

The Outland Chronicles Patch 1.08

THE OUTLAND CHRONICLES

PATCH 1.08



WELCOME OUTLANDERS

Greeting, Outlanders, to Patch 1.08. It's been a busy month leading up to the release of this issue. On June 1st, Ross and myself sat down for a quick chat with Benjamin from 2Ps In A Pod(cast). What was slated for 10 to 15 minutes of OUTLANDS chat, turned into 45 minutes of gaming in general, the inspiration behind OUTLANDS...and what may or may not happen in the future. You can catch the interview here:- <https://youtu.be/hn0YuFG2cGA>

OUTLANDS LEGENDS: How To Be A Badass was released mid June (2018) and has been more popular than I expected (thank you all). As with anything we do you never really know how well it is going to be accepted. What may seem like a good idea on paper can sometimes fail on the game table and I was never 100% confident that an 'Achievement System' was going to be 'the new idea' in tabletop gaming. It didn't take long after the release of OUTLANDS LEGENDS that you guys showed me that you know best. Thanks for all the feedback and support. I believe OUTLANDS LEGENDS has added a new and exciting way to play OUTLANDS and has spurred the team on to push new ideas and different ways to enjoy OUTLANDS. Once again...Thank You.

Some of you may have noticed that Shades Of Chaos Games has spread itself out onto different social media platforms. I'll explain why. Our Facebook community group has always been 'our' main way of communicating with our Community. Its quick and easy to post a few short comments to let people know what/why/when something is happening. It also allows direct access for you guys to send me (Jon Moyses if you didn't already know) or Ross a quick message or question. About a year ago it was brought to my attention that some members of the community page didn't always receive notifications, or received them a few days after the initial 'comment' was posted. This can be very annoying when its 'time sensitive' special offers or other related information. Facebook has a number of different ways it populates your News Feed. Sadly most options available really didn't make much difference. Taking all this on-board, it was decided to continue with Facebook but also look at different ways to get information and related topics out to the community as quickly as possible. On the last page of Patch 1.08 you will find a list of different social media outlets you can find Shades Of Chaos Games. I can tell you already that Ross is smashing it on Instagram.

In this issue:-

All By Itself:- In Patch 1.07 I spoke about Campaigns and the problems associated with running an outgoing game system. In this issue I'll give some guidelines on playing 'Stand-Alone' games of OUTLAND...and a few new rules to help.

Revelations: Episode 1: Going Down: is the first of a 3 mission campaign that marks the beginning lead up to OUTLANDS Book 2. Sherlock has a job for you, and it's not your normal Spice Crystal grab and run.

Special Character: The Drunk. The Drunk is by far the worst special character you can hire into your team of Spice Hunters...or is he. Keep him alive (and sober) long enough to find out.

NO SPECIAL ACTIONS/ABILITIES this issue!!!! It's all because we are keeping the good stuff until later.

ALL BY ITSELF ! !!

In The Outland Chronicles Patch 1.07, I spoke about the pitfalls of campaign-based game systems, the players involved, and when its a good time to end the current on-going OUTLANDS campaign, and start a new one. I also mentioned about playing OUTLANDS as a stand-alone game/match. This has been requested of me in the past by members of the gaming community, with many stating that they could not commit (a keystone of any campaign system) to a campaign, and to be honest I can fully understand. As I get older I find my time is shorter and in turn making it more difficult to engage in many aspects of the hobby (isn't it funny when you hear the phrase 'We have run out of time' when time itself is endless...don't think about it for too long).

The idea of running OUTLANDS as a stand-alone/one-off game has been around for a while. However, there are a number of problems that arise from turning a progressive game system into a single shot, one-off game. Sure you can take the basic 'Warband' building rules from OUTLANDS and play a half decent one-off game. The downside with using that system is that OUTLANDS is designed for a campaign/progression situation, so a level 0 (OUTLANDS starting warband always start at level 0) character is missing out on a load of the good skills and equipment. This was intended from a design point of view where you take a new player and learn the game mechanics before diving head first into special rules/equipment/Heroic Actions. All the good stuff happens at the end of the last game, because you purchase new skills/equipment ready for the next game with resources you collected in the previous game. Already you can see the problem: Level 0 games are basically a learning tool for the other cool stuff that follows.

I'm going to be straight up honest with you now. Over the last 2 years I have been semi-working on a system that takes the game mechanics of OUTLANDS and adapts them into single stand-alone games. Why? 1) OUTLANDS was designed to be FUN with a tactical edge. This is fine with many players who use 'hobby time' to get together with mates and have a laugh. That's not to say that OUTLANDS doesn't take itself seriously when it comes to actually playing the game. This type of gameplay isn't for everyone. A good few of you like to play at a competitive level and employ your skills as a tactician. Once again the randomness of the Reaction System and how a player generates ACTION DICE ready doesn't fit well when you are trying to plan your next counter against your opponent. 2) By having a more competitive game using an adapted OUTLANDS game system opens the door to more players...and even, very possibly, the Tournament scene.

The more work that goes into a 'competitive version' of OUTLANDS the more apparent that in itself has created into a whole different game. For example, at the moment each warband has a maximum of 10 models. The leader skill has changed so much it's now called Commander Skill. New ACTIONS have been created for a more objective based game, and in doing so have created new problems. It's going to be a great game when its done, but I'm looking at another 12-18 months development before I'm happy to let that bird fly free.

So, stand alone games (back on subject), while we are all waiting for a complete 'Competitive' game, why not try the guidelines on the following page; which I've quickly titled 'OUTLANDS: The Expendables'...and I'm not ashamed.

OUTLANDS THE EXPENDABLES

OUTLANDS The Expendables is a set of guidelines adapted from the OUTLANDS 2nd Edition core rules. Those of you familiar with the campaign style of OUTLANDS will notice that a few of the 'key' rules have been changed to make for a better gaming experience than using beginner warbands.

Please Note:- OUTLANDS The Expendables is a very basic ruleset and should only be used for 'Stand-Alone' games where one player will be victorious at the end of the game, and is not intended for the Campaign System. Players should be familiar with the OUTLANDS core game mechanics.

CORE RULES ADMENMENTS

OUTLANDS The Expendables employs many of the core rules from OUTLANDS. This includes ACTION DICE generation, Making 'TO HIT' and 'Damage' dice rolls, Heroic Actions and Equipment and its Usage. However, a few of the core rules have been changed to make OUTLANDS The Expendables more accommodating for **Single Stand Alone** games. These rule changes are listed below.

GAME ROUND:- Each Game Round is split into two halves, with one player being the ACTIVE PLAYER in the 1st half and the other player taking the role of the REACTIVE PLAYER. When the ACTIVE PLAYER has finished his/her TURN and the REACTIVE PLAYER has spent any unused Reaction Dice the GAME ROUND HALF is finished. DO NOT remove ACTIVATION TOKENS: Both players will change roles, so the ACTIVE PLAYER from the 1st half is now the REACTIVE PLAYER, and the REACTIVE PLAYER is now the ACTIVE PLAYER.

To determine who is the ACTIVE PLAYER for a GAME ROUND 1st half, both players roll 1D6. Whoever has the highest dice roll (re-roll in case of a draw) can choose to be the ACTIVE PLAYER in the 1st half of the GAME ROUND, or choose to nominate his/her opponent to be the ACTIVE PLAYER. The GAME ROUND ends when both players have been the ACTIVE PLAYER. Notes:- Both player will have a chance to be the Active Player so no need for Initiative Bonus Dice. At the end of a GAME ROUND remove all ACTIVATION TOKENS.

