



BADLANDS

OUTPOST OF HUMANITY



RULEBOOK

BADLANDS. OUTPOST OF HUMANITY.



Many years have passed since the devastating nuclear war destroyed great civilizations and changed the climate on the planet dramatically. The world has turned into a desert with but lonely radioactive ruins of cities left. Massive usage of biological and nuclear weaponry during the war led to many people and animals being turned into horrifying monsters. Few survivors who managed to make it through "The Last War" have joined together in clans and established small settlements in this new world.

In Badlands you'll lead a small community of post-nuclear survivors struggling for their lives. You will have to undertake distant expeditions and explore abandoned locations. Develop trade and attack your enemies, protect your settlement and fight for influence to secure your corner in the ruthless world of Badlands!

COMPONENT LIST

4 x Settlement Cards (player's board),
1 for each player



4 x Equipment Cards,
1 for each player



1 x Leaders' deck - 5 cards



10 x six-sided dice (D6)



40 x Meds
tokens

40 x Caps
tokens

20 x Caps
(x10) tokens

60 x Scrap
tokens

60 x Fuel
tokens

80 x Weapon
tokens

4 x Goods
tokens



1 x Rumors deck,
18 cards



4 x Memo cards,
1 for each player



1 x Mines encounters deck
(green marker), 35 cards



1 x Vault encounters deck
(blue marker), 40 cards



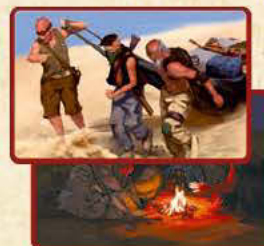
1 x Military Base encounters deck
(red marker), 45 cards



1 x Badlands Map (playing area)



16 x Action cards (Settlers, Caravan, Raiders, Marauders) - 4 for each player



GAME TERMS

Badlands - our planet's surface. Badlands include all of the game locations.
Outpost - the small trading town
Warehouse - a place in every settlement. All of player's resources and items are stored in a Warehouse.
Caps - bottle caps made of metal, they are used as currency in the badlands.
Cache - any place on the player's board where all of his/her Caps are kept.
Settlers - civilians living in Settlements.

Caravan - low-mobility group of traders.
Raiders Gang - high-mobility gang of bandits, thugs and other highwaymen.
Marauders Gang - a small but high-mobility gang of looters.
Equipment - a place where all the cards equipped on your Gang or Caravan are kept.
Wall - a fortification used to protect the Settlement.
Ally - a character which possesses some unique skills.
Leader - a highest value Ally in your Settlement.

SETTING UP THE GAME

- 1 Place the Badlands Map at the center of the table.
Create a bank of Caps and Resources tokens near the Map.
- 2 Shuffle each Location encounters' deck thoroughly and place them face-down next to their corresponding locations.
Match the color markers at the bottom of the cards:
Red marker - Military Base location,
Blue marker - Vault location,
Green marker - Mines location
- 3 Place the Outpost Leader card and the Rumors deck on the Outpost Bar location.
- 4 Each player chooses a color and picks the corresponding components:
 - 1 Settlement card
 - 1 Ally card (Leader)
 - 4 Action cards
 - (Settlers, Caravan, Raiders, Marauders)
 - 1 Memo card
 - 1 Equipment card

- 5 Each player then places:
 - 3 Cap tokens on his/her Settlement's Cache.
 - 1 Ally card (Leader) on his/her Settlement's Bar.
 - 2 Fuel tokens and 2 Weapon tokens on his/her Settlement's Warehouse.
 - 1 Scrap token and 1 Weapon token on his/her Settlement's Wall.
- 6 A player who most recently rode a car is the first Active player. Now you're good to go!

VICTORY CONDITIONS

Gain 100 Influence points.
Trophies, Leaders and Caps all bring you Influence points.
Each Cap in your Cache counts as 1 Influence point, each Leader card in your Settlement counts as 25 Influence points, and each defeated Monster card brings Influence points depending on its Combat value.



