

## BADLANDS ADVENTURES

### NEW ADVENTURES FOR WILD WEST EXODUS

The Dystopian Age is a dangerous place for the inexperienced traveller. This Adventures supplement provides five brand new Adventures for players to enjoy.

The rulebook provided the five Common Adventures for players to use as part of their casual and event gaming. This supplement presents the Badlands Adventures to further test players.

Badlands Adventures are not inherently more difficult to play than the Common Adventures, but they each have a particular element to them which means that the play experience will be distinctive from the Common Adventures.

These Adventures can be used in casual gaming in place of the Common Adventures found on page 48 of the rulebook, however please make sure that your opponent agrees beforehand.

Badlands Adventures can also be used as part of a Badlands Organised play experience.

#### **INTRODUCING PERILS!**

Badlands Adventures introduce dramatic narrative elements to Adventures, known as the Peril. How each Peril affects the Adventure and what specific terrain or models are needed for the Peril are detailed in the Perils section of this document.

#### **NARRATIVE PLAY - LINKED ADVENTURES**

Badlands Adventures are organised narratively so that players can undertake each Adventure in sequence to represent a journey into the Badlands of the Dystopian Age. Players are encouraged to play these Adventures as a linked narrative. Players are also welcome to play individual Adventures as standalone games if they wish. When playing Linked Adventures, a player cannot change Factions between linked Adventures and must include the same Boss units. If a player won the previous Adventure in a Narrative, they start the next Linked Adventure with an additional Adventure card in their starting hand for the first turn of the game.



## — **BADLANDS ADVENTURES & DEPLOYMENT** —

### **DECIDE ON YOUR GAME SIZE**

Both players should decide on what size game they wish to play. In a tournament, the organiser will have set the game size beforehand. Badlands Adventures are designed for a 3' x 3' for games of 1499 points or less. For games of 1500 to 2499 points, we recommend a 4' x 4' Play Area. For larger games players may wish to proportionally increase the Play Area.

### **SELECT YOUR FORCE**

Players should build their Force, using one or more Posses, as per the Building a Force rules found in the Wild West Exodus rulebook. For Badlands Adventures it is recommended that you use a Faction you have played one or more Common Adventures with.

### **ROLL FOR ADVENTURE**

Players must decide on the Adventure Type to roll for. The Common Adventure Type can be found in the Wild West Exodus rulebook. Badlands Adventures are included below. Future expansions will give other Adventure Types to consider. Once a Type has been agreed on, roll a d10 and select the corresponding Adventure from the Type chosen. Alternatively, if players prefer, they can choose their own Adventure or play narratively as part of a Linked Adventure. In an organised event, it is likely the organiser will have pre-selected the Adventure being played.

### **BADLANDS ADVENTURES**

**1-2** = Picking the Bones

**3-4** = Attack at the Camp

**5-6** = Stranger Things

**7-8** = Eerie Lights

**9-10** = The Rift

### **SET UP TABLE**

The chosen Adventure will state what size board will be used for the game. Players should follow the setup rules as laid out on page 48 of the rulebook.

### **RESERVES**

Badlands Adventures can use Reserve units brought into play using a Reserves Action. Units in reserve may not Focus their Reserve Action. More details on this can be found on page 24 of the rulebook.

### **DEPLOYMENT**

Just like when deploying for a Common Adventure, both players shuffle their Action Deck and draw the top card. The player with the highest card number found in the top left-hand corner chooses who is Player A and so deploys first. Player B discards their card face down to form a discard pile for the Action Deck. Player A must retain their card until after deployment.

The Adventure will describe player deployment zones. Usually they will be on opposite sides of the Play Area. Player A chooses which deployment zone they wish to deploy on and deploys one unit.

Player B then deploys one unit in the other deployment zone. Continue to alternate until one player runs out of units to deploy. Each player continues to take it in turns deploying one unit into their chosen deployment zone.

If one player finishes deploying all their units first, the other player continues to deploy the rest of their force until all units are deployed.

Badlands Adventures use Perils so at this point Player A should roll on the Perils chart (see later in this document). The result determines what additional Peril the Players face in the Adventure.

Once the Peril is determined, any units with the Dispersed Deployment special rule are deployed, starting with Player B. Finally, any units with the Trailblazer rule take their moves. Players move their units one at a time alternately, again starting with Player B.

### **GAME BEGINS**

Player A has the Initiative for the first turn. However, if Player B was the first player to finish deploying their forces they may draw a new Action Card to try to gain the Initiative for the first turn instead. This is resolved in the same way as for a Common Adventure as explained on page 49 of the rulebook.