ACTIONS:- Work the same way as in OUTLANDS 2nd Edition, but with the following changes:-

- 1) Remove 'Normal Action: Pause' and replace it with a new 'FREE ACTION: PAUSE'. This changed was made to accommodate player tactics. In theory, as the ACTIVE PLAYER you can now generate ACTION DICE for all the models in your warband before making ACTIONS.
- 2) Freely 'Pause' a model at anytime and concentrate on other developments happening on the gameboard.
- 3) Know exactly how many ACTION DICE you have available to spend...and of course how many REACTION DICE your opponent has available to use against you. **Tip:- If you plan on using Free Action: Pause making sure you have a system in place to show which models have unspent ACTION DICE.**

REACTIONS GENERATION:- Work the same way as in OUTLANDS 2nd Edition, but with the following changes:-

- 1.) If you roll a Critical 6 when generating a REACTION DICE you can choose to explode the original dice and try and generate another REACTION DICE. You can only do this once per original Critical 6, so if the additional dice roll is a 6 you cannot explode the dice. If when exploding a critical 6 and the additional dice rolled results in a 1 or 2 then you automatically fail BOTH rolls. **This is a new rule to accommodate the lack of Initiative Bonus Dice.**

MAKING REACTIONS:- Works the same way as described in OUTLANDS 2nd Editions, but with the following changes:-

- 1.) You can only make a Reaction when a Model has made/attempted an Action. You can React against any model that has an ACTIVATION TOKEN (including FREE ACTION: PAUSE) in this GAME ROUND HALF. Tip:- Place a token or marker next to a model that has made an ACTION.
- 2.) **After the ACTIVE PLAYER has spent his/her last Action Dice or makes/attempts his/her last ACTION, the REACTIVE PLAYER can only make 1 REACTION. Any unused Reaction Dice are removed.**

ACTIVATING MODEL:- A model that has been generated Action Dice, attempted to make any type ACTION/REACTION or 'VOIDS' its ACTION DICE is considered to have been activated. Place a suitable ACTIVATION token/counter on the model. ACTIVATION TOKENS are only removed after both players have been the ACTIVE PLAYER and the GAME ROUND has finished.

NEW ACTIONS:- OUTLANDS The Expendables games can have different objectives than 'normal' OUTLANDS games. To accommodate this the following NEW ACTIONS should be added/changed to the ACTIONS listed in OUTLANDS 2nd Edition.

| | |
|---------------|--|
| ACTION | FREE ACTION: PAUSE |
| COST | FREE |
| | When you Activate a model/character you are committed to 1) Generating that model's Action Dice. 2) Spending 'All' the Activated model/character generated Action Dice before Activating another character from your team. However, Free Action: Pause allows you to 'Pause' a characters activation. Once you 'Pause' a model/character you can Activate another model from your team (which hasn't already been activated) or return to a model that has previously been 'Paused'. * This is still classed as an 'ACTION'. Mark the model with an 'ACTIVATION' TOKEN. |
| NOTES | Can be Reacted against. |

THE EXPENDABLES

| | |
|---------------|--|
| ACTION | NORMAL ACTION: DIG IN |
| COST | 1 Action or Reaction Dice |
| | <p>You must declare you using 'DIG IN' and spend 1 Action/Reaction Dice. Mark a model that has used 'Normal Action: DIG IN' with a suitable token.</p> <p>A model with a DIG IN token is always consider to be 'IN COVER' against RANGE ATTACKS. The normal 'Required' range attack 'TO HIT' roll is increased by +2.</p> <p>If a model is Charged or Attacked in Close Combat or moved by weapon damage (Impact/etc) then the model loses the 'DIG IN' token.</p> <p>A model with DUG IN can only even make 'Normal Range Attacks' as an Action/Reaction. Any other 'ACTION/REACTION' breaks 'Cover' and the 'DIG IN' token is removed. CRITICAL RANGE ATTACKS STILL COUNT AS A CRITICAL.</p> |
| NOTES | Can be Reacted against. |

HEROIC ACTIONS:- Works the same way as described in OUTLANDS 2nd Editions, but with the following changes:-

- 1.) All Heroic Action Skill Tests are successful on a dice roll of 3+. A model can attempt any Heroic Action listed in the OUTLANDS 2nd Edition Rulebook.
- 2.) If a Hostile Model is within 12 inches of a model attempting an Heroic Action then the Heroic Action Skill Test is 4+. However, if a friendly model with the 'Leader' Ability is within 6 inches of the model attempting the Heroic Action then the Heroic Action Skill Test is successful on a 3+ as normal.

WILLPOWER:- Works the same way as described in OUTLANDS 2nd Editions, but with the following changes:-

- 1) You only gain Willpower Tokens when you became the Active Player. This includes the 1st Game Round.
- 2) **Any unused Willpower Tokens at the end of the Game Round are carried over into the next Game Round and until you became the Active Player.**

MAKING AN EXPENDABLES WARBAND.

Making an OUTLANDS: The Expendables warband works exactly like making a Spice Hunter Team as described on page 45 of the OUTLANDS 2nd Edition Rulebook. However, you must remove the:-

- 'Bleed' effect from the following items:- Short Sword, Long Sword, Rare Long Sword, Epic Long Sword.
- 'Electro' from Infuse Whip.
- 'Daze' From:- Warhammer, Power Warhammer, Infused Warhammer.

One model in your warband MUST be the **DISPOSABLE LEADER**.

The **DISPOSABLE LEADER** ability is critical to the success of your warband. Not only does the Disposable Leader allow you to re-roll 1 failed ACTION DICE during Action Dice generation, but they can also allocate their own ACTION DICE to friendly models. By using the FREE ACTION: PAUSE you can see which friendly models might need the extra ACTION or which team mate can do with 'Inspiring'.

| | |
|---------------------|--|
| NAME | Disposable Leader |
| PRICE/COST | Free |
| TYPE | Passive: Special Ability |
| DESCRIPTION | <p>A Character with the 'Leader' Ability can:- Generate Action Dice on rolls of 2+ during it's own activation.</p> <p>Leader Bubble:- Any friendly (same team) Model within 12 inches of the Leader Model can re-roll 1D6 <i>once</i> during its own ACTION DICE generation. This includes the Leader Model itself. This is known as the Leader Bubble.</p> <p>Also, the Leader can allocate their own ACTION DICE to a friendly model/s within the LEADER BUBBLE. This 'allocated' ACTION DICE must be spent/used immediately. The LEADER can only allocate 1 ACTION Dice at a time.</p> <p>Inspiring:- Any friendly model within the LEADER BUBBLE that attempts an HEROIC ACTION SKILL TEST can reduce the target number by -1, but only if a Hostile model is within 12" of the friendly attempting the Heroic Action. For example:- a model attempting an HEROIC ACTION: CLIMB outside the Leader Bubble would be successful on a HEROIC ACTION SKILL TEST roll result of 3+, but if a Hostile model is within 12" then the Heroic Action Test would only be successful on a Heroic Skill test of 4+. If the model was within the Leader Bubble then the HEROIC ACTION SKILL TEST would be successful on a dice result of 3+.</p> |
| REQUIREMENTS | Only 1 character/model in your Warband can have the 'Leader' Ability. |
| MIN LEVEL | 0 |
| NOTES | Is always active for Active and Reactive player. |

Any unspent Credits can be added to your Training and Equipment Budget.

Once you and your opponent have made your Expendable Warband, it is time to buy Training and Equipment.

Training And Equipment.

Before buying any Special Actions or Equipment, you and your opponent must agree as to which Tier level you are playing. Tier Level determines how many extra Credits you have to spend on Special Actions and Equipment. As a general rule if you choose to play at Tier 1 you will have 2000 Credits to spend (plus anything let over from buying Weapons). If you playing at Tier 4 then you will have 5000 Credits to spend. Tier Level also determines the maximum amount of Special Actions and pieces of equipment a single model can be trained and equipped. For Example:- A Tier Level 3 game would allow each model to have 3 Special Abilities and 3 pieces of equipment.

