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SALVATION ROAD

RULEBOOK

THE WORLD IS A WASTELAND,

ravaged and ruined by power man was not meant to wield.

Somehow, your large group survived. Holed up in a fortified compound, with a reactor purifying the air and water, you eked out a monotonous existence.

But your time has run out. The reactor is leaking, and could explode any day. Meanwhile, a gang of desperate marauders has found your hideaway, and they want it for themselves.

You have one hope. Over the shortwave radio, you have received broadcasts from a settlement called Salvation, a haven that promises clean water, abundant food, and safety... if you can reach it.

Your small band of stalwart heroes and desperate survivors are ready to brave the wasteland and search for the resources needed to survive the trip. Time is short, and death lurks around every corner...



Van Ryder Games

GAME SUMMARY

Salvation Road is a cooperative game where the players work together to gather resources, keep one another alive, hold off the attacking marauders, and ultimately make the long journey to Salvation.

There are many ways to lose: a single player loses both his characters, the marauders overwhelm the compound, the players run out of resources on the road to Salvation, or time runs out when the compound's reactor explodes.

But there is only one way to win: make it through the gates of Salvation alive.

COMPONENT DETAILS

1 GAME BOARD – The board depicts the compound and surrounding areas in which the game takes place.

1 FIRST PLAYER MARKER – Binoculars token used to indicate which player goes first this round.

1 RULEBOOK – The thing you are reading now.

16 CHARACTER CARDS – These cards represent the heroes and survivors the players control in the game.

16 CHARACTER STANDEES w/ PLASTIC BASES – Marks a character's location on the board.

16 CHARACTER ACTIVATION MARKERS – Circular tokens used to show which characters have taken their turns.

11 LOCATION CARDS – Locations where characters can search for and gather resources.

16 APOCALYPSE CARDS – In four lovely flavors: death, famine, pestilence, and war.

12 SEARCH CARDS – Determines what resources characters discover at a location.

12 ROAD CARDS – Obstacles the characters will face on their journey to Salvation.

36 WOUND TOKENS – Everything from flesh wounds to critical injuries.

13 MARAUDER TOKENS (7 BUGGIES & 6 BIKES) – Apocalyptic thugs determined to kill the characters.

5 THREAT MARKERS – Used to mark the increasing danger at each location.

5 LOCATION USE MARKERS – Indicates whether or not a location's unique ability has been used that turn.

6 THREAT DICE (4 WHITE & 2 BLACK) – Rolled to determine how many wounds characters receive.

60 RESOURCE TOKENS – The precious resources characters will need to both survive and make the long journey to Salvation, in four types: food, ammo, meds, and fuel.

1 TRUCK BOARD – Where the resources needed to make the trip to Salvation are stockpiled.

GAME SETUP

The setup depicted is for 2 players.

1 Lay out the Game Board.


2 Shuffle the Hero and Survivor Cards separately. Have each player draw or choose one Hero and one Survivor. Place any unused heroes and survivors back in the game box.

Players place their Character Cards in front of them and take the matching Activation Markers and Standees for their characters, inserting each Standee firmly into a plastic base. Place the Activation Markers next to the matching Character Cards and place the Standees in the compound area in the lower left of the board.

3 Shuffle the Road Cards. Place the deck on the left side of the board, facedown (the back of the cards, also known as the "unexplored" side, shows a road). Draw 1 card and place it facedown on the map of the road. This will be the first of several obstacles on the road to Salvation.

4 Shuffle the Search Cards and place the deck next to the board, facedown.

5 Shuffle the Apocalypse Cards. Remove five random cards from the deck without looking at them and return them to the game box. Put the remaining deck of Apocalypse Cards next to the board, facedown.

6 Take the Location Card deck and remove the three "recon locations" (identified by the  symbol on the card's face). Shuffle them together and draw one at random, keeping it facedown. Place the other two cards back in the box without looking at them.

Shuffle the remaining Location Cards and draw a number of Location Cards equal to the number of players in the game. Place the rest back in the game box without looking at them.

Shuffle the Recon Location in with the drawn Location Cards and separately place each one facedown on the board on the hand-drawn map of Maldito. You should now have a number of facedown Location Cards equal to the number of players in the game plus one.

7 Place Threat Dice, Threat Markers, and Location Use Markers to the side of the board. There should be one Threat Marker and one Location Use Marker for each Location Card in the game. The others may be returned to the box.

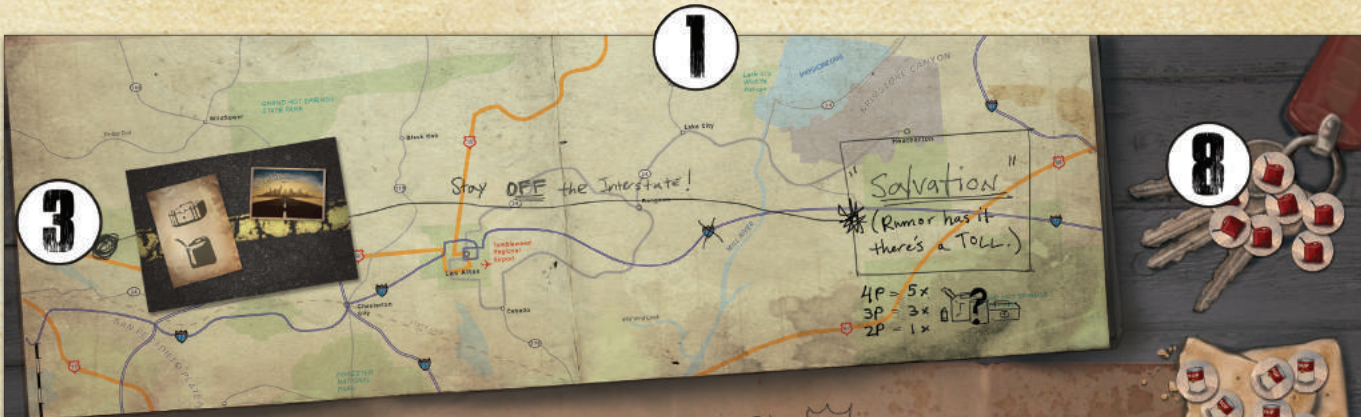
8 Place the resource tokens in their respective area on the right side of the board. Place the Fuel Tokens on the keys, Food Tokens on the crackers, Med Tokens on the gauze, and Ammo Tokens on the bullets.

