

Place the following miniatures on the Market sheet:



1 Farmer

You may:

STEAL

from the Market
– see the Market sheet OR

LOOT

the Market
– see the Market sheet OR

TRADE

for the following tokens:

Cigarette, Herb, Sugar, Vegetable



Trade Commission: 0

Tolerance: 4

f1

Tolerance: 3-1

f65

Tolerance: 0

f135

Place the following miniatures on the Market sheet:



1 Farmer

You may:

STEAL from the Market
– see the Market sheet OR

LOOT the Market
– see the Market sheet OR

TRADE

for the following tokens:

Moonshine, Sugar, 2x Coffee, 2x Chems

Trade Commission: 0

Tolerance: 4

f88

Tolerance: 3-1

f120

Tolerance: 0

f67

Place the following miniatures on the Market sheet:



1 Farmer

You may:

STEAL

from the Market
– see the Market sheet OR

LOOT

the Market
– see the Market sheet OR

TRADE

for the following tokens:

2x Cigarette, Moonshine, Vegetable

Trade Commission: 0



Tolerance: 4

f125

Tolerance: 3-1

f118

Tolerance: 0

f48

Place the following miniatures on the Market sheet:



1 Farmer

You may:

STEAL

from the Market
– see the Market sheet OR

LOOT

the Market
– see the Market sheet OR

TRADE

for the following tokens:

Cigarette, Coffee, 2x Herb, Vegetable

Trade Commission: 1



Tolerance: 4

f38

Tolerance: 3-1

f3

Tolerance: 0

f138

Place the following miniatures on the Market sheet:



2 Farmers

You may:

STEAL

from the Market
– see the Market sheet OR

LOOT

the Market
– see the Market sheet OR

TRADE

for the following tokens:

Cigarette, Herb, Moonshine, 2x Vegetable

Trade Commission: 1



Tolerance: 4

f101

Tolerance: 3-1

f77

Tolerance: 0

f62

Place the following miniatures on the Market sheet:



2 Farmers

You may:

STEAL

from the Market
– see the Market sheet OR

LOOT

the Market
– see the Market sheet OR

TRADE

for the following tokens:

Herb, Sugar, Vegetable, Herbal Meds



Trade Commission: 1

Tolerance: 4

f56

Tolerance: 3-1

f35

Tolerance: 0

f183

Place the following miniatures on the Market sheet:



1 Thug



1 Farmer

You may:

STEAL

from the Market
– see the Market sheet OR

LOOT

the Market
– see the Market sheet OR

TRADE

for the following tokens:

Moonshine, 2x Herb, Raw Food



Trade Commission: 2

Tolerance: 4

f161

Tolerance: 3-1

f42

Tolerance: 0

f32

Place the following miniatures on the Market sheet:



1 Thug



1 Farmer

You may:

STEAL from the Market
– see the Market sheet OR

LOOT the Market
– see the Market sheet OR

TRADE

for the following tokens:

3x Cigarette, 2x Coffee, Raw Food

Trade Commission: 2



Tolerance: 4

f143

Tolerance: 3-1

f176

Tolerance: 0

f59

Place the following miniatures on the Market sheet:



1 Thug



2 Farmers

You may:

STEAL from the Market
– see the Market sheet OR

LOOT the Market
– see the Market sheet OR

TRADE

for the following tokens:

Chems, 2x Sugar, Moonshine, Raw Food

Trade Commission: 2



Tolerance: 4

f17

Tolerance: 3-1

f148

Tolerance: 0

f84

Place the following miniatures on the Market sheet:



1 Thug



2 Farmers

You may:

STEAL

from the Market
– see the Market sheet OR

LOOT

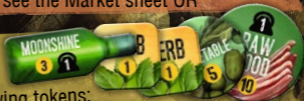
the Market
– see the Market sheet OR

TRADE

for the following tokens:

Moonshine, 2x Herb, Vegetable, Raw Food

Trade Commission: 3



Tolerance: 4

f71

Tolerance: 3-1

f167

Tolerance: 0

f20

Place the following miniatures on the Market sheet:



1 Thug



2 Farmers

You may:

STEAL from the Market
– see the Market sheet OR

LOOT the Market
– see the Market sheet OR

TRADE

for the following tokens:

2x Cigarette, Herbal Meds, 2x Coffee, Raw Food

Trade Commission: 3



Tolerance: 4

f94

Tolerance: 3-1


f51

Tolerance: 0

f6

Place this card next to the Market sheet. Then draw and resolve an additional Wares card (ignore the Reality Impact card).