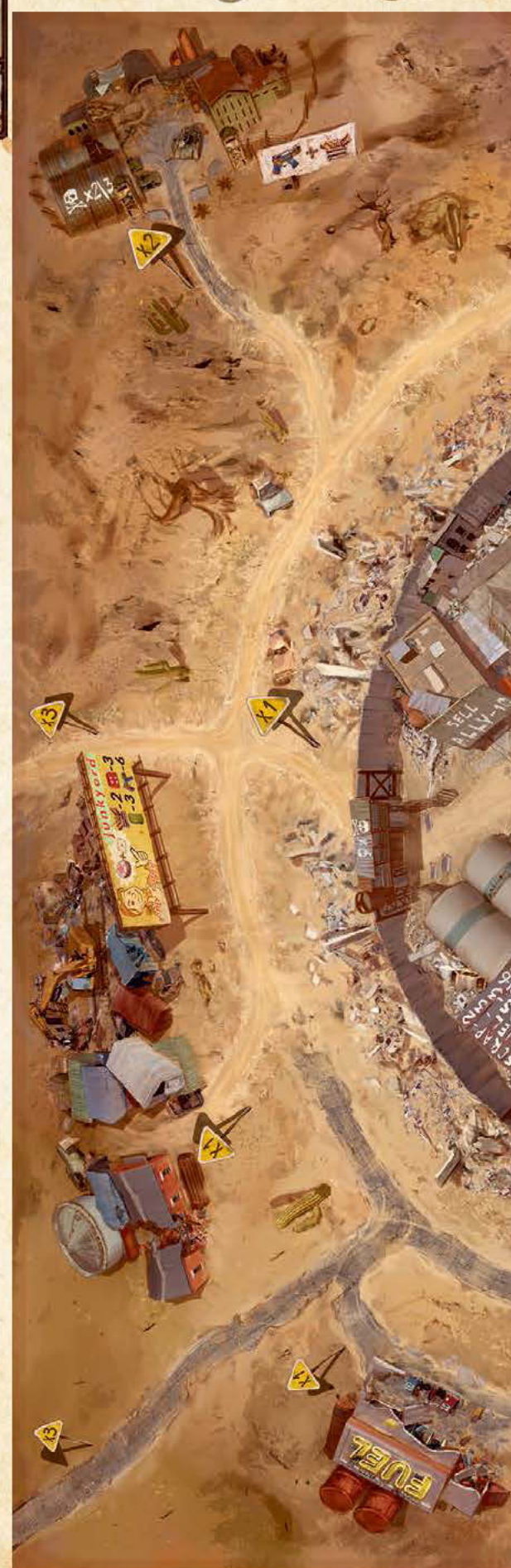
EQUIPMENT		
	MARAUDERS	MAX 2
	RAIDERS	MAX 2
	CARAVAN	MAX 10
	MARAUDERS	MAX 5
	RAIDERS	MAX 5
	CARAVAN	MAX 10
	MARAUDERS	MAX 10
	RAIDERS	MAX 10
	CARAVAN	MAX 10

MILITARY BASE LOCATION

2



1





VAULT LOCATION



2

HOW TO PLAY

The game is played in turns. After the first player has taken the turn, the next player clockwise becomes the Active player, and so on.

During each game turn the active player may perform the following actions:

1. Move his/her gangs to a different location and take an action there.
(Action cards: Raiders, Marauders. See "Gangs").
2. Send Caravan to the Outpost or back to the Settlement.
If a Caravan is on the Outpost, the player may perform Outpost actions.
(Action Card: Caravan. See "Caravan Card", "The Outpost").
3. Send Settlers to the Gas Station or Junkyard location or Return the wrecked vehicle back to Settlement.
(Action Card: Caravan. See "Settlers Card").
4. Sell resources to the Fence in your Settlement.
(See "Settlement > Fence").
5. Repair wrecked vehicles and reinforce your Settlement.
(See "Settlement > Pit Stop, Wall").
6. Transfer resources, items and allies between gangs in the same location.
(See "Gangs > Trading Equipment").

The active player may perform any or all of these actions in the order of his/her choice. The new action may be taken only after the previous one is completely resolved.

2



MINES LOCATION



PIT STOP



In a Pit Stop players can repair wrecked vehicles. Any vehicle which was wrecked in combat and returned from badlands goes to Pit Stop and stays there until repaired. To repair the vehicle its owner must spend 1 Scrap from his/her Warehouse. The repaired vehicle may be used again next turn.

Example: The "wrecked" Raiders card is returned from badlands and placed to Pit Stop ("wrecked" side up). The player places 1 Scrap token from the Warehouse to this card, initiating the repairing process. At the beginning of this player's next turn the repair is completed: discard the Scrap token. The vehicle is now ready to use again!

WALL



Wall is an important fortification which helps to fend off enemy invasions. The active player may reinforce his/her wall using resources and/or cards from the Warehouse.

- Scrap tokens placed on a wall act as extra hiding points, and the Weapon tokens are extra firing points.
- There are 5 slots for the resources on the Wall. Each slot may contain a maximum of 1 Scrap token and 1 Weapon token.
- Each Weapon token on the Wall adds 1 to this Settlement's Combat value.
- Each Scrap token discarded when defending the Settlement allows to ignore 1 enemy hit.
- Item cards which can be used on the Wall are placed next to it.
- Basic Combat value of each Wall is 1 (watchtower's firing point).

Example: At the beginning of the game each player's Settlement Combat value is 2 (basic Combat value of 1 + 1 Weapon token on the Wall).