9 Place the Wound Tokens facedown on the newspaper at the bottom of the board.

10 Place the Truck Board to the left side of the compound. To represent the group's starting resources, place only one Food Token on the truck (it's been pretty tough lately).





11 Take bike and buggy Marauder Tokens, based on the number of players, as indicated on the chart at the bottom of the board. Place these Marauder Tokens in a pool next to the board and return the remaining two Marauder Tokens to the box.

12 Determine a first player through any method and give them the First Player Marker.




VICTORY & DEFEAT

The players LOSE if any of the following occur:

-  The final Marauder Token is placed on the fence. The compound is overwhelmed and... well, it's best not to describe what happens to the characters then.
-  Both characters (the hero and the survivor) controlled by any one player are killed. The group as a whole succumbs to despair, devastated by the loss of their companions.
-  The players draw the last Apocalypse Card from the deck, indicating that time has run out and the compound's reactor is about to explode. The players have one final chance to begin their journey to Salvation, but if they are unable to do so they perish.
-  The players start their journey but don't have enough resources to make it to Salvation or are unable to pay the toll once they get there.

The players WIN if:

-  After deciding to journey to Salvation, the characters have enough resources to pay the costs of all Road Cards and the toll to enter Salvation.

GAME ROUND OVERVIEW

ACTION PHASE

In clockwise order, starting with the first player, players take turns activating a single character they control. This continues until all characters have acted.

THREAT PHASE

One or more Threat Dice are rolled for each occupied location, potentially causing wounds to the characters located there.

APOCALYPSE PHASE

An Apocalypse Card is drawn and resolved. Bad things happen.

REFRESH PHASE

Players clean up and prepare for the next round. At this point the players may choose to begin their journey to Salvation, thereby triggering the endgame.

ACTION PHASE

The player with the First Player marker chooses one of their characters and performs two actions with them, as well as any free or bonus actions. After resolving all of the character's actions, they place the character's Activation Marker on their card to indicate that character has taken their turn for this round.

Play then proceeds clockwise, with the next player choosing one of their characters to act.

If all of a player's characters have been activated, play moves to the next player. Once all characters have been activated, proceed to the Threat Phase.

NOTE: A character may perform the same action multiple times unless otherwise indicated.

MOVE

Move the Character Standee of the active character to the compound or any Location Card that does not already contain three characters.

NOTE: The compound can hold any number of characters.

If a character moves to a Location Card for the first time (i.e., it's still facedown), flip the card over and place a Threat Marker on the LEFTMOST numbered space of the threat track. Then, draw a Search Card and place the indicated Resource Tokens on the Location Card's picture. These resources form the location's "supply." Discard the Search Card.

NOTE: Placing these resource tokens does not count as a Search action.

MOVEMENT EXAMPLE

The player decides to have Dante use his first action to check out one of the locations that no one has visited yet. He moves Dante's standee to the unexplored location and flips the card over.



He's located the game's single Recon Location (which in this session is the Satellite Station). He places one of the Threat Markers on the leftmost number on the threat track.

Finally, the player draws a Search Card and flips it over revealing two meds and one fuel. This is the Satellite Station's starting resources; he takes the appropriate tokens from their respective pools and places them on the Satellite Station card. Then he discards the Search Card. Dante may now take his second action.



GATHER

Take one resource Token from the location supply, and place it on the active character's Character Card on an open health circle (one that does not already have a token on it). If the character has no open circles, they must first drop a resource into the location supply.

SEARCH

Draw a Search Card, add the indicated resources to the location supply, and then discard the card. If every Search Card is in the discard pile, shuffle them into a new Search Card deck.

Next, increase the threat of the Location Card by moving the Threat Marker one space to the right.

If the Threat Marker reaches the space with the skull, the location is now “overrun.” See the LOCATIONS section on pg. 10 for specifics on a location being overrun.

REST (Compound only)

If a character is at the compound, they may remove a facedown Wound Token from their Character Card.

FIGHT (Compound only)

If a character is at the Compound, they may remove a single Marauder Token from the fence.

Then roll black Threat Dice to see if the character sustained any wounds while fighting: one die if the character is a hero (name in blue), two if the character is a survivor (name in red). The character takes Wound Tokens equal to the wounds shown on the dice.

NOTE: When removing Marauder Tokens from the fence, buggies must always be removed first.

SHOOT (Compound only, requires Ammo Token) A character at the compound discards an Ammo Token to shoot and remove up to three Marauder Tokens from the fence. When choosing the Shoot action, you do NOT roll Threat Dice after removing the Marauder Tokens.

NOTE: As with the Fight action, when removing Marauder Tokens from the fence, buggies must always be removed first.

HEAL (requires Med Token)


The active character discards a Med Token to either heal themselves or another character at their location. Discard up to three facedown Wound Tokens, OR one faceup Wound Token from the chosen character. When discarding a Wound Token, place it faceup next to the Wound Token pool (do not shuffle it back into the pool of facedown Wound Tokens).


RECOVER (delayed characters only)


During the course of the game a character may become “delayed” by an effect, indicated by laying their Character Standee on its side. A delayed character MUST spend their next available action to recover, standing their Standee back up.

TRANSFER (First Transfer is a free action; additional Transfers cost one action)

Each character may make one free transfer action per round (this action does not count towards the characters’ two action limit). The active character may do one of three things with their Transfer action:

 Give one resource to a character sharing their location. If a receiving character has no open health circles, they must drop a different resource.

 If at the compound, transfer as many Resource Tokens as they like from their Character Card TO the truck.

 If at the compound, take one (and ONLY one) resource FROM the truck.

FIGHT EXAMPLE

Things are looking hairy at the compound (a buggy is on the fence, meaning the players are in danger of losing), so the player decides that Miriam, who is the only character at the compound, will take a Fight action. A Marauder Token is removed (ALWAYS remove buggies before bikes), making things just a little bit safer.



Next, the black Threat dice are rolled to see how much damage Miriam sustains from the fighting. Because Miriam is a survivor (and not a hero), the player must roll two black Threat dice. Three wounds are rolled and Miriam, who was in previously fine health, must take 3 facedown Wound Tokens.