### **VICTORY**

After five turns, the Adventure ends and the player with the most Victory Points wins the game. Should one player no longer have any models in the Play Area at the end of step three of the Resolution Phase, their opponent scores an additional 5 Victory Points and the game immediately ends.

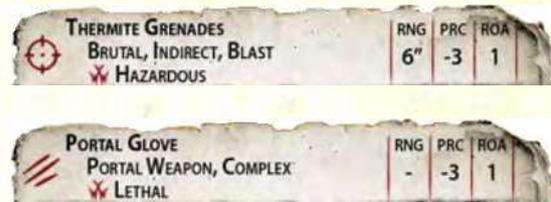
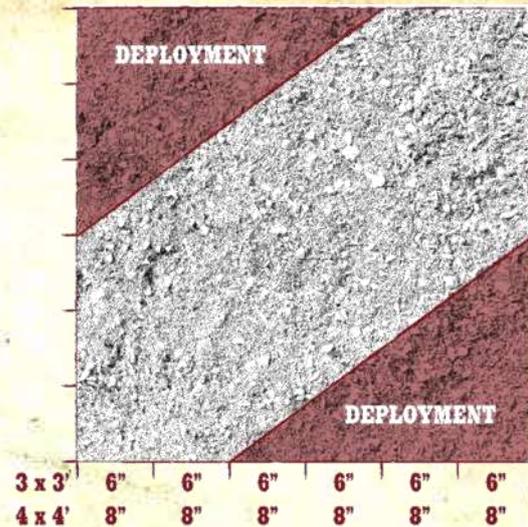
### PICKING THE BONES

The Badlands are littered with the detritus of past conflict. For new arrivals on the Frontier these battlefields are often troves for weapons and other more esoteric items. It is a wise traveller who gathers what they can when providence arrives, but all too often other interested parties will clash over the spoils.

After placing terrain, each player takes 4 Small based Loot markers (Booby Trap models would be ideal). Taking it in turns, each player places one of the Loot markers on the Play Area no closer than 6" to an edge, their deployment zone or another marker.

**Objective:** If a model is in base contact with a marker at the end of their Activation, they can make a Mind or Quick Check (player choice) to investigate the marker. If the roll fails, the Loot marker is a Booby Trap and it immediately triggers. See the Booby Trap unit card for details and to resolve the blast.

On a success, the model gains a Thermite Grenade and the player gains a Victory Point. On a critical failure, the Booby Trap is triggered and your opponent gains a Victory Point. On a Critical Success the model gains a Portal Glove and the player gains two Victory Points. Once a Loot marker has been investigated, remove it from the Play Area.

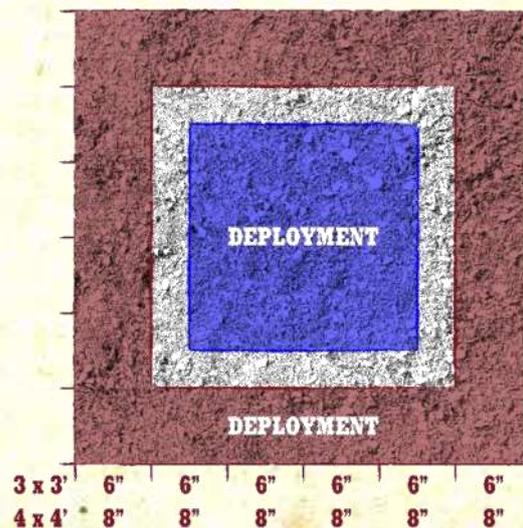


### ATTACK AT THE CAMP

The first night on the trail was uneventful, the shooting stars above were our only visitor. The second night there was some small trouble as wolves were drawn to our firelight. The fourth saw one of our sentries go missing. By the fifth it was clear we were not alone. We'd never been alone. Our enemy finally attacked. They had been following us, watching this whole time. The arrogance of it. Now we make them pay.

The Attacker ambushes the Defender at their camp plunging the area into a brutal battle for survival. Player A may choose to be the Attacker (Red) or Defender (Blue) and deploys their first unit in the appropriately coloured Deployment Zone. Deployment continues as usual.

