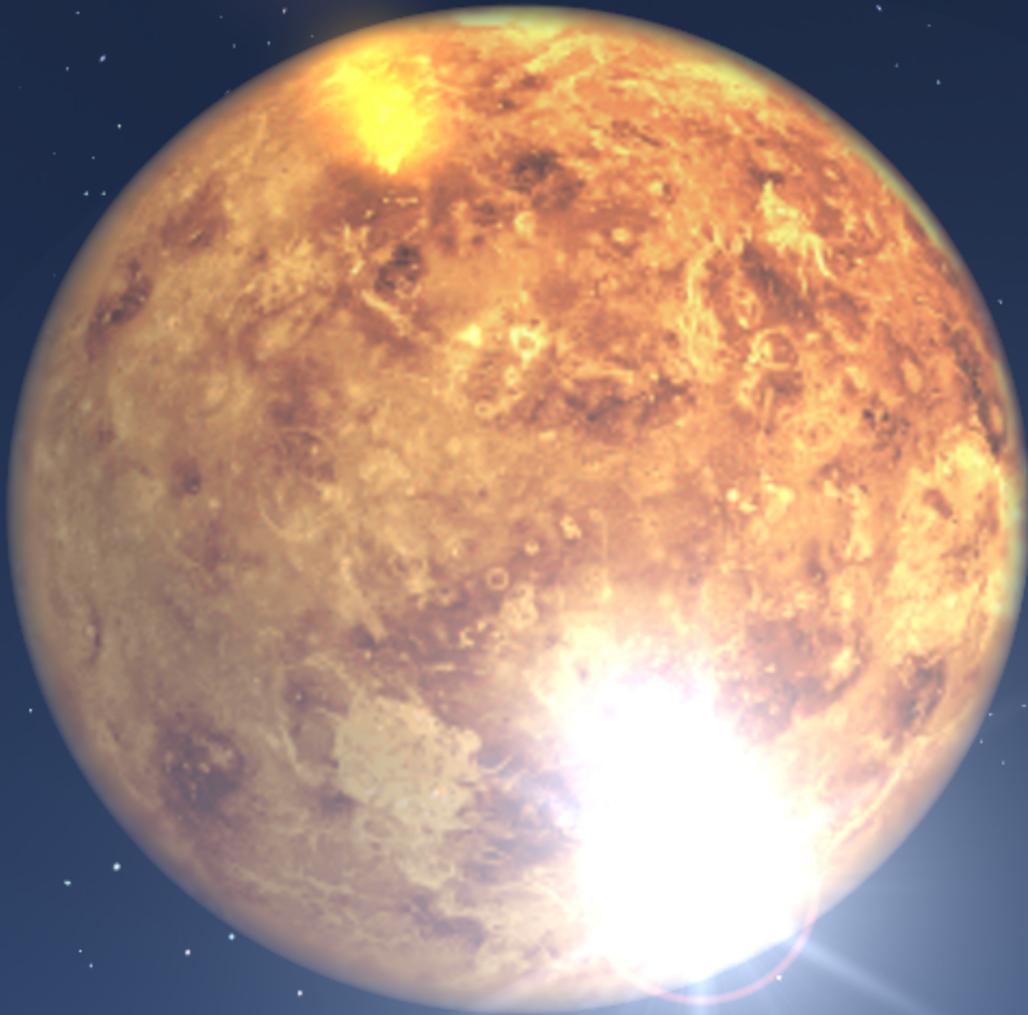


The Outland Chronicles Patch 1.09

# THE OUTLAND CHRONICLES

## PATCH 1.09



# WELCOME OUTLANDERS

It was a long time coming but Patch 1.09 is finally here. It's always busy but these last couple of months have been more so. As more people become interested in OUTLANDS the time dedicated to getting things done increases....and in turn some-things take a back seat. Patch 1.09 is one of those things. Sorry it's taken longer than planned but (without going into details) things are changing in the background that will bring a greater OUTLANDS experience to all.

Going back to my 1<sup>st</sup> comment. Over the last 4 weeks traffic to the Shades Of Chaos Games website has increased by over 100%. OUTLANDS has featured in issue 98 of Wargames Soldiers and Strategy. Increased 'Social Media' share of 'articles and offers', and the sign up for the newsletter has doubled. As many of you know we don't have a promotion/marketing budget...so the reason for this massive increase in interest can only be driven by one thing...YOU.

So from myself and everyone who works on OUTLANDS...thank you for your support.

In this issue you will find:-

**Revelation: Episode 2 'Cold Storage':-** Our fearless team of Spice Hunters have made it to the underground facility. It's only a matter of finding the cargo and hauling ass back to the surface. Or is it?

**The Workshop:-** Ross has been playing around with glue and things to make some scenery pieces for the Revelations campaign. It's surprising what he can do with cardboard, glue and a bit for forward thinking.

**New Abilities and Special Actions:-** Leader focus Actions and Abilities. These new Abilities are something a bit special just for your Spice Hunter Leaders.

**Overseer Beta:-** Once again a small set of guidelines for those would rather screw over (sorry, make things a little bit more interesting) for the players.

OUTLANDS: The Outland Chronicles: R.I.S.E Game System © 2017 Jonathan Moyses.

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# REVELATIONS

## EPISODE 2: COLD STORAGE

The huge metal doors slid open without a sound, as though they had been maintained meticulously since the Cataclysm. Dillinger stood next to the console, tablet in one hand, handgun in the other. Amber stood next to him, her weapon raised as she glanced around them. Jacobo was somewhere in the dunes around them, unseen as always. Tank stood next to the doors with Deckard. The pair watched as the doors opened and an elevator came into view from the endless blackness below.

“Sam!” a voice cried from the radio at Deckard's belt, and he reached down to retrieve it.

“Sherlock. This is some weird shit you've got me into. Elevators in the middle of nowhere, pristine condition like it just left the factory. If I didn't know any better, I'd say you know a lot more than you're telling me about this place.” A laugh came over the radio, lost to the wind that was slowly picking up around Sam and his crew.

“I know everything, Sam, you should know this by now. Not everything I know needs to be shared, however.”

“Do you know what's going to happen after we get this thing for you?” Sam asked as Amber and Dillinger joined Tank and him at the top of the elevator shaft. Dillinger gave Sam a nod and the four proceeded to step onto the waiting platform. It had a simple console in one corner, a button to go up, another to go down, two more whose function could only be guessed.

“Get the object, return to the surface. I'll have a transport ready to pick it up as soon as you confirm you have it secured. Understood?”

“Get in, get the thing, get out, is it ever that simple, Sherlock?”

“It's always simple, Sam. I'd hate for you to fail this, I hate wasting money on bad investments.” Sam bit his tongue and replaced the radio on his belt.

“I hate that asshole sometimes.” Amber muttered to herself.