CHARACTER ABILITIES

Some characters have abilities that will require an action to use. See the CHARACTER CARDS section on pg. 9 for more detail.

LOCATION ABILITIES

Some locations have abilities that will require an action to use. Location abilities are a once-per-round use. Once used, place a Location Use Marker on the Location Card to indicate that the ability cannot be used again during the current round. See the LOCATIONS section on pg. 10 for more detail.

THREAT PHASE

The first player rolls one or more Threat Dice for each occupied Location Card to see if roaming marauders find and wound the characters. Do not roll for the compound, however, as any characters there are safe (for now).

Perform the following steps for each location that has at least one character present:

1 The number of Threat Dice rolled is equal to the number of characters there plus the current threat track modifier. The first player grabs this many Threat Dice. Always grab white dice first, only taking black dice when there are no more white dice to take.

2 Roll the Threat Dice.

3 Count up the number of wounds shown on the Threat Dice. This is how many wounds the marauders will potentially be inflicting on the characters.

4 Any character at the location may discard an Ammo Token to fight off the marauders. The player controlling that character may reroll as many Threat Dice as they like. The chosen dice should all be rerolled together, and the new results MUST be accepted. Characters at the location may continue to discard additional Ammo to reroll if they desire.

5 Check the final result and freely divide the wounds among characters at the location. If players cannot agree, distribute them one by one in turn order. For each wound received, a character takes one facedown Wound Token and places it on one of their empty health circles.

6 If a character has no empty health circles left, they are forced to place a Wound Token on a health circle with a Resource Token instead. That resource is dropped and placed in the location supply.

7 Characters may never receive more Wound Tokens than they have open health circles. If a character has Wound Tokens covering all of their health circles, they are killed and removed from the game. Remove their Character Standee from the board. If any player's SECOND character is killed, the players immediately LOSE.

8 After resolving the results of the threat roll, move on to the next occupied Location Card and repeat these steps. Never roll for the compound.

Once all occupied Location Cards have had a threat roll, proceed to the Apocalypse Phase.

APOCALYPSE PHASE



- 1 Type and name
- 2 Marauder reinforcement
- 3 Apocalypse effect
- 4 Flavor text
- 5 Prevention requirements

1 The first player draws the top Apocalypse Card from the deck. If its type (death, war, famine, or pestilence) matches the top card of the discard pile, the players MAY place the drawn card on top of the discard pile WITHOUT resolving it and repeat this step by drawing and resolving a new Apocalypse Card.

NOTE: Each card represents a round of the game, so use caution when skipping Apocalypse Cards.

THREAT PHASE EXAMPLE

Rosa and Rashid are at St. Joseph's Hospital and the location's Threat Marker is on the +2 space on the threat track. Taking one Threat Die for each character present and adding the +2 modifier to this number, the players must roll four Threat Dice.

Rashid is a 'Screamer' and so the players must roll an additional Threat Die if possible, bringing the total up to five Threat Dice.



Rosa may now use her "Fearless Defender" ability. She does so, setting aside the dice showing blank faces and only rerolling the dice showing at least one wound. Unfortunately, the roll ends up WORSE!

The characters could discard an Ammo Token to reroll one or more of these dice, but they decide not to. They must now divide four wounds between themselves.



The players decide to deal two wounds to each character. Rashid has to place a wound on a health circle with a Resource Token, so he drops a food in the location supply before placing the Wound Token.

The first player grabs the four white Threat Dice. No white dice remain, so he must roll a black Threat Die for his fifth die.

The first player rolls the five dice, revealing three wounds. Not a great result!



2 Add the number of Marauder Tokens to the fence as indicated on the card. This varies by player count. Always add bikes first, only adding buggies if every bike is already on the fence.

If the final Marauder Token is placed on the fence, the players LOSE.

3 Resolve the card's Apocalypse effect, possibly preventing it, as detailed below.

4 Proceed to the Refresh Phase.

If the players draw the final Apocalypse Card from the deck, they MUST begin their journey to Salvation this round or they LOSE.

NOTE: keeping track of how many of each type of Apocalypse Card have been drawn is important and could help you strategize and plan. Players may look through the discard pile at any time.



DEATH

Death Apocalypse Cards cause a variety of negative effects to every character outside of the compound.

PREVENTION: Characters in the compound ignore the effects of Death Cards.



WAR

When a War Apocalypse Card is drawn, many more Marauder Tokens are added to the fence than usual, and each character at the compound must take a wound.

Always add bikes to the fence before adding buggies.

PREVENTION: Characters at the compound can choose to take a second wound. For each character that does so, the War Card adds one fewer marauder.

WHY BIKES BEFORE BUGGIES?



Bikes are always added to the fence before buggies (and buggies are always removed from the fence before bikes) for one reason: as soon as a buggy is on the board, the players are in imminent danger of losing the game by drawing a War Apocalypse Card. Every Apocalypse Card forces you to add Marauder Tokens to the fence, but if at least one buggy is present, a War card will force you to add the remaining Marauder Tokens to the board, triggering defeat.

Buggies aren't stronger than bikes or harder to kill; they are simply a visual reminder that the players really shouldn't ignore those marauders any longer.



PESTILENCE

When drawn, Pestilence Cards will force characters to flip over SOME of their facedown Wound Tokens and resolve their effects (see WOUNDS & DEATH on pg. 10 for more details).

PREVENTION: A character can discard one Med Token to ignore the effects of a Pestilence Card for up to THREE characters at their location.



FAMINE

Famine Cards afflict every character on the board, no matter where they are.

PREVENTION: A character with a Food Token may discard it to ignore the apocalypse effects of a Famine Card for up to THREE characters at their location.

REFRESH PHASE

1 Take all Activation Markers and move them off of their Character Cards.

2 If there are any Location Use Markers on Location Cards, move them to the side of the board.

3 If all living characters are at the compound, the players may decide to begin their journey to Salvation, triggering the endgame. See the BEGINNING THE JOURNEY section below for more details.

If the final Apocalypse Card was drawn during the Apocalypse Phase, the players MUST begin their journey or they LOSE.

4 If the players decide not to depart for Salvation, the first player passes the First Player Marker to his left and a new round begins.

