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Game: **WASTE KNIGHTS**

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WASTE KNIGHTS

SETUP

Place the following decks facedown next to the board: the **special deck** with its numbered cards in order; the shuffled **exploration deck**; the **wasteland cards** shuffled into two decks (highway/desert and scrub/mountains); and the unshuffled **general upgrade deck**.

Shuffle the **injury deck** and place it *unconscious* side faceup. Shuffle the **malfunction deck** and place *wrecked* side faceup.

Set aside the **gear cards** marked *starting gear*. Shuffle the remaining gear cards and slide them into the gear deck holder with the *broken* side faceup (light background and red icon).

Place all **dice**, the **time marker** and 2 **camp markers** on the camp space at the top left of the board.

Place all the **resource markers** (ammo, fuel, and meds) near the board along with piles of **wound**, **radiation**, **damage**, **plot**, **challenge**, **general**, **danger** and **entry** tokens.

Place the **threat tokens** in the **threat bag**.

Each player rolls 1 die in each color and counts their ☀ (reroll ties). Whoever has the most takes the **first player marker** and is the first player.

Starting with the first player and going clockwise, each player chooses 1 knight and takes their matching components (**knight sheet**, **knight figure** and **personal upgrade deck**). Then each player takes 1 set of **knight tokens** and a plastic **base disc** in the same color, 1 **reference sheet**, and 1 **XP marker**. Insert your figure into your disc, place your knight tokens, personal upgrade deck and figure next to your knight sheet, and place your XP marker on the top space of the XP track. Return all unused knight elements to the box.

Starting from the last player and going counter-clockwise, each player chooses 1 **vehicle sheet** and places it to the left of their knight sheet. Return all unused vehicle sheets into the box.

Starting from the first player and going clockwise, each player chooses 1 **starting gear card**. Repeat until each knight has 1 **ARMOR** and up to 2 **WEAPONS**. Place your weapons in the hand slots and your armor in the armor slot, *working* (green) sides faceup. Discard all unused starting gear cards next to the gear deck, *broken* side faceup, to create its discard pile.

Each player takes 2 resources of each type, placing **fuel** 🛢 in their tank on the vehicle sheet, and **ammo** 🔫 and **meds** 💊 on their knight sheet. Alternatively, you can choose a quick setup set:

Johnny Taylor: Knife, Pistol, Trash armor, Off-road
Logan Harris: Knife, Pistol, Trash armor, Truck
Alinta: Barbwire club, Vest, Bike
Zoey Shaw: Sawn-off shotgun, Trash armor, Off-road
Nelly Thompson: Knife, Pistol, Trash armor, Bike
Sallow Lee: Barbwire club, Vest, Off-road

If some gear and vehicle combinations are not available, use any available components to make a suitable match.

Decide which **adventure** you wish to play, checking the first page for any special setup rules or components.

If any deck except the special deck and personal upgrade decks is exhausted during play, shuffle its discard pile to form a new deck.

Whenever you encounter a situation or rules conflict forcing you to make an independent decision, always choose the option worst for the player(s).

When a knight is **dealt** something, they can prevent it using different effects. When a knight **suffers** something, they must take that number of tokens and place them on their sheet.

PLAYING THE GAME

The game is played in **rounds**, each consisting of knight **turns**. If the **time marker** is used, move it at the beginning of each new round except the first (before effects that happen 'at the beginning of round'): 1 space up (toward 10) or down (toward 1) the track, according to the instructions on the current plot sheet.

You cannot have less than 1 die in any roll. When you lose dice, and the effect does not state otherwise, you choose which die to lose. The number of your **successes** ☀ cannot be less than 0.

👥 When you see this icon, treat it as a number equal to the **starting** number of knights. An eliminated knight still counts towards this number until the end of the game.

KNIGHT ACTIONS

Starting from the first player and going clockwise, each player resolves their turn by performing 2 different **actions**, in any order. Each action can only be taken once per turn, though more than 1 plot or special action can be taken if each has a different name.

MOVE ACTION

First prepare your gear cards. You may have **1 two-handed 🖐🖐 or 2 one-handed 🖐 weapons** in your hand slots, and **1 armor 👕** in your armor slot. All other gear cards must be kept in your vehicle. No gear cards can be rearranged until the current move action is resolved (including combat or any tests).

To move, create an imaginary, continuous route from your space to a different space of your choice. Then count how many **movement points** (MP) are required to cover this route (ignoring the starting space). Your MP are equal to your vehicle's **speed** (⚙). The MP cost to enter a board space depends on its terrain type:

Highway: 0 MP
Desert: 1 MP
Mountains or Scrub: 2 MP
City: Terrain type shown in a circle next to the city's name.
Crater: Impassable (cannot be entered).