“Only sometimes?” Dillinger asked. “He always gives us bullshit work like this. No info, just 'hey go here, shoot them, get that'.”

“And he always pays shit for the work, so why do we even bother?” Amber asked.

“Who said I work for the pay? Everyone else, sure, but Sherlock? You always get intel when you work for Sherlock, and that's priceless.” Sam answered and turned to Tank. “I want you upfront when this thing stops. Any sign of hostility, you know what to do. Dill, Amber, take the sides, I'll take the rear side. Two entrances, fold to your right; one entrance and we turn for that. All ready?”

Sam glanced around at the nods he received and Tank moved to the 'front' of the elevator. Amber and Dillinger took positions next to him facing outwards to the sides.

“When we get down there, we're looking for a container. According to Sherlock, it'll be marked with 'SK001', we need to retrieve that, take it back to the surface. From there, it's not our problem.

Any questions?" Everyone shook their heads. "Ok, Dill, take us down."

The elevator began to descend as silently as it had arrived and, when they were ten feet down, the doors above the elevator shaft began to close.

"Jacbo, we'll probably be dark while down there, just keep an eye out and do NOT engage. We don't need anyone knowing we got eyes out there or they might come looking for you, ok?" Static answered Sam as he removed his thumb from the transmit button on his radio. He couldn't be sure the message had gone through but he doubted Jacbo would need the instruction anyway. He was a smart man, after all.

Jacbo was sprawled out on a sand dune half a kilometre away from the doors in the desert. There had been no movement aside from his crew, but he wasn't bored. He enjoyed being outside, even if he'd prefer it a bit cooler. Twin suns made that difficult, though, and he had grown accustomed to it. He watched as the crew stepped onto the elevator and he watched it descend. A moment later, his earpiece was filled with static.

"Jacbo, we'll prob...be dark while...just...do NO...ge."

Jacbo sighed and double tapped his earpiece out of habit. Usually it would send a double pulse of static in response in acknowledgement, but that would be no use now. All they would hear would be static until they came back to the surface. All there was to do now was wait.

Less than an hour later, the slightest of movements caught Jacbo's attention and he peered through his rifle scope, just past the metal doors in the floor. There, along a dune roughly a kilometre and a half away, he saw them. A group of seven, from what he could see. They were making their way over to him, but their goal had to be the doors. Sherlock had hired another crew. Of course he had, why wouldn't he? Jacbo chuckled to himself as he adjusted his sights, scanning each member to find the leader.

He could take a shot or two, warn them off. That would tell them that someone else was there, if not where he was. It would also put Sam and the others in danger. One shot would cause confusion, a second would cause them to split up for cover. He could try to pick them off one by one, but that would take time and he didn't know when Sam would be coming back up. It would also mean they would be ready for an attack. When Sam and the others came back up, they'd be fired upon from unknown positions, potentially after others had been called in to help now that they knew someone beat them there. He couldn't rely on the radio to tell Sam what was happening, it had been useless since the elevator doors had closed, and that left too little time to warn anyone of the danger once they opened again. He would sit and wait, like he had been told, and whoever it was that came back up the elevator would get a bullet in them; if it wasn't someone he liked, anyway.



# REVELATIONS

## Episode 2: COLD STORAGE

Revelations: Episode 2 is a direct follow-on mission to Episode 1: Going Down, which can be found in The Outland Chronicles Patch 1.08.

### **Campaign Points.**

If you played Episode 1: Going Down, then hopefully you have some Campaign Points. These 'points' can be spent in this mission (Episode 2) to help give your team a better chance of success. Campaign Points can be spent to:-

- 1) Re-roll a 'TO HIT' dice roll.
- 2) Re-roll an 'Heroic Action Skill Test'.
- 3) Re-roll an 'Armour Save' dice roll.
- 4) Gain 1 Willpower Token at the start of any Game Turn.
- 5) Re-roll the Initiative roll.

### **Spending Campaign Points.**

You must declare immediately after rolling a dice (that can be re-rolled) that you are going to spend a Campaign Point. You can only ever spend 1 Campaign Point for any given ACTION/REACTION. You CANNOT keep making re-rolls/spending Campaign Points against a single dice roll. If you wish to spend Campaign Points to gain a Willpower Token, then you must state this at the beginning of the Game Turn. Once you have run out of Campaign Points you can no-longer spend them (really!!).

Campaign Points are not carried over into the next REVELATIONS Episode. If you have any Campaign Points left after this mission you must discard them.

### **Revelations: Episode 2: Cold Storage**

*The elevator reaches the end of its travel with a sudden jolt. A few seconds pass before the elevator doors slide open. You are surprised at the fluid movement of the doors. Someone has maintained the mechanism to the highest standard. With the doors fully open, you stare out into total darkness. Suddenly in the distance, a small flickering light...then completely lit. Following suit, a number of other ceiling hanging lights burst into life. Before you is a large room, filled with all manner of cargo and shipping containers. Sherlock didn't say where the storage container SK001 was located. It's going to take a while to search every one of them. Hey, maybe you will get lucky and find SK001 in a few short minutes....or maybe you could be here for the next few weeks looking for the package.*

*Somewhere off in the distance you hear a crunch and the familiar, but quiet, sound of sliding doors. You weren't the only ones in the underground storage. Shit, it wouldn't surprise you if Sherlock had hired another team. Twice as much firepower...twice the chance of success.*

*It's only then that you realise the cold.*

# Episode 2: COLD STORAGE

Revelations: Episode 2 takes place in a secret underground storage facility. You can use any scenery and terrain you deem fit or suitable...or even make up a different 'setting' using your own collection of scenery and terrain. The most important part of Episode 2 is the layout of the terrain, not what the terrain actually represents.

This is a complex mission for both players and you may wish to adapt some of the rules to make the mission easier. A number of different 'elements and conditions' can happen at once, so I strongly recommend that you try not to rush Episode 2.

**OBJECTIVES:**-Your job is to find the cargo (SK001) and return with it to the elevator platform. As always it's not that straight forward. SK001 is in 1 of 4 'Shipping Containers'. Firstly, you will need to break into the shipping container. Secondly, you will need to search and hopefully find the Cargo SK001. Thirdly, get SK001 back onto the elevator platform...and all this will be under fire from another gang. Good Luck. Seriously, you'll need it.

## **Additional scenery and tools.**

You will need the following:-

4x Shipping Containers numbered 1 to 4. The Shipping Containers measure 5 inches in length, 2 inches wide and 2 inches in height. Anything that is suitable and close to those measurements will work. Ross has written up a little 'How To' about making Shipping Containers which you can find on later in this issue.

4x Sentry Guns. 25Mm base or token will be suitable. Number each Sentry Gun 1 to 4. Sentry Guns are offline at the beginning of the game.