**Objective:** Each Player scores a Victory Point for every enemy unit they destroy.

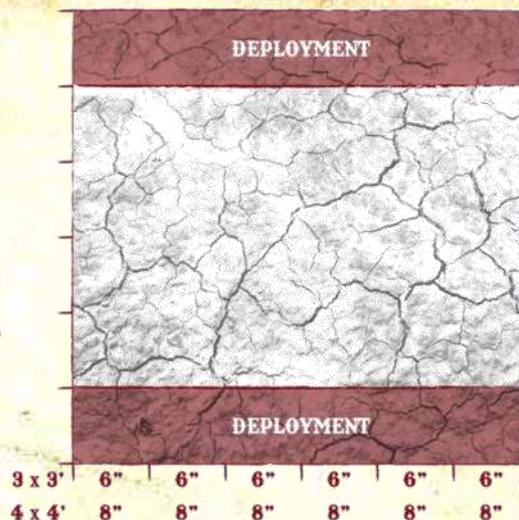


### STRANGER THINGS

Foraging for food is the only way to survive on the Frontier. But with Sturginium altering the air and the taint of the Hex twisting our flesh, is it any surprise that these toxins can be found affecting the very food we so desperately seek? Out on the Frontier, the soil is rich with malaise and very little else.

**Field Markers:** Before placing terrain, each player takes 2 XXL(O) Base sized Field markers. Taking in turns, each player places one of the Field markers on the Play Area, no closer than 6" to an edge, their deployment zone or another marker. Field markers are Uneven Area Terrain.

**Objective:** At the end of the Adventure, each player scores two Victory Points for each Field marker where they have one or more of their models in base contact and no enemy models in base contact.



If a model is base contact with a Field marker at the start of their Activation, they can spend an Action Point to forage for food. The player receives a Victory Point for each unit that Forages in their Activation. Furthermore, roll a d5 and consult the following table:

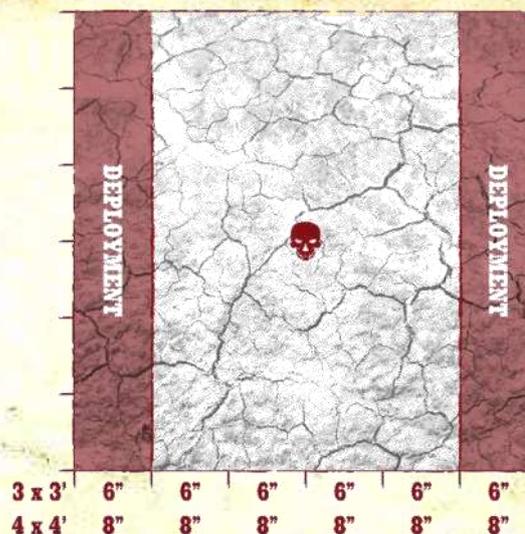
D5	HARVEST	EFFECT
1	Hex Blight	The unit gains the Tainted Attribute
2	Irradiated Sturginium	The unit gains the Hazard Condition.
3	Fermented Berries	The unit gains the Disordered Condition.
4	Twilight Poppies	The unit becomes Shrouded and Stunned until the end of the turn.
5	Delicious!	The unit gains a Fortune Chip.



## EERIE LIGHTS

*Strange flashes in the darkened sky and bizarre scorch marks on the ground have led two rival forces to a small facility out in the Badlands. Both sides must attempt to break their way in and capture whatever infernal or otherworldly force lurks within. Do not expect it to submit without a fight!*

**The Eerie Shack:** Before setting up terrain place a medium sized building (approximately 8"x 8") in the centre of the Play Area marked on the map with a skull. This is the Eerie Shack. No terrain can be placed within 6" of the building. At the end of the turn, both players draw an Action card and compare the number in the top left-hand corner in the same way as determining Initiative. The player with the highest number places a Torrent template with the narrow end in contact with the edge of the Eerie Shack but oriented in any direction they wish. Models under the template are automatically hit at Piercing -4.

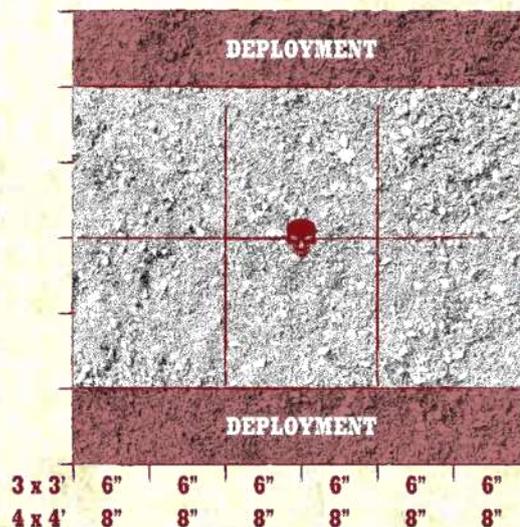


**Objective:** Each turn during step 3 of the Resolution Phase, if you have a unit Embarked in the Eerie Shack, gain 4 Victory Points. At the start of each turn, before step 1 of the Initiative Phase, any unit inside the building automatically Disembarks and is placed within 6" of the Eerie Shack. They gain the Stunned Condition as they are thrown out violently by whatever force is within. The unit may Activate as normal.