Tip 'Preparation':- I pre-built warbands suitable for the game I was playing. For example:- Game 1: Resource Grab is ideally suited for a 'speedy/fast' warband, so I invested heavily in making certain models faster. In Game 2: Holding Ground , I went for an 'objective holding' warband. This included purchasing armour and abilities that allowed me to stay in the game longer. At the end of these rules you will find blank Model Stat Cards (OK, paper). I photocopy a few sheets and build my teams. Placing the card in a plastic clear sleeve....all I had to do was make my basic team and add the Health points and Consumable items using a 'Dry-Wipe (whiteboard pen)'. Having an idea of which builds to use, for which mission will help you get the game started sooner.

| Tier Level | Budget and Limits |
|-------------------|--|
| 1 | 2000 Credits: No model can have more than 2 Special Actions/Abilities. No Model can have more than 2 items of equipment. |
| 2 | 3000 Credits: No model can have more than 3 Special Actions/Abilities. No Model can have more than 3 items of equipment. |
| 3 | 4000 Credits: No model can have more than 4 Special Actions/Abilities. No Model can have more than 4 items of equipment. |
| 4 | 5000 Credits: No model can have more than 5 Special Actions/Abilities. No Model can have more than 5 items of equipment. |
| 5 | 6000 Credits: No model can have more than 6 Special Actions/Abilities. No Model can have more than 6 items of equipment. |

You can spend your budget on the following Special Actions and Abilities.

| Number | Special Action/Ability | Number | Special Action/Ability |
|---------------|-------------------------------|---------------|-------------------------------|
| 1 | Gunslinger. | 26 | Metalstorm. |
| 2 | Fast. | 27 | Re-fire. |
| 5 | Avenger. | 28 | Awareness. |
| 7 | Melee Expert. | 30 | Advanced Deployment. |
| 8 | Shadow-Step. | 33 | Pistol Expert. |
| 9 | Meat-shield. | 34 | Shotgun Expert. |
| 10 | Stubborn. | 35 | Scattershot. |
| 11 | Fast Dodge. | 36 | SMG Expert. |
| 12 | Not Bothered. | 37 | Assault Rifle Expert. |
| 15 | Disarm. | 38 | Sniper Expert. |
| 16 | Endless Rage. | 40 | Fists Of Iron. |
| 18 | Trigger Mortis. | 41 | Berserker. |
| 19 | Fitness. | 42 | Heavy Fisted. |
| 20 | Revive | 45 | Hardened. |
| 21 | Counter Charge. | 46 | Sacrifice. |
| 22 | Nimble. | 48 | Die Hard. |
| 24 | Raging Bull. | 49 | Cast Iron. |
| 25 | Fast Reload. | 50 | Master Blaster. |

EQUIPMENT:- You can purchase any 'Equipment Item' as listed in the OUTLANDS rulebook. You must have the Credits available (after buying Special Actions/Weapons) and you can never have more equipment than listed in the Tier Level per model.

BALANCE:- Once you have finished building, equipping and purchasing Special Abilities, both players must work out the Total Credits spent for each Warband. This is very important as when building a warband you'll rarely hit the maximum credit spend. However, the joy of building that warband is to make different Warbands and see how each members combine together. Everyone start the game the same, with the same amount of Credits and available resources. How you spend your Credits is entirely up to you.

Subtract the 'Lowest Credit Spend' from the 'Highest Credit Spend'. For every 'whole' 25 Credits difference between the 'Lowest' and 'Highest Credit Spend' grants the player with the 'Lowest Credit Spend' 1 'TO HIT' Re-Roll or 1 Heroic Action Skill Test Re-Roll. The maximum amount of Re-Rolls a player can have is 10.

For Example:-

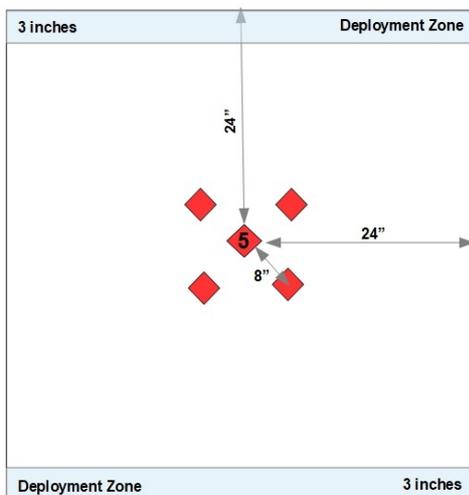
'Tommy has built his warband up to 1995 credits, while Susan has built a warband up to 1945 Credits. Susan has the lowest Credit spend. Subtracting 1945 away from 1995 gives the result of 50. Dividing 50 by 25 results in 2 Re-Rolls for Susan. If Susan had spent 1950, then she would only get 1 Re-Roll as the Lowest from Highest would be 45, which is then divided by 25=1.8...and you only get Re-Rolls for every 'Whole' 25 point difference'

Now you are ready to play 'OUTLANDS The Expendables'. The following 2 missions follow the normal rules for setting up scenery/terrain and deployment, as found in the OUTLANDS Rulebook.

GAME 1: Resource Grab:- This is your standard 'OUTLANDS' game. However, instead of capturing 'Spice Crystals', both team teams are trying to capture objectives and escape back to the edge of the deployment zone.

Objectives:- Pick up an Objective Token and exit the gameboard via your Deployment Zone. Once you have captured an Objective Token place it in your Loot Pool and return the model back to the table edge anywhere in your Deployment Zone.

You will need:- 5 Objective Tokens, number 1 to 5.



Place Objective 5 in the centre of the gameboard. The rest of the Objective Tokens are placed 8 inches from the centre of the gameboard, towards one of the 4 corners.

Ending The Game:- The game can end in a number of ways: if one warband is completely wiped out, if the last Objective Token has been captured, or automatically at the end of Game Round 5.

Victory Points (VP):- 1 VP for every wound you caused. 2 VP for every Objective Token you captured. An additional 2 VP if you captured Objective Token 5.

GAME 2: HOLDING GROUND:- This mission is built around tough, hard-to-kill models. The new OUTLANDS The Expendables 'Normal Action: Dig In' will be key to success.

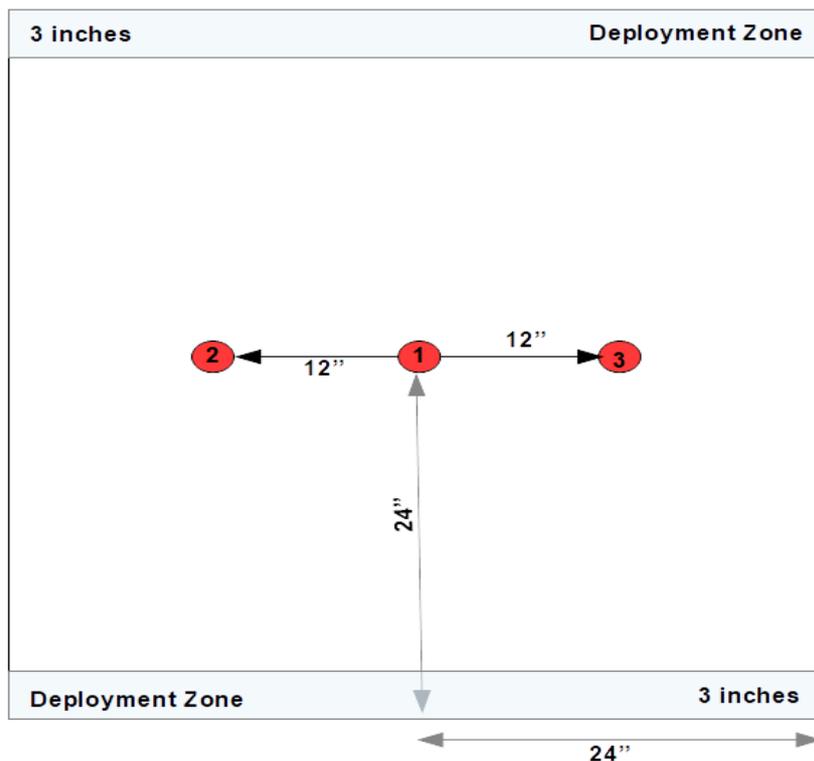
You will need:- 3 Objective Tokens. 28-40mm base will be fine.

