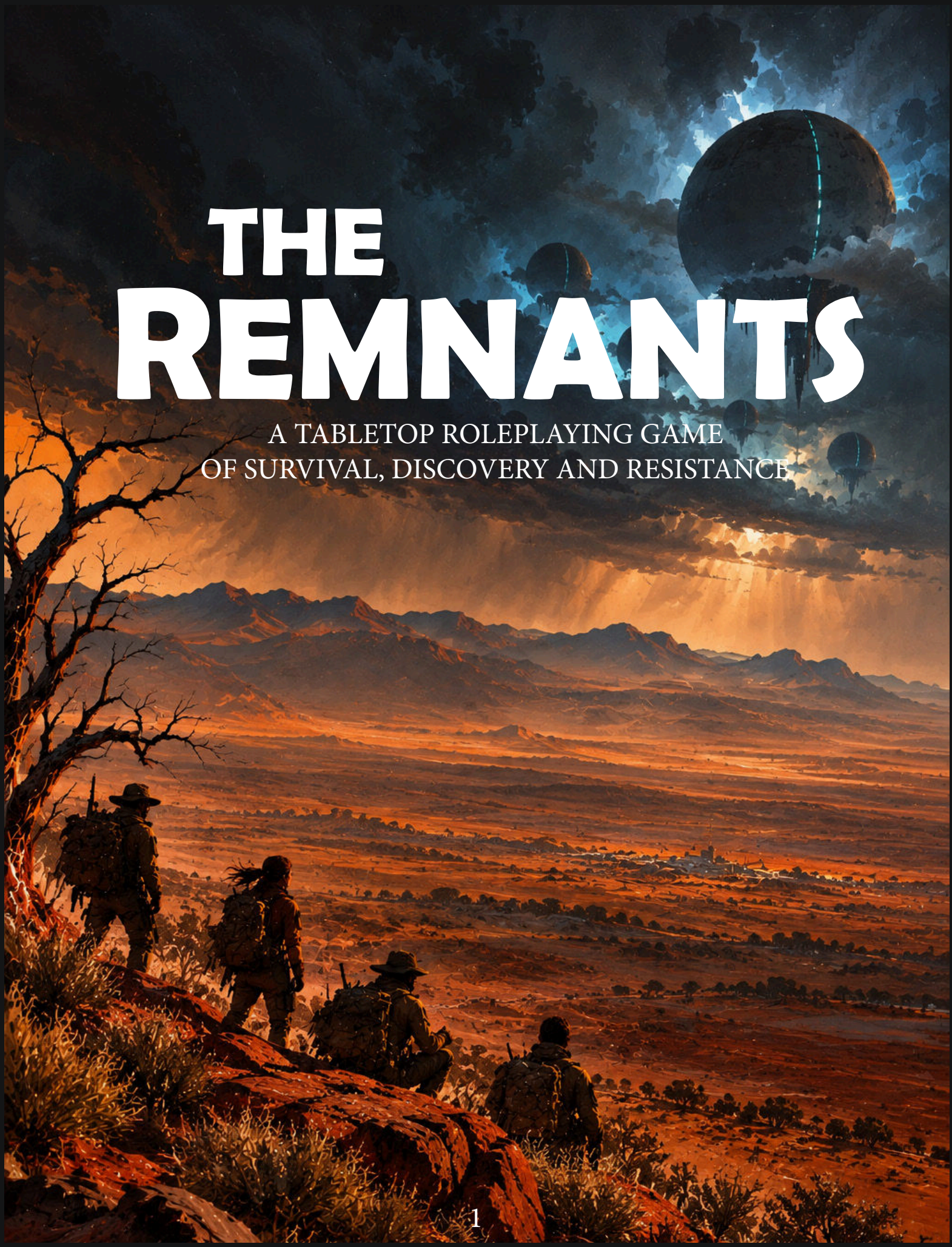

THE
REMNANTS
A TABLETOP ROLEPLAYING GAME
OF SURVIVAL, DISCOVERY AND RESISTANCE

CONTENTS

01 **FRONT MATTER** — Team Members & Roles, Designer Statement, & Acknowledgements — 3

02 **INTRODUCTION** — High Concept & World Themes — 4

03 **GM INTRODUCTION** — Explanation of Collaborative Storytelling, Character Creation, & Themes — 5-6

04 **WORLD OVERVIEW** — Timelines, History, & World Current State — 7-9

05 **GEOGRAPHY** — Landscape, Regions, Settlements, & Other Important Locations — 10-14

06 **SOCIETY** — People, Society, Culture, the Economy, and Settlement Interactions. — 15-17

07 **FACTIONS & NPCs** — Major Groups, Important Characters, Relationships, & Relevant Stats — 18-22

08 **TECHNOLOGY** — Human & Precursor Technology. Equipment, and Science — 23-25

09 **BEASTIARY** — Enemy beasts — 26-27

10 **ADVENTURE CREATION** — Conflicts, Rumours, News, & Situations that can Generate Adventures. — 28-29

11 **PLAYABLE CHARACTERS** — Pre-generated Characters & Classes Ready to Play — 30-34

12 **CAMPAIGNS** — 5 Ready-to-play One-shot Campaigns — 35-67



01 FRONT MATTER

TEAM MEMBERS & ROLES

MEMBER	ROLE	CAMPAIGNS
Dylan Rabie	Team & Document Design Lead	The Dead Coast
Acelin Berthelot	World Building & Story Designer	The Betrayal
Edward Masiwel	Geography & World Builder	Signal from Pine Gap
Jessica Huynh	Character & Lore Designer	The Chef's Truce
Toby Poole	Character & Lore Designer	Chips Down

DESIGNER STATEMENT

The Remnants combines our interests in science fiction, post-apocalyptic survival, and interactive storytelling. Our goal was to create an immersive tabletop role-playing world inspired by the Australian landscape, where player decisions shape the narrative. Through environmental storytelling, resource scarcity, and competing factions, we aim to encourage exploration, collaboration, and meaningful player agency.

ACKNOWLEDGEMENTS

The Remnants was developed as a collaborative university project, drawing inspiration from science fiction, survival narratives, and tabletop role-playing games. We acknowledge the contributions of all group members throughout the research, worldbuilding, and design process, alongside the guidance and feedback provided by our teaching staff. Additional acknowledgements go out to our play testers, without whom the world wouldn't feel grounded. We also acknowledge the creators of the FATE role-playing system, which informs the game's mechanics and collaborative storytelling approach.



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02 INTRODUCTION

HIGH CONCEPT

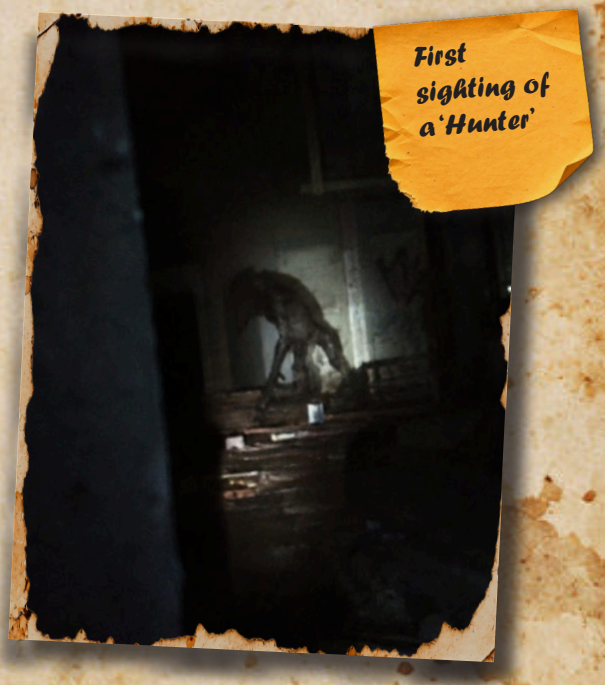
The Remnants is a table-top roleplaying game set in the Australian outback. After an alien species known as the Precursors arrives to harvest the planet's water and organic resources, humanity is devastated and Earth's atmosphere begins transforming into something increasingly hostile to human life. Survivors retreat inland, forming isolated settlements and communes while ecosystems mutate around them.

Unable to easily pursue humans into the dry interior, the Precursors begin experimenting with terrestrial life to create Hunters - adaptive creatures designed to track surviving populations.

Their most successful experiments are built from humans themselves.

Years later, society has fractured between isolated settlements, alien collaborators, resistance groups and rogue Hunters who may no longer obey their creators. Players enter a world where survival is only part of the problem. They must travel between communities, navigate competing factions, uncover what the Precursors are doing to Earth, and decide who - or what - still counts as human.





03 GM INTRODUCTION

Collaborative Storytelling, Character Creation, & Themes

Your Role as Game Master

In The Remnants, the Game Master (GM) guides players through a post-apocalyptic Australia where survival depends on resourcefulness, cooperation and difficult decisions. The GM presents the world, its inhabitants and the consequences of player actions, while players determine how their characters respond.

The narrative should develop through collaboration rather than predetermined outcomes. Players may negotiate with hostile factions, investigate rumours, avoid dangerous encounters or discover unexpected solutions. The GM should adapt the world to these decisions, allowing the story to emerge naturally through play.

Character Creation & Player Agency

Characters are survivors shaped by the collapse of civilisation. Players may become Rangers, Medics, Tradesmen, Researchers, Nomads or other individuals trying to survive in a fractured society.

Using the Fate system, players establish their characters' backgrounds, strengths, weaknesses and personal motivations. Encourage characters to have connections to the world and reasons to cooperate, even when their individual objectives differ. Characters should have opportunities to influence settlements, relationships and events. Their decisions may create new allies, enemies or consequences that continue beyond a single adventure.

Themes & Narrative Direction

The Remnants explores survival, discovery, resistance and the rebuilding of society. Although the Precursors and their Hunters present an overwhelming external threat, human conflict remains equally important. Scarcity, inequality, mistrust and competing ideas about humanity's future create opportunities for moral dilemmas. A seemingly hostile faction may have understandable motivations, while an apparently generous settlement may conceal difficult compromises.

Avoid presenting every conflict as a simple choice between good and evil. Instead, encourage players to question what they know, consider different perspectives and decide what they are willing to sacrifice.

The GM controls how the world responds, but the players determine the direction of their story.

GM NOTE

Collaborate Storytelling
Present situations rather than predetermined solutions. Allow players to negotiate, investigate, cooperate or fight. Adapt NPC behaviour and future events to their decisions without forcing a particular outcome.

RESEARCH NOTE

Information & Discovery
Information may be incomplete, misleading or influenced by personal experience. Encourage players to compare evidence and question sources. Reward careful reasoning rather than relying entirely on successful dice rolls.

IMPORTANT

Consequences Matter
Player decisions should have lasting effects. Helping one settlement may disadvantage another, and even successful actions may create new problems. Consequences should follow logically from established circumstances, not exist merely to punish players.

04 WORLD OVERVIEW

THE REMNANTS TIMELINE



GM NOTE

Provided campaigns are set in the present day during Year 9; however, GM's may create campaigns during other periods of the world.

The next pages go into more depth of each period to allow for greater exploration of The Remnants and its timeline.

1. Before the Arrival - Year 0

Unbeknownst to humanity, the Precursors begin observing Earth from afar. Their scans reveal an abundance of water and organic resources, marking the planet as a target for extraction.



2. The Arrival - Year 0

Massive Precursor vessels descend over Australia's coastal cities. Their arrival brings widespread destruction, forcing millions to flee as the invaders establish control over the coastline.



Human-Precusor War

3. The Human–Alien War - Years 0–1

Humanity launches a desperate military resistance against the Precursors. Outmatched by advanced alien technology, national governments and defence forces collapse, leaving survivors to fend for themselves.

4. Initial Survival — Years 1–4

Survivors retreat inland, beyond the heavily occupied coastal regions. Small settlements emerge across the Australian outback, where communities struggle with scarce supplies, harsh conditions and isolation.

5. The Chip Standard — Years 2–6

With the Australian dollar rendered worthless, survivors establish a new trading system using chips. This currency becomes essential for exchanging food, water, equipment and services between settlements.



6. The Extraction — Years 5–7

The Precursors begin experimenting on Earth's mammals, creating mutated creatures known as Hunters. These dangerous organisms spread beyond occupied territories, introducing a new threat to human settlements.



7. The Revelation — Year 8

Survivors discover that some Hunters were once human. The revelation exposes the horrifying extent of Precursor experimentation and raises fears about the fate of those captured during the invasion.

8. The Split — Years 8–9

Disagreements over resources, leadership and cooperation fracture the surviving communities. Former allies become rivals as competing factions struggle to establish control over Australia's remaining safe territories.

9. Present Day — Year 9

Nine years after the Arrival, humanity remains scattered across the Australian interior. With alliances weakening and Precursor activity continuing, survivors face an uncertain future.

This is where your adventure begins!



"The world didn't end when they arrived. It ended when we realised they weren't leaving."

05 GEOGRAPHY

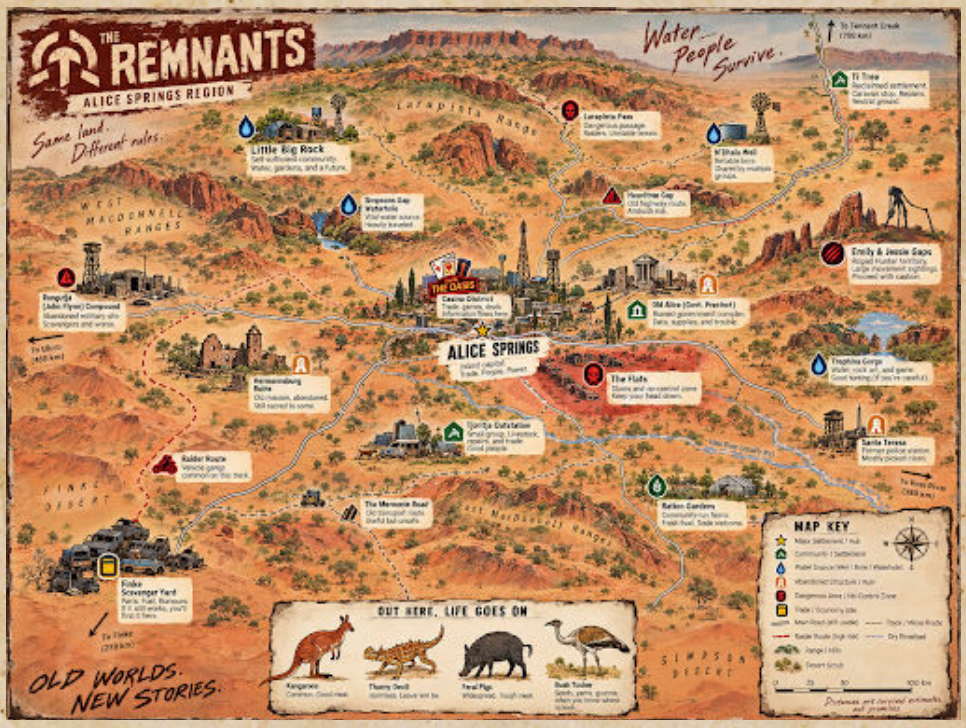
AUSTRALIA

Population: <1,000,000



THE RED CENTER

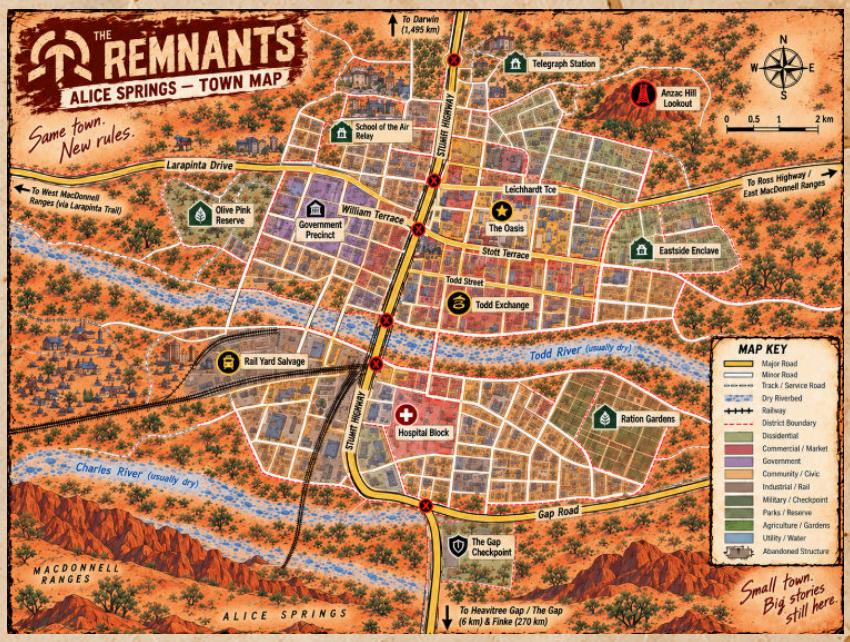
The last bastion of humanity in Australia.