## THE RIFT

*What caused the rift is not clear. Perhaps it is some Enlightened experiment gone wrong, or a precursor to some greater calamity. As you watch the tear gnawing at the fabric of reality you realise with dread that your enemies have been drawn here too. This area needs to be quickly secured from these interlopers so that it can be studied further.*

**The Rift:** Divide the Play Area in to six sections as shown on the deployment map. Place a XXL sized Rift marker in the centre of the Play Area marked on the map with a skull. The Rift blocks Line of Sight. No terrain can be placed within 6" of the Rift. At the end of the turn, both players draw an Action card and compare the number in the top left-hand corner in the same way as determining Initiative. The player with the highest number scatters the Rift 2D10" in a direction of their choice. The Rift cannot be placed out of the off the Area of Play. Models touched by the template are automatically hit at Piercing -4 and displaced (see the Displace quality). Terrain touched by the Rift is removed from the Play Area for the remainder of the Adventure.



**Objective:** In the Resolution Phase of each turn, a player scores two Victory Points for each section on the enemy side of the Play Area that has one or more of their units completely within it, with no enemy models completely within the same quarter.

Additionally, at the end of the Adventure, a player scores five Victory if there are no enemy models within 12" of the Rift. It is possible for both players to score these points (unless one of the Forces has been wiped out).

# PERILS

The Dystopian Age is full of weirdness and wonder that can interfere with the most carefully of laid plans. Players of Wild West Exodus can choose to include such vagaries of the Dystopian Age in their Adventures by using these Perils.

In types of Adventures that do not reference Perils, such as the Common Adventures found in the rulebook, players are completely at liberty to choose not to include them. Some Adventure types, such as Badlands Adventures specifically include Perils and so should be used as part of the game.

Perils should be seen as a fun way to add a further element of unpredictability into your Adventures. While these require additional miniatures or markers, the extra effort required will make for a more enriching game experience for both players.

## ROLLING FOR PERILS

Once the Adventure has been rolled for and the table has been set up with terrain, both sides begin to deploy as normal.

Once regular Deployment is complete but before units with special deployment rules such as Dispersed Deployment or Trailblazer) are deployed, Player A may roll for the Peril for the Adventure.



On a **Critical Success**, you may choose what Peril you will both be facing in the Adventure ahead.

On a roll of a 2 to 9, consult the Perils Table found here and apply the result.



On a **Critical Failure**, your opponent may choose what Peril you will both be facing in the Adventure ahead.

Once the Peril is determined, any units with the Dispersed Deployment special rule are deployed, starting with Player B. Finally, any units with the Trailblazer rule take their moves. Players move their units one at a time alternately, again starting with Player B.

## PERILS TABLE

D10	PERIL
2	CAUGHT IN THE CROSSFIRE
3	STURGINIUM STORM
4	THEY COME AT NIGHT
5	TEMPUS FUGITIVES
6	THE SICKNESS
7	THE DEATHMARK
8	CATCH THAT K9
9	THE KEENING CRY



## CAUGHT IN THE CROSSFIRE

*In the midst of your clash, a small group of desperate civilians stagger out into the line of fire. You must try and get them over to your position to find out how they ended up out here!*

Each player takes three Civilian models. Taking in turns, each player places one of the Civilians in the Play Area, no closer than 6" to an edge, their deployment zone or another Civilian or game marker or token. During Step 1 of the Resolution Phase each Civilian scatters d10".

If a friendly model is base contact with one of these Civilians at the end of their Activation, they can try to convince the frightened figure to come back with them. The Friendly model makes a Mind check. On a Success the Civilian agrees to come with them (remove the Civilian from the Area of Play). On a failure the Civilian lashes out at the friendly model before then scattering d10" in a random direction again. These Civilians have a Basic Melee Weapon and hit automatically. If the Mind Check ends in a Critical failure the Civilian is killed in the struggle. On a Critical Success the Civilian convinces the nearest Civilian to also join them and two are saved.