Objectives:- Simple, Control the objectives for as long as possible. You score Victory Points at the end of the Game Turn. You need to have a model from your team 'on' the objective token to score Victory Points. If a Hostile Model is within 4 inches of an Objective in which you are 'Holding', then the objective is contested.

Victory Points:- The only way to score Victory Points in Game 2: Holding Ground is to 'secure/hold' objectives. If you 'holding' Objective 2 you score 2VP at the end of the Game Turn. If you are 'holding' Objective 3 at the end of the Game Turn you score 2VP. If you are 'holding' Objective 1 you score 3VP. If an Objective is 'Contested' then is it worth 1 VP for each player.

Ending The Game:- The game will end when one team is completely destroyed or at the end of Game Round 5.

Set-Up:- Place Objective 1 in the centre of the gameboard. Place the remaining Objectives 12" either side of Objective 1 (as pictured below).



OUTLANDS: The Expendables are a set of guidelines more than rules....and a stop gap for those wishing to play 'Stand-Alone' games rather than 'Campaign' games. As mentioned before, I have been working on a set of solid rules for using the Action/Reaction (R.I.S.E) game system in a single mission environment. This includes 'points' instead of credits, A maximum of 10 models per team with 'specialist' load-outs for certain models and objective based missions.

I'm always looking for feedback, so if you enjoy/hate the The Expendable rules, then send me a message on the community Facebook page.

REVELATIONS

“Sam, it's good to see you again,” Sherlock said with a smile. The half-hearted smile he received in response was something he had come to expect. There was something about him that men like Sam didn't like – he neither knew nor cared what it was, though. Sherlock held out a hand and Sam took it in his own, offering a moment for the formality before releasing the well maintained hand of the travelling businessman and taking a seat on the opposite side of the table. “I didn't think you'd be here so soon.”

“My crew finished up earlier than we thought we would, so here we are. You complaining?” Sam asked, his voice hoarse from days spent travelling through wasteland sands. Sherlock shook his head and looked around the room. He had chosen to come out into the bar for two reasons. Firstly, he wanted to make Sam feel at home, and that would be easier if he had alcohol nearby with which to ply the man. Secondly, he had no desire to witness the fat bastard in the back room attempting to keep his dick hard for the old whore he had back there with him.

The table the two sat at was out of the way and in a relatively quiet corner of the bar. Sam picked at something under his nail and let the silence continue. Sherlock had asked him to come so he could be the one to bring up why. After a drawn out silence, Sherlock turned back to Sam.

“I need something,” he said and Sam laughed.

“You always need something, Sherlock. More credits, more trinkets, more knowledge, more power. There's always something you need, so cut the cryptic shit and just tell me.” Sherlock smiled. He enjoyed Sam's honesty, and bluntness. The man did not play games and Sherlock appreciated that. He also appreciated that he could be honest with Sam and that nothing he said would be repeated elsewhere, except when needed.

“There's an underground facility nearby. Old, before everything round here went to shit. I haven't been able to find out if the elevator that takes you down there has power anymore. It's a few days travel. Stores a number of things, most of which I don't care about. These are the things I do care about,” Sherlock reached inside his coat and pulled a sheet of paper from his pocket. He handed it across the table to Sam, who quickly scanned the list and the accompanying map, rudimentary as it was, and handed it back. “You don't want to keep it?” he asked.

“I don't need to,” Sam replied and Sherlock nodded as he replaced the list in his pocket.

“Remind me, how much did I hand over for the last job you did for me?”

“15,000, plus expenses, plus reimbursement for money spent on gear.” Sam said without hesitation. He glanced around the bar quickly before turning back to his nail.

“Ten times that, and a bonus if there's no damage to any of it. Of course, value will be removed for any damage, and I won't accept anything that's damaged beyond use.” Sherlock said. Sam said nothing, instead he reached across the table with his hand. Sherlock took it and the men closed their deal. “You don't seem surprised by the amount offered.”

“You're not the only person I work for, Sherlock,” Sam stood and readied himself to leave. “And you're far from being the most profitable.” He tipped his head to Sherlock in farewell and turned to leave the bar.

“I'd prefer it to be done soon, Sam.” Sherlock said, also standing. Sam stopped to listen but didn't turn back. “Two weeks.”

“It'll be done in one.” Sam said and left the bar.

It took Sam an hour to get back to his crew. They had never stayed in the towns they visited; who knows what could happen there. Instead, they camped in the wasteland nearby. Close enough to escape any trouble from any direction without the solid walls of a town to trap them in. The tents they used were no

longer packed aboard the cart they used to haul everything. It was an old mining device originally, salvaged from a site near ParaPrime and restored to use over many months some eight years ago. It was a hover-cart, designed for moving tons of rock originally – the crew's gear came nowhere near its operational capacity and it was used for setting up camp as well. A few additions to the outer frame meant that they never had to sleep on the wasteland floor.

Sam let out a long, high-pitched whistle as he crested the nearby hill overlooking the cart. Jacobo would be out there somewhere, rifle trained on Sam. Without the signal, a warning shot would be fired after ten seconds. If there was no signal after that, the intruder, even if they were known to be friendly, would be shot in the leg and left there as the crew moved somewhere else to avoid being pinpointed to any one place. A crude, perhaps over the top, security system but it worked.

A long, low-pitched whistle answered Sam and he made his way down the dune to the cart. The 16 foot by 12 foot surface of the cart had been cleared almost entirely, the few crates left had been pushed to the outer edges and a pole had been set into the recess in the centre of the cart. Tents were strung up from the outer edge of the cart to the pole, tied securely in place, and hammocks of various materials were just visible, hanging below the tents as both a bed and floor of sorts. Sam neared the cart and was greeted by the smiling face of Amber.

“Hey, handsome,” she said and stepped back to allow Sam to climb onto the cart.

“I need you to find an old elevator for me. It has no known structures but there's word of power requirements for it so don't be surprised if you find a shack or something out there. It's a good few hours by foot. Nineteen miles north-north-east of the town. That's all I know about its location.” Sam said and Amber nodded.

“No kiss first?” she asked, pouting. Sam leaned close to her, the stubble of his beard brushing against Amber's face. She closed her eyes and her breathing stopped.

“Go, now.” he whispered and Amber drew back from him sharply, a look of annoyance on her face.

“One day, Decks,” she said and disappeared into nothingness, only the faint scent of her perfume lingering in the air. Sam shook his head and continued deeper into the intertwined tents. Tank was sat next to the central pole, cleaning and sharpening a set of razor claws. He looked up at Sam and gave a nod, turning back to his weapons when Sam nodded back.

“Dill?” Sam asked and Tank flicked his head behind him. “Got a mission, need you back there.” Sam said as he moved past the bulk of Tank, who carefully placed his weapons back in their case before standing and following Sam into Dillinger's tent.

Cases littered the 'floor' of the tent, with various screens and bits of tech displaying indecipherable information or flashing with warnings or notifications. Kirk Dillinger was sat amid the chaos of tech, frantically tapping away at a tablet.

“Boss.” he said without looking up.

“Dill. Jacobo.” Sam said, turning to a small, blacked out screen to Dillinger's left.

“Decks, how's it going, man?” crackled a voice in response.