BEGINNING THE JOURNEY

All living characters must be at the compound to begin the journey. If the players choose to begin the journey, follow these steps (example on the following page):

1 Transfer all Resource Tokens from Character Cards to the truck.

2 One at a time, pay the cost of each Road Card by discarding the indicated Resource Tokens from the Truck.

3 If a Road Card has not been explored (i.e. it is facedown), flip it over before paying its cost.

4 If the number of Road Cards on the roadmap is fewer than the number of players plus one, draw additional Road Cards from the bottom of the deck and pay their cost until the full number of Road Cards has been overcome.

5 If at any point the characters are unable to pay the Resource Tokens to meet the cost of a Road Card, they LOSE.

6 If the players are able to overcome every Road Card, they reach the gates of Salvation and must pay the toll to enter. Shuffle the Search Card discard pile back into the deck.

7 Draw a Search Card. Choose EITHER the left OR the right resource type, discarding one or two Resource Tokens as indicated from the Truck.

Continue drawing and paying for Search Cards until the number of Search Cards indicated on the "Salvation" space on the Roadmap have been resolved.

If the characters can pay the Resource Token(s) required for the Toll, they are allowed into Salvation and they WIN. If not, they are tragically turned away and they LOSE.

BEGINNING THE JOURNEY EXAMPLE

The only two surviving characters - Dante and Miriam - from a 2-player game are at the compound with 10 fuel, 3 food, 4 ammo, and 1 med (note some resources are on the "3X" space, representing 3 of that resource).

It is the Refresh Phase, and the players decide that now is the time to begin their journey to Salvation.



The first Road Card has already been explored, and it is a bandit base, requiring 3 fuel and 2 ammo. The players discard these resources from the truck, making change as necessary for "3X" resources.

The second Road Card was never explored. The players flip it over, revealing rocky terrain that they will need 2 food and 3 fuel to overcome. They discard these from the truck as well.



The third Road Card was never scouted. The players draw a Road Card from the bottom of the deck and immediately explore it. They find a breached reactor in their path, requiring their only Med Token, and their final 4 fuel to bypass.

The players have reached Salvation with 1 food and 2 ammo remaining, but they still have to pay the toll.



They shuffle the Search Card discards into the deck and draw a card. The guards at Salvation require either one ammo or two food as a sign of good faith before they will let the characters in.

The players must choose to pay one ammo, since they do not have two food.

In a 2-player game only one toll must be resolved, so the players WIN!



CHARACTER CARDS



- 1 Portrait
- 2 Name
- 3 Character Ability
- 4 Health Circles

Each player will control two different characters. One will be a hero (indicated by their name written in blue) and one will be a survivor (indicated by their name written in red).

Heroes each have a positive ability that will help the characters. Some abilities will require the hero to spend one of their 2 actions. Unless otherwise indicated on the card, a hero can use their ability as often as they like.

Survivors, on the other hand, each have a hindering ability that can make them difficult to manage.

Each character has between 4 and 7 health circles. These circles can hold a Resource Token or a Wound Token, but never both at the same time.

RESOURCES

There are four different types of resources: food, fuel, meds, and ammo. Resources each have up to three different uses: they are required to pay the cost of Road Cards or Salvation's toll, they may be spent during the Action Phase on special actions or extra abilities, or they may be discarded during the Threat Phase or Apocalypse Phase to prevent horrific effects from befalling the characters. Knowing when to save resources for the journey ahead or use them to get out of a tough spot may mean the difference between survival and death.



FUEL

JOURNEYING TO SALVATION: Fuel is the only resource that is required for ALL Road Cards.

ACTION PHASE: A character may discard one Fuel Token before or after resolving an action to immediately drive to a different location. They may drive one other character sharing their location to the same destination. This is not a move action and ignores character abilities related to movement.



FOOD

ACTION PHASE: A character may discard a Food Token, before or after resolving an action. The character gains one extra action for the round.

APOCALYPSE PHASE: A character may discard a Food Token to ignore the effects of a Famine Card for up to three characters at their location (including themselves).



MEDS

ACTION PHASE: HEAL - As an action, the active character may discard a Med Token to either heal themselves or another character at their location. Discard up to three facedown Wound Tokens, OR one faceup Wound Token from the chosen character. When discarding a Wound Token, place it next to the Wound Token pool. Do not shuffle it back into the pool of facedown Wound Tokens.

APOCALYPSE PHASE: A character may discard a Med Token to ignore the effects of a Pestilence Card for up to three characters at their location (including themselves).



AMMO

ACTION PHASE: SHOOT (Compound only) - As an action, a character may discard an Ammo Token to shoot and remove up to three Marauder Tokens from the fence. Always remove buggies before removing bikes.

THREAT PHASE: After seeing the results of a threat roll, characters at that location may discard an Ammo Token to reroll any Threat Dice they choose, until they run out of ammo or wish to stop rerolling.

THE TRUCK

If the truck becomes crowded with Resource Tokens, players can place a resource on the 3x portion of the truck to indicate that there are three of that resource on the truck.

A character at the compound may use their free transfer action to move as many Resource Tokens as they like FROM their Character Card TO the truck.

Alternatively, a transfer action allows a character to take one resource FROM the truck.

Resources on the truck are solely for making the journey to Salvation. They may NOT be used for anything else unless first taken off the truck by a character.



LOCATIONS



- 1 Picture/Location Supply:
- 2 Threat Track
- 3 Location Name & Ability
- 4 Recon Location Icon (not on every location)

In order to survive and make the long journey to Salvation, characters must venture out of the relative safety of the compound and visit the various nearby locations. Locations each have helpful abilities that can aid the characters. They may provide crucial intel about the journey ahead and they are where the precious resources are found and gathered.

EXPLORING LOCATIONS

Locations Cards all begin the game facedown and characters will first need to explore them. When a character moves to a Location Card for the first time, flip the card over and place a Threat Marker on the leftmost space of the threat track. Then draw a Search Card, placing the indicated Resource Tokens on the Location Card's picture. This is known as the "location supply."

LOCATION ABILITIES

Each location has a helpful ability, with some requiring a character to spend an action to use it. Other location abilities require a character to end their activation on the Location. Once a character ends their activation and uses the ability, they may not discard food for an extra action, or fuel to drive (although they may be driven by another character).

All location abilities may only be used once per round. Any time a location's ability is used, place a Location Use Marker on top of the location's ability text. This marker will not be removed until the Refresh Phase.