The Player who has saved the most Civilians at the end of the Adventure receives +2 Victory Points. You may attack the Civilians if you are particularly dastardly.



## STURGINIUM STORM

*On the horizon a fierce maelstrom of blue lightning and dust is rolling towards your position. It is hard to tell how quickly it will arrive, but it is a very brave or very foolish person who is in the open when it does so.*

Before the start of the Resolution Phase of each turn, roll a d10 and add the turn number to it. If the result is a ten or more, a wild Sturginium Storm sweeps across the Area of Play. Any model in the Area of Play (not including those in buildings, aboard a transport etc) are scattered d5" in a random direction and the unit receives the Disordered and Stunned Conditions. Units that are Hunkered are unaffected by the Sturginium Storm.



## THEY COME AT NIGHT

*Darkness falls quickly in the Frontier. Though this makes fighting your enemies more difficult, the greatest challenge comes from fending off the random attacks from 'them' as your allies and enemies alike are dragged screaming into that razor-clawed darkness.*

The Adventure takes place in fading light. Before the start of each turn, roll a d10 and add the turn number to it. If the result is a ten or more, night falls for the remainder of the Adventure.

**Nightfall:** Successful Aim Checks must be re-rolled unless they have the Linked or Indirect quality, or the unit has the Deadeye or Soulsight skill. Charge Actions during Nightfall move as though in Uneven terrain and so distances are halved.

At the start of the Resolution Phase, each model in the unit closest to the edge of the Area of Play suffers a Piercing -2 automatic hit.

**TEMPUS FUGITIVES**

The wastelands have become a dumping ground for all sorts of unwanted side-effects and phenomena that are a symptom of the Dystopian Age. One of the most feared is the Time Storm which though mercifully localised, is one of the most unpredictable and lethal.

Place a XXL sized Time Storm marker in the centre of the Area of Play. It immediately scatters d10 x 2" and then scatters again d10". If any scatter would cause the storm to be placed out of the Area of Play re-roll the scatter until it does not. The Time Storm is invisible so does not block Line of Sight.

Each time an Action Card is played with a value of 4 or 5, the Time Storm scatters in a straight line d10". Roll on the Time Storm Table for each unit touched by it as it moves to its new position.

D10	TIME STORM TABLE
	The unit ages forty thousand years in a millisecond. The unit is destroyed.
2-3	The unit counts as having already Activated for the turn.
4-5	The unit is Displaced and has the Hazard Condition.
6-7	The unit is Disordered and Stunned
8-9	The unit does not count as having Activated yet.
	The unit gains a Fortune Chip.

The Time Storm only affects friendly and enemy units and so does not affect terrain, markers, Artefact or Strategic units etc.



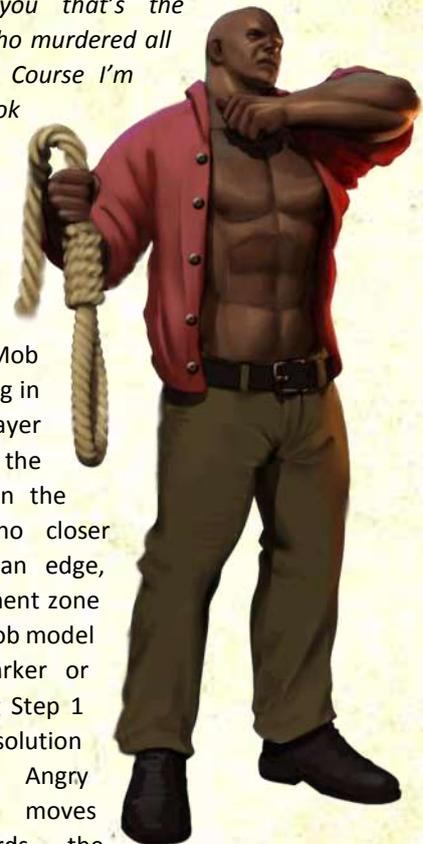
**THE SICKNESS**

Spent munitions, plague and other poisons lie invisible in the soil and air. Often a group can become stricken before they realise what is happening. Lethargy is the only clue that something is amiss, but by then it is often too late...

Each time a unit is Activated with an Action Card with a value of a 1, a single model in the unit must pass a Grit Check or be Wounded. You cannot use The Quick and the Dead to avoid the Wound should it be inflicted.

