually, he nods his head. +2XP. *Draw a scavenger site from the scavenger site bag.*

✓0-3 Your mind goes blank and your thoughts are sluggish. You cannot answer any of Zeke's questions and you walk away to the mocking laughter of his followers. -1 morale.

29 - Trapped

Adrenaline bursts down your veins and your senses are sharpened. You become aware of many things simultaneously. The trip-wire that your leg has just brushed. The human carcass hanging in a net from the nearest tree. The twang of a spring going off just to your left.



If you have a CLUMSY follower...

Your companion steps right on a pressure plate and you see a massive rock wrapped in chains swing out of a tree behind them.

A. *Take a speed challenge. Success on 4.*

If you do not have a CLUMSY follower...

B. *Take a speed challenge. Success on 4. Major success on 5.*

A.

✔4 As traps go off all around you, you dodge and leap out of their way. You slam into your companion and throw them out of the rock's path. You're left breathless, but free. +2XP.

✔0-3 You dash to save your companion, but in your rush you forget to pay attention. Your foot is caught in the jaws of a metal trap as they snap shut. Somehow, the swinging boulder misses your companion, and they get you out of the trap, but your mangled foot won't ever be the same. -1 health.

B.

✔5+ You run through the traps as they go off all around you, and slam into a fellow traveller who's gotten caught in one of the traps. You help them through the traps, and they decide to stick with you. +2XP. +1 follower.

✔4 As traps go off all around you, you dodge and leap out of their way. You're left breathless, but free. +2XP.

✔0-3 You run as fast as your legs will carry you, but your foot is caught in the jaws of a metal trap as they snap shut. You manage free yourself, but your mangled foot won't ever be the same. -1 health.

30 - The Historical Society

Panicked shouts stop you in your tracks. "Stop! Don't take a step further! The Island Historical Society has designated this as an area of Class 1 Historical Significance. The Golden Age of Humanity must be preserved and remembered in this time of darkness. We can't let you trample all over it." They are wearing a uniform of dirty tweed, and appear entirely unarmed.

A. *You beat up the Historical Society and proceed on your way.*

B. *You are nice to the Historical Society, have a chat and make up for it by marching long into the night. This costs 1 food or 1 fatigue.*

A.

You make short work of the Historical Society, leaving them battered and bloody. -1 morale. +1XP.

B.

They thank you for your consideration, and you talk about the 'historical remains' nearby. You learn some useful info, but they talk at you for hours before you manage to politely take your leave. -1 food or suffer 1 fatigue. Take 1 scavenger site from the scavenger site bag.

31 - Children are the Future

Deep in the Wilds, you encounter a desperate party of travellers with a pair of young children. They're nowhere near sufficiently armed, their supplies are running low and they're clearly unused to the trials of the road.

A. *You offer to escort them out of Slaver territory. This will require you to march double time to regain lost time. This costs 1 food or 1 fatigue.*

B. *You go on your way and leave them to their own devices.*

A.

The road is a hard one, but you reach the party's destination uneventfully. They extend their sincere gratitude. A member of the party decides to join you on your travels. You march through the night to get back on track. -1 food or suffer 1 fatigue. +1 follower.

B.

Everyone's in a rough spot these days. But thinking about that only makes you feel worse. -2 morale.

32 - Human Appreciator

You explore a building that looked abandoned at first. Inside, you find shelves of photos and notes in clumsy handwriting. They're all about a small human community nearby. You realize someone has been keeping the people in the community – as their idea of pets. Suddenly you hear a squeal of delight behind you. You turn round and see a Pinhead looming over you. “Such a pretty pretty human! You're gonna look so cute on my human farm!”

A. You charge at the mutant, hoping to knock her over with your momentum. **Take a speed challenge. Success on 4.**

B. You make a run for it. **Take a speed challenge. Success on 3.**

A.

You sprint at her, shoulder first...

✔4+ Your charge catches her unaware and knocks her off-balance. You leap on her, fists beating down on her leathery skin. She manages to wriggle out of your grip and scurries away, shouting: “You're a crazy human, crazy!” +2XP. **Recover 1 boost.**

✔0-3 You hit a wall of leathery brick and lose your balance. She pounces on you and lands a few solid blows before you manage to free yourself from her grasp and dash off. -1 **health.**

B.

✔3+ You run at the mutant, knocking her off-balance as you rush through the door. You're faster than she is, and you hear her despairing howl behind you. “Pretty human! Come back to Aunt Gargantuan!” +2XP.

✔0-2 You run at the mutant, knocking her off-balance as you rush through the door. “Naughty little human!” she shouts. “No need to run from Aunt Gargantuan!” She grabs you by the feet mid-leap and your face hits the dirt. It's a long, painful struggle before you manage to give her the slip. **Suffer 1 mutation.**



33 - Dog's Got a Bone

You follow the sound of scratching into a dark doorway. Inside, you are overcome by a stench of death and decay. You spot an old dog gnawing away at something horrible in the furthest corner. Under a coat that has grown matted and shaggy, you can still see a collar. He spots you with a start and retreats further into the darkness.



If you have a CAUTIOUS follower...

Your companion shakes their head beside you. “There's no way we're going in there, right? That would be a stupid risk.”

A. You ignore your companion and follow the dog. **Take a speed challenge. Success on 3. Major success on 5.**

B. You leave.

If you do not have a CAUTIOUS follower...

B. You leave.

C. You follow the dog. **Take a speed challenge. Success on 3. Major success on 4.**

A.

✔5+ You wave aside your companion and venture in, until pitch dark swallows you. The smell of rot grows overpowering. In the dark, you hear movement all around you. Shuffling! Pattering! Crying! You trip on something unseen, but quickly pick yourself up, grabbing something solid you find your hands on, and using it to club away the things that move towards you in the dark. You manage to fight your way out into the light, and run as far from the building as you can. +2 XP. +1 **ranged weapon.**

✔3-4 You wave aside your companion and venture in, until pitch dark swallows you. The smell of rot grows overpowering. In the dark, you hear movement all around you. Shuffling! Pattering! Crying! You trip on something unseen. On the ground, you feel things reaching out to you, out of the dark, but you somehow manage to crawl your way back out into the light. +1 XP. **Recover 1 boost.**

✔0-2 You wave aside your companion and venture in, until pitch dark swallows you. The smell of rot grows overpowering. In the dark, you hear movement all around you. Shuffling! Pattering! Crying! You trip on something unseen. On the ground, things reach out and grab you, sinking claws into your skin. You curse your decision to ignore your companion, and sink into despair. **Suffer 1 mutation.**

B.

You turn away, but you can't help wondering what you could have found in there. **-1 morale. Exhaust 1 boost.**

C.

✓4+ You venture in until pitch dark swallows you. The smell of rot grows overpowering. In the dark, you hear movement all around you. Shuffling! Pattering! Crying! You trip on something unseen, but quickly pick yourself up, grabbing something solid you find your hands on, and using it to club away the things that move towards you in the dark. You manage to fight your way out into the light, and run as far from the building as you can. **+2 XP. +1 ranged weapon.**

✓3 You venture in, and pitch dark swallows you. The smell of rot grows overpowering. In the dark, you hear movement all around you. Shuffling! Pattering! Crying! You trip on something unseen. On the ground, you feel things reaching out to you, out of the dark, but you somehow manage to crawl your way back out into the light. **+1 XP.**

✓0-2 You venture in, and pitch dark swallows you. The smell of rot grows overpowering. In the dark, you hear movement all around you. Shuffling! Pattering! Crying! You trip on something unseen. On the ground, things reach out and grab you, sinking claws into your skin. You sink into despair. **Suffer 1 mutation. -1 morale.**

34 - The Scientist

You realize that the building you've ventured into was a genetics lab – one of the shady institutions that planted the seeds of this whole mess. You come face to face with a mutant woman, tired desperation written into every line of her expression. She has a wad of notes in one hand and a vial in the other. "Please," she says. "We need this material if our kind is to survive."



If you have a RECKLESS follower...

Your companion lunges at the woman before you can react, trying to wrestle the notes from her hand. "That material should be ours!" You intervene to try to get them out in one piece.

A. Take a speed challenge. Success on 4.

If you do not have a RECKLESS follower...

B. Let her take the research material.

C. You cut her down. Take a speed challenge. Success on 3. Major success on 5.

A.

✓4+ It's a surprisingly tough fight, but with two against one, you've soon beaten her down. You take the notes with you, and learn some useful things about mutant biology. **+2XP. +1 book token.**

✓0-3 You throw yourself into the fray, but the woman is more of a fighter than she looks. She smashes the vial in her hand against your face, and the mutagen eats into your skin and seeps into your pores. By the time you recover, she's long gone. **Suffer 1 mutation.**

B.

You lower your weapon for a second, and that's all the time she needs. She throws the vial in her hand at you. The mutagen eats into your skin and seeps into your pores. By the time you recover yourself, she's long gone. **+2XP. Suffer 1 mutation.**

C.

You strike her down, and the vial shatters on the floor. But, as you leave the building, you realise she was not alone. A line of heavily-armed mutants in a strange uniform have you surrounded.

