

WASTE KNIGHTS

SECOND EDITION

KICKSTARTER GUIDE

Greetings Knight!

If you are reading this, it means that you belong to the group of our most esteemed Backers and after many tribulations and months of waiting you have finally received your copy of *Waste Knights: Second Edition*. First and foremost, we would like to express our utmost gratitude for your support and patience. Making this project a reality was a huge undertaking and certainly one that would be impossible without your involvement and support.

The idea behind this booklet is to enable you to easily navigate between different game components that are part of the KS campaign. Unless you decided to go all-in and chose the Veteran of the Waste pledge and the Scavenger Add-on, you may not have certain elements in the box. It's only natural as we wrote a common KS Guide for all the Backers.

We have divided this booklet into chapters, each featuring a different Stretch Goal or Add-on available during the campaign. They contain component lists, optional rules and adventures, and other information regarding the funded content. At the end of this booklet you will also find a list of cards included in this version of the game.

Please bear in mind that the KS version of the Book of Tales wasn't abridged and it's exactly the same for all the pledge levels. However, without certain game components from the add-ons, it won't be possible for you to play the adventures that feature them.

Important: Any game components not listed here can be found in the rulebook describing the base game elements and how to use them.

COMMON KS COMPONENTS

Below you can find the game elements for the upgraded KS version of the game. They are included in all pledges as they were developed and funded thanks to your effort.

All these components should be added to the rest of the matching components from the base game. The only exception are the **Adventure Cards** – they should be kept separately and used when you wish to randomly choose the next adventure to play. You might also need them in future expansions and game modules.



3 KNIGHT FIGURES



3 KNIGHT SHEETS



LORE GUIDE



OUTBACK CHRONICLES



13 WOUND TOKENS



8 DAMAGE TOKENS



12 PERSONAL UPGRADE CARDS



8 ADVENTURE CARDS



2 VEHICLE SHEETS



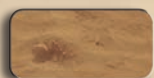
5 WASTELAND CARDS (DESERT / HIGHWAY)



3 WASTELAND CARDS (SCRUB / MOUNTAINS)



5 GEAR CARDS



11 ENTRY TOKENS

CALL OF THE WASTE

STRETCH GOAL

One generation after the Scourge, Australia is full of secrets of the bygone era of prosperity – legendary places whose new (or ancient) masters can help or hinder the knights in their quests.

The components from this expansion can be added as an optional game module to any game. If you decide to do so, it may make the game slightly longer and lower the difficulty of any adventure you play, but it also introduces new narrative content and strategic options. It is recommended to add this module to an adventure if you have already successfully completed it and wish to enjoy more replayability. See below for the rules of using this expansion.



10 LANDMARK CARDS



10 LANDMARK MARKERS

INTRODUCING LANDMARK CARDS

If you choose to use this module in your game, you can do so in one of two variants as explained below.

Variant 1: Introducing the Landmarks Before the Game.

After resolving the normal setup, shuffle the **Landmark Deck** and place it face-down next to the board. Then starting from the first player each knight draws 2 cards, secretly chooses 1 of them and takes its corresponding **Landmark Marker**, keeping both components face-down. Then they remove the other landmark card and marker from the game.

When all knights are ready, remove all remaining landmark cards and tokens from the game without looking at them.

Next, starting from the first player, each knight places their landmark marker face-down on the board according to the following rules:

- ✦ the marker cannot be placed on a city space or within 3 spaces of it
- ✦ the marker cannot be placed on a special space
- ✦ the marker cannot be placed on a crater
- ✦ the chosen space's terrain type has to match at least one **Terrain Type** from the landmark card

Important: All knights should keep their landmark cards face-down next to their sheets.

In this variant the active knight ending their Move Action on a space with a landmark marker resolves their wasteland card according to normal rules, then they may flip the landmark marker face-up. The player who has the matching landmark card reveals it and places it next to the board.

Next, the active knight resolves the **Entry Number** shown in the lower-right corner of the revealed landmark card (see the Book of Tales, starting from p. 237) and continues their turn according to normal rules.

LANDMARK CARD



1. NAME.
2. TERRAIN TYPE(S).
3. PASSIVE ABILITY.
4. ACTIVE ABILITY.
5. ENTRY NUMBER.

Variant 2: Introducing the Landmarks During the Game.

After resolving the normal setup, shuffle the **Landmark Deck** and place it face-down next to the board along with the face-up pool of **Landmark Markers**.

During the game, when the active knight ends their Move Action on a space, which is not a city or a special space and draws an **encounter wasteland card** (with any letter – even one not shown on the adventure sheet), instead of resolving the card they may discard it and draw a landmark card. If they do, they keep drawing cards from the landmark deck until they get a card whose **Terrain Type** matches the terrain type of the knight's space, placing such a card next to the board. Any unmatched landmark cards should be shuffled back into the landmark deck.

Next, the active knight takes from the pool the landmark marker matching the card and places it face-up on their space. Finally, they resolve the **Entry Number** shown in the lower-right corner of the revealed landmark card (see the Book of Tales, starting from p. 237) and continue their turn according to normal rules.

