



MISSION BOOK

INTRODUCTION

Each game of *Waste Knights* is based on fulfilling mission goals – playing a scenario that sets a climatic background and a reason for knights to struggle for better future. This Mission Book contains "Road to Gangraen" – the example of a game round that illustrates basic game mechanics – as well as 5 missions for normal play.

MISSION SHEETS

All missions are presented on separate pages called **Mission Sheets**. Each mission sheet contains information necessary to play a given mission.



- Title:** The name of the mission.
- Introduction:** A short story text describing the background of a given mission and knights' roles in it.
- Time Limit:** A number of rounds to be played before a mission ends.
- Special Setup:** Unique steps that must be resolved when setting up the game before playing a given mission.
- Special Rules:** Unique rules in effect only when playing a given mission.
- Mission End:** A description of conditions that – once met – cause the end of the game.
- Victory Conditions:** A description mission goals and conditions that – once met – allow a knight to win the game.
- Mission Difficulty:** A colored stripe suggesting how hard a given mission is based on its time limit and goals (green – an easy mission; yellow – a challenging mission; red – a hard mission; blue – a heroic mission).
- Number of Knights:** Information about the minimum required number of players.

Players choose a mission to play in Step 4 of the game setup (see the Rulebook, p. 7). If they cannot agree, the Waster chooses a mission. Additionally, the Waster is responsible for all decisions that must be made before starting a mission.

IMPORTANT: Make sure to read all rules from the Rulebook before your first game and check the round example "Road to Gangraen". The first suggested mission to play is "Savior of the Waste".

MISSION MARKERS

During missions, players utilize various markers and tokens that may have unique rules when playing a given mission.

Small Mission Markers feature on their back numerical values 1-6. They are used when it is necessary to indicate the order of certain events or special abilities of enemies.



Small Mission Marker (front and one back)

Large Mission Markers function as general markers used to point at certain board hexes. They come in two color variations. These markers will be used in future missions.



Large Mission Marker (front and backs)

The **Mission Supremacy Marker** indicates a game component that is contested by knights and the Waster. The face-up side of the marker informs, who is currently controlling a

given game component – knights (the flag front) or the Waster (the Cerbero back). Sometimes it is also flipped like a coin to make random choices as to some mission effects. This marker will be used in future missions.



Mission Supremacy Marker (front and back)

The **Mission Tile** can replace a board tile that is used for special purposes in certain missions or that was removed from the board for some reasons. Its only functions is to fill the empty spot on the game board. This tile will be used in future missions.



Mission Tile (front and back)

ROAD TO GANGRAEN

ROUND EXAMPLE IN 2-PLAYER GAME

Chris Hammersworn, the Preacher **1** and Naomi Vatt, the Mechanic **2** are playing „Savior of the Waste“. Chris is the First Player and Naomi is his Waster. The *Nice Trophy!* common task card requires knights to defeat any enemy from wasteland cards and forces the Waster to play enemies. Additionally, each knight has 2 face-down private tasks, 3 luck cards and a set of additional gear cards (*Medi-shot*, *Extra Bullets*, *Rad-out*). **For story purposes knights do not start the game in Gangraen.**

ROUND 1. WASTELAND PHASE. MOVE STEP

During the 1st round, the Preparations Phase is skipped – players start from the Wasteland Phase.

Chris using *Heavy-duty* starts the Move Step as the Active Knight. He takes route tokens from the route pool and plans his route by placing 1 token on a mountains hex and 1 on the **Gangraen [I]** hex. He sees that he needs to expend 3 **C** to cover this route. The *Heavy-duty* speed makes Chris spend 2 **F** – he updates his Fuel dial by rotating it counter-clockwise 2 spaces.