Spend the required number of MP and move your figure along the chosen route to its last space. If the vehicle does not provide enough MP for the whole route, you may spend available **fuel** 🛢, discarding them from your vehicle's tank. You can discard as much fuel as you like. Unspent MP are lost at the end of movement.

If your route goes through spaces with **danger icons**, you must resolve the icons:

☢ **Radiation:** Suffer 1 ☢.
☣ **Contamination:** Suffer 1 ☣.
❗ **Threat:** Draw 1 threat token from the threat bag (it will be resolved at the end of movement).

If you become **unconscious** as a result of resolving a danger icon, your movement stops immediately on the space which caused this state. Then, your turn ends.

When you end your movement, the player to your right draws 1 **wasteland card** from the deck matching your space's terrain type, and places it faceup on the table. That player will roll dice, read entries and make any decisions resulting from the card drawn. A wasteland card is *always* drawn, even if you end your movement on a city or special location space.

If any **threat tokens** have been drawn, they are resolved together with the wasteland card. **Event** and **encounter cards** force you to resolve the yellow side of the token. **Enemy cards** force you to resolve the red side, often when an enemy attacks.

After you resolve a wasteland card, discard it faceup next to its matching wasteland deck. After they have been resolved, return threat tokens to the bag and shuffle them.

Enemy cards

Resolve combat with your enemy.

Event cards

Test the skill on the event card, then resolve the test results. Additionally, each event card has a **condition bar** which describes special circumstances that might affect the card's resolution.

Encounter cards

Check if the card's letter matches an entry number on the table at the bottom of the current plot sheet. If it does, resolve that entry from the *Book of Tales*.

The player to the right of the active knight reads the entry aloud, allowing you to make decisions. If there is no matching number, discard the encounter card and draw a new wasteland card to replace it. Keep any threat tokens unresolved until an appropriate proper card is drawn.

CAMP ACTION

You may do any and all of the following:

HEAL

Spend any number of 📦 to heal.

For each 📦 spent, heal 3 normal 🩸 or 💊 (discard the appropriate tokens from your sheet). When healing 🩸, you may also choose to heal 😵 side, but healing it causes its token to be flipped to the normal (🩸) side.

You may split your healing between 🩸 and 💊 as you wish, but healing 1 💊 requires you to spend 1 📦 separately. Any unused healing is lost.

REPAIR

Spend your **REPAIR** up to its value to flip a *broken* (red) gear card to its *working* (green) side.

Each gear card has a **repair cost** which must be fully covered. You may flip as many gear cards as your **REPAIR** allows. Additionally, you may discard 💥 from your vehicle by spending 1 **REPAIR** for each token.

You may split your **REPAIR** between gear cards and vehicle 💥 as you wish. Any unused **REPAIR** is lost.

If a gear card features **X** as its repair cost, it *cannot* be flipped to its working side as part of the camp action. You may repair such cards as part of the city action or when resolving special effects.

USE EFFECTS

Some cards or effects can be used only when performing the camp action, as stated in their description.

UPGRADE

If your XP marker is on or beyond a highlighted space (3, 6, 9) of the XP track, you may **choose 1 upgrade card** and place it next to your sheet.

This upgrading otherwise happens automatically at the end of your turn (when it does not require the camp action).

WHEN AT LEAST 2 KNIGHTS ARE ON THE SAME SPACE,

place a **camp marker** on their space and move their figures to the camp space at the top left of the board. If one of the knights on the camp space performs the camp action, in addition to normal activities the knight may do the following:

TRADE

Trade gear cards and/or resources with any other knights on the camp space. The knights may trade in any way they wish, ignoring the barter value of the traded gear cards.

REPAIR AND USE SPECIAL ABILITIES

Use their **REPAIR** to flip gear cards belonging to other knights or to discard 💥 tokens from their vehicle sheets. Additionally, special abilities can affect knights on the same space as the active knight performing the camp action.

EXPLORE ACTION

Draw the top card from the exploration deck and place it faceup on the table. Check the section matching your space's terrain type. If you accept your findings, gain resources or 🔼, or draw gear cards shown in that section. Then you must resolve all negative effects. Finally, discard the card faceup next to the deck.

If you wish to not accept the card, you may draw another. The number of cards you can draw in 1 explore action is equal to your **EXPLORATION**. New cards are placed faceup on previous cards, so you cannot return to any previous card. If you have used up all your **EXPLORATION**, you must resolve the last card drawn. **EXPLORATION** cannot be lower than 1.

You may spend 1 **fuel** 🛢 per explore action to temporarily gain +1 **EXPLORATION**, allowing you to draw 1 additional exploration card at any point of the action. You cannot do this if your vehicle is *wrecked*.

CITY ACTION

You can only perform this action on one of the 6 city spaces. You are not forced to perform a city action while on a city space. You may visit (in any order) 2 different shops:

QUACK

Heal 1 💊 and up to 4 🩸. Alternatively, if you have any injury cards attached to your knight, you may shuffle 1 chosen injury card back into the injury deck.