✓5+ You dodge through the rubble and manage to shake the mutants off. You even manage to hold on to your loot. **+2XP. +1 equipment**

✓3-4 You dodge through the rubble and manage to shake the mutants off. **+2XP.**

✓0-2 You dodge through the rubble. Just as you think you've managed to shake them off you get hit in the shin by a hefty rock thrown in your direction. You still manage to crawl to safety. **-1 health.**



35 - Slave Driver

You come across a family homestead among the ruins. There's the smell of baking bread and the sound of kids at play. They invite you to join them for dinner. As you sit at the table, you look out of the window to the field behind the house, and see a pair of Manshields, bound in chains and slung to a yoke like oxen.



If you have a visible mutation token...

Before you can react, the father has you in a surprisingly strong hold. "Nothing personal, but if it's my family or some mutant scum, then I'm choosing my family. I hope you like farm work."

A. *Take a speed challenge. Success on 4.*

If you do not have any visible mutation tokens...

B. *You enjoy the meal and thank your hosts.*

C. *You confront the family and try to free the enslaved mutants. Take a speed challenge. Success on 4.*

D. If you have an OPPORTUNISTIC follower...

Your companion, however, has noticed other things. "They've been bringing food up from the cellar. Who knows how many goodies they're storing up down there. Probably enough to fill our bellies for weeks." They suggest a different plan of action. *You wait until the family is asleep and try to steal their food supplies. Take a speed challenge. Success on 4.*

A.

✔4+ You struggle, and they're no match for you. You wrestle the weapon out of the father's hands and beat him into submission. After that, the rest of the family are happy enough to see you go. +1 *melee weapon*.

✔0-3 You struggle, but the whole family is soon upon you, and beating you into a bloody pulp turns out to be a wholesome family bonding experience. Somehow, you manage to get away to lick your wounds. -2 *health*.

B.

You swallow down your guilt long enough to enjoy the wonderful, home-cooked meal. You down a nice strong drink too. But you can't help the feeling of wrongness you're left with. +1 *food*. -2 *morale*.

C.

No sooner have you opened your mouth in protest than the father shouts you down. "What would you do? Let the kids starve?" The whole family is upon you.

✔4+ They're no match for you. After you've dealt with them, you walk up to the mutants. They look perplexed as you free them, but a vague expression of gratitude makes its way to their fleshy features. +1XP. +2 *morale*.

✔0-3 The kids leap on you and you lose your balance. The family take turns kicking you, and the activity turns out to be a wholesome family bonding experience. -1 *health*.

D.

✔4+ You descend into the cellar in the early hours of the morning. You find it packed with jars of preserves and hunks of salt meat. You fill your packs with as much as you can carry, and silently make your way out of the house. +2 *Food*.

✔0-3 You descend into the cellar in the early hours of the morning. Your awkward footsteps echo around the house, and the sounds of your clumsy rummaging in the cellar are amplified by the silence. As you make to leave, you find the family standing at the top of the stairs, their heaviest tools in their hands. You're given a solid beating before you manage to slip away in the darkness. -2 *health*.

36 - Tracks

You come across a big army surplus store with a shutter that's been twisted open. You venture inside and find it's been picked clean.



If you have a RESOURCEFUL follower...

Your companion immediately begins scouring the area, looking for some sign of who might have been around.

A. *You join them. Take a mind challenge. Success on 3. Major success on 4.*

If you do not have a RESOURCEFUL follower...

B. *You begin scouring the area, looking for some sign of who might have been around. Take a mind challenge. Success on 3. Major success on 5.*

A.

✓4+ Together, you scout out the surroundings. Outside, you find at least a dozen fresh sets of footprints, all wearing identical boots. Mutants, judging by the differences in their gait. More worryingly, they lead to a set of heavy vehicle tracks. Someone's building a mutant army out here. You relay the news to the Fortress in the next broadcast – you can tell they're troubled, but they reward you for the intel. **+2XP. Recover 2 broadcast tokens.**

✓3 Together, you scout out the surroundings. Outside, you find fresh footprints – lots of them, and leading to a set of heavy vehicle tracks. Someone's building an army out here. **+2XP.**

✓0-2 Together, you scout out the surroundings. Outside, you find a jumble of fresh footprints, but they don't tell you much apart from what you already knew – that someone was here recently and cased the place. You feel like there's something obvious before your eyes that you're just too thick to see. **-1 morale.**

B.

✓5+ You scout out the surroundings. Outside, you find at least a dozen fresh sets of footprints, all wearing identical boots. Mutants, judging by the differences in their gait. More worryingly, they lead to a set of heavy vehicle tracks. Someone's building a mutant army out here. You relay the news to the Fortress in the next broadcast – you can tell they're troubled, but they reward you for the intel. **+2XP. Recover 2 broadcast tokens.**

✓3-4 You scout out the surroundings. Outside, you find fresh footprints – lots of them, and leading to a set of heavy vehicle tracks. Someone's building an army out here. **+2XP.**

✓0-2 You scout out the surroundings. Outside, you find a jumble of fresh footprints, but they don't tell you much apart from what you already knew – that someone was here recently and cased the place. You feel like there's something obvious before your eyes that you're just too thick to see. **-1 morale.**



37 - Destruction Breeds Creation

You meet a fellow traveller and stop for a chat. Around her camp, you see rolled-up charts, sketchbooks and measuring instruments. She introduces herself as an architect. "I'm happy to see the old world crumble away," she says. Her eyes sparkle with real vision, and she cannot contain her enthusiasm. "We'll need to rebuild, and I'll be the one doing it!" Her smile grows a little unsettling. "I just need to speed up the crumbling a little..." It's only then that you notice the detonator at her feet, and the wires spreading out in every direction.

A. You try to talk her out of doing anything crazy. **Take a mind challenge. Success on 4. Major success on 5.**

B. You make a run for it. **Take a speed challenge. Success on 4.**

A.

✓5+ You give her a heartfelt speech about the importance of preserving architectural heritage. Not only does she drop the detonator - she is so moved by your love of architecture that she engages you in conversation all night about interesting buildings nearby. **+2XP. Draw 1 face-up terrain from the board. You may place it in an empty zone adjacent to another terrain. Discard the attached scavenge site. Then replenish the map queue.**

✓4 You give her a heartfelt speech about the importance of preserving architectural heritage, and she lets the detonator go. **+2 XP. +1 morale.**

✓0-3 You stress the importance of occupational safety, but she's far beyond such concerns. Ignoring your pleas, she presses down on the detonator, and the world around you explodes into fire, dirt, smoke and rock. **-1 health.**

B.

✓4+ You don't stop to think, you just run. You're barely a few paces away when the explosions start. All around you, debris is thrown into the air, buildings collapse and the ground is torn up. But you're fast enough to escape with your life. **+2 XP. +1 morale.**

✓0-3 You don't stop to think, you just run. You're barely a few paces away when the explosions start. An airborne slab of masonry smashes into your face and knocks you senseless. You wake up the next morning with your hair thick with dried blood, and a splitting headache. **-1 health.**

38 - It's Off to Work We Go

You have no memory of how you got here. All you know is that you're waking up with a splitting headache, in a dark place that smells of mould and death. You try to move, but you're chained to the wall. You turn to your left and find yourself face-to-face with a man who's just as bruised and bloodied as you feel. "Well, friend," he tells you, "I guess it's the slave life for us." You realize there are at least a dozen others here, in the dark.

A. You try to wiggle out of the chains. **Take a speed challenge. Success on 4. Major success on 5.**

B. You try to outsmart the guard. **Take a mind challenge. Success on 4. Major success on 5.**

A.

5+ The rusty chains are no match for your muscles. You tear them right out of the wall. You manage to free the other slaves while the mutants share boneheaded jokes around a campfire. One of the slaves decides to join your party. **+2XP. +1 follower.**

4 You struggle with the chains until they finally give way in your hands. Just in time too – you hear a guard coming down the stairs. You floor him with a well-timed swing of the chain and dash out of there before anyone else notices something's up. **+2XP. Recover 1 boost.**

0-3 You flay the skin off your wrists trying to break free of the chain, but it's all for nothing. Things aren't looking too good for you. Just then, you hear gunfire above you. Conveniently, the mutant slavers have been wiped out by a band of human bandits. But they're not giving you your freedom unless you make it worth their while. **-1 health. Then the player to your left chooses 1 equipment OR 2 recovery tokens from your inventory. Discard them.**

If you have neither: The bandits mock you and threaten you, thinking you're holding out on them. **-1 morale.**

B.

5+ The guard's three unnerving eyes well up with tears as you make him question every single one of his life choices. He undoes your chains, as well as those of all the other slaves. One of the slaves decides to join your party. **+2XP. +1 follower.**

4 You convince the guard that you can lead him to a whole village of unarmed humans in a hidden valley nearby. Think of how the others would look up to him when he comes back with all those captives! He sneaks you out of the camp and, at the first opportunity, you knock him senseless and make your escape. **+2XP.**

0-3 Despite his looks, the guard isn't exactly the bluntest tool in the shed. All you get for your talk is a rib-cracking kick in the guts. Things aren't looking too good for you. Just then, you hear gunfire above you. Conveniently, the mutant slavers have been wiped out by a band of human bandits. But they're not giving you your freedom unless you make it worth their while. **-1 health. Then the player to your left chooses 1 equipment OR 2 recovery tokens from your inventory. Discard them.**

If you have neither: The bandits mock you and threaten you, thinking you're holding out on them. **-1 morale.**

39 - Hearts Alive

The dirt underfoot is sodden with blood. There's been a fight here – or a massacre. You see ripples in a pool of blood and pick up an intact human heart. It beats in your hand. As you hold it, you see veins and arteries beginning to grow out of it. You sense that it must hold incredible regenerative power.