Chris decides to face *Hell Raiders*, so combat starts immediately (see "Illustrated combat example" in the Rulebook, p. 26). Until it is resolved, Chris suspends his move. The knight manages to defeat *Hell Raiders*. He gains all rewards from their card (1 **F** and 1 **H**), as well as rewards for accomplishing the available common task *Nice Trophy!* (2 **C** and 1 **R**). As he accomplished a task, he places his player marker on the mission sheet and records 2 **C** gained by moving his Reputation marker 2 spaces to the right of the Reputation and

As the Preacher's Waster, Naomi checks his planned route. There are no **D** on it, so at the beginning of Chris's move she draws 1 card from the wasteland deck and reveals it by placing it face-up on the table – she gets *Hell Raiders*. Naomi reads the card aloud and chooses to play it on the mountains hex before Chris reaches Gangraen.

Naomi (the Waster) acts as *Hell Raiders* in combat. She manages to make Chris lose 2 **H**, but the enemy is defeated. After combat, Naomi discards the wasteland card to the wasteland discard pile. As Chris accomplished the common task *Nice Trophy!*, Naomi removes it from the game and draws 2 cards from the common task deck. She reads them and decides to introduce into the game *Tactical Retreat* that requires knights to escape from wasteland cards. Naomi places the other task card at the bottom of the common task deck. In the meantime,

SAVIOR OF THE WASTE

Cerbero madman will never let us forget about them, even decades after the Scourge. Inside one of their secret laboratories an atomic clock started counting days to the explosion. An enormous nuclear payload hidden deep underneath our feet might widen the Great Down Under and finally put an end to our hopes of uniting Australia.

One of Old World Order scientists has managed to locate this Cerbero facility, however only a smart and skillful daredevil will bypass the advanced security systems and disarm the bomb. Before OWO generals decide to send anyone to such a fateful and responsible quest, they must be convinced that the chosen one will overcome all obstacles. One of you has a unique chance to become a legend of the Waste and prove that even in this broken world, true heroes can still be found.

Who shall be the one? Which of you shall prove worthy of taking future of the continent into his hands? Who shall sacrifice everything for the common good of all survivors?



6 Rounds



None



Each time a knight accomplishes a task, he places his player marker on this mission sheet. Use the panel shown below to store player markers.

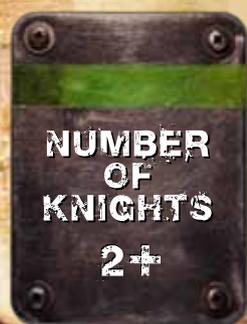


This mission ends at the end of the round when at least one player places his 3rd player marker on this mission sheet **or** at the end of the 6th round.



The winner is the knight who has the most player markers on this mission sheet at the end of this mission.

If 2 or more knights have equal number of player markers on this mission sheet, the winner is the tying knight who has the most . If there is still a tie, compare the value of all gear cards owned by the tying knights. If there is still a tie, all tying knights share victory.



THERE CAN BE ONLY ONE

When news about the assassination of Nathan Williams, the self-appointed president of Reborn Australia ruling from the burnt-down husk of New Sydney Opera, spread around the wasteland, many shook their heads and got back to scavenging. Others saw a chance for a new life and headed towards the largest metropolis of the continent.

A few weeks later, when political bickering, murders of rivals and empty promises of future cooperation finally ended, the city council decided to elect a new leader. Its members – always pragmatic – thought that they should find the most resourceful man in the Waste.

And so you hit the road yet again, but this time you are not fighting for fuel or bullets, you are not protecting the weak nor solving mysteries of the world from before the Scourge. You are starting a bloody duel, whose winner will find a safe haven – a place of rest from all wickedness and danger of the wilds. Will you finally show your mettle to the corrupt politicians of New Sydney?



TIME LIMIT

6 Rounds

SPECIAL SETUP

Starting from the First Player and going in the round order, each knight places his knight marker on any  hex without any knight marker.

SPECIAL RULES

Search checks are Easy (5) Survival checks.

Whenever a knight defeats another knight in a duel, he gains +3  instead of +1 .

If a knight loses consciousness when dueling another knight, he is immediately eliminated from the game.

MISSION END

This mission ends when there is only 1 knight left in the game **or** at the end of the 6th round.

VICTORY CONDITIONS

The winner is the knight who is the only knight left in the game.