GARAGE

Repair up to 3 💥 from your vehicle. Alternatively, if you have any malfunction cards attached to your vehicle, you may shuffle 1 chosen malfunction card back into the malfunction deck.

WORKSHOP

Flip 1 *broken* gear card to its *working* side. Ignore the card's **REPAIR** cost. Even cards featuring **X** as their cost can be flipped.

STALLS

Resolve **barter (3)** by drawing 3 cards from the bottom of the gear deck and placing them with their *broken* sides faceup on the table. This is the **offer**.

You may now discard any number of your resources and/or gear cards to acquire any gear cards from the offer. You must pay the barter value of the cards you wish to acquire. **Each discarded gear card is worth its barter value and each discarded resource is worth 1**. You may also acquire resources instead of gear cards this way. You may look at both sides of any gear cards in the offer.

You do not have to acquire any cards from the offer or discard cards to gain resources. Once done, discard all cards still in the offer next to the gear deck, *broken* side faceup.

PLOT ACTION

This action can only be performed if the current plot sheet or an entry allows it. Plot tokens and challenge tokens usually indicate spaces with available plot actions (special locations otherwise treated as normal spaces). Plot actions are followed by a unique name in brackets. You can perform more than 1 plot action per turn as long as each plot action you perform has a different name.

SPECIAL ACTION

This action may become available through certain effects, or as a result of controlling some components. Special actions are followed by a unique name in brackets. You may perform more than 1 special action per turn as long as each special action you perform has a different name.

PASS

You may choose to pass and forfeit your action.

DICE

The color of a dice indicates its strength; from weakest to strongest: white, green, blue, and red.

The effect of their icons depend on whether they are rolled outside combat or in combat:

☀ **Success** (when testing) or ☣ **dealt** (in combat).

◑ **Fate:** Blank (when testing) or a potential special effect.

♠ **Botch:** Blank (when testing) or after resolving your attack, break the weapon you used (in combat). It might also trigger a special effect on some cards.

DICE TYPES

Skill: The basic dice you get whenever you use a skill (when testing and in combat). Certain gear cards may provide you with additional skill dice.

Weapon: Dice from your *equipped* weapon (the one you are using in combat). They are added to your **BLADES** or **GUNS** skill dice (depending on whether it is a ⚔ or ⬧ weapon) to form your attack pool.

Attack: Dice shown on enemy wasteland cards, plot sheets, or mentioned in various entries. They represent the combat abilities of the opponent you are facing.

RESOLVING TESTS

When you must **test a skill**, take all dice matching the required skill (shown on your knight sheet), and add any dice from your special abilities, upgrade cards and/or gear cards. Then roll the dice.

If you obtain at least as many **successes** ☀ as the **difficulty level** of the test, the test is passed. Otherwise, it is failed. Resolve all consequences of passing or failing the test.

If the difficulty level is **X** or is not mentioned, the higher the number of ☀ obtained the better (0 ☀ is considered a fail).

Whenever you **gain** dice, you add that number of dice to your dice pool. Whenever you **lose** dice, you subtract that number of dice from your dice pool. **You always roll at least 1 die.**

If you want to use any effects that provide additional ☀ or allow you to gain dice, you must declare them before rolling dice. However, declare and resolve dice rerolls *after* you see dice results.

COMBAT

Combat usually occurs at the end of the move action when you draw an enemy wasteland card. Normally, knights cannot fight each other (though some adventures may allow it).

In combat, the player to the right of the active knight is responsible for resolving enemy traits and threat tokens, rolling dice and making any enemy decisions. Resolve combat as follows:

1. CHECK ENEMY TRAITS

Check for any **bolded** traits on the enemy card. Some are resolved immediately, and some affect combat later. If the enemy has **THREAT (X)**, draw X additional threat tokens from the bag.

2. CHOOSE WEAPON

Choose 1 equipped weapon featuring dice icons to attack with, either **ranged** or **melee** ⚔. To attack with most ranged weapons, you also need at least 1 **ammo** ⚒. If you have no weapon or do not wish to use one, you may choose to attack **bare-handed**: this attack is considered a ⚔ attack using your **BLADES** skill.

Each combatant can only attack once per combat by rolling dice to make either a ranged or melee attack.

3. CHECK THREAT TOKENS

If there are any threat tokens on the table, resolve them once per combat at the appropriate time.

4. COMBAT RESOLUTION

1. Engagement

Resolve **engagement** effects, beginning with the enemy.

If the enemy has **ambush**, it attacks at the beginning of this step (before you have a chance to use any engagement effects), no matter its attack type and your abilities.