If you have a RECKLESS follower...

Your companion grabs the heart from your hands, and, with no hesitation, takes a hearty bite out of it. "It's the only way we'll learn what power it holds," they tell you. They hold the heart out for you.

A. You bite into it. **Take a mind challenge. Success on 4. Major success on 5.**

B. You refuse the heart.

If you do not have a RECKLESS follower...

C. You take care of the heart to witness the regeneration.

D. You eat the heart to gain its restorative energy. **Take a mind challenge. Success on 4. Major success on 5.**

A.

5+ The meat is tough and chewy, but you've had worse meals. You feel the heart's energy flow through your veins, and you drink deep of it. **Move your maximum health marker one space to the right. Do not move your current health marker.**

4 The meat is tough and chewy, but you've had worse meals. You feel the heart's energy flow through your veins. **+2XP. +1 health.**

0-3 The meat is tough and chewy, but you've had worse

meals. Or so you think at first. Next thing you know, the pain hits you. You feel the heart's energy entering your bloodstream, twisting you into new shapes, and you're too weak to resist. **Suffer 1 mutation.**

B.

Your companion doesn't bother to hide their disappointment in you. But, suddenly, their expression changes. They vomit, in vast quantities, all over you, and bend over in pain. You have to pause on your journey to nurse them back to health, while unsuccessfully trying to get the smell of their puke off your body. **-1 morale.**

C.

As you watch organs, muscle, bone and skin grow before your very eyes you are awed at the power of mutation. Limbs take shape out of a mass of meat and blood. Finally, a hunched over figure stands before you. They give you a look of gratitude before hobbling away. **+2 morale. -1 food or suffer 1 fatigue.**

D.

5+ The meat is tough and chewy, but you've had worse meals. You feel the heart's energy flow through your veins, and you drink deep of it. **Move your maximum health marker one space to the right. Do not move your current health marker.**

4 The meat is tough and chewy, but you've had worse meals. You feel the heart's energy flow through your veins. **+2XP. +1 health.**

0-3 The meat is tough and chewy, but you've had worse meals. Or so you think at first. Next thing you know, the pain hits you. You feel the heart's energy entering your bloodstream, twisting you into new shapes, and you're too weak to resist. **Suffer 1 mutation.**

40 - What's Up, Doc?

What happens if you try too hard to stick to the Hippocratic oath in a world like this? You might end up like Doc Haywire, wandering the roads in a bloodstained lab-coat carrying jars of morphine, antibiotics and a bone-saw blunted through over-use. On balance, it would perhaps be preferable if she didn't seem so amused while performing amputations, but you'll take any medical treatment you can get. **Trade: -1 food/-1 ammo/-1 equipment for 1 medicine token each.**

41 - Thou Shalt Not Steal

You come upon a mutant encampment. You sneak in and find it's stacked with supplies. But just as you're packing away your spoils, you hear shouts behind you. The mutants are back! **Take a speed challenge. Success on 3. Major success on 5.**

5+ You run as soon as you hear the mutants approach. You hear their shouts behind you for a long time, but you're much too fast for them, and you make a clean getaway. **+2 XP. +1 equipment OR 2 recovery tokens.**

3-4 You run as soon as you hear the mutants approach. You hear their shouts behind you for a long time. You're forced to drop your loot to pick up the pace, but you finally lose them. **+2 XP.**

0-2 You run as soon as you hear the mutants approach. But you soon realize you're not going to make it far, even after you drop all your loot. You duck into an old portaloos half-concealed in the undergrowth and hope you weren't seen. Your plan works, but you spend hours cramped in festering filth, hearing the sounds of the mutants outside. **-2 morale.**

42 - Happy Valley

You're puzzled by this community you've come across. No one seems to work, but the fields are lush with crops and everyone's well-fed. They have clean water coming from you have no idea where. Electricity to power their lights, but no generators. And smiles on everyone's faces – though you wonder if there's some strain at the corners of those smiles. **Take a mind challenge. Success on 3. Major success on 4.**

4+ You play along while everyone keeps talking about what a great life they live. After you've gone on your way, a member of the community catches up with you. "You see it too – there's something wrong here. I could tell from your eyes." They decide to tag along. **+2XP. -1 morale. +1 follower.**

3 You play along and hide your unease while everyone keeps talking about what a great life they live. At the first opportunity, you make your polite excuses and go on your way. **+2 XP.**

0-2 You're uneasy, and you don't do a great job of hiding it. The villagers come together to tell you that it might be better for everyone if you were on your way. The unnerving feeling of their fixed smiles is hard to shake off. **-2 morale.**

43 - The Messenger

You meet a weathered old woman going far too fast down the road on a battered bicycle, a knapsack at her side. "I wanted to help people out," she tells you. "Riding my bike is what I know best, so I carry mail. At least this way people can stay in touch." She says she's got too much mail to keep up with, and asks you if you'd help her deliver a package to a nearby location.



If you have an OPPORTUNISTIC follower...

Your companion leans in to whisper to you. "We might be able to learn something from the letters in that bag..."

- A. You ignore your companion and let her go.
- B. You try and snatch the mail bag from her. Take a speed challenge. **Success on 2. Major success on 3. This costs 2 morale.**

If you do not have an OPPORTUNISTIC follower...

- C. You agree to deliver the package. **This costs 1 food or 1 fatigue.**
- D. You decline.

A.

You stand up to your companion and let the old lady go on her way. Afterwards, though, their endless accusations that you're too soft to survive get to you. Is this really what the world is like now? **-1 morale.**

B.

✓3+ You both grab hold of the bag, and easily wrestle it from her hands. She's knocked to the ground, and your companion searches her for anything else that's useful. You feel terrible about yourself afterwards, but you do learn much about your surroundings from the letters. **Draw 2 scavenge sites from the scavenge site bag. +1 equipment. -2 morale.**

✓2 You both grab hold of the bag. She throws curses at you, and there's surprising strength in her old limbs, but you succeed in wrestling the bag out of them. You feel terrible about yourself afterwards, but you do learn much about your surroundings from the letters. **Draw 2 scavenge sites from the scavenge site bag. -2 morale.**

✓0-1 You both grab hold of the bag and try to wrestle it off her, but there's surprising strength in her old limbs. She knocks you to the ground and leaves you behind in a cloud of dust. Afterwards, you feel terrible – both for how low

you stooped, and for how you were beaten by an old lady. **-2 morale.**

C.

You venture ten miles out of your way and deliver the package to a pink-haired girl in a silver glitter outfit, who lives in an abandoned mill painted over with images of unicorns. You're exhausted, but you learn something about the surrounding terrain. **-1 food or suffer 1 fatigue. Take 1 face-down terrain OR draw 1 scavenge site from the scavenge site bag.**

D.

The old lady gives you a disappointed look that makes you feel terrible about yourself. **-1 morale.**

44 - Paper Planes

In a wide circle all around the apartment block, the ground is littered with paper planes. They're made out of old junk mail and newspapers, pages torn out of novels, even banknotes. You look up and, for half a second, spot a face peeking out of one of the windows on the top floor. You climb to the top floor and locate the right apartment. You find a scared little girl, surrounded by empty cans of tuna and sweetcorn, and piles of books in various stages of disintegration.

- A. You send a message to the Fortress to pick her up. **This costs 1 broadcast token.**
- B. You escort her to the nearest outpost. You'll have to march strenuously to make up for lost time. **This costs 1 food or 1 fatigue.**
- C. You go on your way.

A.

At the first opportunity, you send out a signal to the Fortress, and they promise to dispatch a scout to lead the girl to safety. **Exhaust 1 broadcast token. +1XP. +1 morale.**

B.

The nearest outpost is a half-day's hard marching out of your way, but you make the trek and lead the girl to safety. **-1 food or suffer 1 fatigue. +1XP. +2 morale.**

C.

Your mission is more important than any one person. But you can't get the girl out of your head. **-1 morale.**

45 - Threads

Outside an old shopping mall, you're accosted by a group of mutants decked up in designer suits and dresses, gold watches, diamond rings, and far too much make-up and perfume. They drag you into the mall, throw you into a salon chair, and...



If you have a visible mutation token...

A. ...look at you with disapproval. "No, no, no! You've really let yourself go...you can barely call yourself human! But we know just how to help." **Take a mind challenge. Success on 3. Major success on 4.**

If you do not have any visible mutation tokens...

B. ...examine you with awe. "An unstained human form worthy of Botticelli and Michelangelo! Beautiful! Perfect!" One of them says he heard that the blood of a pure human can cure mutation, and suddenly their expression changes. "Forgive us, perfect human - but we need your blood..." **Take a mind challenge. Success on 3. Major success on 4.**

A.