The Red Center is the main inland hub of the region surrounded by scattered settlements, ruins, water sources and dangerous travel routes. The region is dominated by extreme heat, rocky ranges and long distances between reliable water sources. Waterholes, bores and community farms are some of the most important locations on the map. Moreover, travelling is also threatened by unstable terrain, vehicle breakdowns, raiders and Rouge Hunter Activity. Narrow passes along travel routes create opportunities for ambushes, while isolated desert routes leave travellers vulnerable if they run out of water, fuel or supplies. Dry riverbeds and old roads still guide movement across the region, however, many routes are no longer secure. Travellers must choose between safer longer roads or dangerous shortcuts through areas controlled

ALICE SPRINGS

Role: Main settlement and inland capital
Population: 10,000



Alice springs is the central population and trade hub of the region. Roads connect it to surrounding communities, water sources and salvage locations, making it the main meeting point for travellers, traders and factions.
It is governed by a Mayor and Settlement Council, supported by local police and security force. Major merchants, casino owners, convoy operators and water managers also hold significant influence as they control trade, accommodation, transport and essential resources.
Main resources include, clean water, food from the Ration Gardens, repair workshops, medical services, salvage, communications, fuel storage and access to major inland trade routes.
Alice Springs also acts as a marketplace where casino chips, barter and labour are exchanged.
Threats includes Hunters, raiders, water shortages, supply disruption, political corruption, black-market activity and conflict between competing factions.
The settlement is dry, dusty and crowded, with repaired old-world buildings, water tanks, workshops and market areas filling the town. Vegetation remains sparse outside managed areas but planted spaces and irrigated gardens have become more important as rainfall patterns slowly change.

Ration Gardens

A community-run farming area south-east of Alice Springs. It provides fresh food and acts as an important trading location for nearby settlements. Main threats include loss of crop, water shortages and attacks on food supplies.

Tjoritja Outstation

A small community south of Alice Springs that relies on livestock, repairs and local trade. Main threats include isolation and unsafe surrounding routes. The outstation sits in dry, rocky country with scattered grassland and grazing areas.

Ti Tree

A reclaimed settlement north of Alice Springs used as a caravan stop and repair point. It also acts as neutral ground for travellers passing through the region. This location's main threats are its remote location and Hunters roaming along the northern routes.

IMPORTANT

Despite being the main settlement, and often viewed as a safe haven, Alice Springs is far from safe. Residents are told to always be on alert for raids, theives, and mutants.

IMPORTANT LOCATIONS



The Oasis

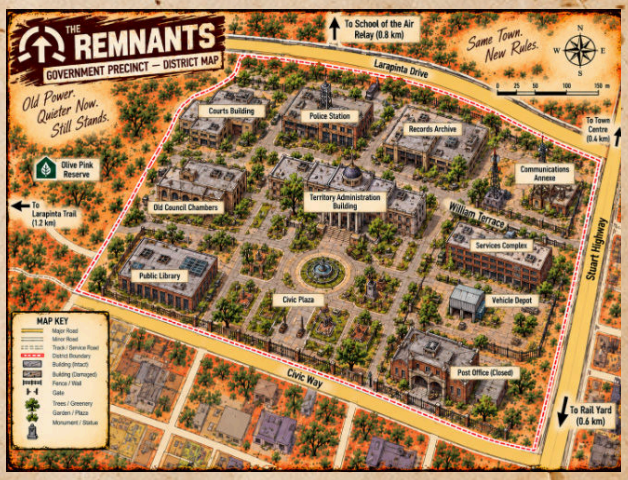
The Oasis is the main casino district in Alice Springs. It functions as a centre for trade, gambling, meetings and deals with travellers and local groups.

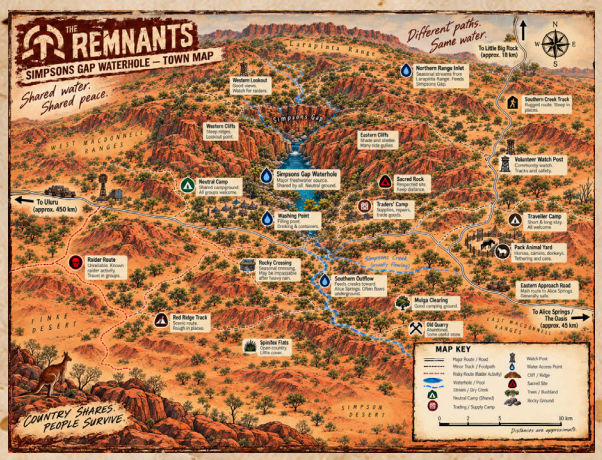
The district is noisy, crowded and constantly active, with old casino buildings converted into markets and social spaces. On the outside, dust and heat dominate the streets, while interior spaces remain some of the most artificially controlled environments in town.

Old Alice – Government Precinct

A ruined government complex containing old records, supplies and potentially useful information. It is valuable to scavengers and can attract other dangerous groups.

Cracked roads, damaged buildings and abandoned offices are slowly being reclaimed by sand, scrub and hardy desert plants. The area feels still and exposed with wind carrying dust through empty structures.





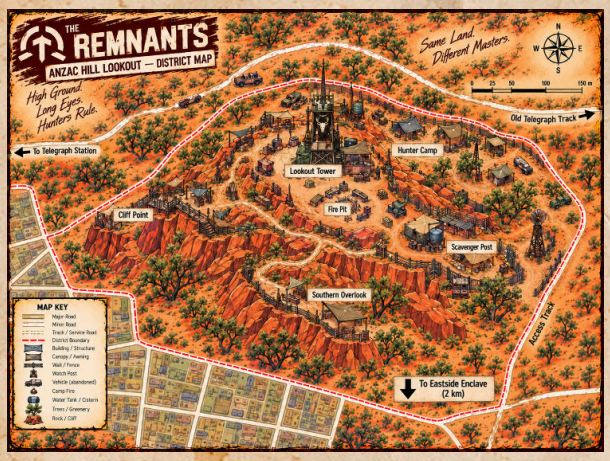
Simpsons Gap Waterhole

A vital water source west of Alice Springs. Since it is heavily travelled by convoys, it is an essential stopping point and possible location for conflict.

Nature:

The gap is cooler and more sheltered than the surrounding desert with rocky walls protecting a valuable water source. Vegetation grows more densely around the water, attracting wildlife and making the area feel noticeably greener than nearby routes.

DANGEROUS LOCATIONS



Anzac Hill Lookout

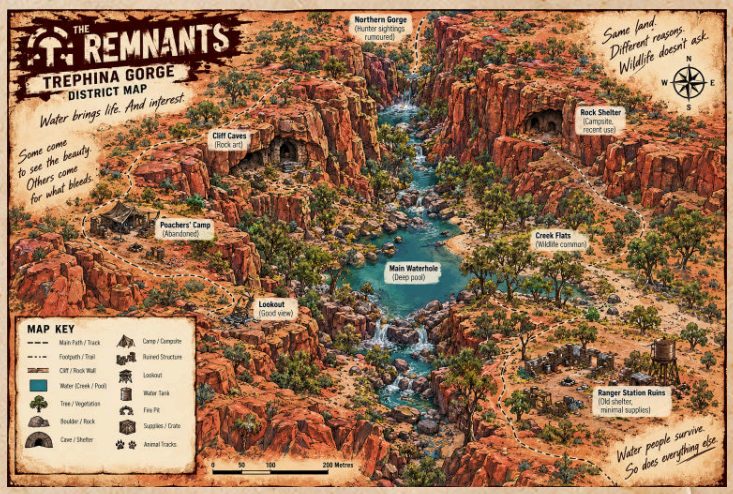
An abandoned military site west of Alice Springs. It attracts scavengers and other unknown threats.

The compound is dry, exposed and deteriorating with abandoned structures surrounded by scrub and windblown sand. Vegetation has started growing through cracks and around neglected buildings, giving the site a slowly reclaimed appearance.

Trephina Gorge

A natural area with water, beautiful scenery and hunting potential. It can provide food and water however, travellers must remain cautious when hunting.

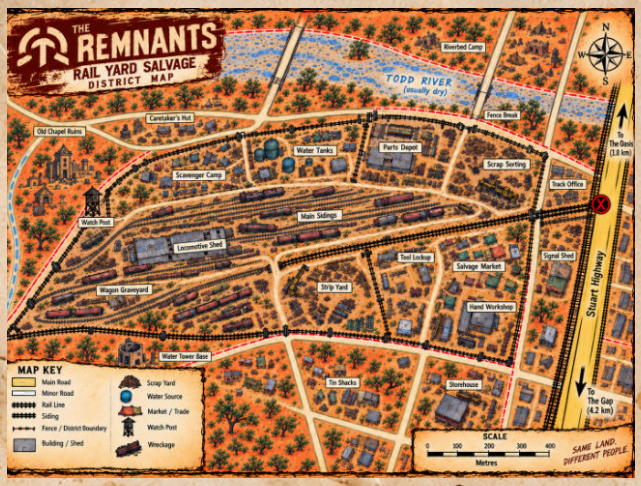
The gorge contains pockets of shade, water and denser vegetation sheltered between rocky formations. Increased wildlife activity makes the area feel more alive than much of the surrounding desert, but also more unpredictable.



Rail Yard Salvage

A major salvage location in the south-east. Travellers search the yard for parts, fuel and information.

The yard is dominated by rusted vehicles, machinery and scrap exposed to intense desert heat. Very little vegetation grows inside the site, although hardy scrub is beginning to reclaim the edges of abandoned equipment.



THE COASTLINES



Brisbane

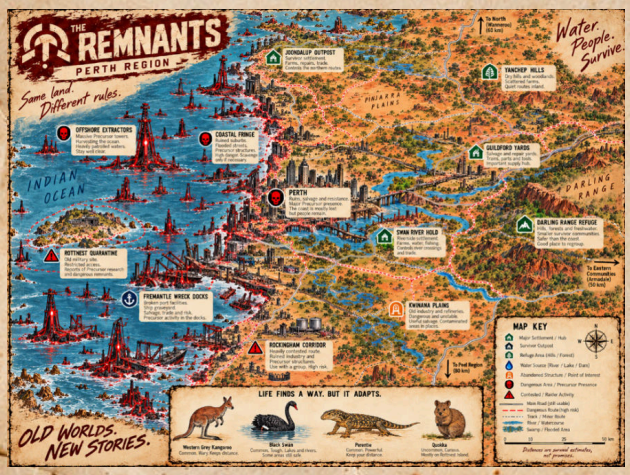
The Brisbane region is one of the most heavily transformed coastal zones in eastern Australia with large sections of the city and bay flooded. Increased rainfall has allowed subtropical vegetation to spread rapidly through abandoned suburbs, with vines, mangroves and dense plant growth reclaiming roads and buildings. The Logan floodplain has expanded into large wetlands, while contaminated coastal areas support unfamiliar fungal and aquatic growth. Native wildlife has adapted to these conditions, making flooded areas increasingly difficult for survivors to cross. Brisbane's ruined coastal metropolis is filled with submerged districts, Precursor structures and salvage opportunities but remains extremely dangerous.

Sydney

The Sydney region is one of the most dangerous and densely ruined urban zones in Australia. Much of the city and harbour has fallen under direct Precursor influence.

Sydney's coastal ecosystem is rapidly being reclaimed by water and vegetation. Higher rainfall and rising waterways have expanded the Hawkesbury, Parramatta and Botany systems, flooding former suburbs and creating new marshlands throughout low-lying areas. Dense vegetation grows through abandoned buildings, roads and railway corridors, while warmer and more humid conditions allow plants to spread throughout the ruins. Movement through the region requires caution and local knowledge.





Perth

The Perth region is a fractured western frontier where the coastline has been devastated by Precursor ocean harvesting. It is one of the clearest examples of a coastline partially lost but not fully abandoned. The Perth region is threatened by coastal contamination, unstable structures and heavy Precursor presence near the sea. Inland travel is more manageable, but old industrial zones, broken roads and isolated raider activity still make movement risky. Precursor extraction has also affected coastal water quality, causing unusual marine growth and forcing many survivor communities further inland.

RESEARCH NOTE

While being extremely dangeous, the coastal regions offer valuable resources and information regarding Precursor activity.

06 SOCIETY & CULTURE

SETTLEMENT IDENTITY

With no Unified Government, identity is strongly tied to individual settlements and factions, Communities develop their own customs, values, and attitudes towards outsiders, meaning everyday life can differ greatly depending on where someone comes





FOOD CULTURE

People rely heavily on locally available food and bush ingredients. With resources limited, wasting food or clean water is heavily frowned upon. Shared meals can also become an important way for settlements to socialise and distribute resources.

HOSPITALITY

Clean water is valuable, so offering someone water can be a sign of trust and hospitality. Visitors may be expected to contribute food, labour, knowledge, or another useful skill while staying in a settlement.



ENTERTAINMENT

People still find ways to relax through music, drinking, card games, storytelling, and community gatherings such as sporting events where settlements allow it. Old songs, films, games may also be preserved where technology allows.

CLOTHING & APPEARANCE

Clothing is practical and often repaired or reused rather than replaced, people favour clothing suitable for the harsh Australian environment, and old-world clothing may be altered using materials available.



ECONOMY

Following the collapse of Australia's financial system, casino chips emerged as a widely recognised currency among surviving settlements. Durable, portable and difficult to reproduce, chips became the standard for purchasing goods and services. However, bartering remains commonplace, with food, ammunition, medicine and fuel often traded directly. In the wasteland, an item's value is determined by its usefulness and scarcity.

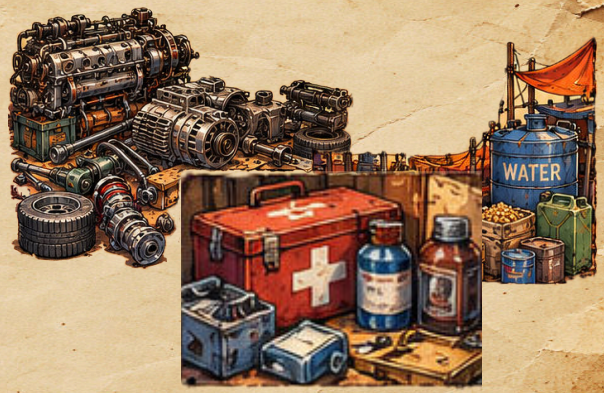


1 5 10 20 50 100

GM NOTE

Trading and bartering for items remain common place. Players may find valuable items by scavenging locations and trading with relevant factions or NPC's.

These items may include food, ammunition, medicine, machine parts, and relics.



GAMBLING

If Players are short on Chips, they may decide to gamble their winnings at The Oasis casinos. All games use Fate dice (4dF). Roll four Fate dice, treating each + as +1, each − as −1 and each blank as 0; add the results for a total from −4 to +4. Where a game calls for several rolls, record each total separately unless the GM establishes another method before play. Character skills, stunts and Fate bonuses do not modify gambling rolls. They may still apply to actions surrounding the game, such as reading an opponent, negotiating a wager or detecting cheating. GM may decide how winning are given out in different value Chips.

Blackjack Highest roll wins

- The player places a wager of their chosen amount.
- The player and GM each roll 4dF once.
- If the player's total is higher than the GM's, the player receives 1.5x the wager.
- If the totals are tied or the GM rolls higher, the player loses the wager.

Poker Fate Hold'em

- Setup: Agree on the minimum wager before play. The GM represents the house and must have a defined bankroll if participating in all-in bets.
- Private Rolls: Each participant privately rolls 4dF twice, recording both results without revealing them to other participants.
- Initial Betting: Participants place their opening bets. Players may call, raise or fold.
- The Flop: The GM rolls 4dF three times publicly. These results are shared by all participants, followed by another betting round.
- The Turn: The GM makes one additional public 4dF roll, followed by another betting round.
- The River: The GM makes the fifth and final public 4dF roll, followed by the final betting round.
- The Showdown: Each remaining participant combines both private results with their choice of three of the five shared results. The participant with the highest combined total wins the pot.
- Ties: If multiple participants achieve the same highest total, the pot is divided equally between them.
- Verification: All remaining participants reveal their private results at the showdown. Recorded results must be verified before awarding winnings.

Craps Predict the result

- The player places a wager and announces a prediction before the roll.
- A prediction can be Even, Odd, Up (positive) or Down (negative).
- Roll 4dF once and compare the total with the prediction.
- A successful prediction wins wager + 50%. Zero does not count toward any prediction.