Actions from character and location abilities cannot be combined. For example, if Kai uses her "Eagle Eye" ability at the Scrapyard, she does not also benefit from the Scrapyard's ability.

RECON LOCATIONS

Recon Locations are slightly different from normal locations (indicated by a red biohazard symbol on the bottom-right of the card), and in each game there will be exactly one Recon Location on the board. They allow characters to both Scout and Explore. Like other locations, a Recon Location's ability may only be used once per round. Place a Location Use Marker on top of the Recon Location's ability after using it.

When a character "scouts," draw a card from the BOTTOM of the Road Card deck

and place it on the roadmap facedown. The back of the card will indicate the types of resources needed to overcome it, but not the exact amounts. Characters may no longer scout when the maximum number of Road Cards has been reached (number of players +1).

When a character "explores," flip a facedown (or unexplored) Road Card on the roadmap faceup (the green side), revealing the exact resources needed to overcome the obstacle.

OVERRUN LOCATIONS

When a Threat Marker reaches the rightmost space on the threat track (indicated by a skull) the location has become "overrun." When a location is overrun, flip its Location Use Marker to the "overrun" side and place it over the location card ability text. This indicates that the ability can no longer be used for the rest of the game.

When a character searches at an overrun location, do not move the Threat Marker. Draw a Search Card, but only add ONE resource (of the player's choice) from those listed on the card to the location supply (rather than the normal three).

Characters may move to and gather from an overrun location as normal.

WOUNDS & DEATH

Threat rolls, Apocalypse Cards, and certain actions will cause characters to take damage in the form of Wound Tokens. These tokens are always placed facedown unless otherwise indicated.

Wound Tokens are placed on Health Circles just like Resource Tokens. If a character takes a wound and does not have an empty health circle, they must drop a resource to their location supply (or to the truck if they are at the compound) to make space for the Wound Token.

If all of a character's health circles are filled with Wound Tokens, that character is killed and removed from the game. If any player loses their second character, then all players LOSE.

Pestilence Cards and some other effects will reveal these wounds (by flipping them faceup), causing their wound effects to resolve. The following are the different kinds of wounds characters can receive:



CRITICAL WOUND

Immediately take a new facedown Wound Token.



STUNNED

The character becomes delayed (flip their Character Standee on its side), forcing them to spend an action to recover. If the character is already delayed, they instead take a facedown Wound Token.



SPRAINED WRIST

The character must drop one resource, placing it in their location supply, or in the truck if on the compound. If the character has no resources, they suffer no effect.



PAINFUL WOUND

The effects of this wound are dependent on where the character is located. Characters at a Location Card must increase the threat of their location by one space, if able. Characters at the compound must instead add a single Marauder Token to the fence (always adding bikes before buggies).



INJURY

Having one of these Wound Tokens causes no additional effect.



FLESH WOUND

The lucky character that reveals this gets to immediately discard it. They weren't badly hurt!

Whenever Wound Tokens are discarded (from healing or some other effect), place them in a facedown pile near the Wound Token pool. If the Wound Token pool is ever empty, take all discarded Wound Tokens and mix them together to form a new facedown Wound Token pool.

DROPPING RESOURCES

If a character gathers or takes a wound when they have no open health circles, or if an effect forces a character to "drop" a resource, place it on the location supply, or on the truck if they are in the compound.

BECOMING DELAYED

Certain actions or game effects will cause characters to become delayed. Whenever a character is delayed, lay its Character Standee onto its side.

Delayed characters must perform a recover action (which allows them to stand their Character Standee back up) before doing anything else.

If a delayed character becomes delayed a second time, they instead take a Wound Token.

VARIANTS

LIMITED COMMUNICATION

With this variant, a player may only talk to another player if they both control characters sharing the same location.

If a player accidentally ignores this rule, they must pick one of their characters and increase the threat of their location, or add one Marauder Token to the fence if the chosen character is at the compound.

HEROIC (for 5 - 8 players)

For setup and all other game rules (except where indicated below), act as though you are playing with half the number of players, rounded up.

(5-6 players = 3 players; 7-8 players = 4 players)

Each player starts with one hero, instead of a hero and a survivor. If you are playing with 5 or 7 players, one player will control TWO heroes.

If any hero is killed, players immediately LOSE.

When a Search Card is flipped over to add Resource Tokens (either because a character moved there for the first time, or because a character performed a search action), add only ONE of each type of Resource Token.

If playing with the "Historic Maldito" Location Card, its ability adds the three resources shown on the card, instead of only two resources.

The rules for searching an overrun location remain unchanged.

SURVIVAL (for 5 - 8 players)

Follow all of the rules above, except use all SURVIVORS instead of heroes, and each Search Card adds TWO of each Resource Token type.

If playing with the "Historic Maldito" Location Card, its ability adds 3 of one resource and 2 of the other (one more than normal for each).

The rules for searching an overrun location remain unchanged.

SOLO PLAY

Choose to play a two, three, or four-player game. Setup the game as indicated for that number of players.

Arrange the characters in survivor-hero pairs, each representing one "player".

The First Player Marker starts with the leftmost "player," and is passed to the next "player" to the right during each refresh phase.

The game is played as normal in all other ways.

SCENARIOS

These scenarios both adjust the difficulty of the game as well as add variety to it. EASY scenarios will make the game less difficult; NORMAL scenarios add variety without generally affecting the difficulty; and HARD scenarios will make the game significantly more challenging.

MORE THAN ONE WAY (Easy)

"Two roads stretch before us, each leading to Salvation, each confronting us with unknown dangers. But which should we choose?"

During set-up, place two Road Cards facedown, one above the other, creating two rows. When a player scouts, add two Road Cards to the board, one in each row. When a player explores, they choose one column of two Road Cards and flip both facedown.

When the players begin the journey to Salvation, they collectively choose one of the two rows, encountering only these Road Cards and discarding all Road Cards from the other row.

FRESH RECRUITS (Easy)

"We had a good number of survivors holed up with us. It might sound uncaring, but when one fell, another was ready to take their place for the good of the group."

When a player's final character is defeated, the game does not immediately end. Instead, that player draws a new survivor at the end of the Refresh Phase, placing them on the compound.

If a replacement survivor is killed, the players lose as normal.