✓4+ You talk to them about inner beauty and making peace with who they are. It works so well that they tear off their affected outfits. They thank you for the wisdom you've brought them and set up a great feast for you in the food court. **+2 XP. +1 food.**

✓3 You convince them that there is no beauty without ugliness, and that their own gorgeousness shines out all the brighter in contrast to the horror of your own appearance. They agree, and you make your escape as they lose themselves in an endless loop of self-congratulation. **+1 XP.**

✓0-2 You stammer that you like how you look just fine, but they insist it is their duty to help out the "taste-challenged". You eventually emerge, much, much later, dazed, draped in at least three different outfits, daubed with every kind of make-up available to humanity, and exhausted. **Suffer 1 fatigue.**

B.

✓4+ You pick up on their own words. You remind them how barbaric it would be to chip away at Michelangelo's David. They're reduced to tears and insist that they are very

cultured and would never do anything like that. They're so cultured that, before you leave, they present you with a lyric poem extolling your godlike beauty. **+2 XP. Take a book token.**

✓3 You warn them off taking any of your blood by listing all the unsavoury, unsanitary, downright disgusting things you've done with your body. They visibly recoil from you, with disturbed looks on their faces, and don't try to follow you as you skulk off. **+1 XP.**

✓0-2 You struggle and hurl insults at them, but there's far too many for you to free yourself. The scalpels come out, and so does the blood. **Suffer 1 mutation.**

46 - Stalker

"Hey, good looking." You stop in your trackers and a slim figure confidently steps into view behind you. "I've kinda been following you. I hope you don't think that's creepy." You spot signs of mutation, but they're still decidedly attractive. "Maybe you wouldn't mind if we got to know each other a little better...?"

A. You agree and step closer to your secret admirer.

B. You take a step back and refuse the invitation. **Take a mind challenge. Success on 3. Major success on 4.**

A.

They draw close to you and your hands meet. What happens next - well, that's between you and them. **Suffer 1 mutation. +1 morale.**

B.

✓4+ You come up with a poetic argument for not consummating one's love, so that it can remain perfect in the realm of the imagination. Your admirer is moved to tears, and says goodbye with dotting eyes, leaving you with a little memento. **+1XP. +1 equipment.**

✓3 You draw on all your charm to take the sting out of your rejection. Your admirer is sad at first but then lightens up as they skulk back into the shadows, stopping to give you a knowing smile **+1 XP.**

✓0-2 Their smile turns into a snarl. "If that's how it is - perhaps I was wrong about you." They lunge at you in a blind rage and you're forced to defend yourself. You strike them down easily, but they do some damage. **+1XP. Suffer 1 mutation. -1 health.**

47 - The Saboteur

You can't remember the last time you heard the sound of an internal combustion engine. You approach the source of the sound cautiously, and spot an armoured military vehicle parked at an abandoned gas station. Strange insignia have been painted on its sides - you've never seen it before. A gang of heavily armed mutants are casing the gas station for fuel and supplies. With a vehicle like that, they could control this whole area.

A. You try to sneak up to the vehicle and sabotage it. **Take a speed challenge. Success on 3. Major success on 4.**

B. You find a safe path clear of the mutants and stay off the roads for the rest of the day. **This costs 1 food or 1 fatigue.**

A.

✔4+ You conceal your approach by dodging the burned-out husks of other vehicles. You're silent and invisible. You ignite a fuse leading to the vehicle's fuel tank. You slip back to a safe distance just as the ground shakes and the vehicle goes up in a massive ball of flame +2 XP. **Recover 1 boost.**

✔3 You conceal your approach by dodging behind the burned-out husks of other vehicles. You're silent and invisible. You ignite a fuse leading to the vehicle's fuel tank. But just as you're slipping away, you blunder right into the line of sight of a Bighead taking a piss behind a vending machine. The alarm is raised, and you make a run for it as bullets tear up the asphalt around you. +1 XP.

✔0-2 You mistime a dash between cover and blunder right into the mutants' line of sight. Bullets tear up the asphalt around you. Massively outnumbered, you have no choice but to make a run for it. -1 morale.

B.

You take a wide route around the gas station, and, for the rest of the day, you stay well away of roads and open spaces. You take difficult paths and follow rough terrain to make sure you don't run into the vehicle again. -1 food or suffer 1 fatigue.

48 - Whisperer

It looks like you're all alone on the road, but you're sure someone is whispering to you. A rasping voice echoes in your skull, dragging your worst fears out of your subconscious and listing them out one by one. Then it's not one voice but two, three, many, filling your consciousness with every single one of your ugliest thoughts and memories.

A. **Take a mind challenge. Success on 3. Major success on 4.**



B. **If you have an INSIGHTFUL follower...** Your companion senses something is wrong, and takes a hold of your hand. **Take a mind challenge. Success on 2. Major success on 3.**

A.

✔4+ Your mind is strong, and you subdue the Whisperer's attack. You have complete control and can feel out the shape of her thoughts. You learn quite a bit about how the mutant mind works. +2XP.

✔3 Your mind is strong. The calm voice of reason drowns out the whispers until they fade away. +1XP.

✔0-2 You are overwhelmed by the Whisperer's attack. The voices eventually die down, but you're left shaken. -1 morale.

B.

✔3+ Your mind is strong. With the support of your companion's clarity, you subdue the Whisperer's attack. You have complete control and can feel out the shape of her thoughts. You learn quite a bit about how the mutant mind works. +2XP.

✔2 Your companion's unwavering steadiness gives you the strength you need. The calm voice of reason drowns out the whispers until they fade away. +1XP.

✔0-1 Despite your companion's support, you are overwhelmed by the Whisperer's attack. The voices eventually die down, but you're left shaken. -1 morale



49 - Siren Song

It's the most beautiful sound you've ever heard – a voice you would call angelic, if you didn't know better. It leads you to a circle of women cowed in black robes, their black hair hanging long over their faces. The voice is joined by another, and another, until all the women are singing, each to each. It is almost unbearably beautiful.

A. *You let yourself be entranced by the call.*

B. *You try to pull yourself away from the allure of the call. Take a mind challenge. Success on 4. Major success on 5.*

* C. **If you have an INSIGHTFUL follower...** You look over at your companion. They meet your gaze, and in their eyes you see a warning. They can sense something terrifying in the song. *You try to pull yourself away from the allure of the call. Take a mind challenge. Success on 3. Major success on 4.*

A.

If the player's mind is 4 or more:

The song works its way into you. You can feel it curling itself around your limbs and reaching into your thoughts. You receive visions of a person you can never be, and lives you can never live. You come to yourself, much later, feeling different +2 morale. *Suffer 1 mutation.*

If the player's mind is 3 or less:

The song works its way into you. You can feel it reaching into your thoughts. You receive visions of a person you can never be, and lives you can never live. It's all too much to bear. You wake up with your soul crushed and stabbing pains cutting through your every thought. *Suffer 1 fatigue.*

B.

✓5+ You resist the allure of the song, but as soon as you do, its tone changes. It becomes a brick wall slamming into you at a hundred miles an hour. It knocks all the air out of you. But you're strong. You stare down the pain and power through it, freeing yourself from the song's pull. +2XP. +2 morale.

✓4 You resist the allure of the song, but as soon as you do, its tone changes. It becomes a brick wall slamming into you at a hundred miles an hour. It knocks the air out of you. You manage to retain enough consciousness to retreat and collect yourself. +2XP. -1 morale.

✓0-3 You resist the allure of the song, but as soon as you do, its tone changes. It becomes a brick wall slamming into you at a hundred miles an hour; it feels like your muscles are pounded into mincemeat. There is only pain. -1 morale.

C.

✓4+ You resist the allure of the song, but as soon as you do, its tone changes. It becomes a brick wall slamming into you at a hundred miles an hour. It knocks all the air out of you. But you're strong. You stare down the pain and power through it, freeing yourself from the song's pull. +2XP. +2 morale.

✓3 You resist the allure of the song, but as soon as you do, its tone changes. It becomes a brick wall slamming into you at a hundred miles an hour. It knocks the air out of you. You manage to retain enough consciousness to retreat and collect yourself. +2XP. -1 morale.

✓0-2 You resist the allure of the song, but as soon as you do, its tone changes. It becomes a brick wall slamming into you at a hundred miles an hour; it feels like your muscles are pounded into mincemeat. There is only pain. -1 morale.

50 - The Ferrywoman

The way ahead is blocked by a river, and the bridge is out. An old woman in a battered parka seems to have spotted the business opportunity here: she sits on a sturdy boat and offers you passage across the water in exchange for some food.

A. *You attempt to wrestle her off the boat. Take a speed challenge. Success on 4. Major success on 5.*

B. *You pay her food in fare. This costs 1 food.*

A.

✓5+ The woman strikes out at you with an oar, but you dodge her attacks with little effort. You wrongfoot her and send her tumbling into the water. You row the boat to the other side and help yourself to her provisions. +1 XP. +1 food. +1 equipment.

✓4 The woman strikes out at you with an oar and strikes you across the chest, knocking the wind out of you. You fall into the water and the woman rows off downriver. You just about manage to swim across to the other side. +2XP.

✓0-3 The woman strikes out at you with an oar and strikes you across the chest, knocking the wind out of you. You fall into the water and the woman rows off. The current is too strong for you and you're dragged downriver. -1 health.

B.

You give the woman some of your provisions and she ferries you across with a friendly smile. -1 food.