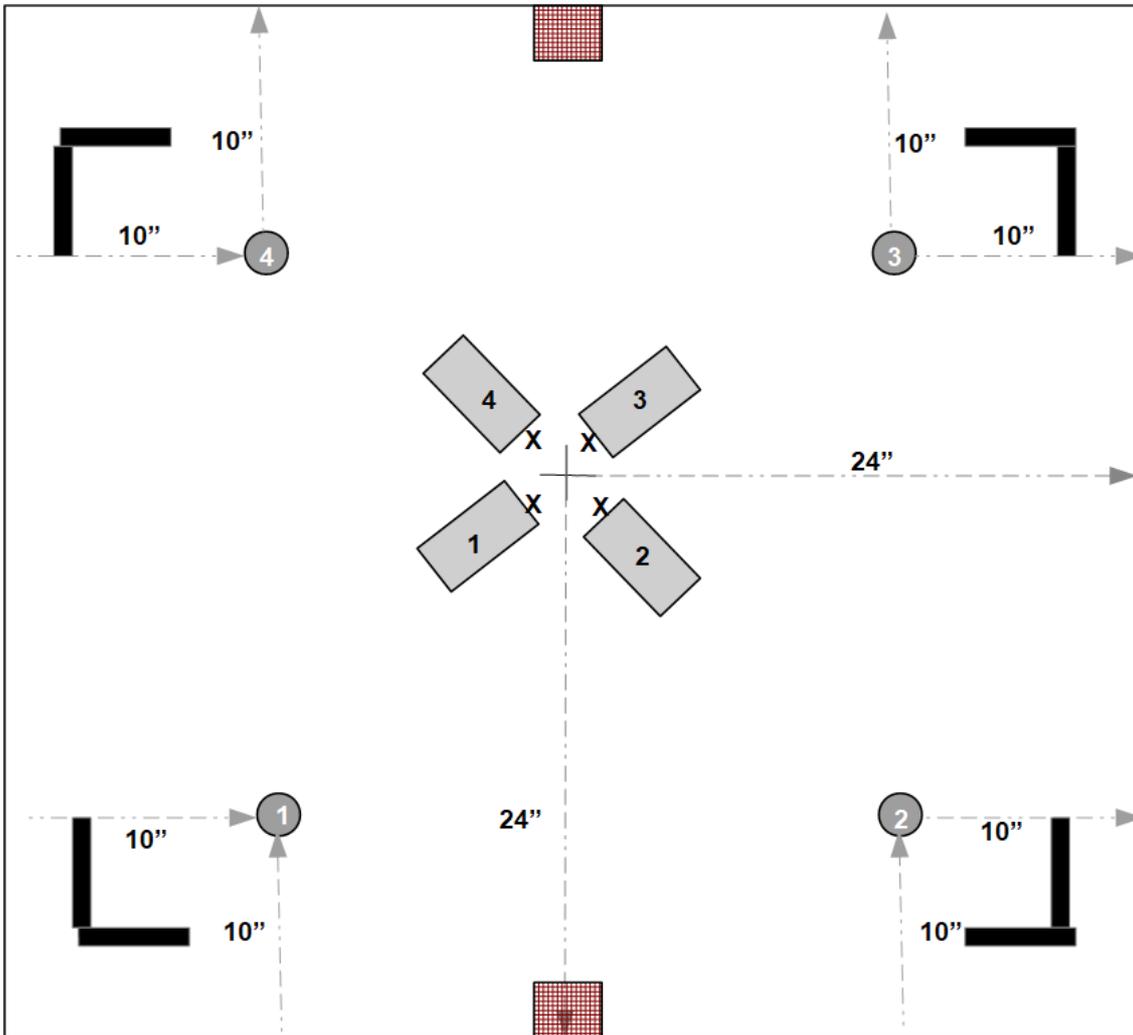
1x 25mm token to represent 'Cargo SK001'. In game terms any token will be suitable. In the Revelations story, Cargo SK001 is 7 foot x 3 foot but this can be a little awkward when it comes to gameplay. Cargo SK001 will not block Line Of Sight. Once found, a model must be in base contact with SK001 to be able to move it. Also, the model's SPEED is reduced by -2.

## **Set-Up.**

Set the gameboard as shown on the following page. As a general rule, once all elements of the game area have been placed, both players take it in turns to place other terrain and scenery pieces. However, no scenery can be set up within 3" of a Shipping Container or Sentry Gun.

Once both players are happy with the gameboard the game can begin. Both players roll for deployment. The player with the highest dice roll can choose which deployment (Elevator platform) to deploy his/her team. After both teams have been deployed, all players roll for Initiative as normal.

You'll see from the layout of the gameboard and scenery that Episode 2: Cold Storage has a number of different elements happening at once. It is strongly advised that both players read the special rules for this mission before starting the game.



 3x2" Elevator Platform (Deployment Zone)

 Wall (Blocking Terrain)

 Sentry Gun Location

 Shipping Container. Must be placed at least 3" apart (shortest 2 points).

 Door of the Shipping Container

A model must be in contact with a Shipping Container at the location marked with an 'X' to attempt a 'Break-In' Special Action.

<b>NAME</b>	<b>BREAK-IN (Special Action)</b>
<b>TYPE</b>	1 Action or Reaction Dice: Special Skill/Action 5+: Active and Reactive Player
<b>DESCRIPTION</b>	<p>A Character must be in base to base contact with a Shipping Container at the location marked by 'X', which is the Shipping Container door.</p> <p>Declare that the model is 'Breaking-In'. Spend 1 Action or Reaction Dice.</p> <p>1) Roll 1D6.                  2) If the dice result is 4,3 or 2, then the model failed to break the Shipping Container lock.                  3) If the dice result is 5+, then the character has successfully broken the lock and entered the Shipping Container (place the model on the shipping Container). That's the good news. The bad news...see '<b>Guns Go Live</b>' below.                  4) If the dice result is 1 then see '<b>Guns Go Live</b>' below.</p> <p><b>Guns Go Live:-</b> Each Shipping Container is numbered 1,2,3 or 4. Once a 'Guns Go Live' situation happens, the Sentry Gun with the matching number (Shipping Container 1 to matched with Sentry Gun 1) will go ONLINE!!!! Sentry Guns are explained below.</p> <p>A model that has successfully broken into a Shipping Container automatically steps inside the container and cannot be seen for any 'ATTACKS' until the model leaves the Shipping Container. No other model can enter a Container if a model is inside. Once a model is inside a Shipping Container it must make a 'Search' Action to see if the model finds Cargo SK001.</p> <p>Once a Shipping Container's lock has been broken, it will be unlocked for the rest of the game.</p>
<b>REQUIREMENTS</b>	None
<b>NOTES</b>	Can be used by the Active and Reactive player. Willpower can be used to increase the Special Action Skill Test by +1 but this must be declared before rolling the Skill Test dice.