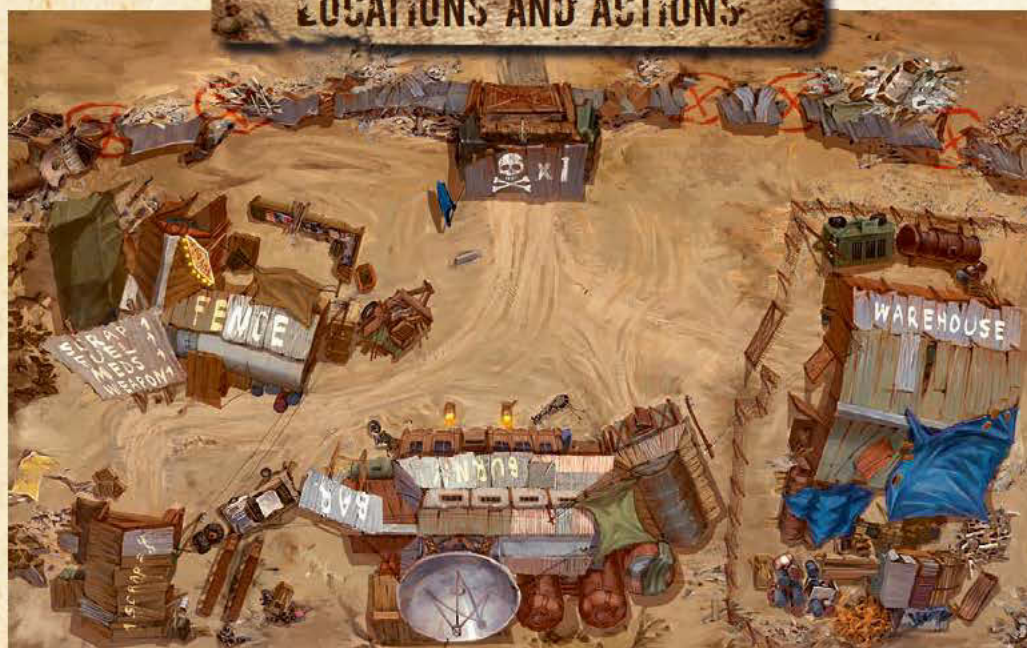
Note: You may NOT withdraw any resources or items placed on the Wall back to your Warehouse!

BAR



Bar is where your Settlement's Leader and all the allies that joined your cause are located. Allies are represented by cards which are placed on the Bar area face-up. Bar may contain any number of allies.

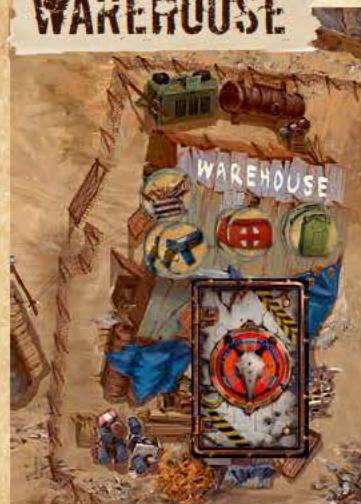
SETTLEMENT LOCATIONS AND ACTIONS



FENCE



WAREHOUSE



Warehouse is a place in your settlement where all of your resources and items are stored.

- Resources are represented by round tokens.
- There are 4 kinds of resources in Badlands: Scrap, Fuel, Meds, Weapons.
- Resources are kept on the Warehouse area in stacks. Items are represented by cards which are kept on the Warehouse area face-down.
- Any player may ask about the exact number of resources and/or item cards in any Warehouse at any time.
- Types and properties of item cards on other players' Warehouses are kept secret.
- All Caps in the Settlement are stored in Cache.
- Cache may be located anywhere on a player's board.
- Any player may ask about the exact number of Caps in any Cache at any time.

Fence is a location in every Settlement where the player may sell up to 5 Resources per turn from his/her Warehouse. Each Fence offers 1 Cap for any resource sold.

Example: A player decides to sell 2 Fuel. He discards 2 Fuel tokens from the Warehouse and puts 2 Caps in the Cache.

Settlements have very poor economical connections, and Fences take full advantage of this fact. Caravans are rare, and all goods/money relationships are mainly in settlement.

Fences' exchange rate is anything but profitable, but in some cases their services may prove useful.

ACTION CARDS



There are 4 Action cards: Settlers, Caravan, Raiders and Marauders, all of which are located in your Settlement at the beginning of the game.

SETTLERS CARD

There's a job to do...

Each turn you may use the Settlers card.

You may send civilians from your Settlement to grab some resources on the Gas station or the Junkyard (see "Badlands Locations").

Or you may send them to return a vehicle wrecked in combat back to the settlement (see "Combat").

After performing the action flip the Settlers card to its "Exhausted" side until the beginning of your next turn. At the beginning of your next turn flip the Settlers card back to its "Ready for Work" side.

Example: A player decides to send Settlers to the Gas Station. He/she then gains 2 Fuel tokens which are placed on the Settlement's Warehouse area.

The Settlers card is flipped to "Exhausted" side until this player's next turn.

Note that Settlers do not use Fuel to visit locations. All the resources gained with Settlers are placed directly to the Settlement's Warehouse.



CARAVAN CARD

Load the cargo, we're moving out...

Moving the Caravan

- Each player's turn the Caravan may move 1 space.
- Moving to the Outpost or back to the Settlement takes 2 moves through the Crossroads location (see "Badlands Locations").
- When sending the Caravan from the Outpost or from the Settlement, the player places the Card on the Crossroads location nearest to his/her Settlement.
- On his/her next turn the player may move the Caravan again and place the Caravan card on the Outpost or on the Settlement.
- Moving the Caravan from the Settlement to the Outpost and back takes 1 Fuel token.

Example: A player sends the Caravan from his Settlement.

He discards 1 Fuel token from the Warehouse and moves the Caravan to the Crossroads.

On his next turn the player moves the Caravan from the Crossroads to the Outpost and performs all the Outpost actions needed.

On his next turn the player decides to bring back the Caravan and moves it from the Outpost to the Crossroads.

Finally on the next turn he moves the Caravan from the Crossroads to the Settlement.

Note. After returning the Caravan back to your Settlement, move all of its tokens and cards equipped to your Warehouse.

Equipping the Caravan

Caravaneers earn a living by selling their local-brewed moonshine on the Outpost. Before sending your Caravan to the Outpost place a Goods token on the Caravan card (see "Outpost").