Roulette Call the result

- The player places a wager and announces their prediction between −4 to +4.
- Roll and check whether the prediction is correct.
- If the prediction is correct, the player receives ten times the wager.

Slot machines Ten attempts

- The player places a wager, and receives ten rolls.
- Each roll the player attempts a critical success (+4 on 4dF).
- If a +4 is rolled, the player receives ten times the wager.
- The player may roll multiple critical successes in the given 10 allotment.



07 FACTIONS & NPC'S

FACTION LEGEND *Each NPC sheet carries one of these marks.*

The Houses
Casino owners of Alice Springs. They run The Oasis and the chip economy. Every convoy into town pays a fee.
Sheets: Lucinda Vane, Hale, Politician

Outback Councils
Settlement councils with no single government. They run law, water and ration lists in their own settlements.
Sheets: Delegate Ewan Hollis

Longshore Resistance
Mobile camps on the eastern edge. They raid harvest sites and plan to retake the coast.
Sheets: Capt. Mia Tran

Harvest Covenant
Preachers who call surrender salvation. They shelter survivors and signal their names to Precursor drones.
Sheets: Elder Ruth Mallory

The Unbound
Rogue Hunters at Pine Gap. They answer to no master and hunt other Hunters.
Sheets: Failed Prototype Hunter

Meridian Research Group
Scientists at the School of the Air Relay. They study alien tech and split over a cure or a weapon.
Sheets: Dr Priya Nair

The Drovers
Rail crews and couriers on the Ghan line. Cargo is cargo and every convoy runs to a timetable.
Sheets: Dawn Kessler

Little Big Rock
Ex-casino workers and locals led by Mick Lawson. They want to break the Houses' grip on Alice Springs.
Sheets: Mick Lawson

No Faction
Brokers, hunters and cooks who work for any currency and pick their own sides.
Sheets: Ace, Ledger, Roo Calloway

GM NOTE

Players and NPC's that share factions may often have more favourable interactions with eachother. This may be espeically useful during investigative actions, persuasive actions, or bartering.

Allow players to interact with NPC's in a matter fitting to both the character and the Faction type.



Lucinda Vale
Role: Casino Proprietor, The Oasis
Faction: The Houses
Age: 52
Tier: The Big Boss
Items: Chip necklace, heavy ring, linen suit, ledger of every debt.
Background: Owns The Oasis, where casino chips replaced the dollar. Lost her family's farm to a bank collapse and built an empire on credit. Offers safety and takes control in exchange.
Want: Every settlement dependent on chips.
Need: To face the people her credit ruined.
Ghost: A bank collapse took her family's farm.
Strength: Precise, hospitable and remembers every debt.
Flaw: Trusts no one. Treats people as ledger entries.
Thematic Function: Power from owning the place where value moves. She shows how a market becomes a government.
Mannerisms:

- Hospitable and precise.
- Quotes fees as favours.
- Never raises her voice. The guards do the rest.

Relationships:

- Owns: The Mayor. His water runs on her chips.
- Watches: Researcher. She wants the alien fragments.
- Commands: Sergeant Hale and the Gap Checkpoint.

Sgt. Marcus Hale
Role: Gap Checkpoint Enforcer
Faction: The Houses
Age: 46
Tier: The Enforcer
Items: Steel shoulder plates, helmet, security belt and holster.
Background: Commands the Gap Checkpoint for the Houses. Wears plates salvaged from a collapsed security firm. Carries out Lucinda's orders and keeps his doubts to himself.
Want: A quiet shift and no questions.
Need: To refuse an order.
Ghost: He turned a convoy away at the Gap and never learned its fate.
Strength: Loyal, steady and respected by his guards.
Flaw: Follows orders he knows are wrong.
Thematic function: Obedience against conscience. He shows what the Houses cost the people who staff them.
Voice and mannerisms:

- Flat voice. Few words.
- Keeps his helmet under one arm and off his head during talks.
- Stares until the other person fills the silence.

Relationships:

- Serves: Lucinda Vale without question.
- Inspects: Dawn Kessler's convoys and lets them through for a fee.
- Mirrors: Guardsman. Both enforce rules they doubt.





The Mayor

Role: Corrupt mayor and powerbroker
Faction: The Houses
Age: 63
Tier: Middleman
Items: Leather folder, casino chip pin, dusty suit jacket, two guards.
Background: Runs a water-rich settlement through persuasion and favours. He sold a neighbouring settlement's water rights and tells the story as a hard choice. He takes chips from the Houses and bribes from collaborators.
Want: Control of the settlement's water.
Need: To earn trust through sacrifice.
Ghost: He traded a neighbour's water rights away.
Strength: Warm, motivating and a skilled negotiator.
Flaw: Manipulative. Anger flares when plans slip. Puts politics before people.
Thematic function:
Cooperation against self-preservation. He tests whether leadership survives without honesty.
Voice and mannerisms:

- Warm. Uses first names often.
- Says we while meaning I.
- Smiles first, then makes the ask.

Relationships:

- Foil: Ranger. She refuses every deal he offers.
- Uses: Tradesman and Nomad as assets.
- Answers to: Lucinda Vane. His water runs on her chips.

Mick Lawson

Role: The Rebel, Leader of Little Big Rock
Faction: Little Big Rock
Age: 49
Tier: Middleman
Items: Casino staff badge, worn work jacket, crowbar, hand-drawn map of The Oasis.
Background: Worked most of his life at The Oasis. After a serious injury the Houses disputed his claim and fired him. He found other workers treated the same way. They gathered around him and named themselves Little Big Rock. Mick wants to break the Houses' grip on Alice Springs.
Want: Dismantle the Houses' grip on Alice Springs.
Need: To split justice from revenge.
Ghost: The Oasis denied his injury claim and fired him
Strength: Charismatic and loyal. Turns angry workers into one crew. Knows the casino's routines and weak points.
Flaw: His sense of justice turned personal. He wants revenge, and the group pays the cost.
Thematic function: Justice against revenge. He shows how a rebel group turns into its enemy.
Voice and mannerisms:

- Easygoing Australian humour. Wins people over fast.
- Goes quiet when someone says the casino's name.
- Gives every recruit a job in the first hour.

Relationships:

- Opposes: Lucinda Vane. Her casino ended his career.
- Pressed by: Hollis. The Councils want reform, not revenge.
- Watched by: Ace. The broker sells news to any buyer.





Capt. Mia Tran

Role: Commander, Longshore Resistance
Faction: Longshore Resistance
Age: 34
Tier: Middleman
Items: Rifle, sun-faded coastal map, faded military jacket.
Background: Leads the Longshore Resistance from mobile camps on the eastern edge. Carries a sun-faded coastal map marked with every harvester site. Rejects retreat and measures every plan in lives.
Want: Take the coast back.
Need: To count her people as more than a plan.
Ghost: She left a scout team behind to finish a raid.
Strength: Decisive, brave and loved by her scouts.
Flaw: Sacrifices people for the mission.
Thematic function:
Resistance and its cost. She shows how a righteous cause turns people into resources.
Voice and mannerisms:

- Orders first. Reasons second.
- Taps the map in her belt while she thinks.
- Says we for the cause and you for the task.

Relationships:

- Rival of: Mallory and the Covenant.
- Uneasy ally: The Unbound. They share an enemy and little else.
- Contrasts: Ranger. Both are hardened. Only one leads.

Elder Ruth Mallory

Role: Preacher, Harvest Covenant
Faction: Harvest Covenant
Age: 64
Tier: Middleman
Items: White linen robes, cyan collar pin, drone signal beacon.
Background: Leads the Harvest Covenant from inside several settlements. Preaches cooperation with the Precursors as the only road to survival. Wears a small cyan pin linked to Precursor drones.
Want: Every survivor sheltered and fed.
Need: To face what becomes of the people she delivers.
Ghost: Her congregation died in the first year. She vowed never to bury another.
Strength: Gentle, persuasive and kind to the frightened.
Flaw: Believes her own lies. Hands survivors to the Precursors.
Thematic function: Cooperation as survival, or surrender. She asks whether safety without freedom still counts.
Voice and mannerisms:

- Soft, slow and warm.
- Folds her hands as if in prayer.
- Says friend and child to disarm.

Relationships:

- Enemy of: Captain Tran. They fight over every settlement.
- Feeds: Precursor drones with names and locations.
- Wary of: Failed Prototype. Hunters hear her sermons differently.





Dr Priya Nair
Role: Lead Researcher, Meridian
Faction: Meridian Research Group
Age: 48
Tier: Middleman
Items: Stethoscope, surgical glove, jar with an alien shard, field notes.
Background: Leads Meridian's Hunter programme from the School of the Air relay. Her team splits over a cure for Hunters or weapons against them. Carries a sealed jar holding a shard of alien metal.
Want: Understand the Extraction before the Precursors finish the job.
Need: To choose people over the answer.
Ghost: Colleagues vanished in the Extraction while she kept working.
Strength: Brilliant, methodical and calm in a crisis.
Flaw: Obsessed with truth. Puts samples before patients.
Thematic function: Truth against safety. She asks what a cure costs the changed.
Voice and mannerisms:

- Precise. Complete sentences.
- Pulls on the glove before touching anything.
- Turns the shard jar in her fingers when stressed.

Relationships:

- Splits with: Her own wing. Cure against weapon.
- Needs: Failed Prototype. His blood holds the answer.
- Allies with: Researcher. They trade samples and notes.

Dawn Kessler
Role: Train Conductor
Faction: The Drovers
Age: 55
Tier: Middleman
Items: Pocket watch on a chain, rail cap, armoured locomotive.
Background: Alice Springs native and former Queensland Rail driver. Runs an armoured convoy locomotive on the Ghan line. She secretly served in the ADF. Her evacuation train once left people on the platform.
Want: Every convoy on schedule.
Need: To trust others with control.
Ghost: Her evacuation train left people on the platform.
Strength: Knows every siding. Works well under pressure.
Flaw: Impatient. No tolerance for late passengers or excuses.
Thematic function: Logistics as survival. She shows how rails, not governments, hold the inland together.
Voice and mannerisms:

- Clipped. Short orders.
- Checks her pocket watch mid-sentence.
- Accepts no excuses. Answers each one with the departure time.

Relationships:

- Carries: Roo Calloway's messages along the line.
- Respects: Guardsman. Both live by schedules.
- Distrusts: Nomad. They never keep a timetable.



08 TECHNOLOGY

GM NOTE

Technology in The Remnants is practical, often scavenged and distinctly Australian. Most survivors rely on equipment that existed before the invasion, while more advanced settlements maintain limited manufacturing capabilities.

Precursor technology is considerably more advanced but poorly understood, making it both valuable and dangerous.

HUMAN TECHNOLOGY



Radios
UHF handheld radios are the backbone of communication between Rangers, traders and settlement patrols. Reliable over short distances, although Precursor interference frequently disrupts transmissions.

HF stations with large radio systems connect distant inland settlements. Scheduled broadcasts deliver warnings, trade information and news from across the wasteland.





Navigation Equipment
Paper maps, compasses and offline GPS receivers guide travellers through abandoned territories. Unreliable satellite signals make traditional navigation increasingly important.

Environmental Detectors
Modified industrial instruments used to detect atmospheric hazards and monitor environmental changes. Essential for research expeditions entering unstable coastal regions.



Portable Power Systems
Solar panels, salvaged batteries and diesel generators provide electricity to isolated communities. Functional power equipment is highly prized.

Vehicles
LandCruisers, Hiluxes and Patrols remain essential for crossing Australia's vast interior. Most have been repeatedly repaired using scavenged components.

Weapons
Survivors rely on scavenged hunting rifles, shotguns, military firearms and improvised weapons for hunting and defence. Bows, crossbows, machetes and axes are common alternatives where ammunition is scarce. With manufacturing largely collapsed, functioning weapons, ammunition and spare parts have become valuable commodities.





Coastal Breathing Apparatus
Specialised respirators allow survivors to venture into Precursor-contaminated coastal regions. Equipped with sealed masks and replaceable filtration systems, they protect against toxic particles, airborne spores and hazardous gases. Limited filter supplies and deteriorating equipment make prolonged expeditions increasingly dangerous.

GM NOTE

During your campaigns, equipment and tools may break. Certain trade classes may be able to repair broken equipment using scavenged parts.

Broken equipment may even provide players with handycaps, such as a broken breathing apparatus in coastal locations, or malfunctioning weapons or tools.

You may even allow players to combine items to make new tools given their surroundings.

PRECURSOR TECHNOLOGY

IMPORTANT

Precursor technology is significatly more advanced than Human technology, both in complexity and ability. Humans may not fully understand Precursor technology, and it is often viewed as extremely valuable due to its rarity and power



Precursor havester - Sydney

Precursor Harvesting Ships

These massive, orb-shaped vessels dominate the skies above occupied coastal regions. Equipped with advanced extraction technology, they harvest Earth's water and organic resources to support Precursor terraforming operations. Their dark, spherical hulls emit an eerie blue glow, while their immense size and devastating energy weapons make them virtually untouchable by human forces.



Drones

These smaller, disc-shaped drones patrol abandoned highways, coastal regions and Precursor-controlled territories. Equipped with advanced sensors, they silently scan their surroundings for human activity and potential threats. Their large central optic emits a faint blue glow, while their ability to relay information to nearby Precursor forces makes detection particularly dangerous. Survivors are advised to avoid their line of sight at all costs.

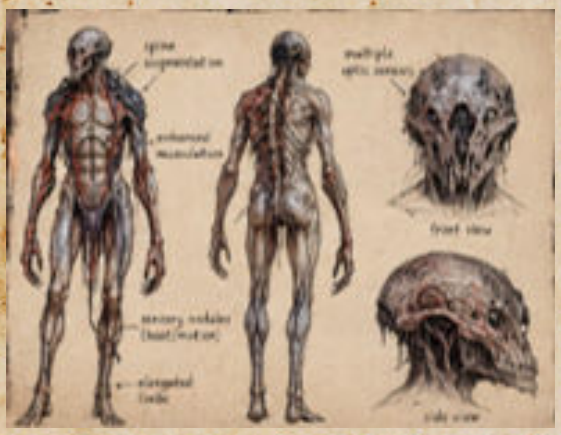


Precursor Energy Weapons

Precursor soldiers wield advanced energy spears capable of piercing armour and delivering devastating electrical discharges. Their spherical grenades release concentrated bursts of alien energy, making them particularly dangerous in confined spaces. Both weapons rely on technology beyond human understanding, and recovered examples are highly sought after by researchers and scavengers.

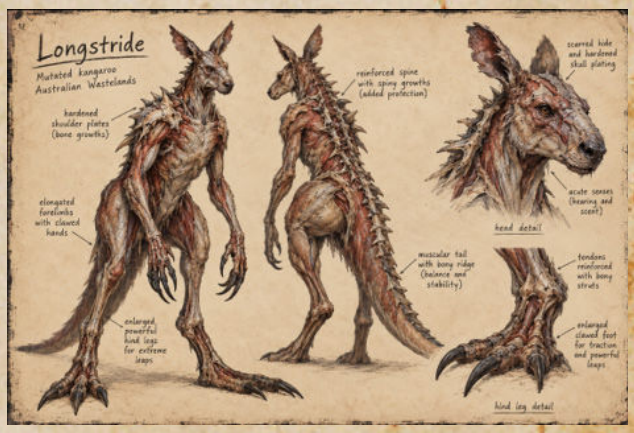
09 BEASTIARY

MUTANTS



HUNTER

Hunters are tall, lean humanoid predators that are usually around 1.8-2.5 meters tall, with elongated limbs and claw-like hands. They have hardened bodies with altered sensory features suited for hunting during the night. Hunters stalk human settlements and travel routes, often hunting in coordinated packs and using their intelligence rather than brute force alone. Their main strengths are speed, physical strength and enhanced senses, while their weaknesses include loud noises, bright light and isolation from the pack which disrupts neurological functions.