Important: At any moment of the game there can be up to 1 landmark cards next to the board. If the maximum number of cards has been reached, knights can no longer choose to draw a new landmark card instead of resolving an encounter wasteland card.

USING LANDMARK CARDS

No matter the variant you choose, you use landmark cards in the following way. Each landmark card has a **Passive Ability** (upper) and an **Active Ability** (lower). The active knight on a space with a revealed landmark marker may use abilities of a given landmark:

- ✦ The passive ability may be used when the active knight performs the type of action mentioned in the ability's text. This ability may be used multiple times by many knights.
- ✦ The active ability may be used when the active knight performs the **Special Action** featured on the landmark card. This ability may be used only **once per game by each knight** – this is marked by placing a given knight's token on the landmark card.

PATHS OF BLOOD

STRETCH GOAL

A menace from the east is threatening Australia, ready to engulf the continent in the flames of eternal war. Will you manage to stop the mighty Red Lord and his army before they reach the Great Divide?

The components from this expansion are mainly used for the **Rise of the Red Lord** adventure. Their rules are explained in the Guide and the matching chapter in the Book of Tales.

Add the special cards to the bottom of the special deck from the base game. The Horseman markers and artifact tokens should be kept separately and used only when you choose to play **Rise of the Red Lord**.



**SPECIAL CARDS
NUMBERED
11-17**



**4 HORSEMAN
MARKERS**



**4 ARTIFACT
TOKENS**

REMNANTS OF CIVILIZATION

ADD-ON

Even decades ago Australia was an unfriendly land, but its coasts were riddled with thriving metropolises of great beauty and splendor. Now, only six places are left that one might call a proper city.

The **City Task Cards** from this expansion can be added as an optional game module to any game. If you decide to do so, it may make the game slightly longer and increase the difficulty of any adventure you play, but it also introduces new narrative content and strategic options. It is recommended for expert players, especially if you have already successfully completed an adventure and wish to add more replayability and challenge to your games.

The rest of the components are mainly used when playing the **Spreading Corruption** adventure. Their rules are explained in the Guide and the matching chapter in the Book of Tales.



**SPECIAL CARDS
NUMBERED
18-19**



**18 CITY TASK
CARDS**



**6 CARDBOARD
AND 6 WOODEN
CITY TOKENS**

Important: You have two different types of **City Tokens** available – the standard cardboard ones and the wooden, engraved, KS-exclusive ones. Use the cardboard city tokens as described in the adventure, but keep the wooden city tokens next to the board. When a cult is destroyed, the cardboard token corresponding to its city should be discarded from the board according to normal rules.

Additionally, the knight responsible for dealing the “finishing blow” to a given cult takes the matching wooden token as a **Trophy** and places it next to their knight. For each trophy gained after the first one by the same knight, such a knight additionally gains 1 (and at the end of the game has quite a collection to brag about!).

INTRODUCING CITY TASK CARDS

After resolving the normal setup, separate the **City Task Cards** according to the **City Names** on their backs into 6 separate piles of 3 cards each. Shuffle each pile separately and place it next to its corresponding city space.

CITY TASK CARD



1. CITY NAME.
2. NAME.
3. CITY ICON.
4. TASK GOALS.
5. TEMPORARY EFFECT.

USING CITY TASK CARDS

After the active knight has resolved the City Action in a city and there is no task card matching a given city next to the active knight's sheet, the knight draws the top card from the matching pile and places it face-up next to his sheet – this is the knight's **Active Task** for a given city.

A knight may have **up to 2 active tasks at the same time**, but **no more than 1 active task from the same city**. As long as a task is active, its **Temporary Effect** (shown on the yellow background) affects the game.

When a new city task card is drawn, you may need to perform certain activities:

- ✦ If you are to place your knight token on any space (e.g. **Mutant Lord**), it cannot be a city space, a special space or a crater, unless stated otherwise.
- ✦ If an effect of a city task card is resolved as part of the Explore Action, the knight decides whether to draw and resolve an exploration card first or resolve the city task card. However, if the knight loses consciousness during one of these activities, they will not be able to resolve the other one.

Once **Task Goals** from a given card are fulfilled, the active knight resolves an entry mentioned in the card text (see the Book of Tales, starting from p. 233). Then they flip the card face-down – it is no longer active – and keep it. Besides gaining a reward for fulfilling a given city task, from now on the knight may **visit 1 additional Shop** whenever they perform the City Action in the city matching the face-down task card placed next to the knight's sheet.

THROUGH THE WASTE

ADD-ON

Australia is a huge land. Having a way to travel around it is as important as finding water or being able to protect yourself from harm. Now it's time to give you the tools of the trade.

The **Part Cards** from this expansion can be added as an optional game module to any game. If you decide to do so, it may make the game slightly longer and more complex, but it will also decrease the difficulty of any adventure you play. It introduces a set of new rules, new strategic options and a way to tinker with the knights' vehicles. It is recommended for seasoned players who have mastered the basic rules of the game and expect a more in-depth, climatic, post-apocalyptic experience.