The Caravan may also be equipped with resources, items, allies and Caps from his/her warehouse.

- Resources and Caps tokens are placed on the Caravan card face-up.
- Caravan may carry a maximum of 10 resource tokens equipped.
- Items and allies cards are placed on the Equipment card face-down.
- Caravan may carry a maximum of 10 cards equipped.
- Every transport may carry any number of Caps equipped.

Caravan Guards

Allied Raiders or Marauders may be used to defend the Caravan, provided they are on the similar Crossroads. If the Caravan is on the Crossroads with the enemy Gang, the fight breaks out. First the Caravan guards (if any) have the chance to defend it. If they fail, the Caravan is attacked.

Each turn you may use the Caravan card.

You may send it to the Outpost or return back to your Settlement.

As long as your Caravan is on the Outpost, you may perform Outpost actions (see "Outpost").



Note that if the Caravan has no guards or if the guards lose the combat, the Caravan has to escape (see "Combat"). The Caravan itself has no means of defending or attacking the enemy!

GANGS

There are 2 Action cards representing the Gangs in "Badlands": Raiders and Marauders.

- Players may move their Gangs between locations.
- Each Gang may only take 1 action each turn.
- Each Gang may perform actions in a location only after moving there in the same turn.

RAIDERS CARD

Time to go for a ride...

If only there were laws in the Badlands, the raiders could be called criminals. But the only rule here is the rule of the gun.

Each turn you may use the Raiders card.

Choose where to send the Gang, move the Raiders card to the chosen location and perform an action there (see "Badlands Locations").

Equipping the Gang

Before sending the Gang on a raid from the Settlement, it may be equipped with all kinds of resources and items from the Warehouse, as well as the allies.

- The resources and Caps are placed on the Gang card face-up.
- Gang may carry a maximum of 10 resource tokens equipped.
- Items and allies cards are placed on the Equipment card face-down.
- Every transport may carry any number of Caps equipped.

MARAUDERS CARD

Easy loot

Marauders usually form small gangs and earn a living by stealing stuff and robbing unguarded caravans.

Each turn you may use the Marauders card.

Choose where to send the Gang, move the Marauders card to the chosen location and perform an action there (see "Badlands Locations").

Marauders act absolutely similar to Raiders in every way, except for their Combat value. Marauder gangs are usually smaller, so their maximum Combat value obtained through Weapons equipment is 2.

You can equip Marauders the same way as you would equip Raiders, but their equipped card limit is 2.



Gang's Combat Value and Card Limit

- Gang's Combat value is increased by 1 for each Weapon token equipped.
- Without any Weapons equipped each Gang's Combat value is 0.
- Maximum Raiders' Combat bonus for Weapons equipped is 5.

The maximum number of items and allies equipped is limited to the Gang's Combat value. The more Weapons a Gang is equipped with, the more is its Combat value and the more items and allies cards it may equip and take away from the locations.

Note that the maximum Gang capacity is equal to its Combat value. If the Gang capacity is ever exceeded, its owner must immediately discard any excess of item and/or ally cards from play. Raiders may not ever equip more than 5 cards!



Example: A Raiders Gang is equipped with 3 Weapon tokens. Its Combat value is 3, and it may equip up to 3 cards.

Trading Equipment

If your Raiders and Marauders Gangs are in the same location during your turn, they may trade equipment (keeping in mind the limits). Trading must be performed before or after the Gang acts this turn. Gangs may trade Caps, resources, items and allies.

Note. Moving your Gang to a location and performing an action there counts as 1 continuous action. You may not declare trade between moving and performing an action.



GANGS

MOVING GANGS

Some places are located close to your Settlement, others are farther, and it will therefore take more Resources to travel there.

- Travel distance to every location is shown as a sign on the Map near the corresponding location.
- When your Gang leaves the Settlement, discard a number of Fuel tokens from your Warehouse equal to the desired location's travel distance.
- If a Raiders or Marauders Gang ends up in some location having some Fuel tokens left, it may travel to another location during their owner's next turn. To do so discard the corresponding number of Fuel tokens from the Gang's equipment.

Example: A player sends the Raiders Gang from his Settlement to the Gas Station (travel distance 1). He discards 1 Fuel token from the Warehouse, moves the Raiders card to the Gas Station and performs an action there. Raiders gain 2 Fuel tokens to their equipment. On their next turn Raiders cannot once again perform an action on the Gas Station, so the player decides to move them to the Military Base location (travel distance 2). He discards 2 Fuel tokens equipped on the Raiders Gang, moving them to the Military Base and performing an action there. On his next turn the player decides it's time for Raiders to go back home, and he moves the card to his Settlement.

Note: Returning to your home Settlement never consumes any Fuel tokens! The gangs always have some fuel reserve to return home safely.

⋮
1-4 = 2 fuel tokens
⋮
5-6 = 3 fuel tokens



BADLANDS. LOCATIONS AND ACTIONS

Raid: Move your Gang's card to the chosen location and perform an action there.

JUNKYARD

A vast junk heap. If you explore it for long enough, you might even find something useful.

Travel distance: 1 Fuel. You may also send your Settlers here. When raiding this location perform the following action: Roll a die.