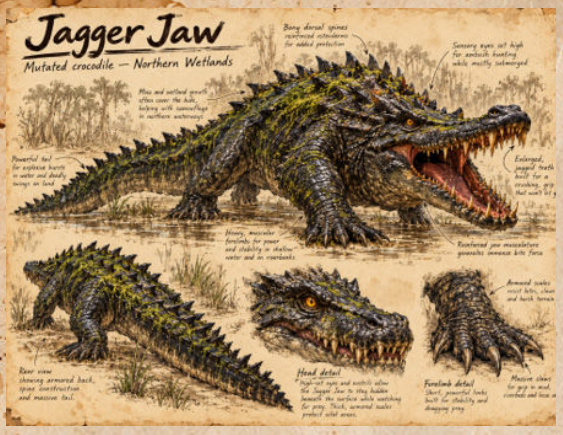
LONGSTRIDE

Longstrides are mutated kangaroos with powerful legs, longer forelimbs and have hardened, armour-like back and shoulders. They can reach up to 2.5 meters tall and are usually found across open deserts, grasslands and water sources. Longstrides are territorial creatures rather than human predators. Their speed, jumping ability and powerful kicks make them dangerous, however, their head and upper bodies are exposed. Moreover, they are less effective in confined terrain and can be lured into



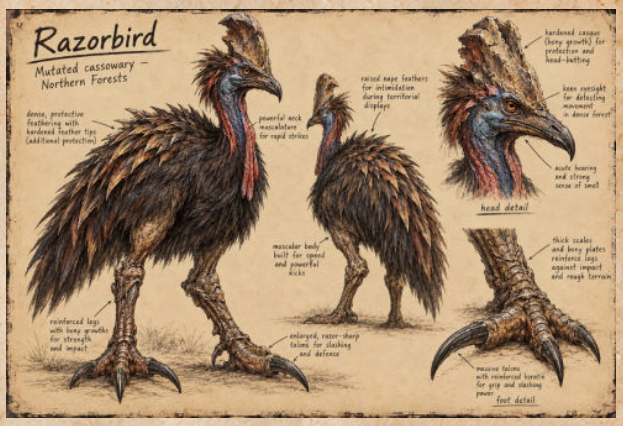
STALKER

Stalkers are mutated dingoes with lean muscular bodies, stronger jaws and spikes across their backs. They often roam the deserts, and isolated camp settlements in packs while stalking travellers and convoys before attacking weaker or isolated humans and creatures. Their main advantages are speed, stealth and pack coordination, while fire, loud noise and separation from the pack can make them easier to deal with.



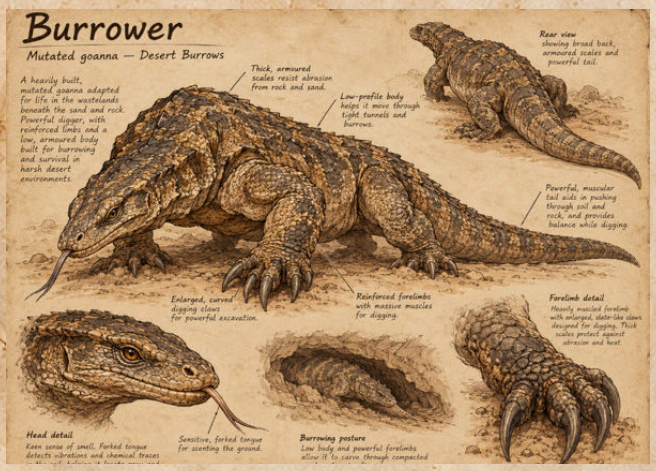
JAGGER JAW

Jagger Jaws are massive, mutated crocodiles that can reach up to 6-8 meters in length and have thick armoured scales and powerful enlarged jaws. They inhabit northern rivers, wetlands and flooded costal zones by remaining hidden beneath the water before ambushing nearby prey. Jagger Jaws are extremely powerful and nearly impossible to detect in the water however, they are slower on land and their eyes are more vulnerable than the rest of their body.



RAZORDBIRD

Razorbirds are mutated cassowaries standing around 1.8-2.5 meters tall. They have been mutated with reinforced legs, large talons and a sharp hardened head. They live in northern forests and dense vegetation where they aggressively defend feeding and nesting territories and may chase intruders over short distances. They are incredibly agile and fast creatures with powerful legs and talons making them dangerous at close range. However, their temperament can be used to bait them into a trap and are more vulnerable around the neck.



BURROWER

Burrowers are large, mutated goannas around 2.5-3 meters long. They have thick razor-sharp scales and powerful claws suited for digging deep underground. They live in deserts, rocky terrains and caves, and use underground burrows to hide before detecting movement above and striking from close range. Their strengths are camouflage, digging, climbing and ambush attacks, while strong vibrations and loud noises can lure them out in the open, making them more vulnerable.

PRECURSOR

Precursors are exceptionally rare to see roaming the lands, and are mainly confined to their ships. Only a few confirmed images exist of them. Anyone who has come into contact with one has not lived to tell the tale. They are tall, elongated humanoid creatures. It is believed they possess powerful weapon and genetic technology.



10 ADVENTURE CREATION

THE WAR MAY BE OVER. THE STRUGGLE IS NOT.

The greatest dangers facing the remnants of humanity are not solely the Precursors and their Hunters. Scarcity, economic dependency, fractured authority and distrust shape everyday survival. These six interconnected tensions provide conflicts that can be approached through negotiation, investigation, difficult choices or combat.

01 ALIEN OCCUPATION

Precursors • Hunters • Environmental transformation

The Precursors dominate the coastal regions, harvesting water and organic resources while transforming ecosystems. Survivors have retreated inland, but no one knows whether the interior is safe or simply being ignored for now. Mutants, including Hunters can pursue populations beyond the reach of their creators, and rumours of independent or rogue Hunters complicate any simple definition of the enemy.

Potential scenario: A Hunter is sighted near a water source; an expedition uncovers signs that coastal transformations are moving inland.

02 RESOURCE SCARCITY

Water • Food • Medicine • Fuel

Reliable water is the foundation of every settlement and an instrument of power. Drought, contaminated wells, failing hand pumps and diverted underground streams can threaten entire communities. Food production, medicine and working equipment are also limited; even a seemingly prosperous settlement may be one failed harvest or damaged bore away from crisis.

Potential scenario: Two settlements claim the same underground supply; refugees arrive just as ration stores begin to run low.

03 COLLAPSE OF AUTHORITY

Lawlessness • Gangs • Corruption

After the defeat of the military and government, formal law has little practical reach. Volunteers preserve fragments of public services, while private security, gangs, raiders and local leaders enforce competing rules. The Oasis provides order in Alice Springs through wealth and influence, but its authority lacks meaningful public accountability. Justice can depend on who has the power to impose it.

Potential scenario: A respected merchant demands punishment without proof; a raider group claims it is merely protecting its territory.

04 ECONOMIC EXPLOITATION

Price gouging • Debt • Inequality

The Oasis casino chips have become a widely recognised means of exchange, yet barter remains essential and the value of necessities changes with need. Control of markets, transport, water and credit enables powerful traders to hoard supplies, manipulate prices or trap others in debt. Monetary wealth does not always translate into survival: a fortune in chips is of little use when a remote community needs medicine or functioning machinery.

Potential scenario: A supplier withholds water until prices rise; a debtor must choose between loyalty to a settlement and obligations to The Oasis.

05 SOCIAL DIVISION

Distrust • Reputation • Exclusion

Trust increasingly follows socioeconomic status, property, established connections and reputation rather than evidence. Refugees, outsiders, suspected collaborators and people showing signs of mutation may be denied shelter or blamed for local troubles. Independent communities such as Little Big Rock value freedom from Oasis control, but must weigh autonomy against the security and trade offered by powerful institutions.

Potential scenario: A newcomer is accused by an influential trader; a community debates whether to shelter a suspected collaborator.

06 HUMANITY'S FUTURE

Morality • Identity • Cooperation

Survival forces people to decide what kind of society they wish to rebuild. Is a Hunter with human memories still a person? Should dangerous Precursor research be recovered, concealed or destroyed? When supplies are scarce, cooperation may save more lives in the long term, but self-preservation offers immediate certainty. Characters must decide whether to restore the old world or create something different.

Potential scenario: The party finds research that could help settlements but risks contamination; protecting one group may endanger another.

GM NOTE

Each tension can function as a Fate-style situation aspect, a source of compels, or a conflict between factions and characters. Combine categories to create richer dilemmas: a water shortage may lead to price gouging; a Hunter sighting may trigger exclusion; a raid may reveal the weakness of local authority. Not every encounter needs a fight, and a successful outcome may still carry a cost,

11 PLAYABLE CHARACTERS

HOW TO USE FATE

In The Remnants, players create survivors using the **FATE role-playing system.** Rather than traditional D&D classes, players choose an archetype such as Ranger, Medic, Tradesman, Nomad, Guardsman or Researcher. These archetypes help define their character's background, skills and role within the group, but do not restrict their actions.

Character Creation

Each player should establish:
- Name & Archetype: Who they are and their role in the wasteland.
- High Concept: A short phrase describing their character, such as 'Experienced Outback Ranger'.
- Trouble: A personal weakness or complication, such as 'Never Leaves Anyone Behind'.
- Aspects: Additional traits describing their personality, relationships or experiences.
- Skills: Abilities such as Survival, Combat, Repair, Awareness or Persuasion.
- Stunts: Special abilities that provide advantages in particular situations.

Bonuses

FATE uses four FATE dice (4dF), each showing +1, 0 or −1. Players roll all four dice, add the results together, then add their relevant skill rating.

For example, a Ranger with Survival +3 rolls a total of −1. Their final result is +2, which is compared against the difficulty set by the GM.

Typical skill ratings range from +0 (untrained) to +4 (exceptional). Higher ratings represent greater expertise.

Stunts & FATE Points

Stunts provide specialised benefits, commonly a +2 bonus to a particular action under specific circumstances. For example, a Ranger might receive +2 to Survival when navigating unfamiliar wilderness. Players can also spend a FATE point to invoke a relevant aspect, gaining +2 to their roll or a reroll. The GM can offer FATE points when a character's Trouble or other aspects create meaningful complications.

GM Advice

Encourage players to develop characters with different strengths and weaknesses. Reward creative solutions, teamwork and role-playing rather than relying entirely on combat. FATE is designed around collaborative storytelling, where character decisions and consequences shape the adventure.

Note: These archetypes and skill names are adaptations for The Remnants. Standard FATE uses a broader skill list, and the GM should establish the available skills and starting ratings before play.

RANGER

ID

Name: John Ward

Faction: The Houses | **Age:** 34

Description: A pragmatic former defence contractor turned scavenger and guide. John is contracted and funded by The Houses to lead and secure this espedition, using his military experience and local knowledge to keep people alive in hostile tertifory.

+FATE ACCEERATED

Tier	Fate Points
Seasoned Survivor	☐☐☐☐

ASPECTS

- **High Concept:** Coastal Survivalist with a Military Past
- **Trouble:** Haunted by what he left behind
- **Aspect:** Knows the Dead Coast
- **Aspect:** Trusts Actions Over Words

APPROACHES

CAREFUL:	+2
CLEVER:	+1
FLASHY:	+0
FORCEFUL:	+3
QUICK:	+2
SNEAKY:	+1


Ranger

STUNTS

- **Coastal Guide.** +2 to Clever when navigating the Dead Coast or reading environmental threats.
- **Military Training.** +2 to Forceful when using firearms or military equipment.
- **Stay Quiet.** +2 to Sneaky when avoiding detection or moving unseen.
- **Items:** Assault rille, combat knife, binoculars, map case, field rations, breather mask, multi-tool.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐
4 ☐
6 ☐

TRADESMEN

ID

Name: Jock Mercer

Faction: The Drovers | **Age:** 41

Description: A skilled mechanic and driver from the Drovers. Jock keeps the team moving, mattattining vehicles and equipment when things go wrong. He's practical, resourceful and always has a solution.

+FATE ACCEERATED

Tier	Fate Points
Veteran Driver	☐☐☐☐

ASPECTS

- **High Concept:** Master Mechanic and Driver
- **Trouble:** Can't Resist a Challenge
- **Aspect:** Keeps Things Running
- **Aspect:** Knows a Back Road

APPROACHES

CAREFUL:	+2
CLEVER:	+1
FLASHY:	+1
FORCEFUL:	+2
QUICK:	+3
SNEAKY:	+0


Tradesman

STUNTS

- **Gearhead.** +2 to Clever when repairing or modifying vehicles and equipment.
- **Get Us Out.** +2 to Quick when driving, piloting or creating an escape route.
- **Improvised Solutions.** +2 to Flashy when using makehift or jury-rigged gear.
- **Items:** Off-road vehicle, tool kit, spare parts, jerry can, tyre repair kit, sidearm.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐
4 ☐
6 ☐

ID

Name: Leila Moss

Faction: Independent | **Age:** 34

Description: A resourceful medic and field researcher. Leila keeps people alive in the harshest conditions, blending scientific knowledge with practical skills learned on the road.

+FATE ACCELERATED

Tier	Fate Points
Medic	☐☐☐☐

MEDIC



ASPECTS

High Concept: Medic and Field Researcher

Trouble: Puts Others Before Herself

Aspect: Every Life Matters

Aspect: Sees Patterns in the Unknown

APPROACHES

CAREFUL:	+3
CLEVER:	+1
FLASHY:	+3
FORCEFUL:	+2
QUICK:	+1
SNEAKY:	+0

STUNTS

Field Medic. +2 to Careful when treating injuries or dealing with illness.

Scientific Mind. +2 to Clever when analysing data, technology or research.

Keep Going. +2 to Quick when working under pressure or in harsh conditions.

Items: Medical kit, trauma supplies, research scanner, field notebook, breather mask, tranquiliser pistol.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐

4 ☐

6 ☐

ID

Name: Damien Stickler

Faction: The Houses | **Age:** 36

Description: A disciplined and dependable guardsman stationed at the Oasis. Damien keeps the settlements safe, enforcing the House's rules and protecting its people. He is loyal, vigilant and takes his duty seriously, relying on training, observation and a no-nonsense approach to deal with threats.

+FATE ACCELERATED

Tier	Fate Points
Settlement Guardsman	☐☐☐☐

GUARDSMAN



ASPECTS

High Concept: Settlement Guardsman for the Houses

Trouble: Rule Bound and Inflexible

Aspect: Protects the Oasis

Aspect: Trusts Preparation Over Luck

APPROACHES

CAREFUL:	+3
CLEVER:	+1
FLASHY:	+0
FORCEFUL:	+2
QUICK:	+1
SNEAKY:	+1

STUNTS

Vantage Point. +2 to Careful when observing, keeping watch or spotting approaching threats.

House Training. +2 to Forceful when using House-issued weapons, armour or defensive tactics.

Hold the Line. +2 to Quick when coordinating others or reacting to an attack.

Items: Service rifle, sidearm, body armour, radio, binoculars, handcuffs, flare kit, first aid kit.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐

4 ☐

6 ☐

SCIENTIST

ID

Name: Samantha Keane

Faction: Meridian Research Group | **Age:** 29

Description: A sharp-tongued but compassionate researcher and field coodirator. Samanthla leads Meridian's expedition, balancing scientific goals with the safety and wellbting of the team. She is skilled at negotiation, organisation and problem solving, with a deep commitnent to uncovering the truth about the Precursors.

+FATE ACCELERATED

Tier	Fate Points
Community Leader	☐☐☐☐



ASPECTS

- **High Concept:** Oversees Meridian's Research Expedition
- **Trouble:** Puts Others Before Herself
- **Aspect:** Science Over Fear
- **Aspect:** People Count on Me

APPROACHES

CAREFUL:	+2
CLEVER:	+3
FLASHY:	+1
FORCEFUL:	+1
QUICK:	+2
SNEAKY:	+0

STUNTS

- **Research Mind.** +2 to Clever when analysing data, alien technology or unnatural phenomena.
- **Field Coordinator.** +2 to Careful when organising the team, managing resources or planning an operation.
- **Calm Under Pressure.** +2 to Careful when defusing conflict, stabilising a volatile situation or keeping the team foussed.
- **Items:** Comm device, research tablet, field notaeook, sidearm, medical kit, data samples.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐
4 ☐
6 ☐

POLITICIAN

ID

Name: Chuck Smith

Faction: The Houses | **Age:** 37

Description: A charismatic and ambitious politician from the Houses. Chuck keeps the expedition connected to power, protects the group's interests and ensures the mission dellvers value. He knows how to work a room and keep people on side.

+FATE ACCELERATED

Tier	Fate Points
Pollitician	☐☐☐☐



ASPECTS

- **High Concept:** Politician and Power Broker
- **Trouble:** Personal Gain Over People
- **Aspect:** Well Connected
- **Aspect:** Always Has an Angle

APPROACHES

CAREFUL:	+2
CLEVER:	+3
FLASHY:	+2
FORCEFUL:	+1
QUICK:	+1
SNEAKY:	+1

STUNTS

- **Silver Tongue.** +2 to Flashy when negotiating, persuading or influencing others.
- **Pull Strings.** +2 to Clever when leveraging contacts, favours or political influence.
- **Keep the Peace.** +2 to Careful when defusing conflict or maintaining control of a volatile situation.
- **Items:** Comm device, official documents, sidearm, luxury field gear, house credentials.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐
4 ☐
6 ☐

ANIMAL EXPERT



ID

Name: Roo Callaway

Faction: Outback Councils | **Age:** 34

Description: A scout, tracker and survivor who knows how to read the land. Roo moves quietly, finding routes, resources and threats before anyone else. He represents the Outback Councils nad acts as their eyes and ears on the ground.