The new knight with his components, vehicle sheets, wasteland cards and Malfunction cards should be added to the rest of the matching components from the base game. Add the special cards to the bottom of the special deck from the base game.

The rest of the components are mainly used when playing the **Deadly Cargo** adventure. Their rules are explained in the Guide and the matching chapter in the Book of Tales.



1 KNIGHT FIGURE, 1 KNIGHT SHEET
AND 4 PERSONAL UPGRADE CARDS



SPECIAL CARDS
NUMBERED
20-21



4 MALFUNCTION
CARDS



2 WASTELAND
CARDS (DESERT /
HIGHWAY)



1 WASTELAND
CARD (SCRUB /
MOUNTAINS)



4 VEHICLE SHEETS



16 PART CARDS



16 FUEL
TOKENS



6 CRATE
TOKENS



1 GANG
MARKER

PART CARD



1. NAME.
2. TEXT BOX.
3. CONSTRUCTION DIFFICULTY LEVEL.
4. BARTER VALUE.
5. VEHICLE TYPE REQUIREMENTS.

INTRODUCING PART CARDS

After resolving the normal setup, place the **Parts Deck** next to the gear deck holder. You may place this deck face-up or face-down as **Part Cards** are not drawn but chosen from this deck. Players have free access to it during the game for the purpose of learning the part cards effects if they do not know them yet or checking, which are currently available.

USING PART CARDS

Each knight may attach **up to 3 part cards** to their vehicle, but only 1 card with the same **Name**. Additionally, some cards feature **Vehicle Type Requirements** – **Light, Medium and/or Heavy**. If a knight wishes to attach such a card, their vehicle must meet its requirements.

Important: The **ATV** from this add-on has the ability to switch between the **Light** and **Medium** type. After you attach a part card with a certain type requirement, the **ATV** must meet this requirement and its ability is ignored until such a card is no longer attached to it (e.g. if you attach the **Tank** part card to the **ATV**, it is a **Light** vehicle as long as the **Tank** stays attached).

Each **Malfunction** card attached to a vehicle **lowers the number of part cards that can be attached by 1**. If a knight's vehicle has more part cards attached than permitted, they choose any excessive part card(s) and return them to the parts deck.

ACQUIRING PART CARDS

You may attach a part card to your vehicle sheet in two ways, as described below.

1. Tinkering.

When performing the **Camp Action**, the active knight may "create" a part card. Instead of using their **Repair** in a normal way, they may **construct a part** before resolving any effects of the **Camp Action**. In order to do this the knight chooses any part card from the deck and declares that they wish to attach it to their vehicle. Each part card features the **Construction Difficulty Level**, which basically requires the knight to test **Tech** against the featured **DL**. They make the roll and check if the required number of ✨ has been obtained. The knight obtains 1 additional ✨ for every 2 points of their **Repair** (e.g. if a knight has **Repair 3**, they obtain 1 additional ✨).

If the test is passed, the chosen part card is attached to the active knight's vehicle. Otherwise, the card should be returned to the parts deck.

Constructing a part card **affects** the basic effect of the **Camp Action** – the knight cannot use their **Repair** for normal purposes, i.e. they cannot construct a part card AND use their **Repair** to, say, get rid of ✨ on their vehicle sheet. Additionally, remember that this activity should be performed at the very beginning of the **Camp Action**.

Important: If a knight is about to construct a part card, they must clearly declare which card it is, and only one card can be constructed per one Camp Action no matter the number of obtained ✨.

2. Barter.

When performing the City Action, the active knight visiting the **Garage** or the **Workshop** (but not the Stalls) may **Barter** for the part cards. If the knight wishes to **sell a part card** attached to their vehicle sheet, they may choose different cards from the parts deck up to the same **Barter Value** of the card(s) being sold. They may also acquire resources instead of part cards this way (similarly to **Bartering** at the Stalls) or both, in any combination.

If the knight wishes to **buy a part card**, they may pay its **Barter Value** using **other part cards, resources or gear cards** according to their **Barter Value**.

Managing your part cards **does not affect** the basic effect of the Shop you are visiting, e.g. when visiting the Workshop you may flip 1 of your gear cards to its working side AND buy/sell your part cards.

Important: Although part cards feature a **Barter Value**, they cannot be used at the Stalls to buy or sell anything. Additionally, they are not considered gear cards.

DOGS OF WAR ADD-ON

Humanity has been at war from its inception. It's only natural that this disturbed land embraces conflict in all its aspects.

New knights with their components, wasteland cards and gear cards should be added to the rest of the matching components from the base game. Add the special cards to the bottom of the special deck from the base game.

No new rules or unique game elements are introduced in this add-on.



5 WASTELAND CARDS
(DESERT / HIGHWAY)



3 WASTELAND CARDS
(SCRUB / MOUNTAINS)



2 KNIGHT FIGURES



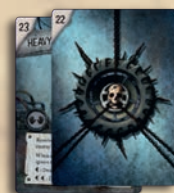
2 KNIGHT SHEETS



7 GEAR CARDS



8 PERSONAL
UPGRADE CARDS



SPECIAL CARDS
NUMBERED 22-23

SCAVENGER ADD-ON

Mr. Mall is a man who can turn even the worst rubbish into a real treasure – which is a highly valued skill in this desolate land.