Then choose your reward based on the roll result:

- 1 pt - Nothing
- 2 pts - 1 Scrap
- 3 pts - 1 Fuel
- 3 pts - 1 Meds
- 6 pts - 1 Weapon



OR



Example: You rolled a 6. You may choose to gain 3 Scrap (2+2+2=6), or 1 Fuel and 1 Meds (3+3=6), and so on.

A die roll represents your luck while searching. However you may ask local scavengers to help you find the resource needed... for a price.

Discard any number of Caps from your Cache after the roll.

For each Cap discarded add 1 to your die result. The total result may never go above 6.



MAX 6

GAS STATION

A lonely gas station and an oil well which managed to remain intact somehow.

Travel distance: 1 Fuel. You may also send your Settlers here. When raiding this location perform the following action: Roll a die.

- On a 1-4: you gain 2 Fuel
- On a 5-6: you gain 3 Fuel



OR



Example 1: You rolled a 3. You gain 2 Fuel.

Example 2: You rolled a 5. You gain 3 Fuel.

-Local oil riggers can help you to get a couple extra gallons.-

Discard any number of Caps from your Cache after the roll. For each Cap discarded add 1 to your die result. The total result may never go above 6.



MAX 6

BADLANDS. LOCATIONS AND ACTIONS

Raid: Move your Gang's card to the chosen location and perform an action there.

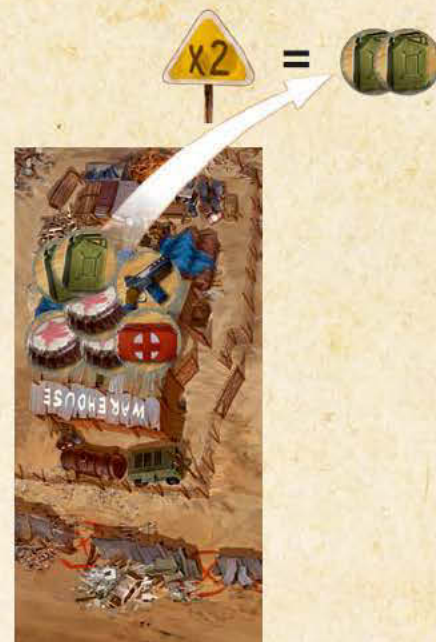
MILITARY BASE

Abandoned military base with a labyrinth of rooms underground.

Travel distance: 2 Fuel.

When raiding this location perform the following action:
Gain the resources shown in the location info.
You may also draw an Encounter card (see "Location Encounter Cards").

Danger level: Low
 x 2/3



VAULT

A large pre-war vault.

Travel distance: 2 Fuel.

When raiding this location perform the following action:
Gain the resources shown on the location info. You may also draw an Encounter card (see "Location Encounter Cards").

Danger level: Medium
 x 3/4



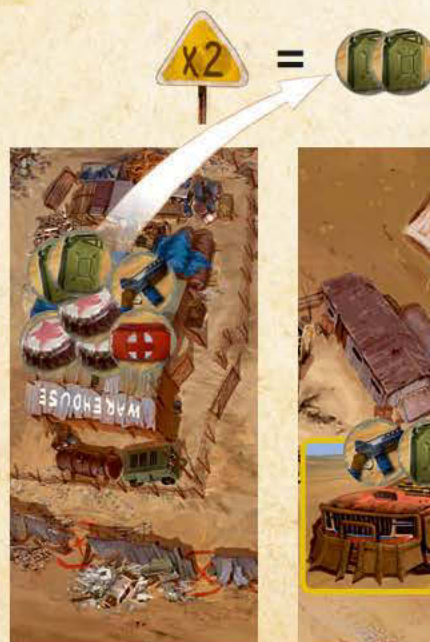
MINES

Abandoned uranium mines.

Travel distance: 2 Fuel.

When raiding this location perform the following action:
Gain the resources shown in the location info. You may also draw an Encounter card (see "Location Encounter Cards").

Danger level: High
 x 3-5



BADLANDS. LOCATIONS AND ACTIONS

Raid: Move your Gang's card to the chosen location and perform an action there.

CROSSROADS

Highway crossing halfway between the Outpost and the settlement.

Travel distance: 1 Fuel.

When raiding this location perform the following action: "Patrol" or "Ambush".



PATROL

We'll cover ya.

Action: Place the Raiders or Marauders card to your Crossroads location. This Gang is now patrolling the road to your Settlement. You Caravan on this Crossroads will be guarded. (See "Caravan Card").

AMBUSH

Looks like there's something to line our pockets!

Action: Move the Raiders or Marauders card to an enemy Crossroads location. If there's a Gang or a Caravan standing, the Combat starts, and you are the attacker. If the Crossroads is empty, the Gang lies in wait for the prey. Nothing happens yet.

If an enemy Gang or Caravan appears on this Crossroads, the Combat starts and you are the defender (see "Combat").



BADLANDS. LOCATIONS AND ACTIONS

Raid: Move your Gang's card to the chosen location and perform an action there.

ENEMY SETTLEMENT

Looks like we have guests...

Travel distance: 3 Fuel.