**THE DEATHMARK**

*I'm telling you that's the sonovagun who murdered all them chillen. Course I'm sure, just look at those dead eyes. Okay? Let's git em!*



Each player takes three Angry Mob models. Taking in turns, each player places one of the Angry Mob in the Play Area, no closer than 6" to an edge, their deployment zone or another Mob model or game marker or token. During Step 1 of the Resolution Phase each Angry Mob model moves d10" towards the nearest non-Angry Mob model.

Once an Angry Mob model is in base contact with another unit, it immediately makes an unprovoked and unexpected attack causing an automatic hit at Piercing -3. Regardless of the outcome, the Angry Mob model is removed from the Play Area once the attack is resolved and the unit affected is Disordered.

You may not attack the Angry Mob models as they do not appear to be a threat until too late.

**CATCH THAT K9**

A loopy K9 attack dog has been spotted in the area. It's probably one of those defective first generation CCLE units, they were always prone to malfunction. The Boss has said it needs to be captured before the enemy gets their hands on it. Something about stolen plans. I just hope this is the Automata we're looking for...



Place a K9 Attack Dog model in the centre of the Play Area. It immediately scatters d10 x 2" and then scatters again d10". If any scatter would cause the K9 to be placed out of the Area of Play re-roll the scatter until it does not. During Step 1 of the Resolution Phase the K9 scatters d10 x 2" and then scatters again d10".

If a friendly model is base contact with the K9 they can spend an Action to try to grab to recalcitrant K9. The Friendly model makes a Strike Action with a -3 penalty.

On a Success the K9 is brought down and deactivated (remove the K9 from the Area of Play) and the player earns 2VPs.

On a failure the K9 makes a single automatic hit on the model with a Piercing of -4 as it rips off a sensitive area with its teeth! It then scatters d10" in a random direction again.

You can shoot the K9 but no VP's are earned if it is destroyed.

**THE KEENING CRY**

As we approached the buildings we realised that they were not as abandoned as we had first thought. The inhabitants aren't gone – they're just...changed.

Each time a unit makes a Get In Move Action there is a chance that a Hex Beast is lurking within!