PETTY THIEF

Whenever you visit the Market, you may use the help of the Petty Thief when resolving the STEAL option from the Market sheet. If you do, roll 1 additional Grey Combat die (you may re-roll it up to 2 times) and add any  icons rolled to the result of the Character on the Thief space.

If you roll any blanks, lower the Tolerance by 1 as normal and immediately resolve a script from the current Wares card corresponding to the current position of the Tolerance token.

Afterwards, remove this card and the current Wares card from the game.

Place this card next to the Market sheet, with 1 Thug miniature on it. Then draw and resolve an additional Wares card (ignore the Reality Impact card).

LOCAL MUGGER

Whenever you visit the Market, you must discard any tokens with a total value of 5 or more (instead of any 1 token) from the Findings Pile. Instead of resolving any options from the current Wares card, you may try to drive away the Local Mugger. If you decide to do this, draw 1 Enemy token representing him. He is armed with a Hatchet. Then Combat begins (see Journal: COMBAT sheet). If the Mugger suffers at least 2 Wounds, he runs away.

If you defeat the Mugger, raise the Tolerance by 1. Then you may resolve a script from the current Wares card corresponding to the current position of the Tolerance token.

Afterwards, remove this card and the current Wares card from the game.

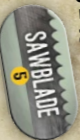
THUG

Place this card next to the Market sheet. Then draw and resolve an additional Wares card (ignore the Reality Impact card).

STRANGER

Instead of resolving any options from the current Wares card, you may search the Visitors deck for the first 2 Arrival cards and resolve 1 of them. Shuffle the other card into the Visitors deck.

In addition to any items the Stranger is carrying, they also have 1 of the following (roll the Black die): **1-4 = Lockpick**, **5-7 = Sawblade**, **8-10 = 100% Alcohol**.



Afterwards, remove this card from the game.



REALITY IMPACT

Something unexpected has happened.

Reveal the top card of the Wares deck (ignore any cards without script numbers), check the Tolerance track, read the script number corresponding to the current position of the Tolerance token and shuffle the revealed Wares card back into its deck.

Find that number in the Wartime Diary I book (Farmers) and resolve the corresponding text.

Afterwards, remove this card from the game.

01 - NOTHING HAPPENS

02 - REALITY IMPACT

Reveal the top card of the Corridors deck and check the RED number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

03 - HIDDEN PATH

If you follow it, choose 1 Character present and roll the Black die.

Result = 1-4 – that Character suffers 2 Wounds.

Result = 5-10 – you may immediately exit to any of the 3 Locations.

04 - WATER DRAINAGE

Roll the Grey Combat die for each Character present (each Character may use their Prowess) to determine if, and how much Fatigue, they suffer.

Afterwards, shuffle this card back into the Corridors deck.

s98

s209

s213

s168

01 - DRIFTWOOD

Add 3 Wood to the Findings Pile.

02 - MURMURS

If you risk going further, roll the Black die.

Result = 1-4 – draw and resolve a Residents card (ignore the Reality Impact card).

Result = 5-10 – nothing happens.

03 - NOTHING HAPPENS

04 - SMASHED CRATE

Draw and resolve

1 Findings card (Heap chart) (ignore the Reality Impact card).

Do not roll for Special Findings.

Afterwards, shuffle this card back into the Corridors deck.

s177

s155

s114

s218

01 - CLAUSTROPHOBIA

Roll the Black die.

Result = 1-3 – choose 1 Character present and raise their Misery by 1.

Result = 4-10 – nothing happens.

02 - RAT TRAP

You may prepare a makeshift trap: if you discard 1 Sugar / 1 Chems from the Findings Pile, the Characters manage to catch and kill something that might be edible after proper preparation. Add 1 Raw Food to the Findings Pile.