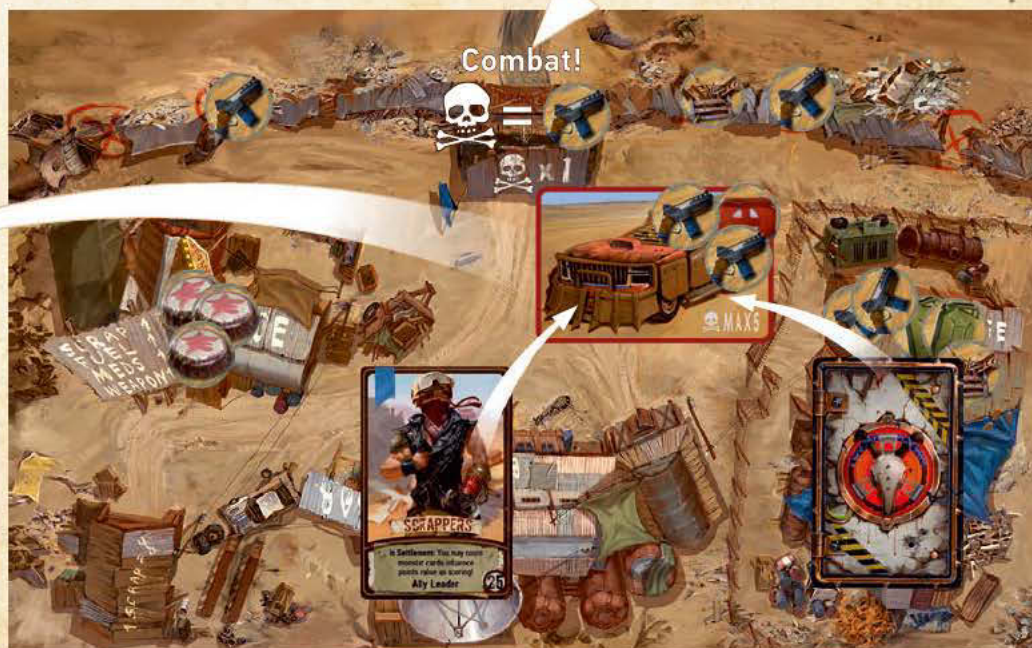
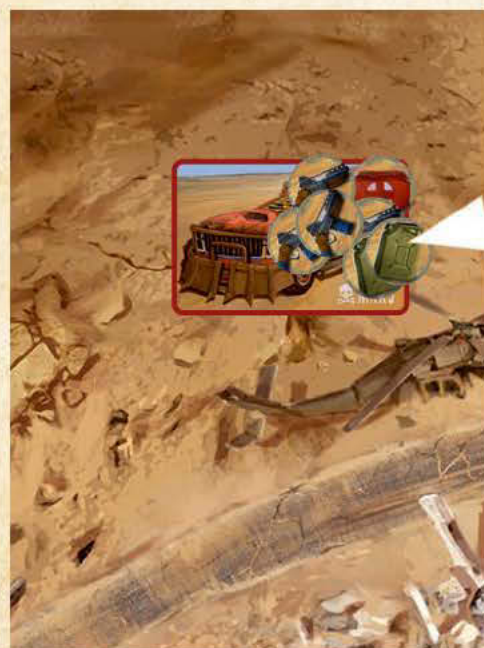
When raiding this location perform the following action:

Fight the enemy settlement as an attacker (see "Combat").

If you win, ravage the defeated Settlement. All the cards on the Settlement's Wall are discarded. You may take resources, items and allies from this Settlement's Warehouse and Bar. Keep in mind your Gang's equipment limit.

- You may not take Monster trophies and Caps from the enemy Cache.

Note: After ravaging the Settlement the attacking Gang escapes to the badlands. This Gang may not be attacked, but it also can't move to any location until it returns to its home Settlement.





SHOOTOUT ACTION

Whack'em!

Each player may send his/her Gang to attack other players' Caravans, Raiders or Marauders. Move the Gang to a location with the enemy card(s) and start a Combat instead of usual actions in this location. Travel distance is a standard distance to reach this location.

The active player fights as an attacker. If there are 2 enemy Gangs (Raiders and Marauders) in target location, they are fought one at a time - the defending player chooses the order (see "Combat").



Note: If at the beginning of a player's turn his/her Gang is in the same location as the enemy, the player may use this Gang's action to discard 1 Fuel equipped and attack the enemy immediately!



RETURN TO SETTLEMENT ACTION

Time to go home...

The player may move his/her Gang card back to his/her Settlement.

- Moving the Gang home doesn't require spending Fuel tokens.
- After Returning the Gang back to your Settlement, move all the tokens and cards equipped to your Warehouse.



EQUIPMENT		
	MARAUDERS	MAX 2
	RAIDERS	MAX 2
	CARAVAN	MAX 10
	MARAUDERS	MAX 5
	RAIDERS	MAX 5
	CARAVAN	MAX 10
	MARAUDERS	MAX 10
	RAIDERS	MAX 10
	CARAVAN	MAX 10

LOCATION ENCOUNTER CARDS

You never know what awaits you in the dark tunnels of mines, labyrinths of vaults and deep down inside the military base. You start searching the area, and each time you explore the new entrance hoping to discover something useful.

When your Gang raids one of the following locations: Military Base, Vault or Mines, it gains the resources printed in the location description and may also draw an Encounter card.

Example: You send your Gang to raid the Military Base. It gains 1 Scrap and 1 Weapon to its equipment. Then you decide to draw an Encounter card. The Gang may take away a total number of cards equal to its current equipment limit. For example, the Gang has a Combat value of 3 and currently has only 1 card equipped. They may take away a maximum of 2 extra cards from this location.