2. Ranged attacks

Any combatant making a ranged attack resolves it now. If this is your knight, you must spend 1 ⚒. Then form your dice pool by adding your **GUNS** skill and **attack dice** from the weapon card. If this is the enemy, it uses its attack dice as shown on its card.

If both combatants make ranged attacks, they happen simultaneously (just roll the enemy dice first, then the knight's).

The combatant rolls dice and resolves them, dealing 1 ☣ for each ☀ result and using other icons as described on their cards. Your knight can use abilities only from the weapon card used to attack, even if they have another weapon equipped. All dice results must be resolved, if possible.

When you are dealt any ☣, you may use your equipped **armor** (by breaking or discarding it) to prevent as many ☣ as its **PROTECTION LEVEL (X)** . Any remaining ☣ must be taken (place that number of tokens on your **HEALTH** space). No combatant can have more ☣/☢ than their **HEALTH** (any excess is ignored).

If the enemy has **armor piercing**, ☣ it deals cannot be prevented. Additionally, remember to resolve any threat tokens accompanying the enemy attack.

When the enemy is dealt any ☣, they usually cannot prevent them; place the wound tokens on the enemy card.

Now, if any combatant has as many ☣/☢ as their **HEALTH**, they are **defeated**. If this is the case, go straight to the resolution step — the defeated combatant cannot retaliate in step 3 or 4.

If the enemy has **relentless**, it cannot be defeated until the beginning of the resolution step. Therefore, it may still attack in melee and use its abilities as normal.

3. Advance

Resolve effects marked as **advance**, beginning with the enemy. If any combatant is defeated, go straight to the resolution step.

Some knight weapons may be used in this step. Using them does not count against the '1 attack limit per combat' rule, and unlike other weapons, they do not take any ✋ slot.

4. Melee attacks

Any combatant making a melee attack (including bare-handed attacks) resolves it now. Follow the rules for ranged attacks except that melee weapons do not require the knight to spend ⚒ and the **BLADES** skill is used instead of the **GUNS** skill.

Then go to the resolution step.

5. Resolution

Resolve effects marked as **resolution**, beginning with the enemy. Many of them are triggered depending on whether the enemy is defeated or not. If the enemy is **relentless**, but received enough ☣ to be defeated, it is defeated now.

If you defeat the enemy, you gain all rewards shown on the enemy card: XP ⛊, **gear cards** ⛊ (drawn from the bottom of the deck — never from an upgrade deck) and/or **resources** ⛽/⬚/⚒. You gain the rewards even if both you and your enemy are defeated (which may happen if they attacked simultaneously).

Finally, discard the enemy card faceup next to the matching wasteland deck, and return all wound tokens on it to the pool and all threat tokens to the bag (shuffle the bag).

The combat ends now. **Do not resolve more than 1 attack for each combatant.** If you have not defeated the enemy, you gain no rewards and simply part ways with the enemy.

GEAR CARDS

Weapons 🔫 are usually kept in hand slots (*equipped*) and aid in combat. If kept in a vehicle, they have no effect (except the ones with no ✋ icon). A weapon's abilities can only be used when you are actively using the weapon to attack.

Armor 🛡 is usually kept in the armor slot (*equipped*) and protects the wearer. If kept in a vehicle, it has no effect. An armor's abilities can only be used when you are actively using it.

Drugs 💉 and **utilities** 🔧 are only kept in a vehicle. They are always considered *equipped* as long as you have access to your vehicle.

A gear card can be in *working* condition (green icon and dark background) or in *broken* condition (red icon and light background). If something causes a working card to break, flip the card. If something causes a broken card to break again, it must be discarded. Broken gear can be repaired.

You may keep up to 2 weapons in your hand slots, 1 armor in your armor slot and as many gear cards of any kind inside your vehicle as its **CAPACITY** 🚚 allows. It is best to keep all cards that have no effect when in the vehicle (most weapons and all armor) horizontally to indicate this.

You can freely rearrange your gear cards between your hand/armor slots and your vehicle, or discard any unwanted gear cards, before or after performing an action.

Whenever you acquire a new gear card, you must immediately equip it or place it in your vehicle. If all slots and the vehicle **CAPACITY** are full, you must immediately discard any gear cards down to your weapon, armor and **CAPACITY** limit.

WOUNDS, RADIATION, AND DAMAGE

WOUNDS ☣

Mark wounds by placing ☣ tokens (red side up) on the **HEALTH** space of your knight sheet.

CONTAMINATED WOUNDS ☢

Mark contaminated wounds by placing ☢ tokens (green side up) on the **HEALTH** space of your knight sheet.

Contaminated wounds are mostly treated as normal ☣; however they cannot be prevented using armor, and healing them causes them to be flipped to their normal ☣ side (thus making them twice as hard to discard).