+FATE ACCELERATED

Tier	Fate Points
Scout	☐☐☐☐

ASPECTS

- **High Concept:** Tracker and Outback Scout
- **Trouble:** Restless and Always Moving
- **Aspect:** Knows the Land
- **Aspect:** Never Stop Looking

APPROACHES

CAREFUL:	+2
CLEVER:	+1
FLASHY:	+1
FORCEFUL:	+1
QUICK:	+3
SNEAKY:	+2

STUNTS

- **Bushcraft.** +2 to Careful when tracking, foraging or navigating the wilderness.
- **Seen It Coming.** +2 to Quick when spotting danger or avoiding ambushes.
- **Off the Grid.** +2 to Sneaky when hiding or remaining undetected
- **Items:** Hunting rifle, survival knife, binoculars, map, water purifier, light pack of supplies.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐
4 ☐
6 ☐

NOMAD



ID

Name: Vernia Sutatha

Faction: Independent | **Age:** 31

Description: A seasoned nomad, Vernia travels the Dead Coast and beyond, living off the land and her wits. She is independent, resourceful and adaptable, with deep knowledge of the terrain, weather and hidden routes. Vernia values freedom, self-reliance and has a reputation for getting people where they need to go.

+FATE ACCELERATED

Tier	Fate Points
Nomad	☐☐☐☐

ASPECTS

- **High Concept:** Independent Nomad
- **Trouble:** Never Stays in One Place
- **Aspect:** Knows the Land
- **Aspect:** Has a Network of Contacts

APPROACHES

CAREFUL:	+1
CLEVER:	+3
FLASHY:	+1
FORCEFUL:	+1
QUICK:	+2
SNEAKY:	+2

STUNTS

- **Guide the Way.** +2 to Clever when navigating, reading the terrain or finding safe routes.
- **Desert Survival.** +2 to Careful when operating in harsh environments (extreme heat, storms, dehydration, etc.).
- **Move Unseen.** +2 to Sneaky when avoiding detection, tracking or moving quietly.
- **Items:** Long-range rifle, knife, binoculars, water purifier, navigation tools (map/compass), travel gear, trade goods.

STRESS

☐ 1 ☐ 2 ☐ 3

CONSEQUENCES

2 ☐
4 ☐
6 ☐

12 CAMPAIGNS

One-shot adventures provide GMs with 5 player, ready-to-play stories set within the world of The Remnants. Each adventure introduces unique locations, characters, challenges and conflicts that encourage exploration, teamwork and player-driven decisions. Designed to be completed in a single session, the following 5 campaigns give GMs a structured narrative while allowing flexibility to adapt encounters, introduce unexpected events and shape the story around their players' choices.
Players may choose 1 character from the premade FATE sheets, or create their own.

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01 THE DEAD COAST

Survival • Stealth • Science

36-38

A research expedition ventures into Queensland's abandoned coast to investigate Precursor activity and collect environmental samples. With failing equipment, hostile creatures and limited supplies, the team must survive long enough to return home.

02 THE BETRAYAL

Politics • Betrayal • Espionage

39-41

In a world where survival depends on trust, three competing visions for humanity's future threaten to tear apart what remains of civilisation. As loyalties are tested and hidden truths emerge, every choice shapes the fate of Alice Springs – but when everyone believes they've been betrayed, who can truly be trusted?

03 THE CHEF'S TRUCE

Mystery • Intrigue • Diplomacy

42-50

A delegate collapses at a neutral faction feast in Ti Tree, and the evidence points at the Drovers. With every PC under suspicion and the Poison Track ticking, the party must find the real poisoner before the talks fall apart.

04 SIGNAL FROM PINE GAP

Investigation • Moral Dilema • Survival

51-54

A mysterious transmission draws players to the abandoned Pine Gap facility, where they discover Rogue Hunters who have regained fragments of their humanity. Players must decide whether to negotiate, fight or uncover the facility's secrets, ultimately determining its fate.

05 CHIPS DOWN

Heist • Debt • Injustice

55-67

On Settlement Night, a rebel hires a crew to burn the Ledger, the book of every debt in Alice Springs. The crew crosses the Gap checkpoint and breaks into The Oasis casino. They face a twist about the missing debtors and choose between justice and revenge.

THE DEAD COAST

Dylan Rabie

DESIGNER STATEMENT

The Dead Coast explores the uneasy boundary between survival and discovery in The Remnants. I chose a research expedition to the transformed Brisbane coast because it places the world book's core tensions - scarce supplies, unreliable technology, alien occupation and the question of what humanity should recover - directly in the players' hands. The adventure uses an escalating five-scene structure, allowing negotiation, investigation and retreat to matter as much as combat. Its wet, overgrown coast deliberately contrasts with the dry inland settlements described in the group worldbook.

ADVENTURE OVERVIEW

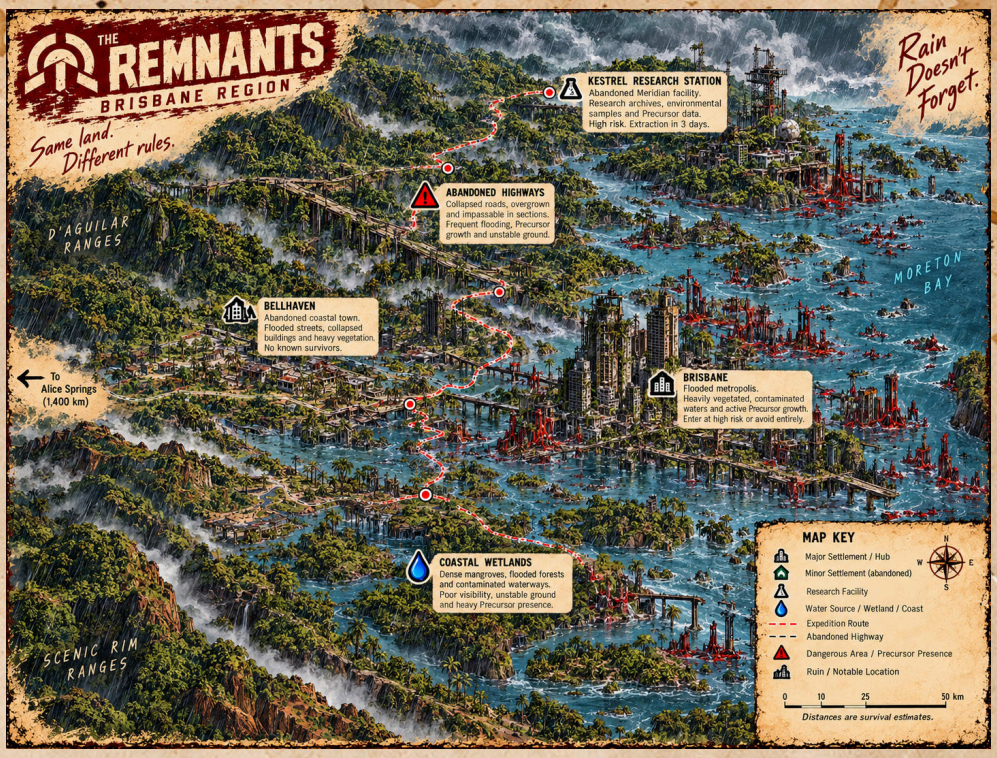
Year 9 after the Arrival. An expedition funded by the Meridian Research Group and provisioned through inland trading networks travels from a small Great Dividing Range staging outpost toward Brisbane's flooded western coast. The party must retrieve an environmental sample and an intact sensor archive from a former monitoring station, then return before its filters, food and fuel fail. A Precursor surveillance drone and a lone Hunter complicate the journey. The evidence could help inland communities prepare for ecological change, but the recovered data may also reveal how Precursor systems track human movement.

ACKNOWLEDGEMENTS AND ATTRIBUTION

The Dead Coast is based on the shared world of The Remnants, developed by Dylan Rabie, Acelin Berthelot, Edward Masiwel, Jessica Huynh and Toby Poole. Thanks to the playtesters for ironing out the kinks and providing feedback: James K, Liam L, James G, Scott T, Spencer H, and Charlie W. This campaign uses FATE, a trademark of Evil Hat Productions, LLC.

QUICK-START FOR THE GM

- Read the opening aloud. Give each player one pre-generated character or create their own; let them choose a personal goal.
- Use the group book's Fate approach: roll four Fate dice (each −1, 0, +1) plus a skill. Target 1 easy, 2 moderate, 3 hard, 4 severe. Ties succeed at a cost; failure introduces a complication rather than stopping the story.
- Each PC begins with 3 Fate points, 3 stress boxes and one listed stunt. Invoke an aspect for +2 or reroll by spending 1 Fate point; offer a point when a Trouble complicates events. For a short session, a character is taken out when they cannot absorb a hit or accept a consequence.
- Track shared resources: 3 filter charges, 3 food, 2 fuel charges, 2 medkits, 1 spare part. Each serious delay costs one unit of fuel, one unit of food or one filter charge, as appropriate. Never strand the group without a meaningful alternative.
- Players track Alert levels 1-3. Alert 0-1: nothing, Alert 2: persuasion and stealth -2. Alert 3: a Hunter appears. Driving a vehicle or gunshot is +1. Attacking drone is +1, and a



SETTING TENSIONS

The Brisbane coastal region is flooded, heavily vegetated and contaminated by unfamiliar fungal and aquatic growth. Human coastal breathing apparatus needs functioning filters. UHF radios and GPS maps are vulnerable to Precursor interference; paper maps remain valuable. The Meridian Research Group wants information, while ordinary inland settlements need clean water and early warnings. Recovering knowledge can therefore be both a public good and a surveillance risk. Reach Kestrel Research Station, extract with a sample and data archive, and rendezvous with extraction in 3 days time.

NAME	ROLE / MOTIVE	ROLEPLAYING MECHANICS AND NOTES
Dr Mara Voss	Research sponsor; prioritises evidence.	**Calm, insistent. Science +3, Persuasion +2.** Wants the full archive, but can be convinced to warn settlements.
Lone Stalker	Mutated Dingo.	**Attack +3, Notice +2, 2 stress;** alone and hungry, distract it or end its misery.
Nessa Vale	Independent courier near the pass.	**Wary.** Trades information for filters or chips. **Awareness +2, Stealth +2.** Knows a dry access track.
Surveillance Drone	Precursor sensor platform, not a speaking villain.	**Notice +3, evade +2, 2 stress;** detection raises later pressure. Large frontal sensor.
Lone Hunter	Human-derived or altered humanoid threat.	**Attack +3, defend +2, 3 stress;** disoriented by bright light and loud noise. Avoid a prolonged stand-up fight.

OPENING NARRATION - READ ALOUD

"The clunky transport rattles east before sunrise, its diesel engine fighting every incline. Behind you, the dry interior fades into low red hills. Ahead, the Great Dividing Range is swallowed by an unnatural blue-grey haze. Rain streaks the windscreen as storm clouds brew overhead. Dr Mara Voss sits between sealed sample cases, watching a handheld receiver blink: KESTREL STILL TRANSMITTING. The driver says nothing. Then the radio crackles, a long metallic note rises, and every light on the dashboard dies.'"

1. THE PASS - Entrance / Guardian

The electromagnetic surge stalls the transport at a washed-out bend. The group can repair it (Repair 2; spare part makes it automatic), salvage a battery from an abandoned ute (Awareness 2, risk exposure), or continue on foot (Survival 2, costs time).

Consequences / clues: On a failed roll: the engine restarts but fuel falls by 1, or a lone Stalker (mutated dingo) appears; sneak away (Stealth 3), distract it (Persuasion, Science 3) or Combat (Combat 2). Clue: a repeating blue pulse in the clouds coincides with the radio outage.

GM: Let each player contribute; do not make one mechanic roll for the whole party.

2. BELLHAVEN - Puzzle / Challenge

The planned route is blocked by severe flooding, and a new route must be made. Stopping at the small town of Bellhaven, they come across abandoned buildings including a supermarket, medical clinic, and rural radio and alarm tower. Behind the clinic, a Hunter is lurking. Raising alert level or turning on the alarm tower awakens it.

Consequences / clues: If Hunter attacks, fight (Combat 3), Distract it (Science 4), Appeal to its glimpse of humanity (Persuasion 3), or leave Bellhaven. Leaving without finding a paper map, or using the radio tower to boost GPS map signal will add +1 days, and use 1 fuel and 1 food. Clue: 3 routes, Ridgeline (Slow, +1 Day, 1 Fuel or Food, Safest), Highway (Fastest, Dangerous, 1 Fuel), Flood Plane (Medium, +1 day, Dangerous)

GM: Players may invent a fourth route if they explain how it works.

3. THE SIGNAL — Red Herring / Setback

A human-sounding distress call draws the team to an empty bus shelter. It is a looping recording from a broken relay, not a survivor. If the team has decided on Highway or Flood Plane, a flattened disc-shaped Precursor drone sweeps the road with a large blue sensor. The team may hide (Stealth 3), distract it (Repair or Science 3), or fight it (Combat 4)

Consequences / clues: If detected, mark "Drone Has Their Signature," The drone transmits a short burst; alert +1 and hunter appears. The relay contains a clue: the station has been broadcasting automated warnings, not requests for rescue.

GM: The drone observes first; it attacks only if cornered or deliberately assaulted.

4. THE STATION - Climax / Conflict

Inside the flooded Kestrel Research station, Dr Mara Voss's archived notes identify changing water chemistry and a Precursor signal pattern. A lone Hunter circles the outer rooms, drawn by movement and sound. The group must restore power (Repair 3), recover the sample (Science 2), and choose whether to copy the full tracking archive (Science 3).

Consequences / clues: Resolve as a team challenge: three successful actions before three major complications. The Hunter can be diverted with bright emergency floodlights or loud machinery (Awareness/Repair 2). Fighting is possible but costly: Hunter +3 attack, +2 defence, 3 stress.

GM: Avoid requiring the Hunter to be killed. Escape and ingenuity should work.

5. THE RETURN - Reward / Reversal

At the exposed escape highway, the drone returns if alerted. The party must use remaining fuel, a repaired vehicle, or Nessa's route to leave. The archive shows that the same Precursor scanning signature appears on routes leading inland; it is not proof of an imminent attack, but it warrants warning settlements.

Consequences / clues: Choose: transmit a partial warning over HF (protects people, alert +1), deliver data privately to Meridian (better reward, less immediate warning), or destroy tracking coordinates (limits misuse, sacrifices research). End with an epilogue for each character.

GM: Give every player a final choice and describe how the settlement responds.

THE BETRAYAL

Acelin Bethelot

DESIGNER STATEMENT

The Betrayal explores how a personal grievance becomes a regional conflict when testimony, institutional records and trade relationships reveal different parts of the truth. I chose Little Big Rock and Alice Springs from our group story-world, The Remnants, because water scarcity, unequal power and improvised commerce make loyalty consequential. Mick, Victoria and Margaret embody conflicting visions, allowing investigation, negotiation and emergent endings instead of a prescribed villain. Weathered desert maps and the crossroads artwork reinforce the tension between survival and choice.

ADVENTURE OVERVIEW

After the Precursor invasion devastates Australia's coasts, overcrowded Alice Springs survives through The Oasis casino's services and independent trade. West of town, Mick Lawson founded Little Big Rock at an abandoned mine. Mick wants to overthrow The Oasis; administrator Victoria Hale wants to acquire his settlement; merchant Margaret Ellis wants a low-profit free-trade society. The player characters arrive as rumours circulate about free shelter, rent and an indebted family. Their discoveries may change each leader's intentions. Intended as a one-session, approximately four-hour Fate-style adventure.

ACKNOWLEDGEMENTS AND ATTRIBUTION

Based on the shared world of The Remnants, developed by Dylan R, Acelin B, Edward M, Jessica H and Toby P. FATE is a trademark of Evil Hat Productions, LLC.

QUICK-START FOR THE GM

Use the group's agreed Fate/FAE rules. Characters need a reason to seek food, work, shelter or trade; examples appear in Appendix I. Read the opening scene and follow player questions. A rumour unlocks an investigation, but no faction or route is compulsory. Reward sound deductions: rolls introduce risk, delay or resistance, never permanently hide essential evidence. The GM knows the complete truth; every NPC knows only a fragment. Track evidence, trust and who has learned what.