If you decide to take an Encounter and your Gang's equipment is not full yet, draw the top card of this location's Encounter deck without showing it to anyone.



If this card is an **Armored door** and there's no way you can open it, place the card face-up near the location and draw the next card. (The gang found a sealed storage room and decided to keep searching). From now on any player who takes an encounter in this location may use appropriate tools in his/her equipment (if any) to unlock this Armored door.



If this card is an **item** or an **ally**, immediately equip it face-down. If your equipment is still not full, you may continue with the encounters and draw the next card (the gang keeps searching).



EQUIPMENT	
MARAUDERS	MAX 2
RAIDERS	MAX 2
	MAX 10
	MAX 5
	MAX 5
	MAX 10

If this card is an **Armored door** and you have the tools necessary to open it, the door card is discarded. You gain the resource indicated on that card and then draw the next Encounter card. (The door is unlocked, the gang keeps searching).



LOCATION ENCOUNTER CARDS

If this card is a **Monster**. The card indicates the Monster's Combat value and its condition (Aggressive or Defensive).

If the condition is **Defensive**, you may retreat without fighting the Monster. Its card is placed on top of this location's Encounter deck. The Monster is now guarding this location. Any Encounter attempt in this location will start from fighting it.



If the **Monster wins**, the encounter is over. Turn the Gang card to its wrecked side and leave it in the current location. The Gang also discards all resource and Cap tokens equipped. The Monster is placed on top of this location's Encounter card. It is now guarding the location. Any Encounter attempt in this location will start from fighting it (see "Combat").



- If the Gang finds some resources, items and/or allies during the encounter, it may use these in further encounters, e.g. to fight the monsters.
- If an Encounter deck ran out of cards, the corresponding location counts as being completely explored, and players may not draw Encounter cards for this location anymore.
- Monster card trophies are placed face-up, and any player may look at these cards at any time.

Note. All the resources, items, allies and Caps found during the raid remain equipped by the Gang until it returns back to Settlement. Then they're placed to the Warehouse.

If the condition is **Aggressive**, the combat starts automatically. Fight the Monster using standard combat rules (see "Combat").



If you **won**, you gain the resource indicated on the Monster card. Place the defeated Monster card near your settlement face-up. You may now draw the next Encounter card.

Note. Monster cards bring you Influence points. However these are counted only as long as your Settlement has a Leader.



Example: The Gang Combat value is 2. The player draws a Vault Encounter card and secretly looks at it.

The card is an Armored door. The Gang has just one card equipped (which is less than its 2 card limit according to Combat value), and it's an Electronic Passkey. The player shows the Armored door to everyone else, discards it and gains the resource indicated on it. He also discards Electronic Passkey from his Gang's equipment (as it's a one use item) and draws the next Encounter card.

The card is an Aggressive Monster. The combat starts. The player wins and gains the resource indicated on the Monster card. The Monster card itself is placed near the player's Settlement. The player now continues the search.

He draws an Encounter card and finds an item, then draws another one and finds an ally. The player's Gang is now equipped with 2 cards. The Gang's Combat value is 2, so they cannot equip any more cards. The location encounter is now over. The cards gained in this location are placed in the Gang's equipment face-down.

ITEMS AND ALLIES CARDS

ITEMS

Items are mostly rare pre-war things which may prove useful.

Each item card contains the description of how and where it may be used.

Each item is One use, Multiple use or Rechargeable.

There are also several items which have special properties and trigger only when meeting certain conditions.



One use items are discarded immediately after use.



Multiple use items may be used continuously.



Rechargeable items require certain conditions to be met every time they are being used, and act as Multiple use items in every other way.

ALLIES

Everyone needs friends. Especially now.



Each ally card contains the description of how and where it may be used.

"Ally in Settlement" means this ally's card is in your Settlement's Bar area.

"Ally in raid" means this ally's card is equipped by the Gang outside of your Settlement.

Caravans and Gangs may equip ally cards. Ally cards in Settlements are placed in the Bar area face-up.

Only face-up allies may use their abilities.

Leader: Your Settlement's main ally. For each Leader card in your Settlement you gain 25 Influence points. A Leader card also allows you to count defeated Monster cards as Influence points.

Note: If you've got no Leader in Settlement, you may not count Monster cards as Influence points. However you may still place them near your Settlement after defeating.

During your turn you may discard any number of item and/or ally cards, but only if these are in your Settlement!



Cards from equipment are only discarded when using One-use items or when the Gang's equipped items limit is changed.

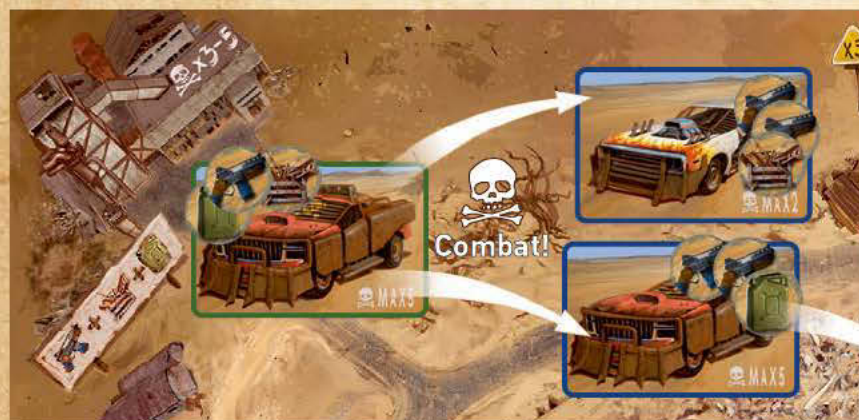
Example: The Gang's Combat value is 2, and it has 2 cards equipped. A fight breaks out, and the Gang lost 1 Combat point, its equipment limit goes down to 1 card as well. The Gang's owner must immediately discard 1 card of his/her choice from the Gang's equipment.