RADIATION ☢

Mark radiation by placing ☢ tokens on the **RESILIENCE** track of your knight sheet, starting from the leftmost space. High levels of ☢ make you suffer the listed long-term, negative effects. You can have as much ☢ as your **RESILIENCE** allows. If you must suffer ☢ but the track is full, any excess must be suffered as ☢.

If you have as many ☣/☢ as your **HEALTH**, you become unconscious and must immediately draw 1 card from the **injury deck**. You are temporarily out of the game and cannot perform any actions or affect the game until you perform the **regain consciousness** action as described on injury cards. You can discard injury cards by visiting the **quack** in any city.

If you already have 2 injury cards attached and become unconscious, you are immediately eliminated from the game instead.

You must spend ⬚ to heal only when performing the camp action (not when regaining consciousness, visiting the **quack**, or via other special effects).

If your knight is eliminated from the game by a game effect, you automatically lose the game: discard your gear cards and resources and return all your other game components to the box. You cannot return to the game. This may result in losing key adventure assets and end in the defeat of the knights.

DAMAGE 🔧

Mark damage suffered by your vehicle by placing 🔧 tokens on the **CHASSIS** space of the vehicle sheet.

When it has as much 🔧 as its **CHASSIS**, it becomes *wrecked* and you must draw 1 card from the **malfunction deck**.

🔧 can be discarded by repairing the vehicle as part of the camp action, at the **garage** as part of the city action, and by certain special effects.

When your vehicle becomes *wrecked*, you cannot move, gain bonuses to your exploration, or use any vehicle-based effects until you perform the **long fix action** as described on malfunction cards. The wrecked vehicle also loses its special abilities.

You can discard malfunction cards by visiting the **garage** in any city.

As long as a vehicle is wrecked, it cannot suffer any 🔧 or have any damage tokens placed or removed from its sheet. A wrecked vehicle cannot be wrecked again and you cannot attach malfunction cards to it (ignore such effects).

Your vehicle cannot be lost in any way, and it cannot be exchanged during the game unless a special effect allows it.

ATTACHING INJURIES AND MALFUNCTIONS

If an effect instructs you to attach an injury card to your knight sheet or a malfunction card to your vehicle sheet, take the card, flip it to its front, and slide it partially under the appropriate sheet so that the effect is visible.

You do not suffer any ☣ or 🔧 in this process, or perform any special actions normally required by these types of cards.

If this would be your third injury or malfunction card, you are immediately eliminated from the game.

EXPERIENCE POINTS AND UPGRADES

Whenever you gain any **XP** ⛊, advance your XP marker by the indicated number of spaces along the XP track on your knight sheet. If the marker ends on a highlighted (darker) space of the track (3, 6 or 9) or crosses it for the first time, you may choose 1 **upgrade card** at the end of your turn, or as part of your camp action (freely and even when unconscious) from either your personal upgrade deck or the general upgrade deck.

Place it with the chosen side faceup. Unique gear cards are acquired in working (green) condition. Other cards, once acquired, they cannot be flipped.

Personal upgrades marked with a knight's portrait are restricted only to the knight shown on the card.

General upgrades ⛊ are available to all knights. You may look at any upgrade decks whenever you wish; they are never shuffled.

Some cards feature an **XP requirement**, which means that the knight cannot choose that card if they do not already have at least that many XP. XP are not spent to acquire upgrade cards.

If you gain more than 9 XP, flip your XP marker to its +10 side and record the new value. The highlighted are now spaces are considered refreshed, and you may gain new upgrade cards according to the normal rules.

Upgrade cards cannot be traded or lost. If one must be discarded for some reason, it is returned to its deck. You may willingly discard your unique gear card following these rules to pay some cost or requirement based on 'discarding a gear card'. Upgrade gear cards otherwise follow all normal rules for gear cards.

You may have up to 6 upgrade cards of any kind, and your XP is limited to 19. Any further gains are ignored.

If 2 or more knights have to choose a general upgrade card at the same time and cannot agree who should choose first, start from the first player or the player closest to them in the clockwise order.

WASTE KNIGHTS

EXTRA MODULES

CALL OF THE WASTE

Add these components as an optional module to any game.

VARIANT 1: INTRODUCING LANDMARKS BEFORE THE GAME

After resolving the normal setup, shuffle the **landmark deck** and place it facedown next to the board. Starting with the first player each knight draws 2 cards, secretly chooses 1, then takes its corresponding **landmark marker**, keeping it and the chosen card facedown. Remove the other landmark card and marker from the game, along with the rest of the landmark cards and markers.

Starting from the first player, each knight places their landmark marker facedown on the board as follows:

- The marker cannot be placed on a city space or within 3 spaces of it.
- The marker cannot be placed on a special space or a crater.
- The chosen space's terrain type has to match at least 1 terrain type from the landmark card.