03 - SOME WIRES STICK OUT

Add 3 Electrical Parts and 1 Mechanical Part to the Findings Pile.

04 - NOTHING HAPPENS

Afterwards, shuffle this card back into the Corridors deck.

s108

s170

s202

s131

01 - NOTHING HAPPENS

02 - DARKNESS

Roll the Black die.

Result = 1-2 – choose 1 Character present and raise their Wounds by 1.

Result = 3-10 – nothing happens.

03 - REALITY IMPACT

Reveal the top card of the Corridors deck and check the GREEN number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

04 - TIGHT SPOT

The Characters must discard all tokens weighing 1 or more from the Findings Pile or raise the Fatigue of each Character present by 1.

Afterwards, shuffle this card back into the Corridors deck.

s231

s132

s171

s118

01 - REALITY IMPACT

Reveal the top card of the Corridors deck and check the BLUE number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

02 - NOTHING HAPPENS

03 - STRANGER IN THE GUTTER

Draw Visitors cards until you draw an Arrival card. You may resolve it as if you were in the Shelter. If you decide to take this person in, they join the Exploring Party (if able). Otherwise, place them in the Shelter.

04 - EXIT

You may immediately exit the Sewers to any of the 3 Locations.

Afterwards, shuffle this card back into the Corridors deck.

s139

s205

s142

s191

01 - NOTHING HAPPENS

02 - STEAM VENT

Choose 1 Character present and raise their Wounds by 1.

03 - COLLAPSED TUNNEL

*A pile of broken concrete blocks the way.
Digging through it will take ages.*

If there is a Shovel on the Findings Pile – **NOTHING HAPPENS**. Otherwise, place this card on the Exploration slot to remember that you will start exploring the Location with 3 cards less.

04 - REALITY IMPACT

Reveal the top card of the Corridors deck, and check the **BLACK** number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

Afterwards, shuffle this card back into the Corridors deck.

s127

s178

s102

s166

A - EXIT

You may immediately exit the Sewers to any of the 3 Locations.

B - NOTHING HAPPENS

C - FLOODED FLOOR

Choose and discard 2 tokens from the Findings Pile.

D - REALITY IMPACT

Reveal the top card of the Rooms deck and check the BLACK number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

Afterwards, shuffle this card back into the Rooms deck.

s150

s105

s167

s225

A - MASS GRAVE

Unexpectedly, you encounter a horrible scene...

Raise the Misery of each Character present by 1.

B - NOTHING HAPPENS

C - REALITY IMPACT

Reveal the top card of the Rooms deck and check the GREEN number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

D - ENCOUNTER

Draw and resolve a Residents card (ignore the Reality Impact card).

Afterwards, shuffle this card back into the Rooms deck.

s223

s175

s99

s197

A - REALITY IMPACT

Reveal the top card of the Rooms deck and check the BLUE number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

B - FORGOTTEN LARDER

Draw and resolve
1 Findings card (Pantry chart)
(ignore the Reality Impact card).
Do not roll for Special Findings.

C - NOTHING HAPPENS

D - CESSPOOL

If you risk going further, roll the Grey Combat die for each Character present (each Character may use their Prowess). If at least 1 Wound is rolled, set their Fatigue to 4 instead.

Afterwards, shuffle this card back into the Rooms deck.

s113

s146

s174

s221

A - NOTHING HAPPENS

B - REALITY IMPACT

Reveal the top card of the Rooms deck and check the RED number. Find that number in the Wartime Diary I book (Sewers) and resolve the corresponding text.

C - HEAP

Draw and resolve 1 Findings card (Heap chart) (ignore the Reality Impact card). Do not roll for Special Findings.

D - UNDERGROUND MARKET

A group of smugglers and black marketeers has gathered here to barter.

You may discard 1 token from the Findings Pile to:

TALK to them – see s234

in the Wartime Diary I book (Sewers)

OR TRADE with them – see s224

in the Wartime Diary I book (Sewers).

Afterwards, shuffle this card back into the Rooms deck.

s143

s196

s115

s185