THE LAND IS OUR ENEMY (Normal)

"No food... rampant disease... fighting the marauders almost seemed preferable to these slow deaths."

When preparing the Apocalypse Card deck during set-up, remove all four War Apocalypse Cards, and one other random card. Only Famine, Pestilence, and Death Apocalypse Cards will be used in the game.

ISLAND HOPPING (Normal)

"The wastes had been almost completely scavenged. We were never going to find enough resources at just one town. We'd need to make pit stops, and scavenge on the road."

Players must journey three times to win the game. The first and second time they journey, they only explore and pay the cost of the leftmost remaining Road Card. On the third and final journey, they must pay the cost of the one to three remaining Road Cards AND the toll, as normal.

All living characters must be at the compound to begin the journey, as normal. When the players journey, discard all Location Cards from the board, as well as any remaining resources in their supplies. Then place three to five Location Cards facedown, the same as during set-up (one normal Location Card for each player in addition to one Recon Location Card). When characters first move to these new locations, they will reveal a free Search Card and add resources as usual.

When a Location Card is revealed for the first time (both starting locations and after journeying), increase the threat level by one space.

NOT MUCH TIME (Normal)

"Salvation was close, but so were a ton of marauders, and we had already faced a few attacks."

During set-up, place one facedown Wound Token on each character, and add two marauders to the fence. Remove seven Apocalypse Cards from the deck instead of five.

When a Location Card is first flipped over, increase the threat level by one space.

The players need to resolve one fewer Road Card to win the game.

CAPTURED MARAUDER (Hard)

"He knew the way to Salvation... we needed him. But we couldn't take our eyes off him for a moment, or he would escape back to his 'friends' and bring about our destruction."

Take an extra Character Activation Marker and place it at the compound at the start of the game. This character is the captured marauder.

The marauder does not move on his own. Instead, when any character sharing the marauder's location is moved by any means (move action, driving, location ability), that character may choose to bring the marauder with them to their destination.

The marauder takes up a spot at locations just like a normal character, and he increases the number of Threat Dice rolled. He can never have wounds assigned to him.

If the marauder is at the compound during the apocalypse phase, add one extra Marauder Token to the fence. If the marauder is alone at any location or at the compound during the apocalypse phase, the players immediately lose the game.

UNSECURED TRUCK (Hard)

"Scavengers, wild animals... something was stealing from us. We had to keep the truck locked and chained at all times. But it sure slowed down our efforts to store stuff inside."

When characters transfer resources to the truck, they can only transfer one resource, instead of as many as they like. They may still spend extra actions to transfer more resources, one per action.

INFECTION (Hard)

"We didn't know what it was, but it spread among us like wild-fire. We began to avoid each other, choosing seclusion to stay healthy."

At the end of each action phase, if a Location Card is occupied by two or more characters, each of them with at least one facedown Wound Token must roll a white Threat Die. On a wound result, that character reveals and resolves one facedown Wound Token.

Ignore this effect at the compound.

HEROES



DANTE

Dante had it all: a wife, two children, and Gunner, his loyal dog. When civilization was wiped out, Dante kept his family safe through grit and determination. It didn't hurt that he was a crack shot and an expert driver.

But the wastelands are cruel and unforgiving. Dante took Gunner for a brief scouting mission, leaving his wife and children in the relative safety of an abandoned trailer park. He returned to find his loved ones had been murdered, cut down by a gang of five marauders on a joyride.

With Gunner's help, he hunted down the killers, one by one. He became cold, callous, a shadow of the smiling father he once was.

But now Dante has found the survivors at the compound - men, women, and children who need his help. He failed to protect one family. He won't fail another.



CARL MURPHY

Carl drank deep from the cup of life: karaoke, dancing, one-night-stands. He would do anything to forget the monotony of another day at the office, answering phones for executives who barely knew he existed. He was a cog in the corporate machine, insignificant and ignored.

But when the lights flickered and died, when the hallways filled with dust and smoke, when the building supports groaned and buckled, when chaos reigned, Carl found a confidence he had never known he possessed. He took control.

Carl shouted orders, and everyone hopped to attention. He had vice presidents in soot-covered Armani suits clearing rubble and carrying the wounded. They eyed him with awe, with respect, like he was a savior sent from Heaven.

It was Carl who led the group that settled the compound, who organized its defenses, who gave this small pocket of humanity a chance. Once Carl only truly lived at night. Now he strives to help others live another day.



ROSA VILLANUEVA

Rosa had a loving family, a family that was shattered when her mother died in childbirth, and her father followed soon after with a broken heart. She and her younger brother Anselmo were thrust onto the gang-ridden streets, with nothing but their wits to protect them.

Rosa kept her head low and took any job she could, giving up a bit of her humanity to keep her brother clothed and safe. But when the gangsters took a bit too much of an interest in Anselmo, she was through with hiding.

She enlisted in the police academy, got a badge and a gun, studied martial arts: karate, krav maga, aikido. When the gangsters came to "collect" Anselmo, she left them broken and bloody on the sidewalk. She earned a bit of peace...

...and then the world ended. In the pandemonium of that first day, Rosa was separated from Anselmo. Now, her only hope is that he somehow reached Salvation.



EMILY MINTZ

Emily enjoyed brief years of safety and peace. Her father, a backwoods hunter and trapper, raised her. He did the best he could as a single father collecting unemployment.

He frequently pulled her out of school to go hunting and fishing, living off the land and sleeping under the stars. Emily loved it. Her father told her that the skills she was learning would help her survive anything, even Armageddon itself.

He was right. When the end times came, Emily's father was critically wounded, and it fell to her to build shelter, hunt for food, and keep him alive. Despite her best efforts, she failed, and the loss crushed her. She became an animal inside, doing anything and everything she could to endure, to live.

Realizing she can't last forever on her own, Emily has reluctantly joined the survivors at the compound. She doesn't talk much, preferring to snarl and growl to make her feelings known. But she moves like lightning, fast and vicious and unstoppable when threatened. Her father taught her to survive, and that's just what she plans to do.



"MAC" GUNDERSON

After leaving the army, where he specialized in bomb disposal, Lance "Mac" Gunderson became a small-time mechanic in Arizona. He had an amazing knack for fixing unfixable problems with the simplest household items.