Suggested four-hour pacing: Stage 1, 20 minutes; Stage 2, 65; Stage 3, 45; Stage 4, 45; Stage 5, 65. These are pacing aids, not forced deadlines. Compress journeys into one consequential scene and focus on the leads chosen by the party. A non-committal ending can replace Stage 5.

SETTINGS & PEOPLE

The Oasis maintains accommodation, security, water and supply purchases in a crowded but functional Alice Springs. Little Big Rock offers food and shelter through communal labour, but needs outside tools and medicine. Independent merchants connect both. Water scarcity, raiders, disputed debts, rising prices and resentment of concentrated authority destabilise these arrangements. Relevant locations include The Oasis, Little Big Rock, Todd Exchange, Rail Yard Salvage, Simpsons Gap Waterhole and The Flats. Refer to the map appendix.

1 . Introduction & Accusation

Read aloud: "The heat hangs over Alice Springs. Survivors queue for water, makeshift shelters crowd the streets, and traders struggle to keep their stalls stocked. Casino chips pass between hands. Above it all stands The Oasis, one of the few buildings still offering relative comfort. What do you do?"

Rumour / suggested source	Lead
1 — Noah Reid	Little Big Rock offers food and shelter in return for work, without chips.
2 — Grace Miller	The Oasis supposedly charges rent for rooms it once provided free.
3 — Ben Carter	A family fled west, owing more Oasis chips than it could repay.

Noah knows incomplete directions, Grace has never stayed at The Oasis, and Ben heard the family's story second-hand. Offer rumours organically and in any order. One is enough to begin investigating.

2. Evidence

Players investigate only leads they have discovered, through Little Big Rock, The Oasis or independent sources. Residents know communal work and the family's hardship; Oasis staff know accommodation agreements and operating costs; traders can compare prices and deliveries. Hidden connection: Little Big Rock sells surplus produce to merchants who supply The Oasis, although Mick may not know its destination. Let players assemble that relationship themselves.

The family did enter a paid Oasis accommodation agreement before the invasion. Whether repayment is possible, whether enforcement is fair, and what subsidies exist are distinct questions. The GM should establish disputed figures and records before play rather than inventing them to disprove a player interpretation.

3. Escalation

Introduce Mick through Sarah Bennett or Jack Turner; Victoria through Daniel Mercer or Ethan Cole; Margaret through Tom Fraser or travelling traders. Each leader pursues their stated objective. Players may continue investigating and attempt to influence them. Mick can become defensive when challenged, Victoria guarded when publicly accused, and Margaret distrustful when trade evidence is distorted. These reactions may complicate later negotiations, but trust can be rebuilt through action. The players devise why two leaders should meet.

4. Confrontation

Mick and Victoria dispute independence versus acquisition; Mick and Margaret disagree over rebellion versus continued trade; Victoria and Margaret dispute central control versus low-profit commerce. Players organise and shape the meeting. Optional complications include a water-pump failure, missing shipment, merchant withdrawal, public protest, raider threat or contradictory document. Introduce only developments consistent with earlier events. To advance, a majority must knowingly promise meaningful assistance with responsibilities, boundaries and risks made clear.

5. Commitment & Resolution

Build a mission around that promise: rally support at Little Big Rock, formalise an agreement at The Oasis, source equipment at Rail Yard Salvage or coordinate merchants at Todd Exchange. Players may honour, modify, withdraw from or secretly undermine the plan. Record trust separately for each leader (trusting, cautious, suspicious, hostile) and exposure (unknown, suspected, evidenced, public). Feeling betrayed does not prove that a promise was broken.

After execution, each leader makes an independent decision. Mick may attack or reconcile; Victoria may accept autonomy or pursue coercion; Margaret may broker trade or organise a boycott. If Victoria chooses covert raiders, that is her own extreme judgement, not an action automatically authorised by players. Conclude with immediate effects on shelter, trade, water and reputation. Players who decline commitment receive a non-punitive epilogue.

Adventure ingredients and NPCs

Clues: the family's original agreement, Oasis supply invoices, Little Big Rock produce records and merchants' delivery accounts. Obstacles: dry travel, restricted documents, interpersonal conflict and scarce transport. Rewards: corroborated knowledge, access, concessions, safe passage and community support. Fate aspects such as "Pride Before Compromise" may reflect consequences when justified by play.

Key character	Objective / limit
Mick Lawson	Overthrow Oasis; knows his grievance and settlement, not company finances.
Victoria Hale	Acquire Little Big Rock; knows policies and records, not residents' motives.
Margaret Ellis	Establish low-profit free trade; knows her network, not all private contracts.
Supporting cast	Sarah, Jack, Daniel, Ethan, Tom and Leah provide partial faction context.
Rumour cast	Noah, Grace, Ben, Helen and Peter Ward offer leads and limited testimony.

Player character creation

Use the group's Fate character rules. Each player chooses a high concept, a trouble and a connection to another PC from the prompts below. Allocate approaches, stress and stunts using the group's standard creation rules.

High concept	Possible trouble	Connection / reason to join
Displaced courier	I take dangerous shortcuts	Delivered supplies for another PC
Former Oasis worker	I still owe someone at The Oasis	Knows another PC from the hotel
Independent repairer	Every spare part has a price	Repaired a companion's equipment
Little Big Rock grower	I distrust corporate promises	Traded food with a companion

Single stage-transition reference

Stage	GM focus / transition
1 — Introduction & Accusation	Begin in Alice Springs; majority chooses to investigate a discovered rumour.
2 — Evidence	Follow available sources; encounter a key NPC and learn their ultimate objective.
3 — Escalation	Influence a leader; players arrange a meaningful meeting between two key NPCs.
4 — Confrontation	Negotiate competing interests; majority accepts a specific actionable commitment.
5 — Commitment & Resolution	Carry out, change or betray the agreement; resolve NPC decisions and consequences.

THE CHEF'S TRUCE

Jessica Huynh

ADVENTURE OVERVIEW

A delegate collapses at a neutral faction feast and the evidence points at the Drovers. The party has a few hours to prove who did it before the talks fall apart.

- **Setting:** Ti Tree, a neutral caravan stop north of Alice Springs, Year 9 AA (After Arrival), one afternoon and evening.
- **Trope:** Mystery / investigation with a ticking clock.
- **Party:** Five players. Suggested archetypes from Section 11 are Ranger, Medic, Tradesman, Nomad and Guardsman.
- **Style:** Mostly social and investigative. Combat is possible but never required.
- **Factions:** The Houses, Outback Councils, The Drovers and Longshore Resistance.
- **System:** Fate Accelerated, plus a Poison Track and a temporary Suspected aspect.

SET-UP

Delegates from four factions have gathered at Ti Tree, neutral ground, to negotiate a trade and safe-passage agreement. It would let inland settlements and convoys cooperate directly and rely less on the Houses. Marnie Teague, a travelling chef, cooks the opening feast. The party is there as guards, workers, guests or helpers. Minutes into the meal, Council Delegate Ewan Hollis collapses.

READ ALOUD

The sun is low over Ti Tree and the lanterns are coming on. Four banners hang over one long table, and for once nobody has a weapon in their hand. Marnie Teague ladles stew from the cauldron and the bowls pass from hand to hand. Delegate Hollis lifts his spoon, frowns, and sets it down. Then his cup falls, and the whole yard goes quiet.

GM NOTE

Make the Drovers look guilty first. Careful players can find the forgery, but do not hand it to them. Reward investigation and talking, since fighting suspects should make things worse. Keep the Poison Track visible, because each stage a delegation threatens to leave. If players miss a clue, move it to Mia Tran, the shed worker or Dawn Kessler.

DESIGNER STATEMENT

Jessica Huynh | The Chef's Truce

The Chef's Truce focuses on the social and political tensions between factions in The Remnants. I chose Ti Tree because its role as neutral ground makes a strong setting for a mystery where cooperation can quickly turn into distrust. This adventure builds on the story-world my group created in Part I, using its Ti Tree setting and faction tensions, and a social mystery lets me show how quickly a neutral gathering can fall apart.

The adventure is built around investigation, negotiation and player choice rather than combat. A poisoned delegate at a shared feast gives the table a problem to solve together. The idea of a room full of suspects, each with a plausible link to the crime, was inspired by Cluedo (Pratt, 1949). I adapted it so that the players themselves are under suspicion and have to prove the truth through talking and evidence rather than by guessing from a deck of cards.

I used two small additions to keep the pressure on: the Poison Track, which turns Hollis's condition into a visible clock, and the temporary aspect Suspected, which makes players earn trust instead of assuming it. I planned the structure with Dr. Rotwang's funnel and a five-room layout, then wrote new NPCs and a feast ground for Ti Tree so the module adds to the group's setting instead of copying it.

HOW TO PLAY

This adventure uses Fate Accelerated. Players describe what their characters do. When the outcome is uncertain, roll four Fate dice, add the approach that fits (Careful, Clever, Flashy, Forceful, Quick or Sneaky), and compare the total to the opposition or a target number. The four actions are Overcome, Create an Advantage, Attack and Defend.

- **Aspects** are short phrases about a person, place or situation. Spend a Fate point to invoke one for +2 or a re-roll. Accept a compel to earn a Fate point.
- **Stress and consequences** absorb harm. Most scenes can be solved by talking, so combat is a last resort.
- **Only two additions:** the Poison Track and the temporary aspect Suspected, both explained below.

The GM's job is to keep the clock visible, let players follow their own leads, and move any missed clue to another NPC.

TO RUN THIS ADVENTURE

Read the Set-up and the read-aloud introduction, then give each player an archetype from Section 11 and their link to the crime. Start at the feast table. Put the Poison Track where everyone can see it and move it up a stage when the scene says so. Follow the scenes in order, but let the players choose who to question. Keep the Drovers looking guilty until the party finds the forgery. End with the choice in Scene 5. Any outcome is fine, so let the table decide what happens next.

EVERY PC IS A SUSPECT

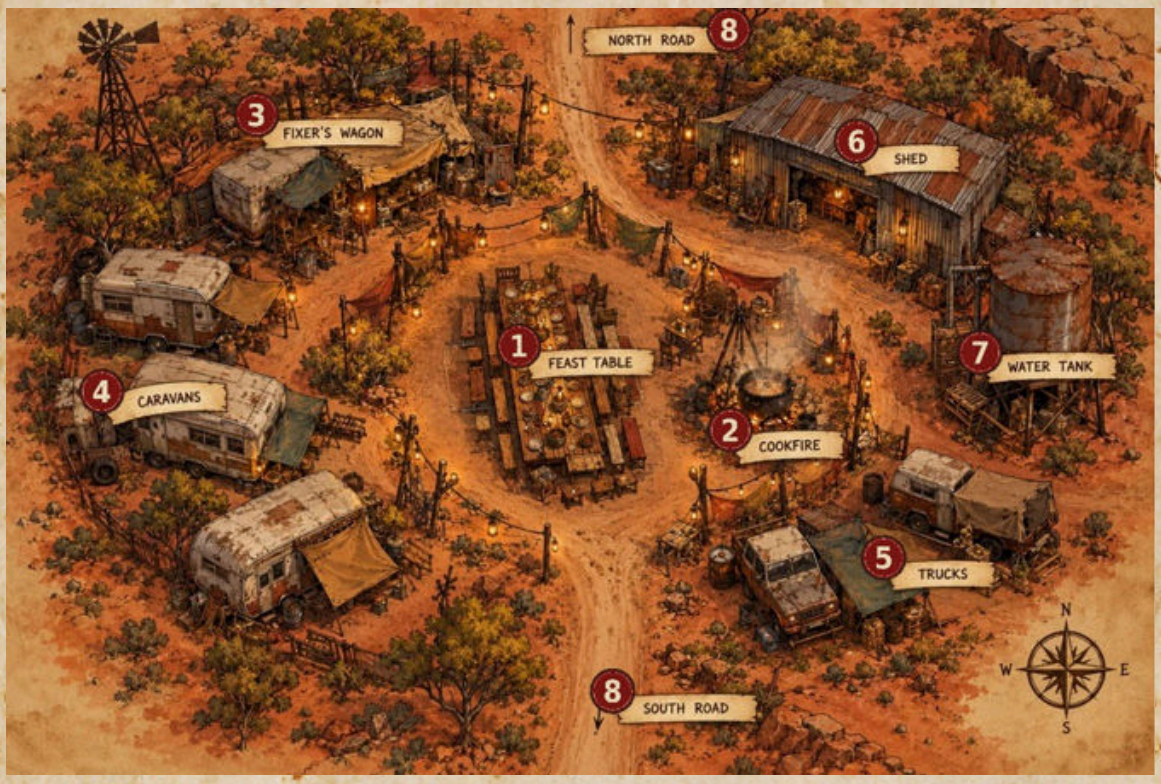
Each PC starts with the temporary aspect Suspected. The GM can compel it (delegates refuse to talk, guards try to detain them), and a PC who accepts earns a Fate point. Remove it once the Drovers' frame is exposed.

Use the archetype sheets in Section 11 (Playable Characters). This adventure only adds a link to the crime for each.

ARCHETYPE	LINK TO THE CRIME
Tradesman	Repaired the crate lids in the sheds
Nomad	Travelled in with the Drover convoy
Medic	Was the last to check the kitchen
Guardsman	Was on gate duty when the crate arrived
Ranger	Supplied the game meat for the feast

SETTING: TI TREE

Ti Tree is a small neutral caravan stop north of Alice Springs, where travellers refuel, repair and trade before moving on. For the talks, a temporary gathering ground has been set up in the cleared yard in front of the repair sheds.



Numbered 1 to 8 to match the list below.

1. Feast table. One long table made from salvaged doors and planks, with benches. Scene 1 starts here, and the dead-centre seating is where Hollis collapses.
2. Cookfire (the kitchen). A cauldron on a tripod, tended by Marnie. Stew was the only dish that made guests sick.
3. Fixer's wagon. A patched-up wagon with canvas awnings. Pell works from here, and her ordinary tools and spare seals are kept here.
4. Caravans. Three parked caravans, used as faction tents and sleeping space. Each faction watches the others from its door.
5. Trucks and Drover cargo. Scene 3 is set here. The crate was left uncovered for about twenty minutes.
6. Repair shed. A corrugated-iron workshop with a bench, tools and sealing wax. Scene 4 happens here. Pell hides her resealing kit here.
7. Water tank. A rusted tank on a timber stand, and a good hiding place for a runner or a witness.
8. North and south roads. The only ways out. The departure road is the final chase in Scene 4.

Image: ChatGPT (OpenAI, 2026)

SETTING ISSUES AND TENSIONS

Ti Tree is neutral ground, but each faction arrives with its own agenda. Hollis collapsing turns quiet rivalry into open suspicion. Four of the book's six tensions drive this adventure: Resource scarcity (water rights), Collapse of authority (no law at Ti Tree), Economic exploitation (Oasis chips and debt) and Social division (the party is suspected as outsiders).

FACTION	WANTS	FEARS
Outback Councils	The agreement signed, with water rights and trade protected in writing	Being cut out, or a delegate dying on their watch
The Drovers	To clear their name and keep convoys on schedule	Being blamed and losing their reputation on the roads
Longshore Resistance	Inland supplies and medicine, and less House control over trade	Being seen to gain from the crisis
The Houses	To look supportive of the deal while it quietly stalls	Losing influence if settlements trade independently

ADVENTURE INGREDIENTS

INGREDIENT	IN THIS ADVENTURE
Canned introduction	The read-aloud passage in the Set-up.
Maps	The Ti Tree feast grounds (a player copy can leave out the key).
Creatures	None needed. A Hunter rumour can be added if the table wants more danger.
Obstacles	The brawl, the Poison Track, hostile delegates, forged evidence, and Pell's escape.
Clues	Only the stew made guests sick. The seal is replaced. The manifest does not match. A chip payment traces to a House account. A shed worker saw someone resealing the crate.
Keys	Dawn's original manifest, Mia Tran's witness statement (for a favour), and the resealing kit in the shed.
Rewards	Faction contacts, standing in Ti Tree's trade network, and an ally or enemy in the Houses.

RESEARCH NOTE

- The faction wants and fears above are adapted from Section 7 (Factions & NPCs) by Toby Poole. The four tensions come from Section 10 (Adventure Creation) by Acelin Berthelot.

THE ADVENTURE

IMPORTANT: THE POISON TRACK

STAGE	CONDITION	STORY EFFECT
1	Sick and shaking	The Council delegation threatens to leave
2	Barely conscious	The Longshore delegation walks out and tempers flare
3	Gravely ill	Hollis is dying and, untreated by the end of the scene, he dies and the talks collapse

This minor rule uses standard Fate dice and approaches. It tracks how sick Hollis is and gives the party a visible clock.