51 - Vote for Dave

How can someone maintain such a pearly-white smile when toothpaste is so hard to find? He stands at a podium under a hand-painted banner that says "Vote for Dave!". Dave says: "Friend! In these times of uncertainty, who's going to look out for the little guy? Who's going to look out for you? Let me tell you - Dave will! Dave will make sure you get everything that those mutant scumbags want to steal from us."

A. You accept a free 'Vote for Dave' pin badge.

B. You punch Dave right in his pearly-white smile.

A.

You wear the badge as you proceed on your travels. Whenever you're feeling too upbeat about things, you take another look at it and realize how little we learn from history. **-1 morale.**

B.

Sometimes doing the right thing means long deliberation and careful, measured action. And sometimes, like today, it means knocking the smile right out of Dave's self-satisfied face. You immediately feel much better. **+1 morale.**

52 - Tally Ho!

A strange rhythmic sound begins to grow louder and louder. It's been so long since you heard it that it takes you a while to realize what it is: galloping horses, approaching fast. You find yourself surrounded by a group of four riders, all wearing bright pastel shirts and holding bloodied polo mallets.



If you have a visible mutation token...

"Tally ho, bros! Looks like we've got a new runner for mutant polo. Hope they last longer than the last guy!" You run, but you realize they're only letting you get a head start to make it fun.

A. **Take a speed challenge. Success on 4. Major success on 5.**

If you do not have any visible mutation tokens

"Tally ho, bro! We're hitting up a mutant settlement nearby for a round of mutant polo. It's fun, AND it gets rid of mutant scum! Are you up for a game?"

B. You agree to join them. **Take a speed challenge.**

Success on 4. Major success on 5.

C. You refuse.

A.

✓**5+** You run off the road and into the rubble, and they soon lose sight of you. Crawling in the undergrowth, you circle round and sneak up on one of them. You pull him off his horse, grab his equipment, and run off before he can recover himself. **+2XP. +1 equipment.**

✓**4** You run off the road and into the rubble, and they soon lose sight of you. You hear their calls around you, but you manage to crawl away through the undergrowth. **+2XP. Recover 1 boost.**

✓**0-3** You run off the road to try to lose them, but you're much too slow. Suddenly, you feel the sharp, blinding pain of mallet hitting skull - and then nothing else, until you wake up several hours later with blood matting your hair. **-1 health.**

B.

✓**5+** They get you a horse and a mallet. No pastel shirt, sadly. Together, you ride right into a small community of mutants gathered around a campfire. They're taken completely by surprise. As they run, you chase them down one by one and whack them with your mallet. You do so well that your new friends let you take the pick of the mutants' belongings. **+2XP. +1 equipment.**

✓**4** They get you a horse and a mallet. No pastel shirt, sadly. Together, you ride right into a small community of mutants gathered around a campfire. As they run off in all directions, you chase down a large, slow Pinhead and whack his brains out with your mallet. Your new friends tip their hats at you. "Well-played...for a first-timer." **+2XP. +1 morale.**

✓**0-3** They get you a horse and a mallet. No pastel shirt, sadly. Together, you ride right into a small community of mutants gathered around a campfire. They're taken by surprise, but they try to put up a fight. As you try to whack one with your mallet, you lose your balance and fall off your horse. The mutants throw themselves at you. You're clawed, scratched and bitten before your new friends whack them off you. **Suffer 1 mutation.**

C.

"That's no way to be a good sport." Their looks of disapproval make you feel terrible about yourself. **-1 morale.**

53 - Train in Vain

A rabbit-hunter you met a while back warned you he'd spotted large groups of mutants in the area. Your senses are heightened and you watch out for the first sign of danger. It's because of this that you hear the approaching mutant scouts before they've caught sight of you. You dash into hiding as they walk past, and overhear them talking about heading back to "town".

A. You follow them back to this 'town' to get some intel for the Fortress. **Take a speed challenge. Success on 4.**

B. You avoid the scouting parties and proceed on your way. **Take a speed challenge. Success on 3.**

* C. If you have a visible mutation token... reveal yourself to the scouts and try to bluff your way into the 'town'. **Take a mind challenge. Success on 3.**

A.

✓4+ You follow the scouts past train tracks and locked warehouses. You spot more mutants – heavily armed soldiers, engineers working on old machinery, massive Manshields lugging crates. You haven't seen mutant operations this big before. You retreat to safety and report what you've seen to the Fortress. They thank you for your efforts. **+2XP. Recover 2 broadcast tokens.**

✓0-3 You try following the scouting party at a distance. But, as you're crossing a set of train tracks, you trip and crunch into the gravel. The mutants catch sight of you immediately, and you've got mutant boot in your face before you can pick yourself up. Beaten and bloodied, you have to skulk off to lick your wounds. **Suffer 1 mutation.**

B.

✓3+ Staying behind cover, you circle the mutant scouts and dive into a water culvert. You follow it until you're out of their earshot. **+2XP.**

✓0-2 You try to silently circle the mutant scouts to proceed in a different direction. But you've only gone a few paces before you slip, loudly, on some loose gravel. The mutants catch sight of you immediately, and you've got mutant boot in your face before you can pick yourself up. You're beaten, bloodied and left for dead. **-1 health. Suffer 1 mutation.**

C.

✓3+ You call out to the scouts and stay purposefully vague when you introduce yourself – you say you're new here and looking for the 'town'. They buy it, and lead you past train tracks and warehouses. You spot more mutants – heavily

armed soldiers, engineers working on old machinery, massive Manshields lugging crates. You haven't seen mutant operations this big before. At the first chance you get, you retreat and report what you've seen to the Fortress. **+2XP. Recover 2 broadcast tokens.**

✓0-2 You call out to the scouts and introduce yourself as a General from Mutant High Command. The confused looks on their faces make it clear there's no such thing as Mutant High Command, or mutant generals. You try to turn and run, but, next thing you know, you're tackled to the ground and get a faceful of mutant boot. **Suffer 1 mutation.**

54 - Campfire Headcase

You join a group of friendly travellers and break for dinner around their campfire. They're a motley gang from all walks of life, but they seem to get along swimmingly. There's freshly-caught rabbit meat on the grill, and a drum circle gathers around the fire as it cooks. Your new friends seem very interested in you and ask you all sorts of questions about yourself. Without warning, one of them lunges at you and pins you to the ground. "You think you're so different from us. But we all like a hot meal in our belly. We all bleed if you cut us. And besides...the change is already upon you. Look deep within. You'll see it."

A. You resist the mutant's call. **Take a mind challenge. Success on 3.**

B. You agree and accept the seeds of mutation within you.

A.

✓3+ You hear an answering voice within yourself, but find the willpower to drown it out. **+1XP. +1 morale.**

✓0-2 You hear an answering voice within yourself. You try to drown it out, but you feel it calling down your nerves. **Suffer 1 mutation.**

B.

You hear an answering voice within yourself and you give in to it. You feel a strong sense of communion with your new companions. **+1 morale. Suffer 1 mutation.**

55 - Gotta Hand it to Her

It takes you a moment to figure out what you're looking at. A house is buried in a massive pile of severed limbs, all in varying states of decomposition. All the limbs, hundreds of them, are carefully arranged to point down towards the door into the house.



If you have a RECKLESS follower...

Your companion doesn't even wait for you – they've already disappeared into the door. You run to catch up with them.

The door opens onto a narrow passageway that burrows deep into the rock. The entire passageway is thickly lined with more severed limbs – their fingers brush you as you walk past. You find your companion ahead of you in a vast underground chamber. Again, it's full of severed limbs, arranged in artful patterns. In the middle of the room, a young mutant girl sits at a table. "Hello!" she beams at you. "Thank you for visiting my workshop to see me work on my art." She picks a filthy cleaver off the table. Your companion raises a hand to tell you to hold still.

A. You ignore your companion, and attack her before she can do anything. **Take a speed challenge. Success on 4.**

B. You wait and see what happens.

If you do not have a RECKLESS follower

C. You venture into the door.

D. You leave.

A.

✔4+ You push your companion aside and charge at her, and slam her to the ground before she can react. You beat her until she can no longer move, and scour the room for anything useful before you leave. **+1 melee weapon.**

✔0-3 You push your companion aside and charge at her, but she reacts instinctively, and brings the cleaver down into your shoulder. You retreat, in pain, to nurse your wound – but it soon becomes clear that something on that cleaver has gotten into your blood. **Suffer 1 mutation.**

B.

She raises the cleaver above her head and, with a few swift, expert swings, lops off her own arm. Blood spurts in jets all over the room, including all over you. You back away just as you see newly-formed tendons begin to form over her

bloody stump. You spend the rest of the day trying to scrub yourself clean, but something has gotten into your skin. **Suffer 1 mutation.**

C.

The door opens onto a narrow passageway that burrows deep into the rock. The entire passageway is thickly lined with more severed limbs – their fingers brush you as you walk past. Eventually, you emerge in a vast underground chamber. Again, it's full of severed limbs, arranged in artful patterns. In the middle of the room, a young mutant girl sits at a table. "Hello!" she beams at you. "Thank you for visiting my workshop to see me work on my art." She picks a filthy cleaver off the table.

I. You attack her before she can do anything. **Take a speed challenge. Success on 3.**

II. You wait and see what happens.

I.