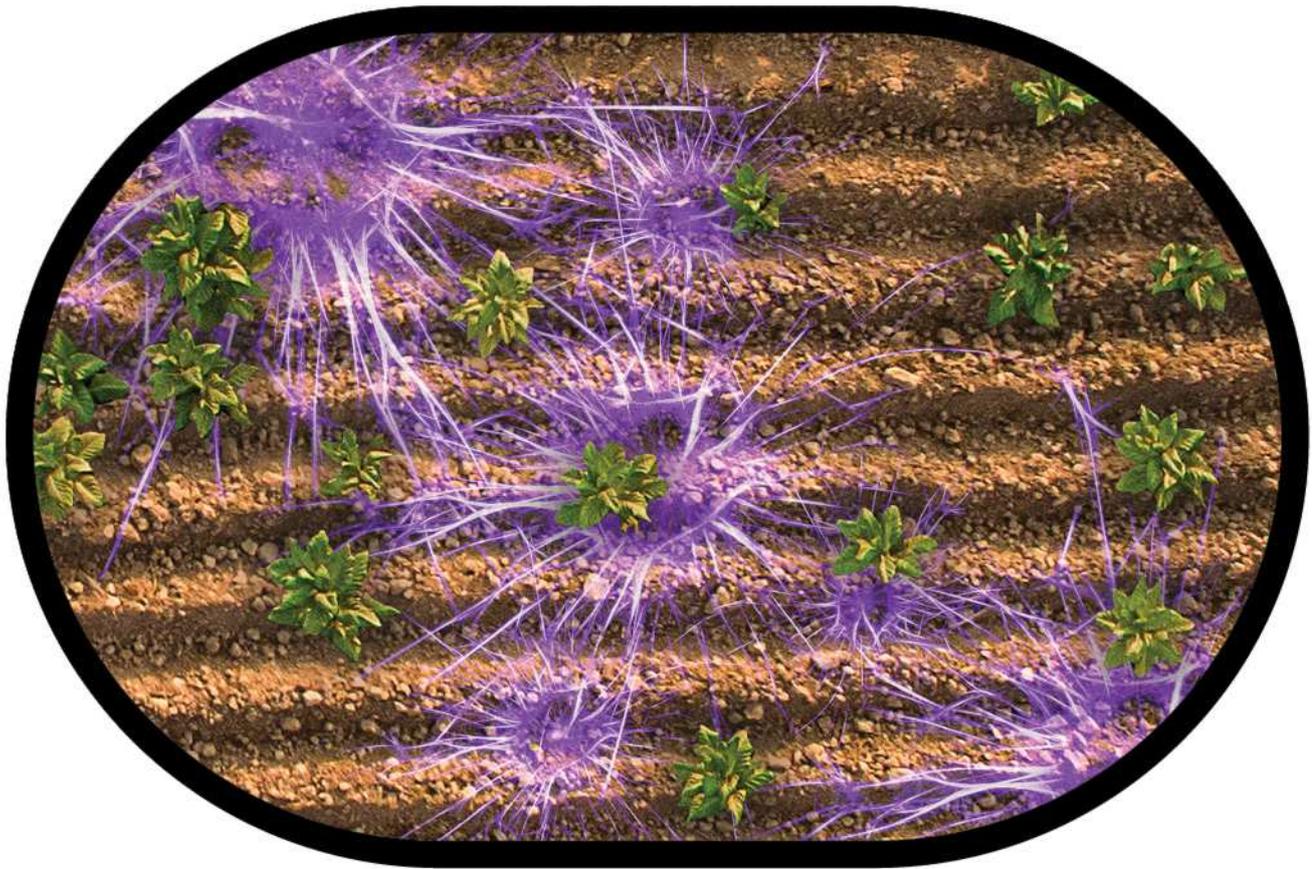
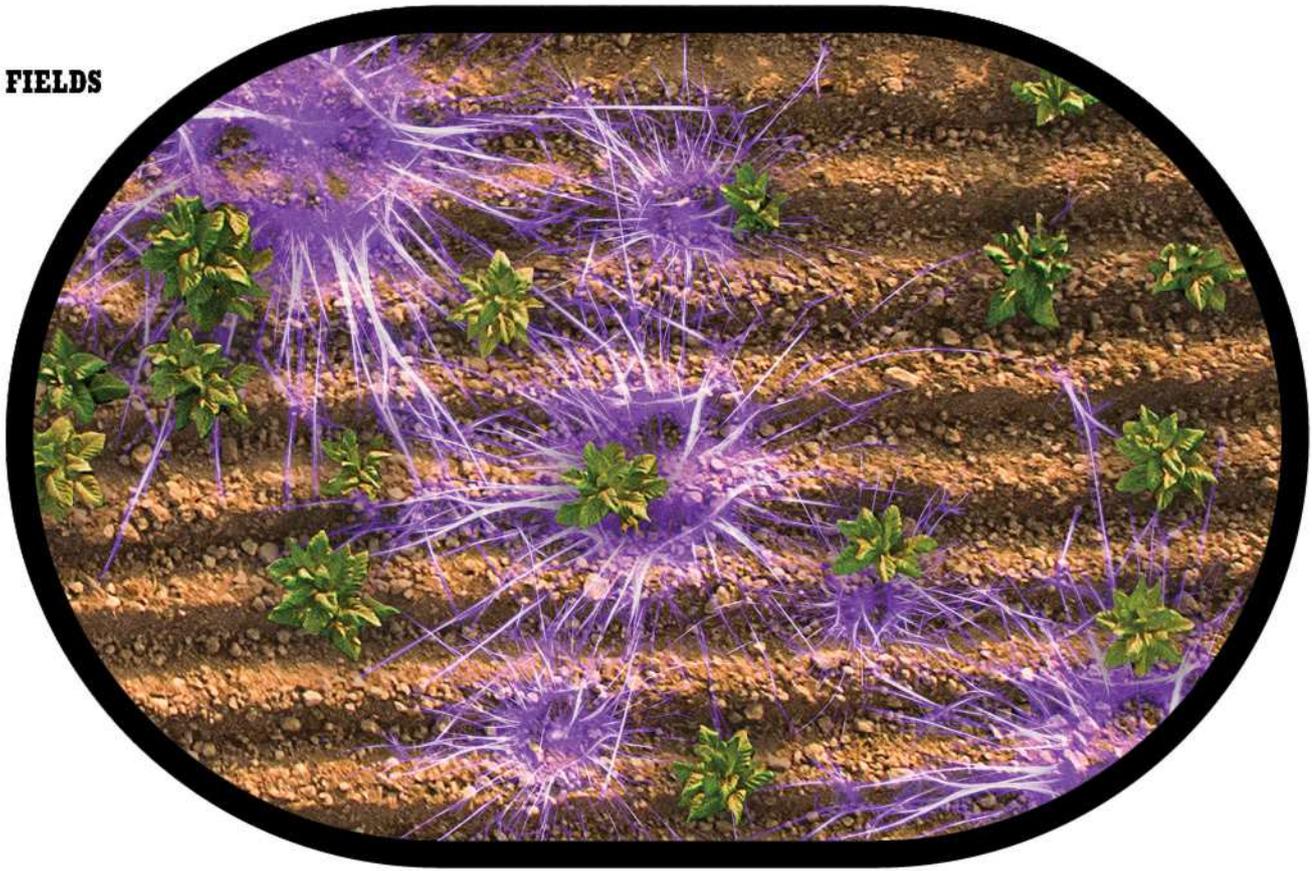
Roll a d10 and consult the Tainted Building table:

D10	TAINED BUILDING TABLE
1	Your Activation immediately ends and you remain outside of the building or area terrain. Place a Hex Beast in base contact with your unit. The Hex Beast is under the control of your opponent and counts as an enemy unit for the remainder of the Adventure.
2-3	A mournful cry rings out and a Hex Beast shamble into view. Place a Hex Beast in your Deployment Zone. The Hex Beast is under the control of your opponent and counts as an enemy unit for the remainder of the Adventure.
4-9	The structure appears empty (though let's avoid the hatch to the basement for now). Treat the building as normal.
10	You enter as normal and startle the Hex Beast sending it running from the building towards your enemies. Place a Hex Beast within 6" of the building in a direction of your choice. For the remainder of the Adventure the Hex Beast is considered a friendly model and is under your control.



# BADLANDS MARKERS

## FIELDS



## LOOT



**BADLANDS MARKERS**

**STORM**



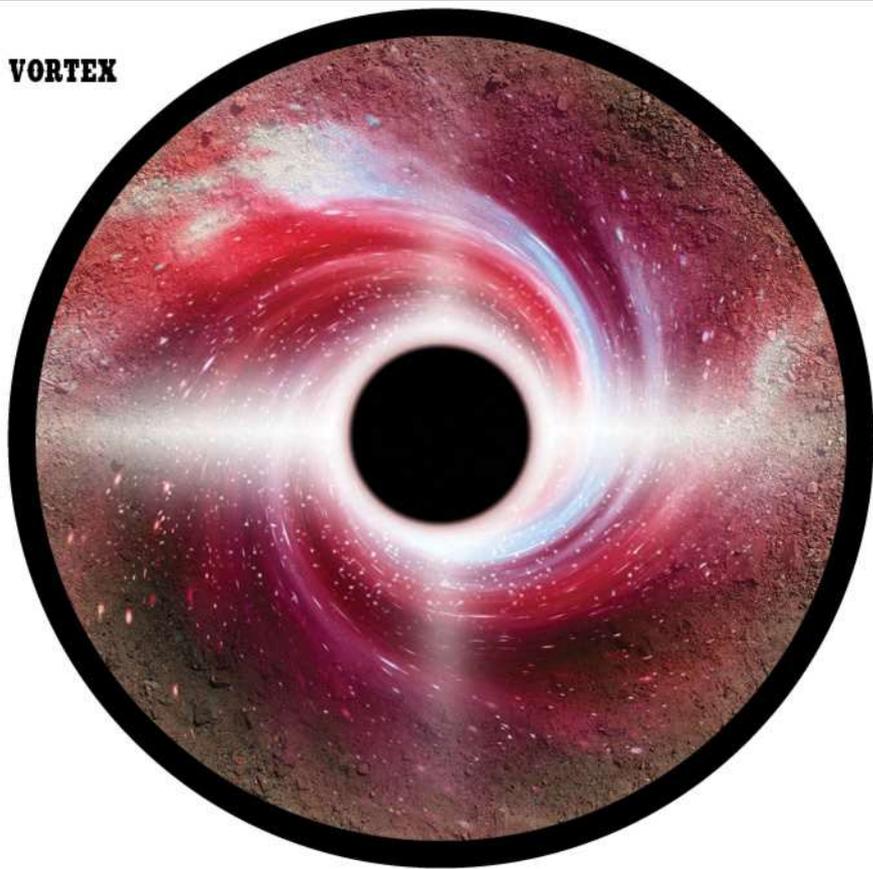
**HEX BEASTS**



**CIVILIANS**



**VORTEX**



**K9 DOG**



**ANGRY MOB**