If 2 or more knights are left in the game at the end of this mission, the winner is the knight who has the most . If there is a tie, compare the value of all gear cards owned by the tying knights. If there is still a tie, all tying knights share victory.



DAMSEL IN DISTRESS

Mangy Rico, the mayor of a mining town Gangraen, had always been a womanizer despite his ugly face. However, the locals could forgive him almost everything, because the business was good and lots of travelers were willing to visit the town and spend their money in the saloon or help in the mine.

But you never know when the one true love happens. Rico made his first mistake when he got bored with the working girls from Gangraen and started looking for adventures. He made his second mistake when he got infatuated with Bloody Mary, a notorious thief and fraudster, the black widow of the Waste who left more men bleeding out in the desert than hungry locusts.

This time Rico was lucky enough to keep his worthless life, but the girl took something much more valuable – the payout for miners. A pile of useful gear disappeared along with Mary. Rico was dumbfounded, while the blue-collars were simply furious! The bottom line is – find Bloody Mary and bring her to Gangraen. She will end up in the mayor's loving embrace or with a noose around her graceful neck – lots of fun either way!

TIME LIMIT

12 Rounds

NUMBER
OF
KNIGHTS
2+

SPECIAL SETUP

Take the Bloody Mary villain marker, slide it into a plastic base and place the marker on this mission sheet.

SPECIAL RULES

When a knight gains 10 , his Waster chooses any hex from Tier 3 that is not  hex and places there the Bloody Mary villain marker. Any knight with at least 10  may explore this hex to make a Hard (9) check of any skill he chooses. If this check is passed, this knight gains +1  and places the Bloody Mary villain marker on his knight sheet. Otherwise, this knight must choose and discard 1 gear card he owns.

The knight with the Bloody Mary villain marker cannot make escape checks nor pass them automatically. If he is defeated or loses consciousness, he must choose and discard 1 gear card he owns. Then, his Waster places the Bloody Mary villain marker on the board as described above.

The Waster may use his luck cards when acting as the enemy from wasteland cards participating in combat against the knight with the Bloody Mary villain marker.