✔3+ You charge at her, and slam her to the ground before she can react. You beat her until she can no longer move, and scour the room for anything useful before you leave. **+1 melee weapon.**

✔0-2 You charge at her, but she reacts instinctively, and brings the cleaver down into your shoulder. You retreat, in pain, to nurse your wound – but it soon becomes clear that something on that cleaver has gotten into your blood. **Suffer 1 mutation.**

II.

She raises the cleaver above her head and, with a few swift, expert swings, lops off her own arm. Blood spurts in jets all over the room, including all over you. You back away just as you see newly-formed tendons begin to form over her bloody stump. You spend the rest of the day trying to scrub yourself clean, but something has gotten into your skin. **Suffer 1 mutation.**

D.

You leave, but the sight of that house of limbs stays in your mind. In your imagination, that house represents all the unknown horrors this new world contains. **-1 morale.**

56 - Oliver Twisted

The way ahead is blocked by a long table, laid out in the middle of the road. A row of children are sitting there, all ragged clothes and dirt-stained faces. "Please, kind traveler," they say, looking at you with angelic eyes, "can't we have something to eat?"

A. Give them some food. **This costs 1 food token. Take a mind challenge. Success on 3.**

B. Leave the kids to starve.

A.

✓3+ As you get closer to the children, you realize something isn't quite right about them. As you concentrate, the illusion falls apart before your eyes. You are alone on the road again – but, out of the corner of your eye, you spot a deformed figure skulking off into the shadows. **+2XP.**

✓0-2 You are overwhelmed by a strong and uncontrollable sense of pity for these miserable tramps. You dig into your supplies and give them enough for a hearty meal before moving on. **-1 food.**

B.

Your inability to help the kids makes you despair. **-1 morale.**

57 - Mutant Messiah

You sneak up on a large group of mutants gathered around – well, you need to take a good long look to be sure. You conclude that what you're looking at is a young boy, but whatever mutation he's undergoing is grossly out of control: growths are exploding out of his body, and spines cover his frame. The mutants around him appear to be in awe of him, almost to worship him. He turns to face you and you realize he's seen you.



If you have a DARING follower...

Your companion grabs your hand. "They've seen us. No use in running. Best to face them down and try to learn something."

A. Take a mind challenge. **Success on 4. Major success on 5.**

If you do not have a DARING follower...

B. You meet his gaze and stand your ground. **Take a mind challenge. Success on 4. Major success on 5.**

C. Run.

A.

✓5+ Your companion leads you down into the crowd, and you focus your attention on the boy. He meets your gaze with an unexpected intensity, and visions of the boy's life fill your head – you see your surroundings spread out before you like a map, and can see into the nooks and crannies of every building. **+2XP. Draw 1 face down terrain AND 1 scavenge site from the scavenge site bag.**

✓4 Your companion leads you down into the crowd and you feel their gazes on you. You can feel the boy's presence probing at the edges of your mind, but you stand strong. After a while, the boy turns and departs, and the crowd follows him. **+2 XP. +1 morale**

✓0-3 Your companion leads you down into the crowd and you feel their gazes on you. And something more than their gazes – the corners of your thoughts grow darker, and you feel the boy's probing presence in your mind. You suddenly come to consciousness a couple of miles away, with the mutants nowhere to be seen, and your head full of vague but troubling memories. **Suffer 1 mutation.**

B.

✓5+ He meets your gaze with an unexpected intensity, and visions fill your head – you see your surroundings spread out before you like a map, and can see into the nooks and crannies of every building. **+2XP. Draw 1 face down terrain AND 1 scavenge site from the scavenge site bag.**

✓4 He hesitates for a long moment, and you can feel his presence probing at the edges of your mind. Then, he turns back to his followers. **+2 XP. +1 morale.**

✓0-3 He seems to hesitate for a moment. Then, he raises a hand to point in your direction. The mutant horde turn to follow his gesture, and are suddenly after you. You're surrounded and vastly outnumbered. Luckily for you, they seem more intent on making a point than on killing you. After kicking you halfway to death, they leave you in the dirt. **-1 health.**

C.

You're not going to wait around to see what happens. You turn and run as fast as your legs carry you, but you can't shake the feeling that you've just seen something very, very bad being born. **+1 XP. -2 morale.**

58 - Stay off our Lawn

You smell the stench before you see it: the way ahead is barred by a line of scaffolding poles driven upright into the dirt. Impaled on each pole is a corpse, in varying states of decomposition. The message is clear: this is our turf.

A) *You turn back and find another way around. This costs 1 food or 1 fatigue.*

B) *You keep going.*

A.

Things are bad enough without you actively walking into trouble. But your new route is long and tough, and you exhaust yourself trying to make decent progress. **-1 food or suffer 1 fatigue.**

B.

You walk past the corpses. You don't know what you're expecting, but it certainly wasn't this: a mile down the road, you're faced with an elegant, glass-fronted villa set on beautifully landscaped grounds, complete with a swimming pool glistening in the sun. You're still taking it in when a sharp blow to the head knocks you out. You wake up at the feet of a brawny, grizzled man wearing an eye-patch and an impossibly sharp suit. "So...you think nothing of intruding on Zuce clan turf. Tell me...if you do not respect me, why should I respect you enough to let you live?" **Take a mind challenge. Success on 4.**

✓4 You argue that the work you do for the Fortress benefits all humans, and that we can only get through this together. He's swayed by your words, and even offers you a gift to help you on your mission. **+2XP. +1 ranged weapon.**

✓0-3 You try arguing that you're working for the Fortress, and for the good of all humans. It doesn't get you very far. "Then tell your friends at the Fortress that this is what happens when you step on Zuce turf!" After that, there is only pain. So much pain. **-2 health.**

59 - The Homestead

You come upon a small homestead with smoke rising from the chimney. There's a woman and a pair of kids sitting by the door. Their flinty eyes don't stray from you for a second as you approach.



If you have a visible mutation token...

They get one good look at you and the mother draws a shotgun on you. "Don't take a step closer to my kids, mutant scum. Nothing personal, but go back the way you came and don't ever come round here again."

A. *You try to convince her you mean no harm. Take a mind challenge. Success on 4.*

B. *You attack her and go on your way. Take a speed challenge. Success on 3.*

If you do not have any visible mutation tokens...

The woman looks at you cautiously, and half-raises the shotgun in her lap. "We don't get many visitors round here. Don't like 'em much either. Don't trust people. People did this to the world, didn't they? Can I trust you?"

C. *Take a mind challenge. Success on 4. Major success on 5.*

A.

✓4+ Eventually, she lowers the shotgun an inch or two. "Well - I believe good manners should count for something. Very well - you can pass through. But I'll be watching your every move, and don't you dare try anything." **+2XP. +1 morale.**

✓0-3 Your awkward entreaties only make her more suspicious. She blasts a warning shot at your feet, showering you with stinging buckshot. "I won't be spoken to like that in front of my kids! Now get out!" It takes you all afternoon to find another way forward. **-1 food or suffer 1 fatigue.**

B.

✓3+ You're on her before she can get a shell into the barrel. Hand-to-hand, she's no match for you. You beat her until there's no fight left in her. Then, to the sound of the children crying behind you, you proceed along the road. **+2XP. -1 morale.**

✓0-2 Before you get anywhere near her, you get a chest full of stinging buckshot. You collapse into a bloody heap

in the dirt, and it's all you can do to drag yourself to safety. It takes you all afternoon to find another way forward. **-1 health. -1 food or suffer 1 fatigue.**

C.

✓5+ You engage her in conversation. Not only do you set her at ease, but you get her to open up. She tells you about her life in these remote parts, and you learn something about the surrounding area. **+2XP. You may exchange 2 ammo for 1 food. Draw 2 scavenger sites from the scavenger site bag. You may place them on any adjacent terrains without a scavenger site.**

✓4 You engage her in conversation, and manage to set her at ease. She agrees to trade with you. **+2XP. You may exchange 2 ammo for 1 food.**

✓0-3 Something you say puts her back on her guard. "You're just like all the others. You just want to take what you can." She raises her shotgun right at you, and you back off slowly. It takes you all afternoon to find another way forward. **-1 food or suffer 1 fatigue.**

60 - Puppet on a String

For the longest time, you have the strangest sensation that you're being followed. Worse than that – that there's someone with you, in your head. You start feeling your thoughts going in directions that are not your own, and your limbs obeying commands you did not give them.

A. **You resist. Take a mind challenge. Success on 4.**

B. **You go along with this and see where it goes.**

A.

✓4+ You call upon every reserve of will you have, and manage to subdue the invading presence. **+2 XP. +1 morale.**

✓0-3 Whatever headcase mutant is doing this, they're not letting go without a fight. Your thoughts take you to some dark places and all your greatest fears, failures and embarrassments are paraded out one by one. **-1 morale.**

B.

The sense of the presence in your mind stays with you for a long time afterwards. "You know what you are becoming" it tells you, using your own thoughts as its voice. **Suffer 1 mutation.**

61 - Natural Specimens

She introduces herself as Dr. Kevorkian. You meet her in an abandoned warehouse she's made into what she calls a "museum of genetic abnormalities." The place is full of stacked notes, lab equipment, and rows of mutant corpses preserved in giant jars of formaldehyde. You spot Manshields, Pinheads, Sirens...every kind of mutant you've heard of, and some you haven't. "I'm always on the lookout for new members for my family. If you'll help me obtain a new specimen, I'll share some of my supplies with you."