If you end your move action on a space with a landmark marker, you resolve your wasteland card as normal, then you may flip the landmark marker faceup. The player who has the matching landmark card reveals it and places it next to the board.

You resolve the entry number shown in the lower-right corner of the revealed landmark card, then continue your turn as normal.

VARIANT 2: INTRODUCING LANDMARKS DURING THE GAME

After resolving the normal setup, shuffle the **landmark deck** and place it facedown next to the board along with the faceup pool of **landmark markers**.

During the game, when you end your move action on a space which is not a city or a special space and draw an encounter wasteland card (any letter – even one not shown on the adventure sheet), instead of resolving the card you may discard it and draw a landmark card.

If you do, keep drawing cards from the landmark deck until you get a card whose terrain type matches the terrain type of your space, and place that card next to the board. Shuffle any unmatched landmark cards back into the landmark deck. Then take from the pool the landmark marker matching the card and place it faceup on your space.

Finally, resolve the entry number shown in the lower-right corner of the revealed landmark card and continue your turn as normal.

At any moment of the game there can be up to 👤 landmark cards next to the board. If the maximum number of cards has been reached, you can no longer choose to draw a new landmark card instead of resolving an encounter wasteland card.

LANDMARK CARDS

No matter the variant, you use landmark cards in the same way.

Each has a **passive ability** (upper) and an **active ability** (lower). The active knight on a space with a revealed landmark marker may use abilities of a given landmark:

- The passive ability may be used when you perform the type of action mentioned in the ability's text. This ability may be used multiple times by many knights.
- The active ability may be used when you perform the special action featured on the landmark card. This ability may be used only once per game by each knight (this is marked by placing a knight's token on the landmark card).

REMNANTS OF CIVILIZATION

Add the **city task cards** as an optional module to any game. The rest of the components are used when playing the *Spreading Corruption* adventure. Their rules are explained in the *Guide* and the matching chapter in the *Book of Tales*.

There are 2 types of **city tokens** (standard or wooden). Use the cardboard city tokens as described in the adventure, but keep the wooden city tokens next to the board. When a cult is destroyed, the cardboard , as normal.

Additionally, the knight responsible for dealing the 'finishing blow' to a given cult takes the matching wooden token as a trophy. For each trophy gained after the first one by the same knight, that knight additionally gains 1 ⚒.

CITY TASK CARDS

After resolving the normal setup, separate the **city task cards** according to the **city names** on their backs into 6 separate piles of 3 cards each. Shuffle each pile separately and place it next to its corresponding city space.

After you have resolved the city action in a city and there is no task card matching a given city next to your knight sheet, draw the top card from the matching pile and place it faceup next to your sheet. This is your active task for that city.

You may have up to 2 active tasks at the same time, but no more than 1 active task from the same city.

As long as a task is active, its temporary effect (shown on the yellow background) affects the game. When a new city task card is drawn, you may need to perform these activities:

- If you must place your knight token on any space, it cannot be a city space, a special space or a crater, unless stated otherwise.
- If an effect of a city task card is resolved as part of the explore action, decide whether to draw and resolve an exploration card first or resolve the city task card. However, if you lose consciousness during one of these activities, you will not be able to resolve the other one.

Once **task goals** from a given card are fulfilled, resolve an entry mentioned in the card text. Then flip the card facedown and keep it (it is no longer active). Besides gaining a reward for fulfilling a given city task, from now on you may visit **1 additional shop** whenever you perform the city action in the city matching the facedown task card placed next to your knight sheet.

THROUGH THE WASTE

Add the **part cards** as an optional module to any game. Add the new knight with his components, vehicle sheets, wasteland cards and malfunction cards to the rest of the matching components from the base game. Add the special cards 20-21 to the bottom of the special deck from the base game.

The rest of the components are mainly used when playing the *Deadly Cargo* adventure. Their rules are explained in the *Guide* and the matching chapter in the *Book of Tales.*

PART CARDS

After resolving the normal setup, place the **parts deck** next to the gear deck holder, faceup or facedown. Players have free access to it during the game for the purpose of learning the cards.

Each knight may attach **up to 3 part cards** to their vehicle, but only 1 card with the same **name**. Some cards feature vehicle type requirements: light, medium and/or heavy. To attach such a card, your vehicle must meet its requirements.

The ATV from this module can switch between the light and medium type. After you attach a part card with a certain type requirement, the ATV must meet this requirement and its ability is ignored until such a card is no longer attached to it.

Each malfunction card attached to a vehicle lowers the number of part cards that can be attached by 1. If your vehicle has more part cards attached than permitted, choose any excessive part card(s) and return them to the parts deck.

You may attach a part card to your vehicle sheet in 2 ways:

1. Tinkering

When performing the camp action, *instead* of using your **REPAIR** as normal, you may construct a part *before* resolving any effects of the camp action. Choose any part card from the deck and declare that you wish to attach it to your vehicle.