As you can see from the mission layout, you really want to be opening the Shipping Containers furthest away from your deployment zone to activated the Sentry Guns on the opponent's side of the table. This is a sound tactic...however, it means you have to move further up the game table. Also, consider that even after your model has successfully broken into a Shipping Container (and in-turn activated the related Sentry Gun), you may not actually find SK001 in that Shipping Container! And you can bet your opponent is going to open the containers on your side of the game board. Be fast and be lucky.

Once a model is inside a Shipping Container, it can make a 'Search' Special Action as described below. Once a model has 'Searched' a Shipping Container it cannot 'Search' that Container again. Mark on the character sheet which Shipping Container that model has made 'Searched'.

<b>NAME</b>	<b>SEARCH: Special Action</b>
<b>TYPE</b>	1 Action or Reaction Dice: Special Skill/Action 5+: Active and Reactive Player
<b>DESCRIPTION</b>	<p>A Character inside a Shipping Container can spend 1 Action/Reaction Dice to make a 'Search' Special Action.</p> <p>1) Roll 1D6</p> <p>2) If the dice result is 5+ then the model has successfully found Cargo SK001. Place the model outside the Shipping Container (at the 'X' location or as close as possible without making base-to-base contact with a Hostile Model) with the 'SK001' token in base-to-base contact with the model.</p> <p>3) If the dice result is less than 5 then the model has not found 'SK001' and must be placed on the 'X' location (or as close as possible without making base-to-base contact with a Hostile Model) of the Shipping Container. Make a note of the Shipping Container 'number' on that model's character sheet.</p> <p><b>Tip:-</b> Use Willpower and your Campaign Points to make Search: Special Action a 'Successful' Special Action. The longer the game continues the more likely the Sentry Guns will go 'ONLINE'.</p> <p><b>Escorting SK001:-</b> A model must be in base-to-base contact with the SK001 token to be able to 'move' the token. This model is the 'Escorting' model. An Escorting Model's SPEED is reduced by -2. If the Escorting Model is Killed/Out Of Action then any other model can become the Escorting Model by moving into base-to-base contact with the SK001 token.</p>
<b>REQUIREMENTS</b>	None
<b>NOTES</b>	Can be used by the Active and Reactive player. Willpower can be used to increase the Special Action Skill Test by +1 but this must be declared before rolling the Skill Test dice.

Timing is everything. Whatever the result of the 'Search' Special Action, your model will finish the 'Action' outside the Shipping Container. If the opponent has lined-up an Attacking model to open fire as you exit the Shipping Container then you may want to 'hold off' making the 'Search' Action while your other models take care of the ambush. Also, watch out for 'Prox Mines'. Now, I'm not saying I would place a 'Prox Mine' on the 'X' of a Shipping Container...hell, who am I trying to kid?

## **SENTRY GUNS!!**

When a Sentry Gun goes 'ONLINE' it will fire/attack at ANY model within 10 inches after each 'ACTION' (not Reaction), but not when it first goes 'ONLINE'. Sentry Guns can be destroyed (killed), but its worth remembering that every-time an 'ACTION' is made/attempted (like shooting a Sentry Gun) the SENTRY GUN will make an ATTACK against ANY and EVERY model within 10 inches.

### **SENTRY GUN**

Sentry Guns will make 1 Range Attack against every model it has Line Of Sight and within 10inches (Range) at the end of **EVERY ACTION** that is made/attempted. If the Sentry Gun does not have Line Of Sight to a model at the end of an Action then it CANNOT ATTACK that model.

#### **Sentry Gun: Range 10: Burst (2): Damage 1D6**

A Sentry Gun has 'Structure Points' instead of 'Health Points'. Once a Sentry Gun's Structure Points reach 0 then roll to see if the Sentry Gun explodes.

#### **Exploding Sentry Gun.**

1) Roll 1D6

2) If the dice result is 3,2 or 1 the Sentry Gun explodes. Exploding Sentry Gun: BLAST (10): Damage 1D6+2: Bleed. Once the 'Exploding Sentry Gun' has been resolved remove the Sentry Gun token from the gameboard.

3) If the dice result is 4,5 or 6 then the gun fails to explode and can be removed from the gameboard.

#### **SENTRY GUN.**

Structure Points: 5

Armour Save: 1D6+1

Critical 'To Hit' Rolls against a Sentry Gun do not automatically 'Wound' the Sentry Gun. You still need to make a 'Damage' dice roll.

If a Sentry Gun scores a 'wound' against a player model it does not generate a 'Loot Dice'.

If a player scores a 'wound' against the Sentry Gun, it does not generate a 'Loot Dice', unless the end result is an 'EXPLODING SENTRY GUN'...then the player is rewarded with 3 Loot Dice; just for dramatic effect.

**Controlling The Sentry Guns:-** Take it in turns starting with the Active player. Remember the 1<sup>st</sup> rule of OUTLANDS.

**Tips:-** If both the Sentry Guns on your side of the table are 'ONLINE' you will have a 2 inch corridor down the centre of the gameboard to reach your Elevator Platform. However, this gives your opponent a good firing line. You can go the long way around and use the 'Walls' as blocking terrain from the Sentry Gun...but once again this will give your opponent time to get into position to cut you down.

A Sentry Gun will only fire/attack a model it has Line Of Sight against **AT THE END OF AN ACTION**. If your model is blocked by say...another model, then the Sentry Gun cannot draw Line Of Sight to your model because of the 'blocking model'...which of course will get fired upon, if in range.

Exploding Sentry Guns...who doesn't like to make things go 'BOOM!!!!'. Its even better if your opponent has models within 10 inches.

**Revelations Episode 2: Cold Storage** ends when if conditions 1,2 or 3 are met.

- 1) You capture and have the SK001 Token on your Elevator platform.
- 2) If both teams are out Of Action/Killed.
- 3) At the end of Game Turn 10.

**REWARDS:-** Loot Dice generation as normal. You can also gain rewards by:-

- 1) Destroying a Sentry Gun: 1 Campaign Point.
- 2) Causing a Sentry Gun to Explode: 3 Loot Dice.
- 3) Finish the game with SK001 on your Elevator Platform: 3 Campaign Points.
- 4) Killing a Hostile model (not via Sentry Gun): 1 Campaign Point.
- 5) If every Hostile Model is Out Of Action/Killed at the end of the game: 2 Campaign Points.



An hour or so after the second crew had arrived and six had gone down, Jacobo was left in silence on the surface still. The other crew had left one man as lookout, stood by the console. He had attempted to lean against it but it wasn't sturdy enough for that. All that maintenance for the doors, but the console had been left. Weird, Jacobo had thought to himself. Then again, there were doubtlessly controls down there to operate it, and whoever was down probably had little reason to come to the surface after the Cataclysm. Or maybe there were other entrances.

With no warning, the elevator doors began to open. Jacobo placed his finger on the trigger and held his breath, counting in his head.

*Seven.*

The sentry raised his rifle and aimed for the doors.

*Six.*

Feet braced for a stand-off, the sentry glanced around him.