A. **You agree to help her.**

B. **You agree to help her, but negotiate for a higher reward. Take a mind challenge. Success on 4.**

C. **You attack her and try and take what's useful.**

A.

Keep this story token in front of you until you next draw a mutant enemy.

If you kill the mutant enemy, take +1 food OR +1 equipment. If you do not kill the mutant enemy, you are overwhelmed by frustration at your own uselessness. Take -1 morale.

Discard the story token at the end of the combat.

B.

✓4+ An unreadable expression floats across her face and for a moment you have no idea which way it's going to go. Finally, she exclaims, "Well, it's only fair. I'll trade with you" **You may exchange 1 XP for 1 food or 1 ammo or 2 XP for 1 equipment. Read answer A.**

✓0-3 "Greedy pig! My love for these creatures is pure and beautiful, and you want to talk about what's in it for you?" You dash for the door as she throws everything that comes to hand at you, and leave with a used syringe embedded in your shoulder. **-1 health.**

C.

If the player's melee is 4 or more:

The doctor puts up a fight, baring her teeth and clawing at you with a surprising ferocity. Still, she's no match for you. "Go ahead, take whatever you want. Just, please, don't hurt my pretty creatures." **+1 equipment.**

If the player's melee is 3 or less:

The doctor puts up a fight, pulling used syringes out of her pockets and stabbing you with them. You decide it's best to save your skin, and scamper off in humiliation. **-1 health.**

62 - Scylla

The sound of desperate crying leads you to a ruined house. In the corner of a shadowy room, you see the figure of a woman with her face buried in her hands. Her crying does not stop as you draw closer. She laments everything she has lost, everything she was, and everything that took that from her. Just as you are about to place a hand on her shoulder, she lifts her face to look at you. You find yourself staring into a ruined face – that suddenly erupts towards you in an explosion of tentacles, jagged teeth and putrid pus.

A. You try to talk your way out of it. **Take a mind challenge. Success on 3, Major success on 5.**

B. You turn on your heels and run. **Take a speed challenge. Success on 3, Major success on 5.**

A.

✔5+ She hesitates when you implore her to wait. You talk about the beauty of life, and in taking pride in who you are. You suddenly find yourself wrapped up in an awkward hug. Before you leave, she leads you into a room piled high with mouldering books, and gives you two of her favourites to keep. +2XP. +2 book tokens.

✔3-4 She hesitates when you implore her to wait. You talk about the beauty of life, in any shape or form, and in taking pride in who you are. You can't be sure about it, but you think you see a tear in her eye as she waves you away. +2XP.

✔0-2 She hesitates when you implore her to wait- but none of your feeble blabber makes any difference. Tentacles wrap around your face and teeth start digging into your skin before you manage to struggle free. **Suffer 1 mutation.**

B.

✔5+ You're too quick for her. You dodge out of her way as she lunges, and use her own momentum to ram her into a wall. While she's knocked out, you pick through the bones littering the room and find something useful. +1XP. +1 **melee weapon.**

✔3-4 You manage to dodge out of the way just as she lunges at you, and run through the rooms of the house to make your escape. +1XP.

✔0-2 Too slow - tentacles wrap around your face and teeth start digging into your skin before you manage to struggle free. **Suffer 1 mutation.**

63 - Raise your Spirits

An earth-shaking thumping leads you to a concrete bunker. You carefully venture inside and are faced with a party that looks like it's about to go through the roof. "Buddy! Greg's just brewed up his new batch of potato vodka. Come have a shot, and leave your worries for tomorrow!"



If you have a CHARISMATIC follower...

Your companion is already a step ahead of you. "Okay – let's show these guys what a real party looks like!"

A. **Take a mind challenge. Success on 3. Major success on 4.**

If you do not have a CHARISMATIC follower...

A. **Take a mind challenge. Success on 4. Major success on 5.**

A.

✔4+ You and your companion knock down Greg's tasty potato vodka until your head is swimming. You go shot-for-shot with the place's drinking champion, drinking them under the table. When you're about to leave, they pick themselves up and announce they're coming with you. +1XP. +1 **follower.** +1 **booze token.**

✔3 You and your companion knock down Greg's tasty potato vodka until your head is swimming. You tear up the dance floor, make fast friends with the bar lady and feel your spirits rising. You're sent on your way with a jug of the stuff. +1XP. +1 **morale.** +1 **booze token.**

✔0-2 Your companion pours you shot after shot, and your self-control proves no match for Greg's potato vodka. You wake up the following morning with a splitting headache, a black eye and a jumble of memories. One shot of vodka, another, and another. Throwing up on a bouncer who looked like a dump-truck and getting punched in the face. Passing out on the floor. -1 **health.**

B.

✔5+ You knock down Greg's tasty potato vodka until your head is swimming. You go shot-for-shot with the place's drinking champion, drinking them under the table. When you're about to leave, they pick themselves up and announce they're coming with you. +1 XP. +1 **follower,** +1 **booze token.**

✔4 You knock down Greg's tasty potato vodka until your head is swimming. You tear up the dance floor, make fast

friends with the bar lady and feel your spirits rising. You're sent on your way with a jug of the stuff. **+1 XP. +1 morale. +1 booze token.**

0-3 Your liver proves no match for Greg's potato vodka. You wake up the following morning with a splitting headache, a black eye and a jumble of memories. One shot of vodka, another, and another. Throwing up on a bouncer who looked like a dump-truck and getting punched in the face. Passing out on the floor. **-1 health.**

64 - Greetings, Komrade

You encounter a scavenging party in which humans and mutants seem to get along. They call themselves the Kom-mune, and they're a little bit too eager to talk about mutant-human cooperation and the importance of loving one another. They invite you over to their village nearby.

A. You try to come up with some excuse that won't make them mad. **Take a mind challenge. Success on 3.**

B. You put aside your misgivings and accept their invitation. **Take a mind challenge. Success on 3, Major success on 5.**

A.

3+ They accept your excuses. "Till next time, friend. Remember to love one another!" **+1XP.**

0-2 They don't buy your awkward excuses for a second. "We've extended the hand of friendship to you, and this is how you treat us?" In unison, they bellow a short chant. "Karma has ways of making you mend your ways." **-1XP. -1 morale.**

B.

5+ There's drum-jamming, a cauldron of vegan stew, and questionable substances to smoke. You hit it off especially well with one of the party. When it's time to leave, they ask to join you. **+1 XP. +1 morale. +1 follower.**

3-4 There's drum-jamming, a cauldron of vegan stew, and questionable substances to smoke. You have a great time. **+1XP. +1 morale. Recover 1 fatigue.**

0-2 There's drum-jamming, a cauldron of vegan stew, and questionable substances to smoke. You have a great time, until you sense the smoke taking you to some...strange places. You wake up the following morning, alone, with confused memories of troubling dreams. **-1 morale. Suffer 1 mutation.**

65 - Raw Ingredients

You hear panicked cries for help in the vicinity – not all of them entirely human. You approach a small shed with a padlock on the door – the cries are coming from inside.

A. You bash the padlock and open the door.

B. You go on your way.

A.

Inside, you find a group of six mutants, huddled together in fear. They're all wounded and hanging on to life. "Hurry!" they shout. "They'll be back soon!" But it's already too late. You hear footsteps behind you. You turn around, and see a human couple pointing semi-automatics at you.

I. You leave the mutants to their fate and try to run.

Take a speed challenge. Success on 3.

II. You barter for the mutants. **This costs 1 food and 1 ammo.**

I.

3+ You run, doing what you can to evade their bullets. You manage to get away with little more than some grazes and the memory of the desperation on the mutants' faces. **+2XP. -1 morale.**

0-2 You run, but not as fast as their bullets. A shot goes through your shoulder. You somehow manage to keep going. **-1 health. -1 morale.**

II.

They consider your offer, and agree. "Pleasure doing business," they say. "Whole place is swarming with mutants. We can always catch us some more." When they're gone, the mutants thank you and wrap you up in an awkward hug before being on their way. **-1 food and -1 ammo. +2 morale.**

B.

You go on your way, but the screams haunt you for a good time after that. **-1 morale.**

66 - The Underground Railway

You scope out a mutant encampment. It's set up at the mouth of an old utilities tunnel that you know leads back in the direction of the human-controlled area around the Fortress. But as you approach the encampment to investigate, you find yourself face-to-face with a pair of Manshields. To your surprise, they don't raise the alarm right away. "Humans made us slaves. Other humans freed us. There are good humans and bad humans. Please, be a good human. We're helping mutant slaves escape from inside the Perimeter. Report nothing about this."

A. You tell the truth and agree to keep the camp a secret. **Take a mind challenge. Success on 4.**

*** B. If you have an OPPORTUNISTIC follower...** You spot a tell-tale glint in your companion's eye. You lie and agree to keep the camp a secret. **Take a mind challenge. Success on 3.**

A.