GM NOTE

The track creates pressure, not a fail state. If the players are close to the truth, let a successful treatment buy them time. A dead Hollis should come from neglect, not one bad roll. Expect Stage 2 around Scene 3 if the party struggles, and Stage 3 only if they ignore him.

SCENE 1. PANIC AT THE FEAST

ENTRANCE / GUARDIAN | LOCATION 1

Hollis collapses mid-meal and the Poison Track starts at Stage 1. The Council delegation accuses the Drovers, the Drovers accuse the chef, and a brawl is seconds away. The party must:

- **Treat Hollis.** The Medic leads and others help.
- **Stop the brawl.** An Overcome roll, usually Flashy or Forceful. The Guardsman can create an advantage by getting the guards to stand down.
- **Secure the kitchen** and the remaining food. The feast at Ti Tree

Clue: Only the guests who ate the stew were sick, so the cause is one ingredient, not the whole meal.

If it goes wrong: a delegate is injured, and Hollis moves up a stage.



SCENE 2. THE KITCHEN

PUZZLE / CHALLENGE | LOCATIONS 2 AND 1

Players compare dishes, servers, ingredient sources and Marnie's delivery log. Marnie never checks what the Drovers bring, so she is nervous and looks guilty until the party treats her fairly. Careful inspects, Clever works out who had access, and Flashy gets a straight answer from a frightened cook.

Discovery: The poison was in one jar from a crate delivered about an hour before the feast. The crate has Drover markings.

Benefit: Once the party names the contaminated ingredient, treating Hollis gets +2.

Image: ChatGPT (OpenAI, 2026)

SCENE 3. CARGO IS CARGO

RED HERRING / SETBACK | LOCATION 5

Every faction demands the Drovers be detained. Dawn Kessler insists the shipment arrived sealed. She is furious, and ashamed: the crate sat unattended because she was pushing the timetable. Examining the crate turns up three problems:

- The seal has been replaced, and the Drover marking is slightly wrong.
- The delivery record does not match the crate.
- Dawn's original manifest differs from the one on the crate.

Capt. Mia Tran saw someone in House colours near the cargo. She will share it only for a favour, such as medicine or fuel. Revelation: The crate was altered on purpose to frame the Drovers.

SCENE 4. THE SABOTEUR RUNS

CLIMAX / CONFLICT | LOCATIONS 6, 4 AND 8

Clues lead to the sheds: a resealing kit, an unexplained chip payment, and a shed worker who saw a figure resealing the crate. They point to Pell. Once Pell realises the party is close, she tries to burn the kit and flee along the departure road. The party can chase her through the caravan yard, trap her in the sheds, or talk her down. Combat is possible but not needed. Angry delegates may also go after the wrong person, so the party has to manage the crowd as well.

SCENE 5. WHO BENEFITS?

REWARD / TWIST | LOCATION 4

Pell confesses and names the Houses, implying Vane gave the order. In fact, she only wanted the deal stalled. The chip payment traces to a House account, and Vane denies knowing about it, so the party now holds evidence that could damage her. Players choose:

CHOICE	OUTCOME
Expose the Houses	The agreement survives, but the Houses turn hostile toward the party.
Blackmail Vane	The party wins concessions in exchange for silence. Vane remembers it.
Cover it up	The crisis ends and the Houses keep their influence. Nothing changes.
Fail to prove it	The talks collapse and relations between the factions worsen.

Reward: Faction contacts, standing in Ti Tree's trade network, and an ally or enemy in the Houses.

GM NOTE: THE TRUTH

Penelope Pell, a House fixer, poisoned one jar and resealed the crate with forged Drover markings. Lucinda Vane only wanted the deal stalled and once told Pell she wished the talks would "go nowhere". She did not order the poisoning. Pell acted alone in an attempt to impress her.

The poison track creates pressure, not a fail state. A dead Hollis should come from neglect, not one bad roll.

NPCs

The four reused NPCs are based on characters by Toby Poole (Section 7, Factions & NPCs). Full stat blocks are in that section. Adventure details added by Jessica Huynh

DELEGATE EWAN HOLLIS (COUNCILS), THE VICTIM

Wants: The agreement signed, to protect his settlement's water rights. Hides: He signed a past water sale. Clue: Once treated, he remembers the stew tasting bitter. Added aspect: Poisoned.

CAPT. MIA TRAN (LONGSHORE), RED HERRING

Wants: Inland supplies and a weaker House. Hides: She is short of medicine. Clue: She saw someone in House colours near the cargo, but wants a favour first. Added aspect: Wants a Favour.

DAWN KESSLER (DROVERS), THE FRAMED REP

Wants: The Drovers cleared and the convoy on schedule. Hides: The crate sat unattended because she pushed the timetable. Clue: She holds the original manifest. Note: distrusts Nomads. Added aspect: Framed.

LUCINDA VANE (HOUSES), THE HOUSE REP

Role: Proprietor of The Oasis. Big Boss tier. Wants: To look supportive while the deal stalls. Hides: She did not order the poisoning. Added aspect: Publicly Supportive, Privately Hostile. She cannot use Credit Is a Leash on a PC.

MARNIE TEAGUE, TRAVELLING CHEF

- High Concept: Travelling Cook Who Feeds Every Table
- Trouble: Never Checks What the Drovers Bring
- Approaches: Flashy +3, Clever +2, Quick +2, Careful +1, Sneaky +1, Forceful +0
- Consequences: Mild and Moderate.
- Stunts: Kitchen Rules (+2 Clever to work out who had access to food or ingredients). Feed the Room (+2 Flashy to calm a crowd with food or a good word).
- Role: An early suspect, nervous because she did not inspect the crate. She helps if treated fairly.

PENELOPE PELL, THE FIXER

- High Concept: House Fixer Who Cleans Up Problems Quietly
- Trouble: Desperate to Impress Lucinda Vane
- Approaches: Sneaky +3, Clever +2, Careful +2, Quick +1, Flashy +1, Forceful +0
- Consequences: Mild and Moderate.
- Stunts: Resealing Hands (+2 Sneaky to forge or tamper with seals, markings and documents). Lost in the Crowd (+2 Sneaky to blend in at a busy event).
- Role: The saboteur. She poisoned the jar and resealed the crate, tries to burn the kit in Scene 4, and in Scene 5 names the Houses and implies Vane gave the order.



GRUNTS (optional)

- House guards: One aspect (Follows the House's Orders), one approach at +2 (Forceful)
- Shed worker: One aspect (Saw Someone at the Crate), one approach at +2 (Careful). Talks if the worker feels safe.



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SIGNAL FROM PINE GAP

Edward H Masiwel

DESIGNER STATEMENT

For my individual adventure, I focused on Pine Gap and the Rogue Hunters because I wanted to explore the idea that Hunters may not be the monsters that survivors believe them to be. Pine Gap already exists in The Remnants as a mysterious location near Alice Springs, so I developed it into a playable area with its own story. Signal From Pine Gap explores survival, identity and moral ambiguity. My main inspiration comes from Attack on Titan from assignment 1, particularly how people on different sides of a conflict can see each other as monsters without understanding the other side. I wanted players to enter Pine Gap expecting danger, then gradually question those assumptions.

ADVENTURE OVERVIEW

Signal From Pine Gap is set in The Remnants during the Extraction period. After a fragmented transmission is detected from the abandoned Pine Gap facility, the players are sent from Alice Springs to investigate, recover useful research or technology and determine whether the site poses a threat. The mission becomes a moral dilemma when the group discovers Rogue Hunters hiding inside the facility. These Hunters have broken free from Precursor control and retained fragments of their former humanity. Players may respond through investigation, negotiation, stealth or combat and their own choices determine the fate of Pine Gap.

ACKNOWLEDGEMENTS AND ATTRIBUTION

I would like to acknowledge the contributions of my group members including Dylan, Acelin, Jessica and Toby in developing the world, history, factions and visual identity that this adventure is built upon. Fate™ is a trademark of Evil Hat Productions, LLC.

QUICK-START FOR THE GM

Signal From Pine Gap uses the FATE Accelerated sheet. Roll four FATE dice and add the most suitable Approach including Careful, Clever, Flashy, Forceful, Quick or Sneaky. Aspects describe important traits, Stunts give special advantages and Stress and Consequences track harm. Moreover, filed rolls should create complications rather than stop the story.

Encourage the players to describe what they want to do before choosing an Approach. For example, a locked laboratory door might be carefully bypassed, forcefully broken, cleverly rewired or sneakily avoided entirely.

PLAYERS

For this one-shot, players may create their own characters using the supplied FATE Accelerated sheet or choose one of the suggested roles below.

How To Play

The Ranger



Description

Hardened wilderness survivor experienced beyond settlement walls.

High Concept

Ranger who roams the land hunting Hunters

Trouble

Loner / Struggles with other People

Stunts

- *Get Out of the Way* — Gain +2 Force when cornered or protecting the party.
- *Let's Take This Slow* — Gain +1 Sneaky in dangerous areas.
- *I'm Here to Help* — Quickly gather basic medical resources

Approaches

Careful +2 | Clever +1 | Flashy +0 | Forceful +3 | Quick +1 | Sneaky +2

How To Play

The Researcher



Description

Studies Precursor biology, technology and environmental change.

High Concept

Precursor Research Specialist

Trouble

I Need to Know the Truth

Stunts

- *Trust Me, I'm a Scientist* — Gain +2 Clever when analysing Precursor evidence.
- *Citation Needed* — Gain +2 Careful when checking records.
- *I Read About This Once* — Gain +2 Clever recalling obscure information.

Approaches

Careful +2 | Clever +3 | Flashy +1 | Forceful +0 | Quick +1 | Sneaky +2

How To Play

The Mechanic



Description

Keeps vehicles, generators and machinery working with limited tools.

High Concept

Wasteland Mechanic Who Can Fix Almost Anything

Trouble

I Hate Leaving Broken Things Behind

Stunts

- *Give ME Five Minutes* — Gain +2 Clever when repairing machinery.
- *That'll Do* — Once per scene, create a temporary repair.
- *Use What You've Got* — Gain +1 Careful when improvising with tools

Approaches

Careful +2 | Clever +3 | Flashy +0 | Forceful +2 | Quick +1 | Sneaky +1

How To Play

The Negotiator



Description

Understands people, factions and fragile survivor relationships.

High Concept

Settlement Mediator Who Talks Before They Shoot

Trouble

I Always Think There Is Another Way

Stunts

- *Hear Me Out* — Gain +2 Flashy when calming hostility.
- *Read the Room* — Gain +2 Careful when judging motives.
- *We Can Work This Out* — Once per scene, delay violence long enough to talk.

Approaches

Careful +2 | Clever +3 | Flashy +3 | Forceful +0 | Quick +1 | Sneaky +1

How To Play

The Scout



Description

Moves quietly, spots danger early and finds hidden routes.

High Concept

Silent Scout Who Is Always One Step Ahead

Trouble

Curiosity Gets Me Too Close

Stunts

- *Must Have Been the Wind* — Gain +2 Sneaky when avoiding detection.
- *Eagle Eyes* — Gain +2 Careful when searching for tracks or traps.
- *There's Another Way* — Once per scene, identify an alternate route.

Approaches

Careful +2 | Clever +1 | Flashy +0 | Forceful +1 | Quick +3 | Sneaky +2

Pine Gap

Pine Gap lies outside Alice Springs and once served as an intelligence and research facility. Since the Human-Alien War, it has been considered abandoned and dangerous. Parts of its communications networks, laboratories and underground systems still function.

The surrounding region is isolated and difficult to cross safely. Travellers face limited water, damaged roads, mutated wildlife and Hunter activity. Inside Pine Gap, there are repaired cables, recent tracks and working equipment suggesting someone has been living there.

Key Locations

- Main gate
- Administration Building
- Communications Array
- Research Laboratories
- Holding Cells
- Underground Facility
- Hunter Refuge



Issues and Tensions

Survivors see Hunters as the Precursor's weapons which creates an immediate distrust. Researchers want answers, while security personnel prioritise the safety of Alice Springs. Activating Pine Gap also risks attracting Precursor attention.

Adventure NPCs

Dr Barbara Sullivan

Alice Springs researcher Dr Barbara Sullivan believes Pine Gap may prove Hunter conditioning can fail and encourages investigation before violence.

Sergeant Alex Mason

Settlement security veteran Sergeant Alex Mason considers Hunters an unacceptable risk and pushes the group toward a safer and more aggressive choices.

Subject 007

Subject 007 is the leader of the Rogue Hunters. Subject 007 retains fragments of a former human identity and wants the refuge to remain free.

Relay

Relay is a Rogue Hunter who repaired the communications array and sent the original signal. Relay hopes peaceful contact is possible with the humans.

1. The Signal

A broken transmission reaches Alice Springs…

"Pine Gap…" (Radio static) "Anyone receiving… we're still here."

'The transmission cuts through the static for only a few seconds. By sunrise, your vehicle is packed with water, fuel and supplies. Ahead of you lies Pine Gap, a facility nobody has hear from since the war.' The Party is sent to identify the sender, asses the threat and recover useful information.

On the journey, they find an abandoned convoy with bullet casings all over the ground, stripped supplies and strange tracks. A Stalker pack begins following them. Players may fight, escape, distract or intimidate the Stalkers.

Clue: The tracks around the convoy include both human and Hunter-like footprints.

GM Note: Use this encounter to introduce Approaches and Stunts. The Stalkers should create tension rather than seriously injure the group.

2. Restoring Pine Gap

Pine Gap appears empty but repaired cables, inconsistent dust trails and working equipment reveal recent activity in the area. The group must restore power, bypass security or find another route inside.

'The facility is silent but not dead. A cable running beneath the dust looks recently replaced. Somewhere deeper inside a light flicker on.'

Clue: The communications equipment was repaired recently, and the transmission was deliberately directed toward Alice Springs.

GM Note: If the player fails a roll, introduce a complication rather than blocking the progress. A failed repair might restore power but trigger an alarm.

3. The Hunter Threat

Movement inside the facility suggests the party is being watched. Equipment disappears and brief Hunter sightings increase tension.

"Something moves at the end of the corridor. Too tall, too fast. By the time you raise your weapon, it is already gone.

The Hunters may confront the party but withdraw when they have the advantage.

Clue: The Hunters avoid unnecessary killing and behave differently from normal Precursor-controlled Hunters.

GM Note: Create the scene to threaten the party but avoid revealing the truth.

4. The Truth

The group reaches the underground refuge and meets Subject 007.

"The creature steps into the light but does not attack. Its slowly raises its hands in the air."

"We are not theirs anymore."

Subject 007 reveals that the Rogue Hunters escaped the Precursor control and have been hiding at Pine Gap. Then suddenly relay detects an approaching Precursor recovery force.

Clue: Human possessions, research records and Subject 007's memories confirm that some Hunters retain fragments of their former identities.

5. Choose Their Fate

The players must decide what happens to the Rogue Hunters. They may help defend Pine Gap, destroy them, surrender them to the Precursors, hide their existence from Alice Springs or create another solution.

"The warning lights begin flashing. Relay looks toward the surface."

"They found us."

There is no right or wrong ending, the outcome reflects entirely on the group's choices.

Major Clues / Clue Progression

Room 1: The signal was deliberately directed toward Alice Springs.

Room 2: Repaired communications equipment shows someone is maintaining the facility.

Room 3: The Hunters retreat instead of killing the party.

Room 4: Human possessions and research records indicate that some Hunters retain memories.

Room 5: Subject 007 provides the final proof.

THE REMNANTS

CHIPS DOWN

A one-shot for FATE Accelerated

Tonight is Settlement Night at The Oasis. Every debt in Alice Springs sits in one book. Mick Lawson wants the book burned. Lucinda Vane wants the book guarded. You have until dawn.


Roo


Mick


Ledger


Dawn


Hale


Ace


Lucinda


Mallory

Players	3 to 5 and a GM
Length	4 hours
Tone	Dusty noir heist. Violence, debt, a disappearance twist.
Author	Toby Poole, DXB205 Assessment 2

1 ADVENTURE FUNNEL

Setting	Simpsons Gap, the road to Alice Springs and The Oasis casino. Year 9 AA.
Goals	Crew: burn or take the Ledger. GM: push a choice between justice and revenge.
Tropes	Heist. Double-dealing broker. Ticking clock. The book hides a truth.
Obstacles	Checkpoint. Bounty hunter. Decoy book. Ace's price. Lockdown bell. Drone.

Four hour clock

Clock	Block
0:00	Welcome
0:15	Act 1
0:55	Act 2
1:25	Break
1:35	Act 3
2:25	Act 4
3:05	Act 5
3:25	Epilogue
3:40	Buffer

Running late? Skip Scene 3C and ring the Bell at 3:05.