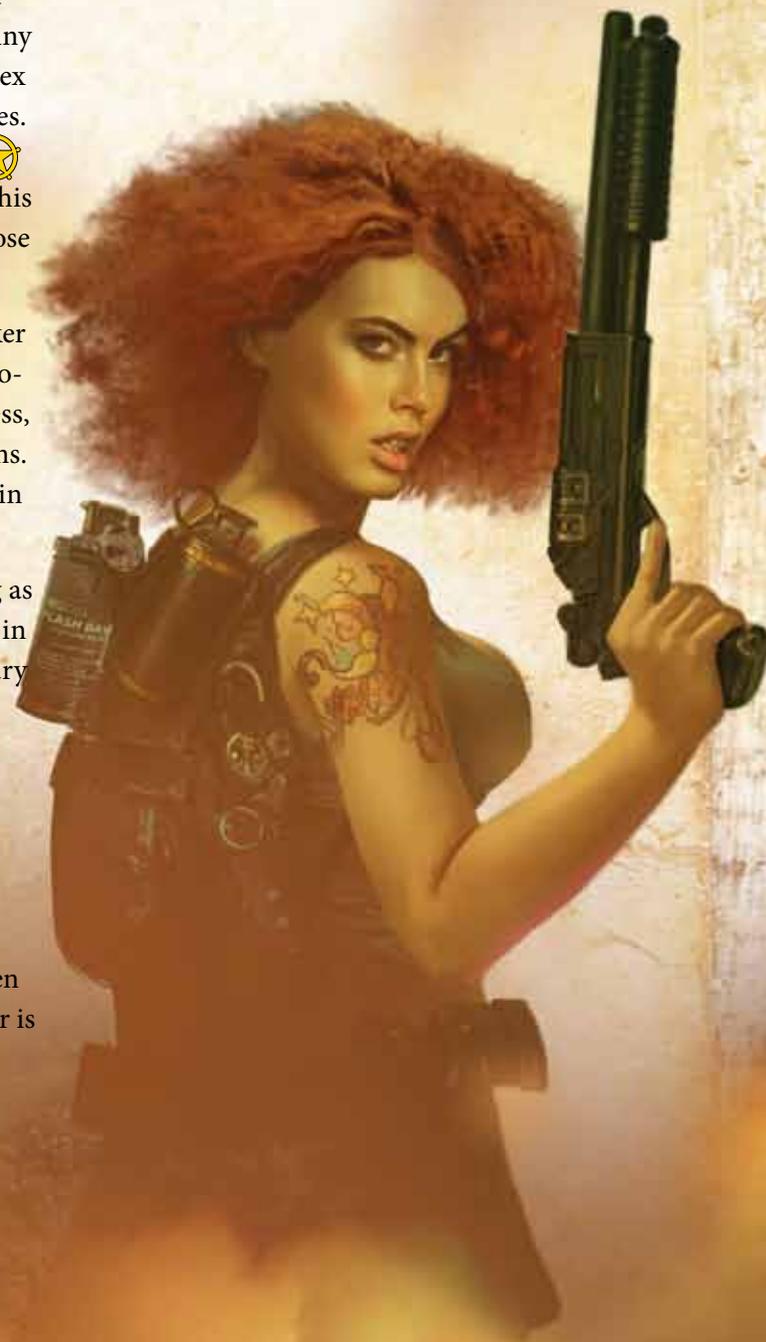
MISSION END

This mission ends at the end of the round when the knight with the Bloody Mary villain marker is on the **Gangraen [1]** hex or at the end of the 12th round.

VICTORY CONDITIONS

The winner is the knight who has the Bloody Mary villain marker on his knight sheet and is on the Gangraen [1] hex at the end of this mission.

If there is no such knight, the winner is the knight who has the most . If there is a tie, compare the value of all gear cards owned by the tying knights. If there is still a tie, all tying knights share victory.

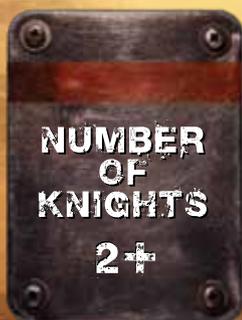


AVENGERS

When Humus first appeared in the wasteland, he was just another survivor charismatic enough to lead a group of desperate bikers on rusted machines. The best he could do was terrorize a bunch of red-necks from some God-forsaken backwater town. But every monster has humble beginnings...

No one knew where he had come from or who was truly hiding behind the red mask crowning the massive suit of assault cyberarmor taken from one of Cerbero elite lackeys. But all too soon people realized that Humus had something other survivors clearly lacked – he had a vision...

A few years passed. Now we all realize that the vision of Lord Humus does not include mutants, natives, whities nor chinks – actually, it does not include anyone who refuses to bend the knee and join his fanatical hordes. Today practically everywhere you can meet crazy zealots worshipping Lord Humus as a god of murder and mayhem. Hundreds join his cause every day and thousands die, wherever he treads. It is time to end his bloody rule and avenge all those poor souls, who were caught in hungry gears of his war machine.



12 Rounds



Take the Lord Humus villain marker, slide it into a plastic base and place the marker on this mission sheet.



When a knight gains 10 , his Waster chooses any hex from Tier 3 that is not  hex and places there the Lord Humus villain marker. Any knight with at least 10  may explore this hex to start combat with Lord Humus. Lord Humus is treated as an enemy from wasteland cards. His card is shown below.

Combat with Lord Humus lasts until Lord Humus is defeated or the knight fighting him loses consciousness. If a knight loses consciousness when fighting Lord Humus, he is immediately eliminated from the game.



This mission ends when Lord Humus is defeated or when all knights are eliminated from the game or at the end of the 12th round.



If Lord Humus is not defeated, all knights lose the game.
The winner is the knight who defeats Lord Humus.