This add-on features **Mr. Mall, the Scavenger**, a new character for the game. The components from this module should be added to the base game and can be used in all adventures and game modes.



1 KNIGHT FIGURE, 1 KNIGHT SHEET
AND 4 PERSONAL UPGRADE CARDS

THANK YOU, BACKERS!

aDaPlay, @boardgameaday, @marccs_247zfy Games, Aaron, Aaron Akins, Aaron Bond, Aaron Day, Aaron DeChant, Aaron G., Aaron Jackson, Aaron Lamont, Aaron McMahon, Aaron Seymour, Abiccion, Rabbit Lord of the Oo, Absburd Productions, ACB, Achim, Achim, Achim Kaiser, Achim Meissner, Ad, Adam, Adam, Adam, Adam, Adam Alderman, Adam Az, Adam Birkowski, Adam Birch, Adam Cronkright, Adam druzdzal, Adam Fenerty, Adam Francour, Adam Fry, Adam Goff, Adam Hart, Adam Jackson, Adam Kraszlany, Adam Mahaczek, Adam Messner, Adam Nowakiewicz, Adam Pasinski, Adam Smith, Adam Stansbury, Adam Starikweather, Adam Stoddard, Adamczyk Lukasz, Adam Weatherstone, Adi, Admiraal Chas, Adonis Minkler, Adrian, Adrian, Adrian Coombs-Hoar, Adrian Dittrich, Adrian Grochoci, Adrian Johnson, Adrian Montoya, Adrian Teroux, Ady Wu, Ahmed Basir Omar, Aiden A Schade, Aidemzyt Alirin, Aistis, AJ, AK Foos, akosa, Al Petersen, Alain, Alain Liégeois, alaiotc, Alakazander, Alan Barnes, Alan Charlesworth, Alan Clark, Alan G, Alan M Hill, Alan Nanes, Alan Peden, Alan Rennox, Alana Wolfgang-Duran, Albartrosski, Albert, Albert, Aldona Clara, Ale DBC, Alegredo Totomundo, Alejandro Couto, Alejandro Santacruz Medina, Aleksandra, Aleksey Kabanov, Alekto, Alessandro Bonacucci, Alessandro Cabrini, Alessio, Alex, alex, alex, alex, alex alonely, Alex Gunko, Alex King, Alex Klemons, Alex So, Alex Theys, Alex bwh, alex word, Alexander, Alexander Alexander Achenbach, Alexander Barowski, Alexander Chang, Alexander Hawson, Alexander Hohmann, Alexander Iacono, Alexander Ivan, Alexander Durique, Alexander Radow, Alexander Schach, Alexander Traebel, Alexander Ward, Alexander Weyrauch, Alexander Willis, Alexandros Massamidis, alexwebster77, Alfalfa, Alfredes, Alfrin, Alfonso Madrugá, Ali Helzel, Alice Angelina, Alicia, Alicja Julejczak, Alimaxes, Allan Kjærulf-Thomsen, Allen Barnhill, Allen silburn, Alloria, Alluihd, Altair, Alfaly Dousap, Also Stockman, Alysis Strickland, AmberKnight, Amek, Arni Hmelí, AMV451, AN, Ana Roig Hernández, ANALOG GAMES, Andres Pedersen, Andre Bick, Andre Henrich, Andre Kole, Andre Peters, Andre Rheault, Andre Schlenz, Andre Verheij, Andre Wickle, Andrea, Andrea, Andrea Andrei Jedrzewski, Andrea Baldini, Andrea Butera, Andrea Coletti, Andrea Garcia Simon, Andrea Spinoso, Andrea Trincado, Andreas, Andreas, Andreas Breit, Andreas 'Brettspiel'Familie K., Andreas Bruckner, Andreas Gillisdottir, Andreas Hohmann, Andreas Kleinschmidt, Andreas Orant, Andreas P, Andreas Palm, Andreas Schneiderbauer, Andreas Schürköttér, Andreas Wohlfort, Andrei Badea, Andrei Fiodorov, Andrew, Andrew, Andrew, Andrew Bell, Andrew Bennett, Andrew Brockhouse, Andrew Cargill, Andrew Carlstrom, Andrew carl, Andrew D Detmer, Andrew Dillon, Andrew Garrett, Andrew Garrison, Andrew Gee, Andrew Gentile, Andrew Gerlicher, Andrew Giovanni, Andrew Given, Andrew Hayford, Andrew Jiang, Andrew Jensen, Andrew Jinks, Andrew L Jackson, Andrew Lee, Andrew Miller, Andrew P, Andrew Parsons, Andrew Primhak, Andrew R., Andrew Rawnsley, Andrew Robertson, Andrew Scott Erickson, Andrew Sekela, Andrew Shorrook, Andrew Smith, Andrew W (Mr Wibbly), Andrew Wilson, Andrew Y, Andrew, Andrew Smyntyna, Andrew, Andzej, Andzei Duda, Andzei Kaczor, Andzei Ropa, Andy, andy, Andy Bobo, Andy Chow, Andy Dunbar, Andy Smith, Angel, Angel