“Need you to head out after Amber, as soon as. Get hold of her in a few minutes, but head out now, and scout out the area she tells you to go to.” Sam said to the screen and watched as Jacobo shuffled around until his face was in view on the screen.

“You got it, Decks.” he said and reached out to the camera. A moment later, the feed was cut and the screen was dark.

“Amber's finding us an old world location, I need full details about it, has to be a record of it somewhere. And no, I don't care whose it is or why it's there, I just need to know all I can about it before we get there, and a full list of inventory stored there. I don't care who owned it or who owns it now, I just need it for cross reference.” Sam said and Dillinger nodded without looking up from his tablet. “Tank, help me out with the tents. Need them all,” Dillinger cleared his throat and Sam gave a nod. “All except Dill's tent and the pole taking down. We need to be moving before nightfall.” Tank nodded and moved to begin taking down the

tents and repacking everything.

A few hours later the cart was moving, travelling to the metal doors Amber had found. They circumvented the imposing walls of the town and moved away from it with speed. Sam neither wanted to delay the assignment or give anyone a chance to get a fix on their heading. For that reason, they circled around to the North-West and only turned east when the town was out of view. They would meet up with Amber on the other side of some dunes she had holed up at and get a better idea of the facility from there before making their next move.

“Decks, I'm there. This place is desolate. Like, even bandits have kept away kinda desolate. You want me to head back?” Amber asked over the radio strapped to Sam's belt. Sam reached down and pulled the radio to his mouth, holding down the button to reply.

“No, Jacbo's on his way. Wait for him, then I need the two of you to get as much intel as you can. Heavily guarded?” he asked and released the button.

“No-one here except me. I saw some doors built into the ground. Nothing visible from the ground, though. You could walk right over them and not see them. It's weird though, the doors don't have anything on them. Also, some kinda console or something, I couldn't really tell. Just had some buttons on and a frayed looking cable running into the ground. Could probably walk right past that, too, without noticing it.”

“No indication of who it belonged to then?”

“No, not from what I can see, and that's very little right now. Doors have to go somewhere, though, right? And I figure the stick with buttons on it opens them, might not work anymore though. Want me to try it, see what happens?”

“No, just hold where you are. Jacbo should be with you soon, and we're already moving. We should be there in four hours, give or take.” Sam answered and replaced the radio on his belt as he looked around at the wasteland. Tank was driving the cart, Dillinger was still in his tent. Jacbo would be somewhere ahead of them, making his way to Amber. He had never been comfortable moving on the cart – always said it would just hold him back. Too many paths you couldn't take with a giant piece of machinery as your transport. Jacbo would arrive before they did, anyway, and they could formulate a plan when they got there.

REVELATIONS

REVELATIONS is a 3 episode mini-campaign and marks the beginning of the end of OUTLANDS book 1. Of course you can run each Episode as a stand alone mission if you wish. Episode 1: Going Down is in this Patch, while Episode 2 and 3 will be in Patch 1.09 and Patch 1.10. REVELATIONS is ideally suited for warbands with a Team Rating 15+ (usually level 3 characters) but can easily be played with new/starting Spice Hunter teams.

REVELATIONS

Episode 1: GOING DOWN

Campaign Points:- After each Campaign Episode, you will earn CP or Campaign Points. These CP/s will help towards the next episode, and will be explained in greater detail in Patch 1.09.

Its not unusual to find a number of old corporation installations and buildings scatter throughout the western territories Of Paradise. Some of these old abandoned facilities have been reclaimed and turned into Townships, while a few are now the home to the numerous bandit tribes of the Badlands.

When the Cataclysm struck and spread across the surface of Paradise, the corporations acted quickly. Evacuation of Key Staff members and those of VIP status was conducted with the utmost efficiency. However, not all the Corporations assets were so lucky, especially those 'secret' installations that only a few high ranking CEOs would be aware of. Easily overlooked when your main concern is your own life.

'Greeting and Salutations, Spice Hunters. I have what seems to be a relatively simple task. 50 miles north east of Hope Springs is a secret installation formerly owned by the Typhoeus Corporation. I need you to break into the facility and recover an object that may be worth a great deal of money in the right hands.'

'What's that? You haven't heard of or seen the 'Typhoeus' facility? Ha, my dear friend. Of course you haven't. That's because it's buried deep underground and access is via an Elevator platform on the surface. I suspect that installation has seen years of neglect and shouldn't hold any real danger...it is a secret after all.'

'Oh did I mention? Other Spice Hunter teams are heading to that location right now. How they got that information is unknown, but you may meet some...hostile gunfire.'

Episode 1 Going Down:- Access the elevator control panel and 'call' the elevator platform to the surface by performing a successful 'Special Action: Hack'. Once the platform arrives at the surface, board the platform with your 'surviving' models. The game ends when all your models (those alive) are on the elevator platform and no Hostile Models are within 1 inch or on the platform.

Campaign Points:- You get 1 CP for every Hostile Model 'Killed/Out Of Action' at the end of the mission. 1 CP for every friendly model that successfully ends the game on the Elevator platform. 2 CP if you successfully 'Hack' the Elevator Command Console. Keep a note of your Campaign Points...you will need them in the next episode. You still earn Loot Dice for inflicting 'wounds' as normal.

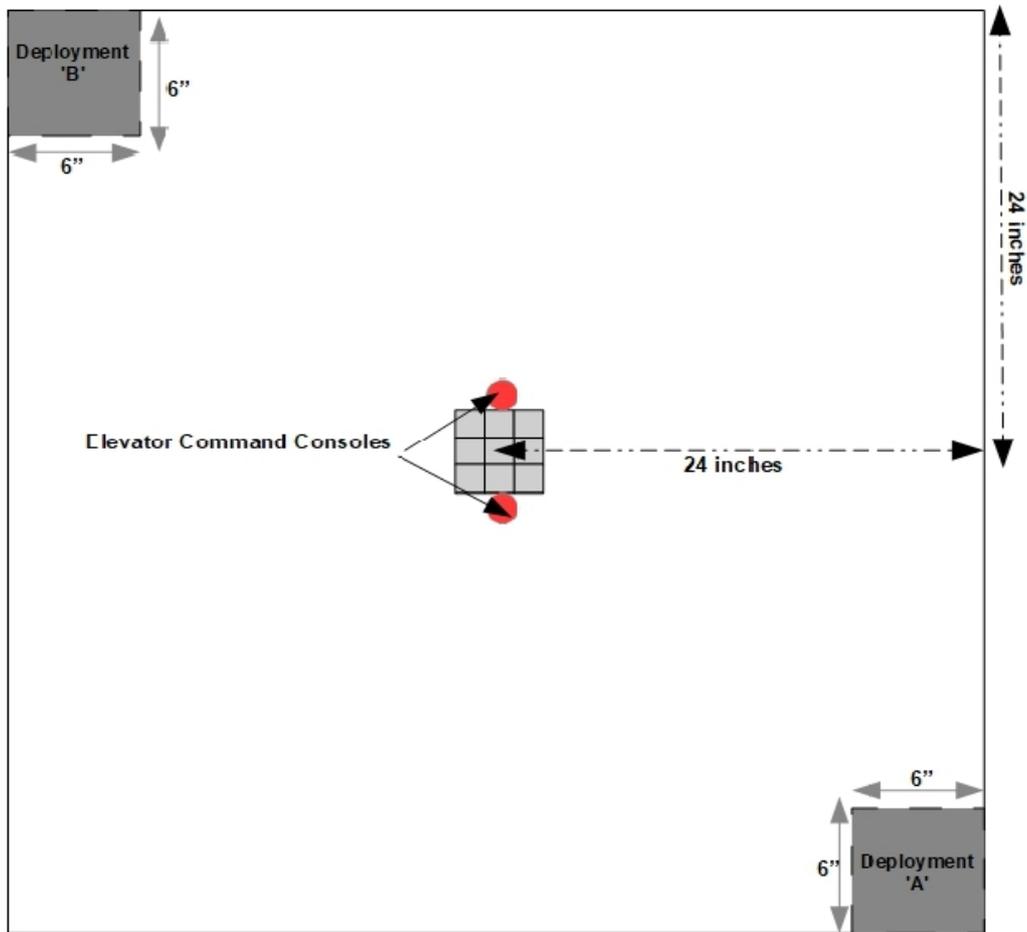
Additional Mission Components:-

1x 3x3 inch flat square. You can make this from a piece of cardboard. This is the elevator platform.
2 x 25mm tokens/counters to represent the 'Elevator Control Console'.
1x 10 sided dice or D10 for short. This is used to show time/travel of the elevator platform from the underground facility to the planet surface.