CULT OF THE MANIFOLD

Some threats are easy to identify. Bandits and mutant tribes can be dispersed or discouraged by killing their leaders. Cerbero constructs are easily immobilized once they are out of the HQ range. Beasts return to their lairs when they sate their hunger. However sometimes the enemy hides deeply within. In such moments yesterday's friends start looking suspiciously at each other and familiar places fill with shadows that were never there.

Lately, the Waste is cowering in the grip of the unknown. Among citizens of rare cities appear strangers preaching unsettling truths on corners of rubble-covered streets, while the wasteland is full of ferocious entities cursed with malicious intelligence. People say that a new, dark power is rising in Australia – a power so great it can bend anyone's will to its service.

Will you manage to protect exhausted inhabitants of the Waste? Will you overcome the Cult of the Manifold before it finally poisons hearts and minds of survivors?

TIME LIMIT

12 Rounds

NUMBER
OF
KNIGHTS
2+

SPECIAL SETUP

Separate the wasteland deck into event cards and enemy cards. Then, shuffle the enemy cards and draw until you have 5 enemy cards with different titles. These enemies represent the **Cultists of the Manifold** (from now on called "Cultists"). Shuffle Cultist cards and place them face-down in a row near the board. All other wasteland cards should be set up normally as described in step 3 of the game setup (see the Rulebook, p. 7).

Finally, collect the small mission markers numbered 1-5, shuffle them without looking and place 1 face-down marker on each Cultist card.

SPECIAL RULES

During the Waster Step of each **even** round starting from the 2nd round, the Waster reveals the leftmost, face-down Cultist card in the row along with the mission marker placed on this card. The revealed Cultist **infests**  hex with the hex number matching the number from the revealed mission marker.

Infested  hexes can be explored, but they lose all abilities, knights cannot perform any exploration actions there, cannot accept and/or accomplish tasks nor rest. For rules' sake an infested hex is considered a normal hex. If a knight explores an infested  hex, he starts combat with the Cultist infesting it. If this Cultist is defeated,  is **cleansed** and from the beginning of the next round it can be used as normal. The defeated Cultist should be removed from the game.

If a knight defeats the only revealed Cultist in the game, the Waster immediately reveals a new Cultist as described above, without waiting for an even round.

Cultists have the following special rules:

- ✦ Each Cultist is  and gains the **ferocious** ability.
- ✦ Each Cultist gains +2/ +3/+4  in a 2/ 3/ 4-player game. All  losses of Cultists are marked on their cards with Health loss tokens and carry over from round to round (i.e. stay on their cards).
- ✦ Each Cultist gains the following special ability connected with  it infests:
 - **Gangraen** [1]: This Cultist gains .
 - **Pumps** [2]: This Cultist's attacks gain .

- **Queen's Valley** [3]: Once per combat, after making its attack check, this Cultist may reroll any number of its attack dice.
- **New Sydney** [4]: Before combat this Cultist's opponent must choose and discard 1 gear card. If he cannot, he loses 1 .
- **Alice Offsprings** [5]: This Cultist heals 1  during each Rest Step.

If a knight resolves combat with a Cultist and as a result of this combat this Cultist is not defeated, but loses **at least** 1 , such knight gains +1 . If a knight defeats a Cultist and cleanses  hex, in addition to normal rewards he gains +2  and places the mission marker from the defeated Cultist card on his knight sheet. From now on, this knight gains the special ability of the Cultist, whose  hex he cleansed (treat the game text of this ability as if the expression "this Cultist" was replaced by the expression "this knight"). Knights can have any number of small mission markers on their sheets. These markers cannot be destroyed, stolen or discarded in any way.

MISSION END

This mission ends when the last Cultist is defeated **or** when 3 Cultists are still revealed at the end of any round **or** at the end of the 12th round.

VICTORY CONDITIONS

If all 5 Cultists are not defeated, **all knights lose the game.**

If knights defeat all 5 Cultists, the winner is the knight who has the most .

If there is a tie, compare the number of small mission markers on the tying knights' sheets – the winner is the knight who has the biggest number of these markers. If there is still a tie, compare the value of all gear cards owned by the tying knights. If there is still a tie, all tying knights share victory.