May, Angelika Fröhlich, AngryJoeshow, Animals Poor Race, ANN JANSENS, Anna, Anna D, Anna K., Anna Scherer, Anthony, Anthony Collazo, Anthony Howland, Anthony Malone, Anthony Miller, Anthony Orozco, Anthony Taylor, Anthor, Antoine Galarnau, Antonio, Antonio, Antonio Jiménez Jiménez, Antonio Tang, Anoline, Aoulad Messoud, Apoloniusz Laks, Archej, Arcubail, Adrian Nurandy, Arek, Ars Games, ArtgeBrisinger, argolit00, Ariouari, Kris Kosmopoulos, ariser, Arkadiusz, Arkadiusz Gracowiak, Arkaitz Loharte Azkue, Armin Keicher, armageddon, Arnould bobet, Arnoud F, Arne, Arne Vandycyk, Arnel Lavarias, Arnold, arnold shumerson, Arnolds Morozas, Aaron Kunz, Artur Artem Glukhikh, Arthur Settle, Artur, Artur, Artur Biesiadowski, Artur Kurkowski, Artur Mars, Artur Rymankowski, artuth38, Asereah, Ashley Cotton, Ashley Boese, Ashraam, Ashy Karim, Aslanfardo, Asquith, astor, Astor Sigma, Astrophe, Atharel, Atomic Viteking, AtomiceFence, Aureus, Auriga, Austin Cutrona, Aviar, Axel Flach, Axel Schlaf, Axel Sahlin, Zazaah, Azakelm, Adrezej Solzofob, B. Eidsor, Babooayo, Bad Goblin Entertainment, BadBoyZumo, badmacyz, badMatmo, Bajek, Bak! Hanna, Balázs Szarka, Banjo, baq, Barbara, Barclay Deeming, BarkercharlesS, Barry, Barry Chapman, BaRS, Bart Bruntschee, Bart Kremer, Bart Robbins, Bart Wolles, bartec, Bartek Szyszka, Bartłomiej, Bartłomiej Balczyński, Bartłomiej Banasiak, bartoldzik, Bartosz Chicharski, Bartosz Dudek, Bartosz K., Bartosz Margasiński, Bartosz Matychowiak, Bartosz Palewicz, Bartosz Witkowski, Bartosz Wyrrwal, BartW, Basil Anderson, Basil The Green Bastiaan Nox, Bastian Roth, BatNick, Buzz, Bcaj4891, Beaucier, Beldan, Belinda Skane, Ben, Ben, Ben Clapperton, Ben Colcord, Ben Gough-Cooper, Ben Hale, Ben Jesen, Ben Moss, Ben Smith, Ben Staumbaugh, Ben there, done that, Ben Thornton, Ben Zorn, Benedikt, Benedikt Ludwig, Benjamin, Benjamin Grayson, Benjamin Herron, Benjamin Hokken, Benjamin Holstein, Benjamin Japha, Benjamin Nicholson, Benjamin Pardew, Benjamin Piast, Benjamin Ryan, Benjamin Smart, Benjamin Snetsinger, Benjamin Weber Pedersen, benjenbojs, benj33, Benji, Bennet X, Benoît Mas, Benoît VOGT, Berenike, Bernard, Bernard Dulny, Bernard MARTIAL, Bernd Perplies, Bert Van Der Laan, BG Backer, Bicho, BIG GAV, BigD145, BiggerBoat, Bill, Bill M., Bill Williams, BillyFunk, Birdy, Birger Andersen, BirnoxxX, Bivitar, Bj Engelbrecht, bjdrzejce, Björn, Björn, Björn, Björn, Björn Blesting, Björn Flindt Temte, Björn Sielemann, Black Thirteen, Blackadder, blackbolt, Bladelay, Blaise Kuskie, Blair, Bliss Grimes-Virt, blazska, Blazy, Blazev BL, BlondeKling, KlingKling, bloodyraoul, bl7y3, Blazej, Blazej Kosinski, Bo Musial Jensen, Boordice, Board Game Book, Boardgame Revolution, Bob, Bob Clarke, BobTheBlob, Bobvator, Bodø Drews, Bodo Meyer, Bogusz, Bogzy, Blossfeldt, Bordoni Danilo, Bored Game Inc, Borghal, Boris Poleganoov, Boris Steinhausen, Boris Walchli, Boogie Norden, borutg, Borys, Boryr Roman, BOUYSELL, Bozidar Fekonja, Brad, Brad Crawford, brad evans, Brad Evans, Brad Parks, Brad White, Bradley Pfluff, Bradley Screombe, Brady Bennett, Brandon, Brandon, Brandon Markwell, Brandon Murphy, Brandon pay, Brandon wy, brandonabney, BrandónB, Braxandrar, Braxxan, Brdgamer007, Brendan Kia, Brenden McLean, Brendon Mallat, Brennan Brooks, Brent Bingham, Brett Morris, Brett Mullins, Brent Newcomb, Brett Wesley Phillips, Brett Burnside, Brett Cruickshank, Brett Henriksen, Brett LaPrairie, Brett Molloy, Brett Nelson, Breyn86, Brian, Brian, Brian, Brian Brake, Brian Davidson, Brian Dee, Brian Easton, Brian Franklin, Brian