*Five.*

The sentry was breathing heavily now, readying himself.

*Four.*

The sound of Jacobo's shot rang out and was lost to the wind moments later.

"I've never been more grateful to hear that sound." Amber said over the radio and Jacobo half smiled to himself. "How'd you know it was us?"

"He was raising his rifle to his shoulder. Wouldn't be doing that if you were his friends. Speaking of them...?"

"Don't worry about them, let's just get out of this place."

"Careful you don't get blood on these beautiful doors, ok?" Jacobo replied and scanned the area quickly. No sign of anyone else around. The shot had gone unanswered and the elevator came to rest in the embedded frame that housed the doors on the surface.

"Sherlock, we've got your package. Where's the transport?" Sam asked into his radio.

"Slight problem there, Sam, there's no transport for you yet." Sherlock replied.

"Why not?!"

"Slight miscalculation on the pick-up point and, honestly, I don't want to pay the extra fuel costs to get them over to you, so you need to go to them."

"You don't want to pay for the fuel but you're willing to pay 15k for us to get it? Come on, Sherlock."

"Sam, come on, it's not very far, they have plenty of water for you there, and besides, all your money is on that transport." Sam sighed in exasperation and turned to Dillinger.

"How far out is it?"

"Kilometre, West." Dillinger responded after checking his tablet.

"You better not pull this shit again, Sherlock. We did our job, we didn't agree to last minute changes."

"No-one signs up for last minute changes, Sam, that's why they're last minute changes." Sherlock said with a chuckle. Sam held back his response and replaced the radio on his belt.

"One day, I'm gonna kill him, Decks." Amber said.

"Yeah, but not today." Sam replied. "Ok, Tank, we need this thing moving," he said, indicating the Seven foot by three foot crate in the middle of the platform, "but be careful with it. Dents, dings, scratches, all comes out of our pay, assuming he still pays if we ruin his shit, ok?"

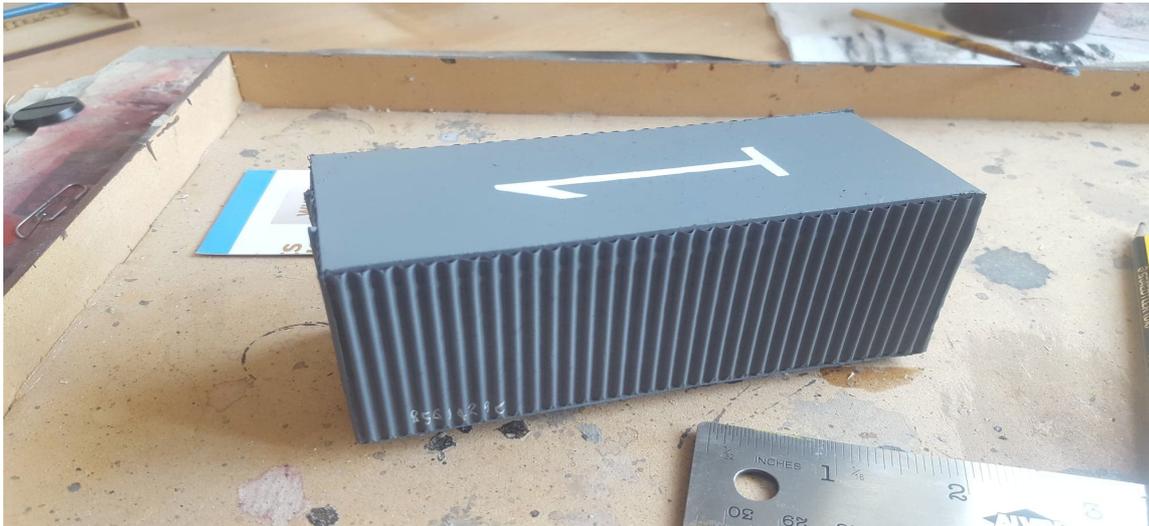
Tank nodded and readied himself to lift the container. "Jacobo," Sam said into the radio, "I want you to move forward to the new pickup point one kilometre West of us." A double tap of static told him Jacobo was moving already.

"Amber, I want you to cover North, Dill cover South, Tank and I move this thing. Questions?" Assorted noes answered, with Tank simply shaking his head. "Then let's get out of here."



# THE WORKSHOP

Revelations: Episode 2 uses some unfamiliar scenery and terrain elements. Most notably Shipping Containers. In The Workshop, Ross explains how he went about making Shipping Containers for the mission play-testing.



**For this project you will need:-**

Scissors.

Super glue.

A ruler marked in 'Inches'.

BBQ Sticks

Corrugated Cardboard (I've bought pre separated sheets for ease (UK readers: check out Range in the stationary dept you will find a roll for about £1)).

Thin Cardboard e.g. cereal box.

Pencil.



**Step 1.**

My containers are 2" high x 2" wide x 5" long so I drew two 2" x 5" boxes on the cereal box card then cut them out. These will be the top and bottom of your containers like this...



**Step 2.**

Next mark out the corrugated sections which are 2" x 5" then cut them out. You will need two of these per container as pictured below.



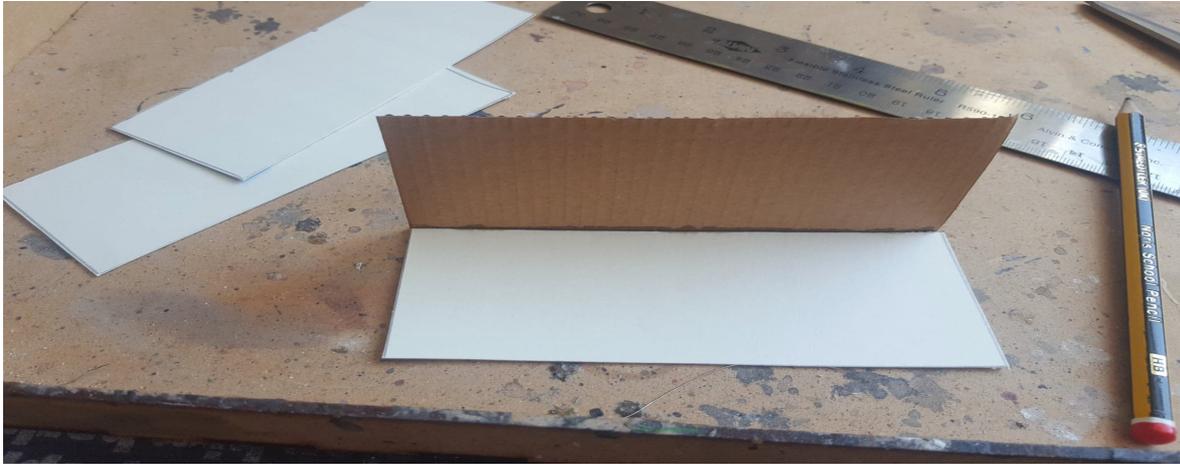
**Step 3.**

Next I made up 2" x 2" squares for the doors/ends of the shipping containers. Now these can be solid ends or, like me, cut them in half to make doors. These can be glued in the open or closed position.