Each part card has a **CONSTRUCTION DIFFICULTY LEVEL**, which requires you to test **TECH** against that level. Make the roll and attempt to get the required number of ☀. You get 1 additional ☀ for every 2 points of your **REPAIR**.

If you pass, attach the chosen part card to the your vehicle. Otherwise, return the card to the parts deck. Only 1 card can be constructed per camp action no matter the number of ☀.

2. Barter

When performing the city action, if you are visiting the **garage** or the **workshop** (but *not* the **stalls**) you may barter for the part cards. If you wish to sell a part card attached to your vehicle, you may choose different cards from the parts deck up to the same barter value. You may also acquire resources instead of part cards this way (similarly to bartering at the **stalls**) or both, in any combination.

If you wish to buy a part card, you may pay its barter value using other part cards, resources or gear cards according to their barter value.

Managing your part cards does not affect the basic effect of the shop you are visiting.

Although part cards feature a barter value, they cannot be used at the **stalls** to buy or sell anything. Additionally, they are not considered gear cards.

PATHS OF BLOOD

The **horseman markers** and **artifact tokens** are used for the *Rise of the Red Lord* adventure. Add the special cards 11-17 to the bottom of the special deck. Their rules are explained in the *Guide* and the matching chapter in the *Book of Tales*.

DOGS OF WAR

Add the **new knights** with their components, wasteland cards and gear cards to the rest of the components from the game. Add the special cards 22-23 to the bottom of the special deck.

SCAVENGER

Add **Mr Mall (the Scavenger)** and his components to the game.

WASTE KNIGHTS

KNIGHT ACTIONS

Starting from the first player and going clockwise, each player has a turn of 2 different **actions**, in any order.

MOVE ACTION

First prepare your gear cards. You may have **1 two-handed** 🤚🤚 **or 2 one-handed** 🤚 **weapons in your hand slots, and 1 armor** 🛡 **in your armor slot**. All other gear cards must in your vehicle.

To move, create a route, then count how many **MP** are required to travel it. Your MP are equal to your vehicle's **speed** (⚙). The cost to enter a board space depends on its terrain type:

Highway: 0 MP   **Desert:** 1 MP
Mountains or Scrub: 2 MP   **City:** Terrain type shown.
Crater: Impassable.

If the vehicle does not provide enough MP for the whole route, you may spend available **fuel** 🔋.

You must resolve any **danger icons** your route goes through:

☢   **Radiation:** Suffer 1☢.

☣   **Contamination:** Suffer 1☣.

❗   **Threat:** Draw 1 threat token from the threat bag.

When you end your movement, the player to your right draws and resolves draws 1 **wasteland card** from the deck matching your space's terrain type. A wasteland card is *always* drawn.

If any **threat tokens** were drawn, they are resolved together with the wasteland card. **Event** and **encounter cards** force you to resolve the yellow side of the token immediately. **Enemy cards** force you to resolve the red side, often when an enemy attacks.

Enemy cards: Resolve combat with your enemy.

Event cards: Test the skill and resolve the results. Note the **condition bar** and its modifications.

Encounter cards: Check if the card's letter matches an entry number on the table at the bottom of the current plot sheet. If it does, resolve that entry from the *Book of Tales*. If there is no matching number, draw a new wasteland card.

CAMP ACTION

You may do any and all of the following:

HEAL

Spend any number of 🩹 to heal. For each 🩹 spent, heal 3 normal 🩸 or ☢ (discard the appropriate tokens from your sheet). When healing it, you may also choose to heal ☣, but healing it causes its token to be flipped to the normal (🩸) side.

You may split your healing between 🩸 and ☢ as you wish, but healing 1☢ requires you to spend 1🩹 separately. Any unused healing is lost.

REPAIR

Spend up to your **REPAIR** to flip a *broken* (red) gear card to its *working* (green) side. Each gear card has a **repair cost**. You may flip as many gear cards as your **REPAIR** allows. You may also discard 🔧 by spending 1 **REPAIR** for each token.

If a gear card features **X** as its repair cost, it *cannot* be flipped to its working side as part of the camp action. You may repair such cards as part of the city action or when resolving special effects.

USE EFFECTS

Some cards or effects can be used only when performing the camp action, as stated in their description.

UPGRADE

If your XP marker is on or beyond a highlighted space (3, 6, 9) of the track, you may **choose 1 upgrade card**. This upgrading otherwise happens automatically at the end of your turn.

WHEN AT LEAST 2 KNIGHTS ARE ON THE SAME SPACE,

place a **camp marker** on their space and move them to the camp space. If one of the knights on the camp space performs the camp action, in addition to normal activities the knight may:

TRADE

Trade gear cards and/or resources with any other knights on the camp space, ignoring barter values.