✓4+ At your next communication with the Fortress, your report about the area makes no mention of the camp. The mutants give you a token of their appreciation. **+1 weapon.**

✓0-3 At your next communication with the Fortress, your report about the area makes no mention of the camp. But the intel you give is contradictory and hesitant, and the Fortress knows something is up. They treat you with suspicion until you can prove yourself again. **Exhaust 1 broadcast token.**

B.

✓3+ You lie to the Manshields' faces and they buy it – they buy it so completely they pat you on the back and draw you into an embrace that threatens to crack your ribs. At your next communication with the Fortress, you report the camp in great detail. The Fortress is impressed with your work and gives you your pick of the intel. **+1XP. Keep this story token in play as a reminder. In the next broadcast, you will be the first to choose your terrain. Then discard this story token.**

✓0-2 You lie to the Manshields' faces – but one good look at your companion's smirk and they see right through you. "So you're bad humans after all. We know how to deal with those." Before you can react, they've grabbed you by the ankles and swung you into the nearest wall. **-1 health.**

67 - Business

As you search an old office building for supplies, you stumble upon a group of people sitting around a boardroom table, all wearing slightly tattered business attire. Before you get over your surprise, they've seen you and dragged you into the meeting. They're very excited to get feedback on their business pitch. "Buddy, the market is in a slump right now – but that means it's the time to buy cheap! There's money to be made in disaster and tragedy, after all."



If you have a VIOLENT follower...

Your companion flips the table in uncontrollable rage. "It's people like you that messed up the world!"

A. **Take a mind challenge. Success on 4. Major success on 5.**

If you do not have a VIOLENT follower...

B. **Take a mind challenge. Success on 3. Major success on 5.**

A.

✓5+ You riff on your companion's outburst. In your best threatening voice, you warn them that they'd do better to help the Resistance and forget about chasing profits. They piss themselves in fear and agree to share all their resources with the Resistance. **+2XP. +1 equipment.**

✓4 You riff on your companion's outburst. In your best threatening voice, you warn them that they'd do better to help the Resistance and forget about chasing profits. The fear you see in their eyes makes you feel good about yourself. **+1XP. +1 morale.**

✓0-3 You riff on your companion's outburst and try to act as tough and threatening as you can. They find your threats hilarious, and have a good laugh mocking you. You retreat, humiliated. **-1 morale.**

B.

✓5+ You convince them that, for a plan as brilliant as theirs, they need to invest. And who better to invest in than someone like yourself – someone who understands the world of today, someone who represents the future not the past? **+2XP. +1 equipment.**

✓3-4 You manage to keep a straight face, and they seem pleased with the nonsense feedback you blurt out. They

even offer you a shareholder position on the board. **+1XP.**
+1 morale.

✓0-2 You're sickened to your soul by their corporate jargon, their heartless logic and even by their very existence.
-1 morale.

68 - Frontier Life

This was a small settlement, until no more than a day or two ago – there are fields that have been trampled under heavy boots, and in some of the charred cabins you find evidence of attempts at family life. The attackers were heavily armed, and they were brutal – the corpses piled up on the road will give you nightmares for some time.



If you have a DARING follower...

You follow the trail of bloody footprints and come upon an encampment of heavily armed mutants. You spot a group of human captives in the middle of the camp. Your companion hastily whispers that you have to get those people out alive, and offers to create a diversion to give you time to free the captives.

A. Take a speed challenge. Success on 3. Major Success on 4.

If you do not have a DARING follower...

B. You follow the trail and make the attackers pay for their crimes.

C. You go on your way.

A.

✓4+ Your companion circles to the opposite side of the camp and sends a throat-shredding scream echoing for miles around. The mutants jump half out of their skin and fan out to investigate, and you sneak into the camp. You undo the captives' chains and lead them to safety before the mutants return. They're thankful, and one of them decides to join you on your journey. **+2XP. +1 follower.**

✓3 Your companion circles to the opposite side of the camp and sends a throat-shredding scream echoing for miles around. The mutants jump half out of their skin and fan out to investigate, and you sneak into the camp. You just about manage to undo the captives' chains when you hear shouts all around. The mutants are back! You're forced to leave the captives to their own devices and run for your

life, dodging makeshift spears and the slavers' nets. You manage to get out unhurt. **+2XP.**

✓0-2 Your companion circles to the opposite side of the camp and sends a throat-shredding scream echoing for miles around. The mutants jump half out of their skin and fan out to investigate. You try to sneak into the camp, but you're spotted almost immediately. You're forced to abandon the rescue and run for your life, dodging makeshift spears and the slavers' nets. **-1 health.**

B.

You follow the trail of bloody footprints and come upon an encampment of heavily armed mutants. You spot a group of human captives in the middle of the camp. You try to create a distraction and free the slaves. **Take a speed challenge. Success on 3. Major success on 5. This costs 1 ammo.**

✓5+ You spot some canisters of fuel just off the main encampment, and a well-placed bullet sends up a conflagration. The mutants fan out to investigate, and you sneak into the camp. You undo the captives' chains and lead them to safety before the mutants return. They're thankful, and one of them decides to join you on your journey. **-1 ammo. +2XP. +1 follower.**

✓3-4 You spot some canisters of fuel just off the main encampment, and a well-placed bullet sends up a conflagration. The mutants fan out to investigate, and you sneak into the camp. You just about manage to undo the captives' chains when you hear shouts all around. The mutants are back! You're forced to leave the captives to their own devices and run for your life, dodging makeshift spears and the slavers' nets. You manage to get out unhurt. **-1 ammo. +2XP.**

✓0-2 You spot some canisters of fuel just off the main encampment, and a well-placed bullet sends up a conflagration. The mutants fan out to investigate, and you try to sneak into the camp, but you're spotted almost immediately. You're forced to abandon the rescue and run for your life, dodging makeshift spears and the slavers' nets. **-1 ammo. -1 health.**

C.

You skirt the scene and attempt to take another path, but the whole area is teeming with mutants. You're set upon as soon as you turn a blind corner. **Draw level 1 combat encounter cards until you draw a mutant enemy. Resolve combat as normal. If you survive:** You leave the scene behind you and try to put it out of your mind, but despite your best efforts, you know it will haunt you for days, weeks and months to come. **-1 morale.**

69 - Choose Your Side

You're minding your own business when suddenly, shouts and gunfire erupts all around you! You're caught in a cross-fire. To your left, a band of hardened human hunters, bristling with guns, are shooting at a gang of mutants holed up to your right inside a convenience store. It looks like neither side has spotted you yet.



If you have a visible mutation token...

A. You join the fight on the side of the mutants. **Take a speed challenge. Success on 3. Major success on 5. (you may discard 1 ammo to count as 1 success)**

C. You hide and leave them to fight it out.

If you do not have any visible mutation tokens...

B. You join the fight on the side of the humans. **Take a speed challenge. Success on 3. Major success on 5. (you may discard 1 ammo to count as 1 success)**

C. You hide and leave them to fight it out.

A.

✓5+ The second the hunters catch sight of you, bullets tear up the ground around you. But you dodge skilfully in and out of cover, advancing on the hunters until they're the ones being stalked. After you've wiped them out, the mutants thank you and offer you your pick of the hunters' gear as thanks. **+2XP. +1 ranged weapon OR +2 ammo.**

✓3-4 The second the hunters catch sight of you, bullets tear up the ground around you. But you manage to dodge into cover, slowly advancing on the hunters. Your contribution tips the balance of the battle, and the hunters soon beat a retreat. **+2XP.**

✓0-2 The second the hunters catch sight of you, bullets tear up the ground around you. You try to take cover behind the rubble as it smashes into shrapnel around you, but you take a direct hit to the arm and collapse onto the asphalt in a fog of pain. **-2 health.**

B.

✓5+ You advance on the convenience store, staying low and evading the mutants' sight. You slip in through the back door and take them out one by one. The hunters shake your

hand and let you have first pick of the mutants' gear. **+2XP. +1 ranged weapon OR +2 ammo.**

✓3-4 You advance on the convenience store, staying low and evading the mutants' sight. Your contribution tips the balance of the battle, and the mutants beat a retreat through the back door of the convenience store. **+2XP.**

✓0-2 You advance on the convenience store, trying to stay low behind cover. But you blunder right into the mutants' field of vision. A shotgun blast hits you right in the face, slamming you into the ground and riddling you with burning, stinging buckshot. **-2 health.**

C.

You have a more important mission, and you can't afford to get involved in petty skirmishes like this. **-1 morale. Exhaust 1 boost.**

70 - The Explorer

You cross paths with a fellow traveller going in the opposite direction. He looks worn and battered. He takes a long look at you, then turns back to take in the road he's just come down. Then, he begins to laugh. "A fool like you doesn't stand a chance down that road. But maybe I could give you some advice. All I ask is a small share of your supplies in return."

A. You exchange supplies for information. **This costs 1 food OR 1 ammo**

B. You ignore his warnings.

A.

He gratefully takes the supplies you offer, and tells you what he knows of the way ahead. **-1 food or -1 ammo. Draw a face-up terrain from the map queue. You may place it in an empty zone adjacent to another terrain. Discard the attached scavenge site and replenish the map queue.**

B.

You brush off his ramblings and send him on his way. **Keep the story token in front of you and place a counter on it as a reminder. The next time you draw an enemy, the enemy gains an additional red melee combat die to their complement of combat dice. Discard the story token and the counter after the encounter.**