Gaboury, Brian Heath, Brian Jackson, Brian Lewis, Brian Parker, Brian Pittman LoGiudice, Brian Robson, Brian Schoff, Brian Sweet, Brian Thornberry, Brian Toohey, Brian Tran, Brian U Urbanek, Brian Weisberg, Brian Welch, Brian, Briw, Broggas, brokenmirror, Brother, Brotherly, Brothers in Arms, Bruce Bernard, Bruce Poll, Bruno Puschi, Bryan K, Rodahl, Bryan Kho, Bryan N., Bryce LeWarne, Bryce Neubauer, Brynn, Bryon DeLaBarre, Bryson, btebon, Buchu, buhu, buggalugz, Buhu, Bulgarian Action Toys, Bum Yong Kim, Bumble, bunkr, Busta G, BUTCHER'S BACK TO ATTACK, Byron Bailey, Byron Petty, Cacklekerry Games, cadeau, Cadoc, Caeldremor, Caesar, Caym Matsuo, Caleb, Caleb Bannon, Caleb Oliver, Calcotid Vider, Calicut Gearing, Calvin Luscombe, Cam Mason, caemaena, Camarid, Cameron G, Cameron Horn, Cameron Kelley, Cameron Nichols, Capn Howdy, Captain Greiter, Captain Plank, captainspooky, CardiackAngaroo, careless, Carjeon, Carl, Carl Moon, Carl Shouffritzen, Carl Sieger, Carlos Neira Garcia "Argues", CarlG2, Carlos Acevedo, Carlos Anson, Carlos Arias, Carlos Bruño Alves, Carlos Gil de Montes, Carlos Landeiro, Carlos Rey, Carlos V., Carlos Valdes, Carlton Brever, Carmelo Hernandez, Carmine Laudiero, Caroline Brown, Carsten, Casey D Mines, Casper Gad, castor480, CatPi, Catt, Caudill, Cavebaby, Cayo, cb3257, CCS Game of Thrones, Cédric LprstvJez, Celandebene, Celso Távora, Ceras, CESAR CORNEJO HUERTO DE MENDOZA, Cesar RC, Cezary Opalski, Cezary Wysocznanski, Chad, Chad Allen Solloway, Chad Leeman, Chad Mercer, Chad Rea, chandre, chamoxil, Charlene M, Charles B., Charles Flowers, Charles Lee Ray, Charles Michael Hawkins, Charles Phillips, Charles Shircliff Jr, Charles Sullivan, CharlesDM, CharlesR, Charlie, Charlie Sutton, Sharon MacDonald, Sharon13, Chase Bain, chase Williams, Chatow, CHEN CHEN-LUNG, Cheng-Chieh Huang, ChenYon, Cheok Wei Loon, Cheshire Cat, ChicagoShane, Chisholm Gentry, Chris, Chris, Chris, Chris, Chris, Chris, Chris, Chris, Chris, Chris A. Adcock, Chris Barber, Chris Bates, Chris Brennan, Chris Brown, Chris Cooper, Chris Couch, Chris de Bruine, Chris Grable, Chris greenfield, Chris Hawley, Chris Hoffman, Chris K., Chris Kehlenbeck, Chris Kenna, Chris Larkins, Chris Leusy, Chris lockwood, Chris Maxis, Chris McKenna, Chris McVey, Chris Myers, Chris nabozyn, Chris Parks, Chris Peyton, Chris Polm, Chris Slazinski, Chris Stewart, Chris Tan, Chris Taylor, Chris Topher, Chris Vallejo, Chris Varney, Chris Vibeiro, Chris Warrington, Chris Will, chrism77, Christi Kropp, Christian, Christian, Christian "Zalliner" Burmeister, Christian Ball, Christian Bedard, Christian Bierhaus, Christian Biali, Christian Grip, Christian Hall, Christian Hemme, Christian Hubmann, Christian K., Christian Köllner, Christian Lacroix, Christian Lesques, Christian Luetke, Christian Nord, Christian Peikert, Christian Schauffling, Christian Schicke, Christian Schmelter, Christian Stahlhut, Christian Strehl, Christian Rueth, Christine Biancheria, Christoph Berg, Christoph Mueller, Christopher Schumacher, Christoph Wellmann, Christophe Laumonerie, Christopher, Christopher, Christopher Allen, Christopher Benson, Christopher Best, Christopher Caballero, Christopher D. Evans, Christopher DeLisle, Christopher Edwards, Christopher Fiorella, Christopher Johnson, Christopher Lentz, Christopher Lumley, Christopher Pettit, Christopher Robichaux, Christopher Rogers, Christopher Schell, Christopher Yuen, Chrizz, Chronoss, Chromstek84, chuaniun, Chuck Wainman, Champ Genius, Ich, Chun Fey Lek, Clacadou, Claes Olsson, Claire Brand, Clark Snyder, Claudia de