Game Area Set-Up.

Episode 1: GOING DOWN is played on a 4x4 foot flat surface. Place the Elevator Platform directly in the centre of the game area. Place 1 of the Elevator Control Console in the centre of one side of the elevator platform and the other Elevator Control Console directly opposite (see diagram below).

Once the Elevator platform and Elevator Command Console have been set, place additional scenery and terrain elements as you and your opponent see fit.



Game Area Layout

Spice Hunters Deployment.

Once the game area has been set up, both players roll 1D6. The highest roll (roll again in case of a draw) can choose to deploy in either Deployment 'A' or Deployment 'B'. Once both players have deployed and any Special Actions have been made (Advanced Deployment/etc)...then roll for Initiative.

Objectives.

Each character has the 'Special Action: Hack' which can only be used during this mission. The elevator platform is at the bottom of the elevator shaft. A model has to 'hack' a Elevator Control Console to 'call' the elevator up to the surface. Once the elevator platform has reached the surface a player must get all of their remaining (those still alive and active) models on the elevator platform with no hostile models within 1 inch or on the platform.

| | | |
|--------------------|---|--|
| NAME | HACK | |
| TYPE | 1 Action or Reaction Dice and Dice Roll: Active and Reactive Player | |
| DESCRIPTION | A model must be in base-to-base contact with a Elevator Control Console. Spend 1 Action or Reaction Dice and roll 1D6. Consult the table below. | |
| | Result | Outcome |
| | 5 or 6 | The model has successfully Hacked the Elevator Control Console. Place the 10 sided dice on the Elevator platform with the number 1 facing up. |
| | 4,3 or 2 | The model has failed to Hack the Elevator Control Console. |
| | 1 | Not only has the model failed to 'Hack' the elevator but has also managed to electrocute itself by crossing a wire and causing a short. The model is 'pushed' 1D6 inches directly away towards the nearest table edge. |
| | Willpower CANNOT be used to boost the 'Hack' dice roll result. | |

Living It Up while Going Down.

Once the Elevator Control Console has been successful hacked it will 'slowly travel ' up to the planets surface. Every-time the ACTIVE PLAYER MAKES/ATTEMPTS AN ACTION (not including Free Actions or Reactions) increase the D10 by 1 point. When the D10 shows 10 then the elevator platform has reached the surface. Remove the D10 from the game area. For example:- *If the D10 is on 4 and the Active player spends 1 Action Dice and makes a Normal Action:Move, then after completing the ACTION the D10 is increased to 5. However, if the Reactive player decides to make a Reaction the D10 is not increased.*

Ending The Game and Rewards.

The game ends when:-

- 1) One Team is completely wiped out.
- 2) One Team has all its 'surviving/active' models on the Elevator Platform and no Hostile models are within 1" or on the platform. This condition will end the game immediately when it happens.

Rewards.

Along with the normal Loot Dice generated by inflicting wounds, apply the following:-

- 1) 1 Spice Crystal-If you successfully 'Hacked' the Elevator Control Console.
- 2) 1 Spice Crystal-For every model you have on the Elevator Platform when the game ends.

NOTES:- The Elevator Platform or Elevator Control Consoles DO NOT block Line Of Sight. A model cannot be knock into/down the elevator shaft.

SPECIAL CHARACTERS

Sometimes you will find your normally happy band of Psychopaths have a Character missing. This can be for any number of reasons, like a 'Long Time Recovery' or, at the very worst, 'Splattered'.

This can put you at a disadvantage when deploying for your next mission/battle. Maybe you should take better care of your 'Spice Hunters'. In spite of this all is not lost...if you can afford it!

If, for any reason, you CAN NOT deploy a full crew of Spice Hunters (normally 5 models) you can hire a UNIQUE Special Character.

GENERAL SPECIAL CHARACTER RULES

1. Special Characters are 'Unique', meaning you can only deploy '**1**' Special Character per Team. If your team is missing more than 1 regular Spice Hunter you can still only hire 1 Special Character (see Rule 6).

2. You can never deploy a Special Character if you used a Special Character in your last mission/battle.

3. You must pay the full 'Hire' price of the Special Character before deploying the model.

4. Special Character(s) always generate Action Dice on a roll of 2+, unless otherwise stated in the Character Profile.

5. Special Character(s) never benefit from the 'Leader' Ability, unless stated in the Character Profile.

6. Some Special Character(s) may come as 2 or more models. This will be stated in Character Profile.

7. Special Character(s) never generate 'Loot Dice' when they inflict a wound against a Hostile Target, unless stated in the Character Profile.

That's a general run-down on Hiring Special Characters. Each Special Character is unique and in many cases the profile will have a rule or ability that is in conflict with the above general rules. If this is the case the Character Profile takes precedence over the General Rules.

The Outland Chronicles Patch 1.08

| | |
|---------------------|--|
| Name | The Drunk |
| Cost to Hire | 75 Credits |
| Other | 3 Health Points, Speed variable depending on how drunk but normally 6. This character does not generate Willpower Tokens |

| Name | Type | Range | Damage | Other |
|-------------|--------------|--------------|---------------|---------------------------------|
| Ice | Pistol | 16" | 1D6+2 | Special rules: Make it A Double |
| Slice Knife | Combat Knife | N/A | 1D6+2 | |

SPECIAL SKILLS

Sober Level:- The Drunk starts the game 'Completely Smashed'. At the beginning of each game turn he will start to sober up. When deploying The Drunk place 1 D6 to one side with the number 6 facing upwards. At the beginning of the game turn 2 and every game turn afterwards reduce the by 1. This is an indication of how drunk the Drunk is...and what number needs to be rolled when generating Action Dice.

| Sober Level | Effect |
|--------------------|--|
| 6 | Completely Smashed:- Action dice generation on 6+: Can only make 'Normal Action: Move' at 'Speed 4'. If moved, roll 1D6 on a result of 3 or less the drunk falls over and is classed as knocked-down. |
| 5 | Drunk:- Action Dice generation on 5+: Can move up-to full Speed. Only make 'Normal Action: Move'. If moved roll 1d6 on a result of 2 or less the drunk falls over and is classed as knocked-down. |
| 4 | Wobbly:- Action Dice generation on 4+: Can move up-to full Speed. Only make 'Normal Action: Range Attack'. If moved roll 1d6 on a result of 1 the drunk falls over and is classed as knocked-down. |
| 3 | Merry:- Action Dice generation on 3+: Can act as normal, but Heroic Actions are successful on a Heroic Skill Test of 5+ |
| 2 | Tipsy:- Action Dice generation on 2+: Can act as normal, but Heroic Actions are successful on a Heroic Skill Test of 3+ |
| 1 | Sober:- Action Dice generation is automatic successful. Can act as normal: Heroic Actions are always successful. |

Make It A Double:- When making a Normal Action: Range Action (check sober level), the controlling player can declare 'Make It A Double' Roll 2 'To Hit' dice. Roll for damage for each successful 'To Hit' dice roll.