**Step 4.**

Start assembling the parts of the container that you have cut out previously. First glue the corrugated sides to the cereal box pieces. Like this...



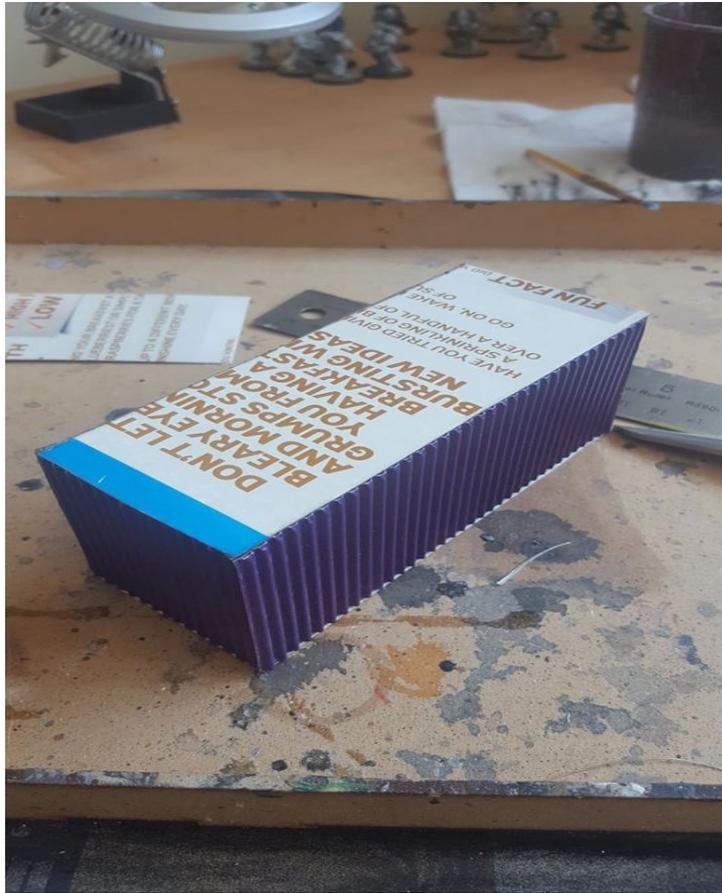
**Step 5.**

Now glue the ends to your assembly.



**Step 6.**

When you are happy with the position and the glue is dry, then stick the top of the container on.



**Step 7.**

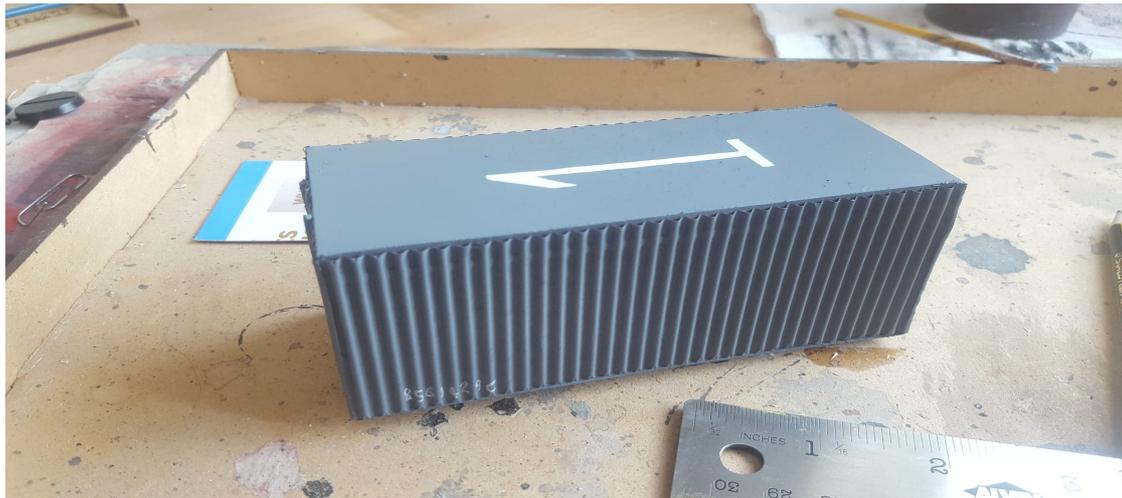
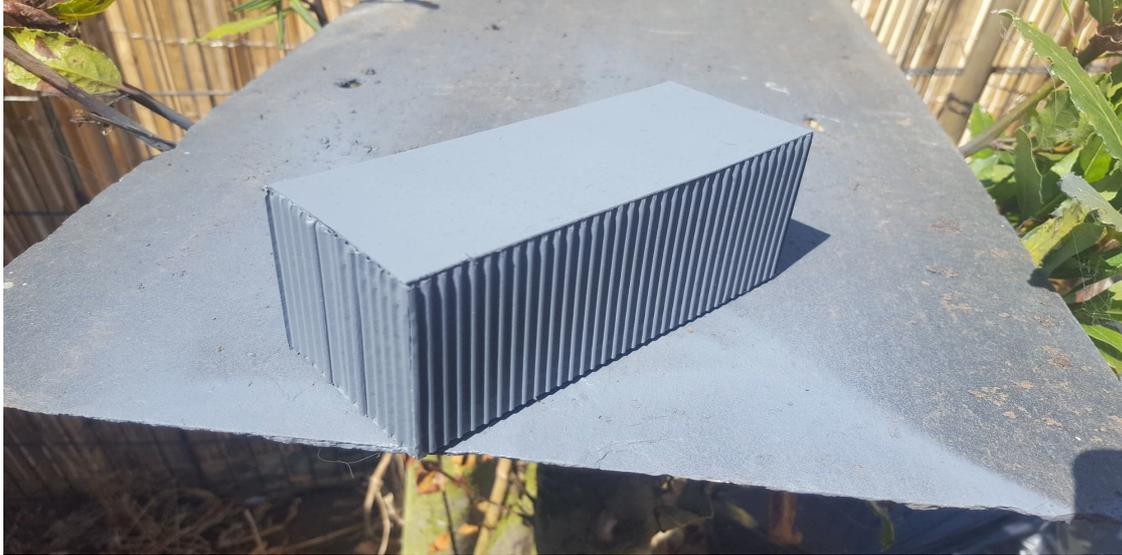
Next I cut four 2" lengths of BBQ sticks, cocktail sticks also work perfectly well. Glue the 'sticks' onto the door sections.



**Step 9.**

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Paint your container in any colour you like. I wanted mine to be clean and tidy looking but feel free to make it look beaten or rusty. Don't worry if you don't think it looks perfect as shipping containers are rarely free from dents etc.