Boer, Claudia Gräfe, CLAUDIO CERMINATI, Claudio Superina, Claus Jensen, Claus Petsch, Klaus West Sørensen, Clay Skaggs, Clayton Jackson, Clemens, Clement, Clifton Story, Clint Patmore, Cloudsurf45, Codeman, Cody, Cody Crossley, Cody L., Cody Taylor, Cole Solomon, Colard Frederic, Cole Hays, Cole Klingsmiths, Coleman Burns, Colin MacMillan, Colin Nash, Colin Nordström, Colt, Columbus, Conglacio, Connor Lennon, Conrad, Constanin Handick, Cool Concept Games, Coppez, corey mellich, Corcor, Cory, Cory Westerlund, Cosimo Grassi, CosmoK, Coulhanan, CP, Crafting Kingdoms, Craig, Craig Burgess, Craig Gonzales, Craig Hancock, Craig Lanigan, Craig S Kennedy, Craig Wright, Cray-1, crepsoulite, Creshinbrown, Crimson, Cris B, cristian, Cristian Raschioni, Cristina Botteri, Crochet, Cruiser, Crusher100, Crylar, Csaba Olah, Cstoev, ChthuluStoleChristmas, cuiyiemu, Cullen Gilchrist, Curt Kline, Curtis Hong, Curtis Robt, CyberAlex, Cynthia Heaton, cyril dauphin, Czacha Games, Cziethu, D. D. Kelly, D. S., dögöbt, Daan, dadabada, Daemo, Daevyr, Daiban61, DaisyMonster, dajebrica, Dale Lima, Dale Thurber, Dallas Thomas, Damian, Damian, Damian Baselack, Damian Piwo, Damiano Ferraro, Damien, Damien Roth, Damion Farnsworth, Damon, Damon Casale, Dan, Dan, Dan, Dan Baines, Dan MacDonald, Dan Matthews, Dan Peak, Dan Quayle, Dan Renwick, Dan Whitmore, Dan Wombat, Danger Mahoney, Daniel, Daniel, Daniel, Daniel, Daniel, Daniel, Daniel Antonik, Daniel Bartlett, Daniel Bodyneck, Daniel Bossert, Daniel Caspari, Daniel Czelinski, Daniel D., Daniel Dawson, Daniel Diezil, Daniel Eastban, Daniel Eggert, Daniel Eichhorn, Daniel Gazzola, Daniel Gorin, Daniel Gustavsson, Daniel Hendricks, Daniel Herrera, Daniel Krasczewski, Daniel Liu, Daniel masters, Daniel Pablo López Rodriguez, Daniel Palison, Daniel Perván, Daniel Peterson, Daniel Rasmussen, Daniel Richardson, Daniel Rieckenberg, Daniel S., Daniel Strauss, Daniel Traugbeher, Daniel Tush, Daniel Welßing, Daniel Wiseman, Daniel Zayas, Daniel Zoller, Danielle Peters, DanK, Danny Dawson, Danny Frahm, Danny Gibson, Darren Shafer, Darri, Dan-O, Daquirim, Darka Kuma, Dargoud, Darian, Dario Checchinato, Dariusz, Dariusz, Dariusz, Dariusz Czepiel, Dariusz Skwarek, DarkKnight, DarkPhoenix, darksurft, darleth, Daroslaw, Darren Goodwin, Darren H., Darren Poltkan, Darren Rees, Darryl Jonathan, darthevegeta800, daruderder, Darwin Viernes, darwin86, Dashliel Renaud, Dave, Dave Davis, Dave Girling, Dave Heberer, Dave Honeycutt, dave w, David, David, David, David, David Alexander, David Ayers, David Bird, David Braunner, David Bray, David Crevez, David Chapel, David Childs, David Cipolla, David Clausen, David Crux Ansata, David Curie, David Desjardins, David Dickinson, David French, David Harris, David Henderson, David Holley, David Holzborn, David Hron, David J Plamondon, David Jones, David Jose Soto, David Kao, David Karoski, David Kavic, David Kossak, David Lockwood, David Lund, David Marowsky, David Marshall, David Martin, David Mason, David McDermoid, David Murias Taboada, David Paine, david paul Boulton, David Polomis, David Roseborough, David Ross, David Smith, David Stoy, David Swanson, David Szafzan, David Taylor, David V., David Voyde, davidwhite544, David Kiel, David Nguyen, Dan Bosteels, David, David, David Grzeskowicz, David Kalinowski, David Manikowski, Dax Hamon, Daybit, DCUniverse, De Spelleneporter, deadpoolmax29, Dean Beard, Dean Love, Dean Ranfi, DeBoz, Dee, deema, Delanny, demian dillembek, Denis Maddalena, Denise D., Dennis, Dennis, Dennis Cheng, Dennis Clanton, Dennis Luk, Dennis Schw