Locals brought their cars and pickups to his humble trailer. With a look, and a few odds and ends from his toolbox, even the most stubborn vehicle would be running like a dream in minutes.

His talents were so well respected that it attracted the attention of local law enforcement. Mac was brought in as a consultant on the department's toughest cases. He was a legend, once using a baked potato and a microphone cord to set up the largest drug bust in Arizona history.

Mac's special talents are even more in demand in the wasteland. Without him, the survivors wouldn't have clean water, and the compound's reactor would have melted down months ago. As long as he has an ample supply of duct tape, there's no problem he can't solve.



LUONG CHI

Luong was brought to America for one purpose: to fight. In the world of illegal mixed martial arts tournaments he was unmatched, not because he was the most skilled, but because he could take any amount of punishment, survive any attack.

Luong would stand against multiple opponents, bleeding and bruised, bearing their blows, earning new scars to join the old. Then suddenly he would strike out, crushing, snapping, winning. Always winning.

His managers treated him like property. They would lock him in a cage, talking about the next fight right in front of him, as if he wasn't there. But they didn't know that Luong was watching. He had always been watching, learning, biding his time for the perfect moment to attack.

And it came. In a final arena battle, where he was meant to die to win his handlers a bet, Luong left his opponent, his managers, and half the guards dead or dying. The end of the world came that night, but Luong survived the horrors of the waste. He found his way to the compound. Now he doesn't fight for orders, for blood, or for money. He fights for life.



FRIEDA MALIK

Sometimes Frieda had regretted her decision to become a medical resident. The long hours and sleepless nights took their toll on her, mentally and physically. They drove her neglected husband to drink, and eventually to leave.

Rather than wallowing in loneliness, Frieda rededicated herself to the care of others. She volunteered for international health groups, travelling to war zones and disease outbreaks. With bombs falling overhead, with mines strewn over the road, with death staring her in the face, she saved lives.

When her third international tour was finished, she returned to the hospital. Frieda was surprised to find that, next to the hell she had been through, the hospital seemed calm and monotonous.

So when the world changed, Frieda felt an odd sense of purpose. She wasn't meant for dull doctoring in antiseptic white rooms. The world has become a warzone, full of the diseased and the dying. And Frieda couldn't feel more at home.



KAI APISI

Kai used to sit on her grandfather's lap, listening to his stories of the war. He had sent messages in his language that the enemy could not decode. He had helped to call in artillery, to kill men he never saw. That guilt weighted on him.

But Kai missed these implications, understanding only the honor and glory of battle. Few were surprised when she enlisted. She was a tenacious soldier, one of the first women allowed into the ranks of the Army Rangers. She was ready to earn her own glory.

With her skills in tracking and reconnaissance, she found the enemy wherever they hid: caves, bunkers, villages. Like her grandfather, she called in airstrikes. And she finally understood the message she had been missing. Men died because she was good at her job.

Kai returned home to the tribe as soon as her tour was over. She was done with war. But war wasn't done with her. Now, she dreams of peace, of escape, if she can only find the way, the road to a better life.

SURVIVORS



RASHID AMIR

Rashid was a popular and successful fiction writer, spinning tales of the fall of civilization, and the anarchy and mayhem that followed it. He would chuckle as he thought of ghoulish horrors to inflict upon the poor characters that struggled to survive in his novels.

But then all his darkest fantasies came true, and nightmares straight from his books surrounded him. Rashid's mind broke. It was a miracle that he survived those early days at all.

Now he can function, even thrive when he's surrounded by calm and stability. But the moment he hears the creak of a floorboard, or feels a chill on his neck, Rashid's mind conjures up the most horrible possibilities, and all he can do is scream.



JOSE BERRIOS

Jose was a magician and contortionist, making a steady living performing magic shows for community centers and high schools. Audiences gasped when he "disappeared" through hidden trap doors, and applauded when he squeezed out of straightjackets.

But when tricks failed and performances went south, Jose would hide behind the curtain, afraid to face the anger of the crowd. His bravado and confidence vanished in moments of stress or danger. Once, he left his stage assistant alone with a group of muggers, hiding in a dumpster while they beat his friend half to death.

Now, Jose wanders the wastes, still putting on the façade of the confident performer, though sleight of hand and a winning smile don't earn a man much in the end of the world. But Jose has found one use for his old skills. When marauders arrive and the group is threatened, he has a talent for squeezing into the nearest closet or cupboard. Why should he be the one getting shot?



IVANA LOPEZ

Ivana was a financial genius. She took her father's small manufacturing business and built it into an empire. She was cunning, organized, and ruthless, and it won her more wealth than she knew what to do with.

And when the world ended, all the money meant nothing. Looters ransacked her mansion, and she barely escaped with her life. The power and the prestige couldn't shield her from the horrors of the new world. When she stumbled into the compound, she had nothing left to her name but a stained coat and a torn purse.

She expects everyone to wait on her, to do her bidding without complaint. When she is forced to work, she does so grudgingly, whining and moaning the entire time. She still dreams of caviar and private jets, but each day she wakes to the same nightmare.



YUMA DAKOTA

Yuma led quite the life of adventure as a youth. He hitchhiked to Alaska, met a beautiful girl, worked a fishing boat, served time for assault, left the girl, left the state. He was never one for sitting still. Life kept moving, and he had to move with it.

Eventually, time caught up with Yuma the roamer. Hitchhiking became much less enjoyable when his old joints creaked and ached with every pothole and sharp turn. So Yuma settled down, packed it in, and prepared himself for an end of life full of dull repetition.

What he got instead was the end of the world, and with it a second chance to be useful again. Yuma is ready to help these young kids reach Salvation. But he won't stay long. He'd rather die on the move than standing still.



MELI PELIKAI

For some reason, the beautiful Hawaiian coastline never agreed with Meli's disposition. She preferred the majesty of the desert, dry sand stretching for miles, to the dullness of a Waikiki sunset. Her family was shocked when she packed her things and headed for the continent, but Meli felt it was the only logical choice.

Her siblings weren't too sorry to see her go. Bad luck had followed Meli around for years. From a blown up chemistry lab in high school, to a six-car pileup on her first driving lesson, nothing seemed to work right when she was nearby. But Meli stayed chipper and positive. Even the end of the world, which occurred only two days after she arrived in Arizona, couldn't dull her optimism.