2 GM CRIB SHEET

Heat. A 6 box clock starting at 0. Add 1 when a stealth roll fails inside The Oasis, a fight breaks out or the crew wastes time in the Vault. A Flashy distraction won with style removes 1.

1	2	3	4	5	6

Heat	Effect
3	Patrols double.
4	Hale joins the floor.
5	The service door locks.
6	The Bell. Lockdown. A drone arrives in three exchanges unless Mallory is Turned.

Debts. Ace sells favours for chips or a Debt. A Debt gives the aspect Owes Ace. Ace invokes or compels the aspect once per scene for free.

Gap truce. Nobody fights at the Gap water. Attackers face every faction (+2 opposition).

Turns. A Turn means the crew moved a key NPC to act on their Need.

NPC	Need	Turn them by
Mick	Split justice from revenge	Offering a third path, not the woman
Hale	Refuse an order	Recalling the convoy he turned away
Ledger	Refuse a contract	Showing a Settled name he hunted
Mallory	Face her people's fate	Showing her the dates
Lucinda	Face the people her credit ruined	Reading three names aloud

Each Turn is one roll against Good (+3). Lucinda is Great (+4). 0 to 1 Turns: Blood on the Floor, the Bell rings. 2 to 3: Held Breath, the Bell rings. 4 to 5: Chips Down, no Bell.

- Houses Guard (Grunt): Forceful +2, 1 box.
- Guard Captain: Forceful +2, Careful +2, 2 boxes.
- Guard Dogs (Wild Animal): Quick +2, 1 box each.
- Security Drone: Forceful or Careful +2, 2 boxes.

3 SET UP (GM ONLY)

Roo Calloway hires the crew for Mick Lawson of Little Big Rock: burn or take the Ledger, Lucinda Vane's book of every debt. On the first night of each month, Settlement Night, The Oasis settles accounts.





- Mick's mistake. He thinks the Ledger sits in the Vault. His map is four years old.
- The truth. Lucinda keeps the Ledger on her desk. The Vault holds a decoy.
- The secret. The Settled column lists debtors Lucinda handed to the Harvest Covenant. Mallory collects the names tonight. They vanish.
- The hunter. Ledger holds the Mayor's contract on Mick and trails the crew.

READ ALOUD

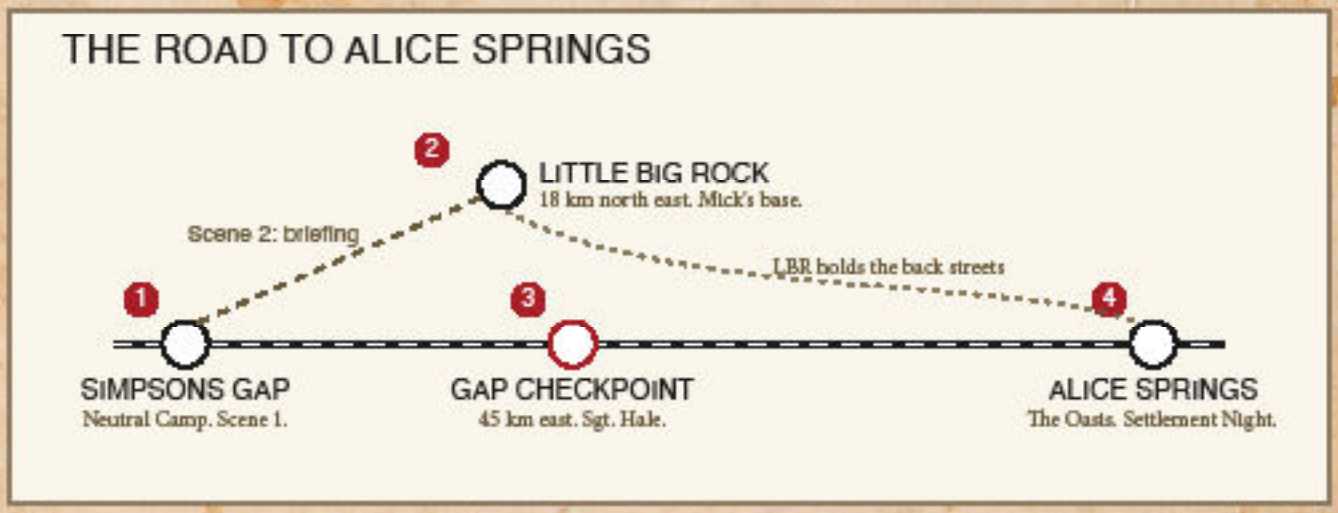
Dusk at Simpsons Gap. A drop bear watches you eat. "Eat first," says Roo. "Work after. The pay is clean and the risk is not."

4 THE ADVENTURE

Act 1. The Gap and the Rock

Roo's table. Roo pays 20 chips each, after. Clever or Flashy against Fair (+2) raises it to 25. Careful against Good (+3) spots Ledger, a long-coated man who does not eat. If the crew refuses, run the Defender Variant.

Little Big Rock. Mick's plan: ride Dawn Kessler's convoy past the checkpoint, enter The Oasis as laundry staff, take the Vault key and burn the Ledger. Careful against Fair (+2) grants The Map Is Old. Mick joins. Dawn mentions three passengers a season never step off.



Act 2. Gap Checkpoint

Sgt. Hale holds anyone from Little Big Rock. The crew needs two successes in three tries. Each approach works once and each failure adds 1 Heat.

Approach	Roll
Hide in cargo	Sneaky or Clever, Good (+3)
Pay five chips	Flashy or Clever, Fair (+2). Hale logs faces.
Talk to Hale	Forceful or Careful, Great (+4)

If Hale finds Mick, Careful or Clever against Great (+4) buys a look away. On failure Act 3 starts at 2 Heat. A fight adds 3 Heat.

Act 3. Alice Springs

3A. Ace's Floor. Ace sells the truth. 10 chips or a Debt: the Ledger is on Lucinda's desk. One Debt: a kitchen stair reaches her office. 20 chips: Mallory visits tonight and the Mayor hired Ledger. Short of chips? Play Ace at Craps or Roulette (see Section 6). Ace books unpaid losses as a Debt.

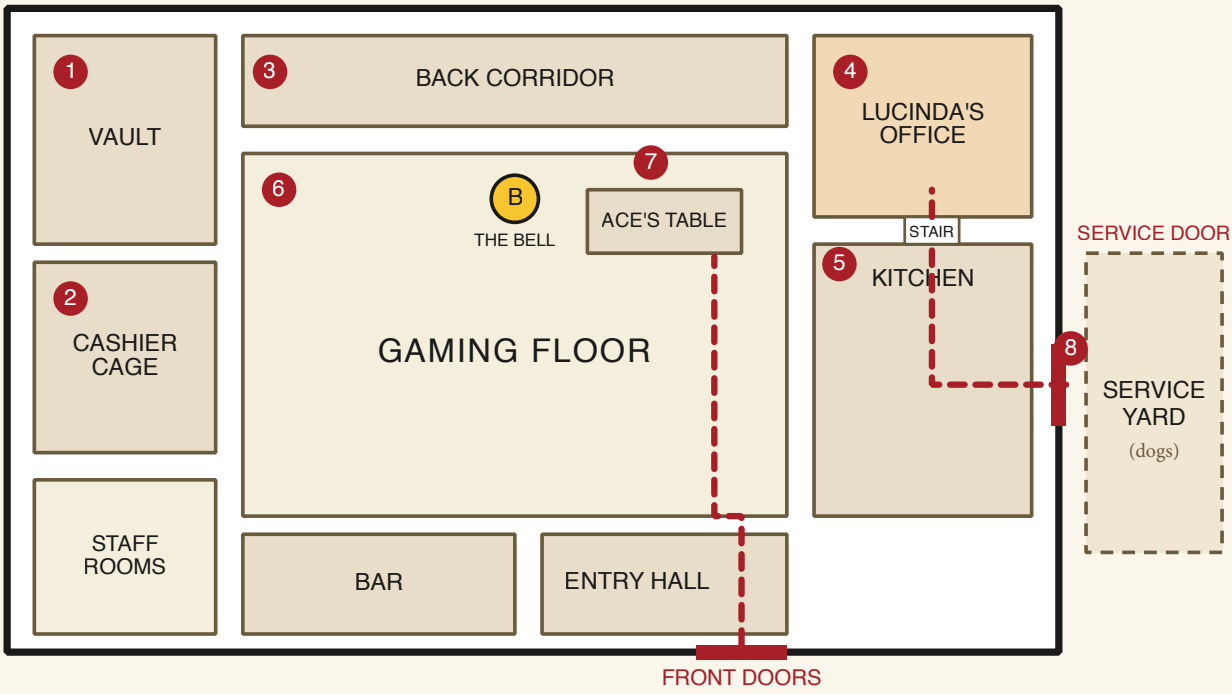
3B. Service door. Dogs guard the yard. An Animal Expert calms them (Careful, Fair +2). Others roll Sneaky or Quick against Good (+3). Failure adds 1 Heat.

3C. The Vault. Skip if the crew paid Ace. The Vault holds chips, a Settlement Book and no Ledger. Add 1 Heat.

3D. The count. Reach the office door with three rolls: Clever or Careful (Good +3), Sneaky or Quick (Good +3), Clever or Careful (Fair +2). Each failure adds 1 Heat.

THE OASIS: SETTLEMENT NIGHT

Floor plan. Not to scale. North is up.



Dashed red line: the crew's route from the service door to the office stair, and from the front doors to Ace's table.

Act 4. Lucinda's Office

Lucinda sits at her desk with the open Ledger. Mallory waits. Sneaky or Careful against Good (+3) lets the crew overhear: "I note the debts as settled."

Standoff. Mick bursts in. Order: Lucinda, Mick, Hale, Ledger, Mallory. Exchange 1: Lucinda offers double pay for Mick. Exchange 2: Ledger enters and Hale arrives if Heat is 4 or more. Exchange 3: Lucinda orders Hale to shoot Mick and Mallory touches her beacon. A shot or 6 Heat rings the Bell.

Act 5. The Bell

Three obstacles, each costing a stress box on failure: the crowd (Flashy or Quick, Good +3), the guards (Forceful or Sneaky, Good +3) and the locked doors (Clever or Quick, Fair +2). A drone hunts the Ledger carrier. Breaking the Bell stops it for one exchange.

Epilogue. In a Little Big Rock safehouse ask each player: "Who do you trust now?"


Lucinda


Mick


Hale


Ledger


Mallory

5 TWIST AND ENDINGS

The twist. The Ledger's Settled column lists everyone sent to the Harvest Covenant: Dawn's passengers, Hale's turned-away convoy and names Ledger hunted. Mallory believed they were sheltered. Choose what the drones did with them: Harvest, Hunters (linking to the Year 8 Revelation) or Unknown.

Rewards. 20 to 25 chips, the Ledger and favours from Mick, Roo and Dawn.

Ending	What changes
Burn the Ledger	Debts vanish. Lucinda hunts the crew.
Take the Ledger	Every faction makes an offer.
Expose it	The Houses and Councils edge toward war.
Hand over Mick	The Houses win. Little Big Rock hunts the crew.

Defender Variant. If the crew refuses Roo, Hale pays 30 chips to guard the Ledger against Mick.

Handout. The Black Ledger, page 14

Debtor	Settlement	Settled	H.C.
R. Pike	Ironbark Bore	Y9, Day 212	Shelter
Convoy 11	Gap Checkpoint	Y8, Day 311	Shelter
C. Brennan	Dry Creek	Open	None

6 THE CAST



Reuben "Roo" Calloway

Aspects: Cook Who Carries Secrets Between Settlements. Everyone Assumes He Only Trades Food.

Need: To choose a side.

Approaches: Clever +3, Careful +2.

Stunts: Shared Table, Biscuit Ambush. **Stress:** 3.



Mick Lawson

Aspects: Casino Worker Turned Rebel Leader. Justice Has Become Revenge.

Need: To split justice from revenge.

Approaches: Flashy +3, Clever +2.

Stunts: Rally the Wronged, Inside Knowledge. **Stress:** 3.



Ledger

Aspects: Bounty Hunter Who Works for Any Currency. I Hunted the Wrong People.

Need: To refuse a contract.

Approaches: Careful +3, Quick +2.

Stunts: Nothing to Go On, Hunter Trade. **Stress:** 3.



Dawn Kessler

Aspects: Ex-Queensland Rail Driver Who Keeps the Line Running. No Tolerance for Excuses.

Need: To trust others with control.

Approaches: Careful +3, Forceful +2.

Stunts: Engine Sense, Veteran Calm. **Stress:** 3.



Sgt. Marcus Hale

Aspects: Houses' Security Chief at the Gap. Follows Orders He Knows Are Wrong.

Need: To refuse an order.

Approaches: Forceful +3, Careful +2.

Stunts: Hold the Line, Armoured Presence. Stress: 4.



Ace

Aspects: Casino Broker Who Closes Every Deal. Trusts No One Who Has Not Paid.

Need: To trust someone who has not paid.

Approaches: Clever +3, Careful +2.

Stunts: For a Price, Every Secret. Stress: 3.



Lucinda Vane

Aspects: Owner of The Oasis and Queen of the Chip Economy. Lost the Family Farm, Trusts No One.

Need: To face the people her credit ruined.

Approaches: Careful +3, Clever +3.

Stunts: Credit Is a Leash, Hospitality as Control. Stress: 4.



Elder Ruth Mallory

Aspects: Preacher Who Calls Surrender Salvation. Believes Her Own Lies.

Need: To face what becomes of the people she delivers.

Approaches: Clever +3, Careful +2.

Stunts: Calming Sermon, Signal Beacon. Stress: 3.

7 SPOTLIGHT

- The Ranger tracks Ledger.
- The Tradesman takes the Vault key.
- The Medic stabilises Mick.
- The Guardsman talks to Hale.
- The Nomad uses the back streets.
- The Animal Expert calms the dogs.
- The Scientist matches the dates.
- The Politician bargains with Ace.



A PLAYABLE CHARACTERS

Use the 8 player sheets in Section 11 of the group document. Hunters are not playable. The 13 NPCs are not playable. Any mix of 3 to 5 sheets works.

Sheet	Scene	Job in Chips Down
Ranger	Acts 1 and 4	Tracks Ledger. Spots him at Roo's table.
Tradesman	Acts 1 and 3	Takes the Vault key.
Medic	Acts 1 and 4	Stabilises Mick.
Guardsman	Act 2	Talks to Hale at the checkpoint.
Nomad	Act 3	Uses the back streets to the service door.
Animal Expert	Scene 3B	Calms the dogs. This sheet is the Whisperer.
Scientist	Act 4 and the twist	Matches the Settled dates to Mallory's Need.
Politician	Scene 3A	Bargains with Ace.

A sheet is missing? Give its job to the nearest sheet. The Nomad covers the Tradesman's key.

B. Games at Ace's Floor

Ace runs two tables. Use the Gambling page in Section 6 of the group document. Roll 4dF for every game. Sheet bonuses do not change the roll. Aspects and approaches still help the crew read the dealer or spot a cheat.

- Craps. Call Even, Odd, Up or Down, then roll. A hit wins the wager plus 50%. A zero loses.
- Roulette. Call a total from -4 to +4, then roll. A hit pays ten times the wager.

Call	Chance to hit	Call	Chance to hit
Craps: Odd	49%	Roulette: 0	23%
Craps: Up	38%	Roulette: -1 or +1	20% each
Craps: Down	38%	Roulette: -2 or +2	12% each
Craps: Even	27%	Roulette: -3 or +3	5% each
		Roulette: -4 or +4	1% each

Table limit. Cap each bet at 10 chips. One bet on 0 would otherwise end the chip pressure. Check the payouts against the Gambling page.

Time. Allow two games. Each takes about five minutes. The Four hour clock has a 15 minute buffer.

Losses. A loss the crew cannot pay becomes a Debt. The aspect is Owes Ace.

C TABLE TRACKER

Print this page. Tick boxes in play.

Heat. Mark one box for each point. At 3, patrols double. At 4, Hale joins the floor. At 5, the service door locks. At 6, the Bell rings.

☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6

Turns. Tick each NPC the crew turns. Count the ticks for the ending.

NPC	Turned	Roll
Mick	☐	Good (+3)
Hale	☐	Good (+3)
Ledger	☐	Good (+3)
Mallory	☐	Good (+3)
Lucinda	☐	Great (+4)

0 to 1 Turns: Blood on the Floor. 2 to 3: Held Breath. 4 to 5: Chips Down.

Debts and chips. Note each Debt and the crew's chips.

Who owes Ace _____

Chips held _____

"THANKS FOR PLAYING!"