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FULL SG/ADD-ON CARD LIST

ADVENTURE CARDS

CARD NAME	SG / ADD-ON
Awakening	Common SG
Deadly Cargo	Common SG
Lost Garrison	Common SG
Rise of the Red Lord	Common SG
Road to Ruin	Common SG
Safe Haven	Common SG
Spreading Corruption	Common SG
Sunken Treasures	Common SG

CITY TASK CARDS

CARD NAME	SG / ADD-ON
Arming the Fleet	Remnants of Civilization Add-on
Big Man	Remnants of Civilization Add-on
Experiments	Remnants of Civilization Add-on
Fuel Shortages	Remnants of Civilization Add-on
Hill Rot	Remnants of Civilization Add-on
Hired Thief	Remnants of Civilization Add-on
Local Wares	Remnants of Civilization Add-on
Long Shift	Remnants of Civilization Add-on
Marauders	Remnants of Civilization Add-on
Mutant Lord	Remnants of Civilization Add-on
New Stuff	Remnants of Civilization Add-on
Petrol Convoy	Remnants of Civilization Add-on
Plague	Remnants of Civilization Add-on
Postman	Remnants of Civilization Add-on
Relay Stations	Remnants of Civilization Add-on
Terrors from the Deep	Remnants of Civilization Add-on
Union Wars	Remnants of Civilization Add-on
Wild Horde	Remnants of Civilization Add-on

GEAR CARDS

CARD NAME	SG / ADD-ON
AUG	Dogs of War Add-on
Boom-ball	Common SG
Electro-blade	Dogs of War Add-on
Flash-bang	Dogs of War Add-on
Hand Flamer	Common SG
Mankillers	Common SG
Military Bow	Dogs of War Add-on
Painsaw	Common SG
RPG	Common SG
Sniper Rifle	Dogs of War Add-on
Spiked Helmet	Dogs of War Add-on
Tactical Vest	Dogs of War Add-on

LANDMARK CARDS

CARD NAME	SG / ADD-ON
Abandoned Refinery	Call of the Waste SG
Camelpackers	Call of the Waste SG
Cerbero Biolabs	Call of the Waste SG
Cerbero Pharmaceuticals	Call of the Waste SG
Darwin Town	Call of the Waste SG
Great Pit	Call of the Waste SG
Kosciusko's Redoubt	Call of the Waste SG
New Canberra	Call of the Waste SG
Rusty's Garden	Call of the Waste SG
Sandpiercer	Call of the Waste SG

MALFUNCTION CARDS

CARD NAME	SG / ADD-ON
Pierced Through	Through the Waste Add-on
Serious Leak	Through the Waste Add-on
Substantial Damage	Through the Waste Add-on
Totaled	Through the Waste Add-on

PART CARDS

CARD NAME	SG / ADD-ON
Air Freshener	Through the Waste Add-on
Armored Hull	Through the Waste Add-on
Big Tank	Through the Waste Add-on
Bulldozer Blade	Through the Waste Add-on
Cannon	Through the Waste Add-on
Custom Suspension	Through the Waste Add-on
Headlight	Through the Waste Add-on
Roll Cage	Through the Waste Add-on
Scythed Wheels (2)	Through the Waste Add-on
Spare Parts	Through the Waste Add-on
Speed Booster	Through the Waste Add-on
Trailer	Through the Waste Add-on
Turbo Injector	Through the Waste Add-on
Winch	Through the Waste Add-on
Wrecking Ball	Through the Waste Add-on

PERSONAL UPGRADE CARDS

CARD NAME	SG / ADD-ON
Huntress Upgrades (4)	Common SG
Judge Upgrades (4)	Through the Waste Add-on
Mercenary Upgrades (4)	Dogs of War Add-on
Priest Upgrades (4)	Common SG
Scavenger Upgrades (4)	Scavenger Add-on
Scientist Upgrades (4)	Common SG
Scout Upgrades (4)	Dogs of War Add-on

SPECIAL CARDS

CARD NAME	SG / ADD-ON
Numbered 11-17	Rise of the Red Lord SG
Numbered 18-19	Remnants of Civilization Add-on
Numbered 20-21	Through the Waste Add-on
Numbered 22-23	Dogs of War Add-on

WASTELAND CARDS

CARD NAME	SG / ADD-ON
Berserkers	Dogs of War Add-on
Brotherhood	Dogs of War Add-on
Bushfire	Common SG
Cattle Drive	Common SG
Dreadnought	Dogs of War Add-on
Dreamers	Dogs of War Add-on
Drop Bear	Common SG
Frag'n'Hug	Common SG
Hawkers	Dogs of War Add-on
Hill Ratz	Through the Waste Add-on
Larrikins	Through the Waste Add-on
Mimic	Common SG
Moonshiners	Through the Waste Add-on
Radeaters	Common SG
Scrub Python	Dogs of War Add-on
Seekers	Dogs of War Add-on
Utter Desolation	Common SG
Water Collectors	Common SG
Waterhole	Dogs of War Add-on