Pick Me Up:- Cost 1 Action or Reaction Dice: The Drunk takes a swig of juice and regains 1 lost Health Point. However, each time the Drunk uses 'Pick Me Up' his Sober Level is increased by +1 upto a maximum of 6.

Molotov Cocktail:- 1 Action or reaction Dice: Once per Game Turn the drunk can declare that he is using a 'Molotov Cocktail'. A 'Molotov Coctail' works exactly like a grenade as described on page 107 of the OUTLANDS rulebook.
Molotov Cocktail: Blast 6: Damage 1d6-1: Fire.

Little Bastard Shot Me In The Ass:- The Drunk has 360 degree awareness at Sober Level 2 or less. He can 'Free Action: Dodge' when the attack is to his back Arc by a Range Attack.

| Other | Heroic Actions |
|--|------------------------------|
| Remember:- The Drunk can only perform certain ACTIONS depending on what Sober Level he is. His Sober Level can change during a Game Turn...so always check what ACTIONS he can currently do before declaring them. | All of them: See Sober Level |

THE OVERSEER BETA

What is 'The Overseer'? Those of you familiar with RPGs like Dungeons & Dragons or Starfinder will know the term Gamemaster or Dungeonmaster. Well, The Overseer has a similar role to play in OUTLANDS. The Overseer is responsible for running all of the mission elements that are NOT directly controlled by the players. For Example:- The Little Stiff Bandits from Mission 13 would be under the direct control of Gamemaster. The Overseer would decide when and where the Bandits are deployed, who the bandits will attack, or how the bandits react to certain situations.

The Overseer will also resolve any 'in-game' disputes between the players. Of course, The Overseer must do so in a fair and sensible matter and with full confidence. As you can imagine, The Overseer has a great deal of responsibilities and whoever takes the role should be familiar with the OUTLANDS rule system.

**IF YOU ARE A PLAYER STOP
READING NOW.
THE FOLLOWING PAGES ARE
STRICTLY FOR THE OVERSEER**

THE OVERSEER BETA

REVELATIONS Episode 1: GOING DOWN

As The Overseer it is your job to understand the mission and control the flow of the game. It's key to remember that the mission is to be challenging for the players but not impossible to finish. The most important rule is: let the game be fun. If it looks like one side is struggling to complete objectives then start to balance the gameplay. How and when you do this is entirely up to you. YOU are in charge. The enjoyment of everyone involved rests on YOU (no pressure!).

PREPARATION:- Fail to prepare, prepare to fail. Read the mission. Understand the outcome of certain dice rolls. Look for areas of conflict, both in the mission and certain outcomes. Having a quick, fair and sensible outcome will not only help the game flow quicker, but also confirm you know exactly what you are doing...even if you don't. Having experience with Game-Mastering or Role Playing Games will help you make the right choices. But if you haven't, don't worry; everyone has to start somewhere. Below are a few tips to make Revelations: Episode 1 more exciting for the players and add the element of surprise.

Revelations: Episode 1 is very straight forward to play. Get to the control console, hack it, get on the elevator platform....job done. The following are for guidelines only and as Overseer you can change or add extra rules as and when you see fit.

Elevator Control Consoles:- Have 4 Elevator Control Consoles...but only 1 working. The players will not know which one is working until they attempt a 'Special Action: Hack'. If the Hack is unsuccessful describe the console powering down...LED lights flickering and slowly dying out. Which Control Console is the working Console is down to you. You can decide before the game starts or when a player attempts the Special Action, roll 1D6 on a 4-6 the console is working, on a roll of 1-3 the console is not working. Just remember it is entirely possible that the 1st three consoles tried by the players could be non-operational so the 4th Console will have to be the 'powered' console. I suggest placing each Elevator Control Console 6 inches away from the elevator platform (see diagram below).

Power Up:- Another element you could add to make the mission a little more mysterious is that all the consoles are 'powered' down and the players have to find a power source in the surrounding area. Of course the power source could be in any number of locations from shanty shacks to abandoned admin buildings. It could even be under rocks that have collapsed over the power source in the two decades since the Fall Of Paradise. How, if you wish to add this into the game, is entirely up to you. I would however suggest that the player does not know they need to 'power up' the Control Consoles until at least 1 (or 4) attempts using Special Action: Hack.

Not Alone:- As mentioned in Revelations: Episode 1, not all '**Typhoeus**' corporation personnel managed to evacuate Paradise. Some just didn't make it, some locations where so 'Secret' that they didn't even get the memo. The '**Typhoeus**' underground facility could be one such place.

The Lost 53rd:- Corporation often have their own security and military trained personnel (some corporation even have war fleets at their disposal...but that's a game for a different day). The 53rd Security Force of the 'Typhoeus' corporation was stationed at the 'secret' facility. Unfortunately, due to the fact that it's a 'secret', the 53rd failed to receive the order to evacuate. Although this can be seen as a bad thing, the fact that they were stationed underground probably saved them from the Cataclysm, which killed 90% of Paradise's inhabitants.

Being highly trained and dedicated to the service, the 53rd have continued to patrol and guard the underground facility, including access to and from. Although 2 plus decades has taken its toll. The once 30 strong detachment now numbers only 16...and most if not all are showing signs of middle/old age. But hey, at least their equipment is top of the line.

Including 'The 53rd' in your game:- The 53rd can be added to your game in a number of different ways. You will need a maximum of 8 models to represent half of the remaining 53rd members.

Trip The Alarm:- Once a model has failed a Special Action: Hack (must be on a powered console if you decide to use the above rules) then they have tripped an alarm. Place the D10 on the Elevator platform as you would expect if the model had made a successful Special Action: Hack. Place 1 53rd model on the centre of each gameboard edge. Immediately 'Normal Action: Move' each 53rd model towards the nearest player model/s.

At the end of any Game Turn where 53rd are on the gameboard they will make ONE of the following ACTIONS in the order that is listed below:-

- 1) One Normal Action: Range Attack against the nearest Player Character.
- 2) One Normal Action: Move towards the nearest Player Character. The 53rd model will automatically Charge any Player Character with 4 inches after the Normal Action: Move.

Surprise:- The Elevator D10 will continue to increase as normal. When the D10 on the elevator platform reaches 10 the platform has arrived on the planet's surface...but it didn't come alone. As soon as the platform arrives, deploy four 53rd models on the platform. Once deployed they can make 1 'Normal Action: Range Attack' against the nearest Player Character.

But what happens when the 1st attempt at Special Action: Hack is successful? Do not deploy the 53rd models until the Elevator Platform has arrived. Any unexpected activity will put the duty 53rd on alert.

Profile for The 53rd can be found at the end of these Overseer (Beta) rules.