Upon discovering the compound, Meli was overjoyed to find a new set of friends. But lately they seem to be avoiding her, claiming that electronics break down and cars don't start when she's nearby. Meli is still happy, though. Every day, she gets to look at the beautiful, amazing sand.



SUSAN DAVIS

Susan had been a star college soccer player, sure to make it straight to the pros, until tragedy struck. While waiting for a train, she was pushed from behind, right onto the tracks. A Good Samaritan pulled her partway to safety, but not before the train took her legs. She was paralyzed from the waist down, a bad candidate for prosthetic replacements. Susan's

soccer days were over. And the man who pushed her, Darryl Fogerty, a rich, bored socialite with a love of violence, got off on a technicality.

She nearly gave up then, but the Davises weren't quitters, and Susan wasn't done living. She switched majors, entered law school, passed the bar, and became a prosecutor. The next time Darryl was brought into court, this time on murder charges, Susan was ready. She built an unassailable case, and got him sent away for life.

Even now, after the end of the world, Susan wonders what happened to that evil man. Maybe he died in that prison. Or maybe he's out in the wasteland. But every time Susan shoots a marauder, she imagines Darryl's face hiding behind the mask. And she smiles.



MIRIAM BENNETT

People always assumed that there was something wrong with Miriam. Because she was bigger, because she was clumsy, students mocked her. But when she became the valedictorian of her college class, with the most community service hours ever earned by a student, they were forced to look at her in a new light, with at least a bit of respect.

Miriam became certified to teach, against the wishes of her family and friends. She didn't want a big paycheck and a comfy office. She only wanted to help others, to look out for kids like she had been, outcasts with hidden talent and beauty. She still had to endure the judgment of each new class, hearing them laugh and jeer when she knocked over a projector or stumbled into the chalkboard. But it was obvious she cared, and this always won them over.

She was in class when the world ended, and she was able to lead a large number of her students safely through the first days. Her group eventually found the compound, the children among them giving the survivors hope for a future.



HANK GRIM

Hank was always ready to follow the crowd. When he was a kid, he used to play with the "bad boys," pushing girls on the playground, stealing answer sheets, smoking cigarettes and coughing his head off behind the school. When he got a bit older, he noticed the local gangs, and he knew it was where he belonged.

Hank was involved in plenty of petty crimes, but he wasn't necessarily successful at them. He would assure everyone that he had disconnected the alarm, only to have it blare into life a moment later. He would keep a "close lookout" for police during a robbery, but would be sleeping by the time his crew came out for him. If the world hadn't ended, Hank might have faced some harsh consequences for these screw-ups from his supposed "friends" in the gang.

Now Hank's at the compound with a boring group of do-gooders. He'll stick with them, at least till they reach Salvation. He's smart enough to know he won't survive alone. But he wishes they would stop telling him to "pay attention" and to "be careful." Sure, he likes looking at the marauders and their slick motorcycles. But it's not like the marauders ever notice him...

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PETER WOULD LIKE TO THANK:

My very understanding wife Linda for giving me the time I needed to make this dream a reality.

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GAME ROUND OVERVIEW

1. ACTION PHASE

Each character resolves two actions.

2. THREAT PHASE

The Threat Dice are rolled for each occupied location (excluding the Compound)..

3. APOCALYPSE PHASE

Draw an Apocalypse Card; add marauders to the fence and resolve any card effects.

4. REFRESH PHASE

Remove Activation and Location Use Markers. If all characters are at the Compound, the players may begin the journey to Salvation.

AVAILABLE ACTIONS

MOVE

Move to any location. If the Location Card has never been flipped, place a Threat Marker on leftmost space and draw and resolve a free Search Card.

GATHER

Take a Resource Token from the location supply and place it on an empty health circle on your Character Card.

SEARCH

Move the Threat Marker one space to the right. Draw a Search Card and add the indicated Resource Tokens to the location supply.

REST *(Compound only)*

The active character removes a facedown Wound Token from their Character Card.

FIGHT *(Compound only)*

Discard a Marauder Token from the fence (buggies before bikes). Then roll black Threat Dice (one for a hero, two for a survivor) and take the indicated number of wounds.

SHOOT *(Compound only, requires Ammo Token)*

Discard an Ammo Token. Then, discard three Marauder Tokens from the fence (buggies before bikes).

HEAL *(requires Med Token)*

Discard a Med Token. Discard three facedown Wound Tokens or one faceup Wound Token from your Character Card or from a character sharing your location.

RECOVER *(delayed characters only)*

Stand your Character Standee back up. When a character is delayed, this action MUST be performed first.

TRANSFER *(First Transfer is a free action; additional Transfers cost one action)*

Transfer one Resource Token from your Character Card to another character sharing your location; OR as many Resource Tokens as you like to the truck; OR one Resource Token FROM the truck.

WOUND EFFECTS



CRITICAL WOUND

Immediately take a new facedown Wound Token.



STUNNED

The character becomes delayed. If the character is already delayed, they instead take a facedown Wound Token.



SPRAINED WRIST

The character must drop one resource, placing it in their location supply or in the truck if on the compound. If the character has no resources, they suffer no effect.



PAINFUL WOUND

The effects of this wound are dependent on where the character is located. Characters at a Location Card must increase the threat of their location by one space, if able. Characters at the compound must instead add a single Marauder Token to the fence.



INJURY

Having one of these Wound Tokens causes no additional effect.



FLESH WOUND

The lucky character that reveals this gets to immediately discard it.

RESOURCE USES



FUEL

ACTION PHASE: Discard to immediately drive to a different location. You may drive one other character sharing your location to the same destination. This is not a move action and ignores character abilities related to movement.



FOOD

ACTION PHASE: Discard to gain one extra action for the round.

APOCALYPSE PHASE: Discard to ignore the effects of a Famine Card for up to three characters at the location.



MEDS

ACTION PHASE: HEAL - As an action, discard to either heal yourself or another character at your location. Discard up to three facedown Wound Tokens OR one faceup Wound Token from the chosen character.

APOCALYPSE PHASE: Discard to ignore the effects of a Pestilence Card for up to three characters at your location.



AMMO

ACTION PHASE: SHOOT (Compound only) - As an action, discard to shoot and remove up to three Marauder Tokens from the fence.

THREAT PHASE: Discard to reroll any Threat Dice at your location.