And that is how you can make Shipping Containers without breaking the bank on materials. Ross will be back with more terrain/scenery features in future 'Patch' notes...but I'm not so sure he should be spending so much time with all that glue in a confined area. Remember to always practice working in a safe environment.



In more ways than one.

## **NEW ABILITIES & SPECIAL ACTIONS**

Abilities and Special Actions allow for greater character development. At the end of each game/mission/battle you will be able to purchase new Abilities and Special Actions/Skills for each model that took part in the game. You can only purchase 1 Ability/Special Action per model-per End Phase.

**NAME:-** This is the name of the Ability/Special Action.

**PRICE/COST:-** The amount of credits it will cost to learn this Ability/Special Action.

**TYPE:-** Each Ability/Special Action will fall under 3 different sub-sections. Passive, Special Action or OTHER. Each of the new sub-sections is explained below. It will also inform you if the Ability/Special Action can be used by the Active Or Reactive Player.

**PASSIVE:-** A 'Passive' ability is always in play/active. For example:- The ability 'Nimble' (character is never affected by difficult ground) is always in play/active.

**SPECIAL ACTION:-** A 'Special Action' usually requires a Skill Check or Dice Roll. For example:- The Ability 'Revive' requires the model to make a skill check dice roll of 5+ to succeed.

**OTHER:-** A skill or Action that doesn't fit into PASSIVE/SPECIAL ACTIONS and usually based on more campaign/long term gameplay. For example:- 'FITNESS' The models base Health Points are increased by +1'. This is an 'OTHER' ability as it is not a Passive in game ability and it does not require a Special Action Skill Check. Fitness will apply to the character for all of it's campaign games.

**DESCRIPTION:-** Explains the Ability/Special Action, what it does, what you need to do and how it works.

**REQUIREMENTS:-** Some 'Abilities/Special Actions' will need a **prerequisite** 'Skill or Ability' before you can learn the new 'Ability'. This will not affect the current gameplay and has been included for (maybe) future use. For example:- A future 'Pistol Training (Advanced)' Ability/Special Action would require the character to already have 'Pistol Training (Basic)'. If the character does not have 'Pistol Training (Basic)' then you would not be able to purchase/upgrade to 'Pistol Training (Advanced)'.

**MIN LEVEL:-** To be able to purchase/upgrade the new ability, the character model must meet the minimum level requirement. For example the ability 'Pistol Training (basic)' requires the character to be a minimum of level 2.

**NOTES:-** This section is for any other information that you will need to know.

<b>NAME</b>	<b>91. Prayed While Sprayed (Basic)</b>
<b>PRICE/COST</b>	125 Credits
<b>TYPE</b>	Passive: Reactive Player Only. Armour Save Modification
<b>DESCRIPTION</b>	When a Character with 'Prayed While Sprayed' makes a 'Critical Armour Save' when attacked by a weapon that has 'Burst' in its profile, then all remaining 'Damage Rolls' are void for that attack.
<b>REQUIREMENTS</b>	None
<b>MIN LEVEL</b>	3
<b>NOTES</b>	Prayed While Sprayed cannot be combined with 'Jammy Git'. If the character has both 'Prayed While Sprayed' and 'Jammy Git' the controlling player must choose which Ability to use.

<b>NAME</b>	<b>92. Pay To Win (Basic)</b>
<b>PRICE/COST</b>	200 Credits
<b>TYPE</b>	Passive: Active Player Only.
<b>DESCRIPTION</b>	<p>Once per game turn a character with 'Pay To Win' can, after ending it's activation and spending it's last generated Action Dice, attempt to buy another Action.</p> <ol style="list-style-type: none"> <li>1. Take 1 loot dice from your Loot Pool.</li> <li>2. Roll that 1 loot dice.</li> <li>3. On a roll of 4+ (3+ for the leader) the character has generated an additional Action Dice. This additional action must be used immediately. Do not return the dice back to your Loot pool.</li> <li>4. If the dice roll result is 3 or 2 then the roll has failed and is removed from play. Do not return the loot dice to your loot pool.</li> <li>5. If the dice roll result is a 1 then you generate a potential Reaction Dice.</li> </ol>
<b>REQUIREMENTS</b>	None
<b>MIN LEVEL</b>	3
<b>NOTES</b>	Active Player Only. Willpower cannot be used to boost the dice roll result.



<b>NAME</b>	<b>93. Buying Power (Basic)</b>
<b>PRICE/COST</b>	200 Credits
<b>TYPE</b>	Reactive Player Only. Leader Model Only
<b>DESCRIPTION</b>	<p>When you become the Reactive Player and have a Leader Model with 'Buying Power', if that Leader Model is still alive, then you can attempt to generate extra Reaction Dice.</p> <ol style="list-style-type: none"> <li>1. At the beginning of the Game Turn in which you become the Reactive Player you can take any number of dice from your Loot Pool.</li> <li>2. Roll each dice separately.</li> <li>3. For each dice roll result of 4+ you generate 1 Reaction Dice. Do not return the dice back to your Loot Pool.</li> <li>4. If any dice roll result is 3 or less then the dice is removed from the game. Do not return it to your Loot Pool. This ability only works when your Leader Model with 'Buying Power' is still alive and cannot be used if the Leader Model is out of action.</li> <li>5. Rolling a 'Natural 6' when using 'Buying Power' will not increase the Initiative Dice/Counter.</li> </ol>
<b>REQUIREMENTS</b>	None
<b>MIN LEVEL</b>	3
<b>NOTES</b>	Reactive Player Only: Leader Model Only

<b>NAME</b>	<b>94. Keep The Faith (Basic)</b>
<b>PRICE/COST</b>	200 Credits
<b>TYPE</b>	Reactive Player Only. Leader Model Only
<b>DESCRIPTION</b>	<p>At the end of any Game Turn (before rolling for Initiative for the next Game Turn) the Reactive Player with a Leader Model that has 'Keep The Faith' can spend 1 Willpower Token to increase the 'Initiative Dice/Counter' by +1.</p> <p>This ability only works when your Leader Model with 'Keep The Faith' is still alive and cannot be used if the Leader Model is out of action.</p>
<b>REQUIREMENTS</b>	None
<b>MIN LEVEL</b>	3
<b>NOTES</b>	Reactive Player Only: Leader Model Only

<b>NAME</b>	<b>95. High Yield (Basic)</b>
<b>PRICE/COST</b>	600 Credits
<b>TYPE</b>	Leader Model Only: End Phase Ability
<b>DESCRIPTION</b>	<p>During the 'End Phase' of a game/battle/mission in which your Team capture at least 1 Spice Crystal, a Leader Model can have 1 Spice Crystal tested for its quality . Roll 1D6 from your Loot Dice.</p> <p>If the result is 5+ then give yourself an Extra Spice Crystal. The loot Dice rolled is removed from play and cannot be used when generating 'Loot'.</p> <p>If the dice result is 2,3 or 4 then the 'testing' has failed and no extra Spice Crystal is generated. The loot Dice rolled is removed from play and cannot be used when generating 'Loot'.</p> <p>If the dice result is 1 , then not only did the 'Test' fail but the Spice Crystal tested turns to dust and is removed from your Loot Pool. The Loot Dice rolled is removed from play and cannot be used when generating 'Loot'.</p> <p>'High Yield' can only be used by the Leader Model if the Leader Model survived the 'Injury Table'.</p>
<b>REQUIREMENTS</b>	None
<b>MIN LEVEL</b>	5
<b>NOTES</b>	Leader Model Only

## 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.

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

## Episode 2: COLD STORAGE

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 2 Cold Storage more exciting for the players and add the element of surprise.