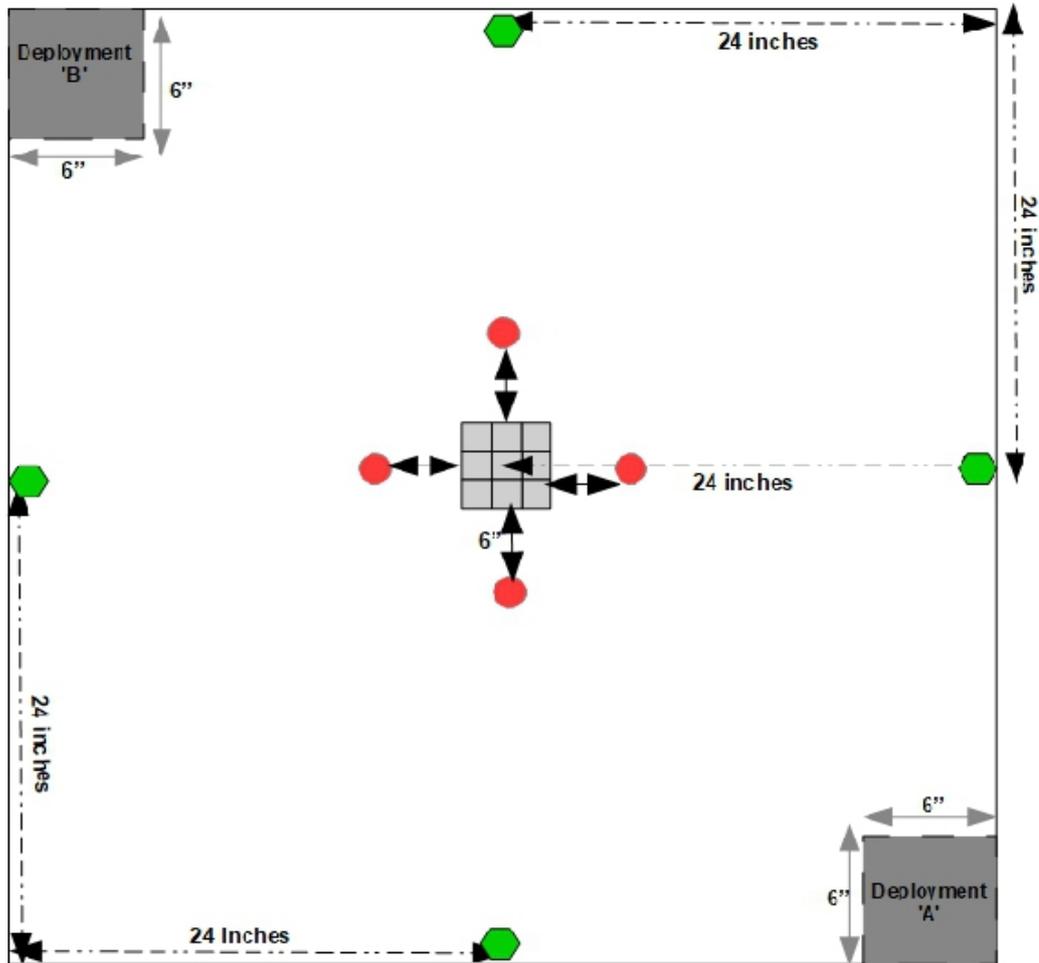
Its a long way DOWNNNNN:- Impact can play a massive part if its knocks a model down the elevator shaft. In the normal rules, a model cannot be knocked-back onto the Elevator platform. However, this can be done if you wish in an OVERSEER game. Once the Elevator has been 'called' (has a D10 placed on it) then the surface hatch will open revealing the elevator shaft. Any model that is knocked onto or in the Elevator shaft will take fall damage. Roll 1D6 plus the number currently on the D10: this is the Fall Damage roll. Once a model has 'fallen' down the elevator shaft - if it survives the fall - then it is considered to be 'NOT' on the gameboard; so cannot be activated and will not generate Willpower Tokens. The model (if it survived the fall) will return to the game once the elevator platform reaches the surface. Place the model anywhere in contact with the platform...and apply 'Knocked Down'. The 53rd will ignore this model until it 'Stands-Up'.

ELITE OVERSEER

REACTION vs REACTION vs ACTION:- Revelations: Episode 1 involves eight 53rd Models. Hostile NPCs do not make Reactions...but what if they did? If the Reactive player fails to generate a REACTION DICE from a failed ACTION DICE generation...why can't you use it? Roll 1D6. If the result is 3+ give yourself a Reaction Dice to use. If the REACTIVE PLAYER chooses not to make a REACTION when they can, then you can use your REACTION DICE! Pick one of your models (in this case...The 53rd) and make a REACTION as you normally would if you are the Reactive Player, but instead the REACTION can be against any PLAYER MODEL. Fake Dice Rolls anyone?

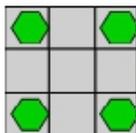
| | |
|----------------------|--|
| NAME | 53 rd Security Force (Hostile NPC) |
| Health Points | 2 |
| Speed | 4 (old age has caught up to them). |
| Weapons | Spotlessly Clean Assault Rifle: Range 24": Damage 1D6+1 Sharp and Shiny Combat Knife: Damage 1D6+1 |
| Armour | Military Grade Flex Plating: Armour Save 1D6+2 |
| Special | Military Training:- All 'Normal Action: Range Attack' TO HIT dice rolls have a +1 added to the dice result after rolling the 'TO HIT' dice. The 53 rd can Free Action: Dodge in any direction. Also the 53 rd has '28. Awareness (Basic)' as found on page 91 of the OUTLANDS rulebook. The 53 rd cannot use ANY Heroic Actions. Actions:- At the end of any Game Turn where 53 rd are on the gameboard each model will make ONE of the following ACTIONS in the order that is listed below:- 1) One Normal Action: Range Attack against the nearest Player Character. 2) One Normal Action: Move towards the nearest Player Character, if no Player Character is in range/LOS. The 53 rd model will automatically Charge any Player Character with 4 inches after the Normal Action: Move. |
| Notes | DO NOT GET INTO A FIGHT WITH A 53'er...it'll end with you losing! |
| LOOT | The 53 rd do not generate Loot Dice if wounded. The 53 rd do not gain a Loot Dice if they inflict a wound - ' service is reward enough '. |

You will need to keep track of wounds against individual 53rd Models as each model has 2 Health Points. You may want to think about having different looking/posed miniatures or having some type of identification mark in the base or the model itself.



Mission 15: Game Area Layout

- -Elevator Control Console
- ⬡ -The 53rd when/where they appear.



-The 53rd when the Elevator Platform arrives at surface level.

The role of 'The Overseer' is open ended. IT IS ENTIRELY UP TO YOU 'HOW, WHAT, WHEN AND WHERE' THINGS AND CONDITIONS HAPPEN. JUST REMEMBER THE 1st Rule of THE OVERSEER.

'Challenging, NOT Impossible'.

The Overseer is a new 'Game Mode' concept I've been working on for a while. The OUTLANDS game offers a wide varying setting to allow a mix of Table Top Miniature game with RPG elements. Adding the random outcomes to situations, coupled with the secrets only the Overseer has access to can lead to some very exciting gameplay. OUTLANDS already has a complete 'Levelling System' that can be used to your own 'Overseer' games. I would very much like your feedback, advise or even missions you have created yourself. You can private message me via the community Facebook page.

[Http://www.outlandsthegame.co.uk](http://www.outlandsthegame.co.uk)

SHADES OF CHAOS GAMES



www.shadesofchaosgames.co.uk



www.outlandsthegame.co.uk (direct link)



[shadesofchaosgames](https://www.instagram.com/shadesofchaosgames)



twitter.com/ShadesOfChaosUK



[youtube.com/user/SouthCoastJam/](https://www.youtube.com/user/SouthCoastJam/)

Gaming is a very male dominate environment....that's not to say the fairer gender doesn't play an important part ;) Its very easy to gloss over problems while rolling dice, to pretend everything good and OK when moving little plastic men around the fictional battleground. But recent research shows that Mental Health is a real problem, a real illness....and yet, most of us just don't talk about it. Its a taboo subject....and it shouldn't be!!!

Mind: For Better Mental Health provide advice and support to empower anyone experiencing a mental health problem. They campaign to improve services, raise awareness and promote understanding.

Because of Mind, millions more people have access to advice and support thanks to information and services nationally and locally in England and Wales.

The Outland Chronicles Patch/Updates are 'Free' or 'Pay What You Want' and many of you make a small payment that is received with thanks. However, for the rest of 2018, if you download a 'Patch' and feel like making a small payment...then please considered making a small donation on our Just Giving page. Thank You

<https://www.justgiving.com/fundraising/shadesofchaosgames>