REPAIR AND USE SPECIAL ABILITIES

Use **REPAIR** to flip gear cards belonging to other knights or to discard 🔧 from their vehicles.

EXPLORE ACTION

Draw the top card from the exploration deck and check the section matching your space's terrain type. If you accept your findings, gain any resources or 🔋, or draw gear cards. Then resolve all negative effects.

If you wish to not accept the card, you may draw another. The number of cards you can draw in 1 explore action is equal to your **EXPLORATION**. You may spend 1 **fuel** 🔋 to temporarily gain +1 **EXPLORATION**, but not if your vehicle is *wrecked*.

CITY ACTION

You can only perform this action on one of the 6 city spaces. You are not forced to perform a city action while on a city space. You may visit (in any order) **2 different shops:**

QUACK

Heal 1☢ and up to 4🩸. Or, if you have any injury cards, you may shuffle 1 of them back into the injury deck.

GARAGE

Repair up to 3🔧. Or, if you have any malfunction cards, you may shuffle 1 of them back into the malfunction deck.

WORKSHOP

Flip 1 *broken* gear card to its *working* side. Ignore the card's **REPAIR** cost.

STALLS

Draw 3 cards from the bottom of the gear deck and place them with their *broken* sides faceup—this is the **offer**.

You may now discard any number of your resources and/or gear cards to acquire any gear cards from the offer. You must pay the **barter value** of the cards you wish to acquire. **Each discarded gear card is worth its barter value and each discarded resource is worth 1**. You may also acquire resources instead of gear cards this way.

Once done, discard all cards still in the offer next to the gear deck, *broken* side faceup.

PLOT ACTION

This can only be performed if the current plot sheet or an entry allows it. You can perform more than 1 plot action per turn as long as each plot action you perform has a different name.

SPECIAL ACTION

You may perform more than 1 special action per turn as long as each special action you perform has a different name.

PASS

You may choose to pass and forfeit your action.

RESOLVING SKILL TESTS

Roll dice matching the skill plus any dice from your special abilities, upgrade cards and/or gear cards. You always roll at least 1 die. If you obtain at least as many **successes** ☀ as the **difficulty level**, the test is passed.

If the difficulty level is **X** or is not mentioned, the higher the number of ☀ obtained the better (0☀ is a fail).

COMBAT

1. CHECK ENEMY TRAITS

Check for any **bolded** traits on the enemy card. If they have **THREAT (X)**, draw X additional threat tokens from the bag.

2. CHOOSE WEAPON

Choose 1 equipped weapon to attack with, **ranged** ✛ or **melee** ⚔. Ranged weapons usually require at least 1 **ammo** 🔫. A **bare-handed** attack is a ⚔🤚 attack using **BLADES** skill.

3. CHECK THREAT TOKENS

If there are any threat tokens on the table, resolve them once per combat at the appropriate time.

4. COMBAT RESOLUTION

1. Engagement

Resolve **engagement** effects, beginning with the enemy. If the enemy has **ambush**, it attacks at the beginning of this step.

2. Ranged attacks

Any combatant making a ranged attack resolves it now. If this is your knight, you must spend 1🔫. Then form your dice pool by adding your **GUNS** skill and **attack dice** from the weapon used. If this is the enemy, it uses its attack dice as shown on its card. If both combatants make ranged attacks, they are simultaneous.

The combatant rolls dice, dealing 1💀 for each ☀ and using other icons as described on their cards. Your knight can use abilities only from the weapon card used to attack.

When you are dealt 💀, you may use your equipped **armor** (by breaking or discarding it) to prevent as many 💀 as its **PROTECTION LEVEL (X)**. Place remaining 💀 on your **HEALTH**. If the enemy has **armor piercing**, 💀 it deals cannot be prevented. When the enemy is dealt any 💀, place the wound tokens on the enemy card.

Now check if any combatant is defeated (as many 💀/☣ as their **HEALTH**). If so, go straight to the resolution step. If the enemy has **relentless**, it cannot be defeated until the beginning of the resolution step.

3. Advance

Resolve effects marked as **advance**, beginning with the enemy. If any combatant is defeated, go straight to the resolution step.

4. Melee attacks

Any combatant making a melee attack (including bare-handed) resolves it now. Follow the rules for ranged attacks except that melee weapons do not require 🔫 and use the **BLADES** skill instead of the **GUNS** skill. Then go to the resolution step.

5. Resolution

Resolve effects marked as **resolution**, beginning with the enemy. If the enemy is **relentless**, but received enough 💀 to be defeated, it is defeated now. If you defeat the enemy, you gain all rewards shown on its card (you gain rewards even if both you and your enemy are defeated).

Do not resolve more than 1 attack for each combatant.

INJURIES AND MALFUNCTIONS

If this would be your third injury or malfunction card, you are immediately **eliminated from the game**.