**Environment COLD:-** Episode 2 takes place underground in an old Corporation Storage Facility. As such it protected from the harsh heat on the surface of Paradise. The coldness of the facility can be represented in many ways and leads itself to making the characters suffer from the affects of a cold environment.

Game Turn	Effects
3	At the beginning of Game Turn 3: <b><i>'You start to notice that the atmosphere inside the facility is growing colder'</i></b> . All characters reduce their Speed Value by -1.
5	At the beginning of Game Turn 5: <b><i>'Shaking from the cold you find you ability to aim firearms difficult,'</i></b> All Range Attacks 'TO HIT' dice rolls suffer from a -1 penalty. A Critical Hit is still a Critical.
7	At the beginning of Game Turn 7: <b><i>'Your legs feel like lead and the cold starts to freeze you muscles.'</i></b> All characters reduce their Speed Value by a further -1.
9	At the beginning of Game Turn 9: <b><i>'It feels like ice is running in your veins. The ability to concentrate is greatly reduced'</i></b> . Action Dice and Reaction Dice generation is now 4+ (3+ for the Leader). No model can generate Willpower Tokens.
10	<p><b><i>Hypothermia:</i></b> At the beginning of Game Turn 10: <b><i>'Your core body temperature drops below 35 degree Celsius and Hypothermia takes its toll.'</i></b> Roll 1D6 separately for each model and consult the table below:-</p> <p>6:- No NEW Effects and all previous effects 'from the cold' are removed from the model.</p> <p>5:- Shivering :- EVERY ACTION (including FREE ACTIONS) requires a Skill Test of 4+.</p> <p>4:- Difficulty Speaking:- This model no longer benefits from the affects/bonuses of the 'Leader Bubble'. This includes the Leader Model.</p> <p>3:- Confusion:- Action Dice and Reaction Dice generation is now 5+ (4+ if the Leader model). No model can generate Willpower Tokens.</p> <p>2:- Paradoxical Undressing: This model no longer has any armour (1d6 Armour Save is still allowed), weapons and equipment.</p> <p>1:- Death:- This model is now Out Of Action for the rest of the game and cannot be revived in anyway. This model must roll on the 'injury Table' during the 'End Phase'.</p>

**FIRE EFFECTS:-** Infused FIRE can help reverse the effects of cold. For each Fire Token assigned to a model reduce the 'affects of cold' by 1 step. For Example if a model is in Game Turn 9 and then has a 'Fire Token' assigned to it, then the model is under the affects of Game Turn 7...and not 9. It's wise to make a note of which model/s are suffering from which COLD effects. Fire Tokens will not reduce 'any cold effects' on Game Turn 10.

Would you allow your players to shoot their own models to apply 'Fire Tokens'? That is your choice. Myself, I wouldn't mention the 'Fire reduction' until it happens...and, yes, I would allow friendly FIRE!

**The Lost 53<sup>rd</sup>:-** Corporations often have their own security and military trained personnel (some corporations even have war fleets at their disposal...but that's a game for a different day). The 53<sup>rd</sup> Security Force of the 'Typhoeus' corporation was stationed at the 'secret' facility. Unfortunately, due to the fact that it's a 'secret', the 53<sup>rd</sup> 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 53<sup>rd</sup> 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.

In Revelations: Episode 1 Going Down (see Patch 1.08) we introduced The Lost 53<sup>rd</sup>. During that episode, eight of the 53<sup>rd</sup> had been deployed during the mission. That leaves 8 members of the 53<sup>rd</sup> still active. In Episode 2 'Cold Storage' you can include up-to 6 models to represent the 53<sup>rd</sup>. Model profiles can be found below.

**When to deploy:-** Once a Sentry Gun goes 'Online' deploy one 53<sup>rd</sup> model in a corner of your choosing. Do this once every-time a Sentry Gun goes 'Online', but you can never deploy in the same corner that has already had a 53<sup>rd</sup> model deployed. Once cargo SK001 has been found deploy all/remaining 53<sup>rd</sup> Models...with 1 model on each of the Elevator Platforms.

The Lost 53<sup>rd</sup> are not affected by the cold as they have spent the last 2 decades underground. Sentry Guns will not fire upon a 53<sup>rd</sup> Model unless that model is blocking Line Of Sight to a Player Model.

At the end of any Game Turn where the 53<sup>rd</sup> 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 53<sup>rd</sup> model will automatically Charge any Player Character with 4 inches after the Normal Action: Move.

### **ELITE OVERSEER:-**

**REACTION vs REACTION vs ACTION:-** Revelations: Episode 2 involves six 53<sup>rd</sup> 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 53<sup>rd</sup>) 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?

<b>NAME</b>	53 <sup>rd</sup> Security Force (Hostile NPC)
<b>Health Points</b>	2
<b>Speed</b>	4 (old age has caught up to them).
<b>Weapons</b>	Spotlessly Clean Assault Rifle: Range 24": Damage 1D6+1 Sharp and Shiny Combat Knife: Damage 1D6+1
<b>Armour</b>	Military Grade Flex Plating: Armour Save 1D6+2
<b>Special</b>	<b>Military Training:-</b> 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 <sup>rd</sup> can Free Action: Dodge in any direction. Also the 53 <sup>rd</sup> has '28. Awareness (Basic)' as found on page 91 of the OUTLANDS rulebook. The 53 <sup>rd</sup> cannot use ANY Heroic Actions. Actions:- At the end of any Game Turn where 53 <sup>rd</sup> 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 <sup>rd</sup> model will automatically Charge any Player Character with 4 inches after the Normal Action: Move.
<b>Notes</b>	DO NOT GET INTO A FIGHT WITH A 53 <sup>er</sup> ...it'll end with you losing!
<b>LOOT</b>	The 53 <sup>rd</sup> do not generate Loot Dice if wounded. The 53 <sup>rd</sup> do not gain a Loot Dice if they inflict a wound - <i>'service is reward enough'</i> .

You will need to keep track of wounds against individual 53<sup>rd</sup> 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 on the base or the model itself.

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 1<sup>st</sup> 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, advice 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)