The discard pile is always face-up, and any player may look at any of the discarded cards any time.

Some card rules may conflict with basic rules. In such cases card rules always take precedence.

COMBAT

War never changes...



The player who starts a fight counts as an attacker, and the other player - as a defender. Both Gangs must be in the same location to fight. If there are 2 defending player Gangs (Raiders and Marauders) in the same location, they are fought one at a time - the defending player chooses the order.

COMBAT PHASE ROUNDS

ESCAPING

⋮ = Escape

● = x1

Any player may try to flee to his/her Settlement. Roll a die. On a roll of 6+ you successfully escape. You may also increase your chances by burning more fuel. Before rolling the die you may discard any number of Fuel tokens equipped and gain +1 to the die roll result for each token discarded.

Example: A player declares he wants to escape and discards 2 Fuel tokens equipped, which means he gets +2 to the die roll result. He rolls a 4 then and adds 2. The final result is 6. The player has successfully escaped the combat, and he moves the Gang card to his Settlement.

Note. If the escape is failed, the combat starts, and the running player is hit in the back.

This means that the Gang which failed to escape does not roll any dice during this combat round.

STARTING THE FIGHT

At the beginning of combat the attacking Gang may play any number of cards equipped: reveal them. Then the defending player may do the same.

Then count the total Combat value of each Gang. The Combat value usually consists of Weapon tokens equipped and additional properties of cards played.



Example: Raiders attack Marauders. Raiders have 2 Weapon tokens equipped, and they've also played a card which adds 1 to their Combat value. Marauders have 1 token equipped, and they've also played a card which adds 2 to their Combat value. Raiders' total Combat value is 3 (2 Weapon tokens+ a card's bonus); Marauder's Combat value is also 3 (1 Weapon token+ a card's bonus).

EQUIPMENT		
	MARAUDERS	MAX 2
		MAX 2
		MAX 10
	RAIDERS	MAX 5
		MAX 5
		MAX 10
	CARAVAN	MAX 10
		MAX 10
		MAX 10



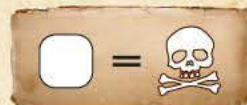
EQUIPMENT		
	MARAUDERS	MAX 2
		MAX 2
		MAX 10
	RAIDERS	MAX 5
		MAX 5
		MAX 10
	CARAVAN	MAX 10
		MAX 10
		MAX 10

COMBAT

SHOOTOUT

Pre-war guns have very poor durability and accuracy, jamming and missing all the time.

Example: In this example Raiders and Marauders have a Combat value of 3, so their owners rolls 3 dice.



Each player rolls a number of dice equal to his/her Gang's Combat value.



After rolling the opponents' results are compared.
On results of 1, 2 or 3 the die roll is a miss.
On results of 4, 5 or 6 the die roll is a hit.

DAMAGE

Both opponents damage each other simultaneously.
For each hit (4, 5 or 6) rolled by the enemy, the player must discard 1 Weapon token equipped by his/her Gang.

Example: The Raiders' player rolled 3 dice, and the result is 1, 4 and 6.
The Marauders' player also rolled 2 dice, and the result is 1 and 5.
Raiders scored 2 hits, and Marauders scored 1. Raiders have to discard 1 Weapon token equipped, and Marauders have to discard 2.



USING MEDS

I feel nothing...

When your Gang is hit, you may discard Meds tokens instead of Weapon tokens.



Example: The Marauders Gang got hit twice (die rolls of 4 and 6). But the Gang had 2 Meds tokens equipped, so the player decides to discard both, thus completely neutralizing all the damage received.



OR



COMBAT

RESOLVING

If after all the damage is dealt neither side lost, the new Combat round starts from the Escaping step.

If a Gang was hit and has to discard a Weapon token but can't do this, they lose the Combat.

The losing player turns his/her Gang card to its "Wrecked" side and leaves it in current location.

The winning player may take any or all of the remaining tokens from the losing Gang equipment, keeping in mind the limit (no more than 10 resource tokens total equipped).



SALVAGING WRECKED VEHICLES

During his/her turn a player may return a "wrecked" allied Gang or Caravan card back to the Settlement. Activate Settlers and flip the card to its "Exhausted" side, then move the wrecked vehicle to the Pit Stop location in your Settlement. You may immediately repair the vehicle. (See "Settlement > Pit Stop".)



FIGHTING THE MONSTERS



First round: -1

Second round: -1

Monsters are fought in exactly the same way as you would a Gang, except the following:

- During the fight monsters are controlled by a player sitting to the right of a player who takes an encounter.

- Monster's Combat value is indicated on its card.
- For each damage taken the monster's Combat value is reduced by 1.
- Monster counts as defeated when its Combat value drops to 0.
- Monsters cannot escape combat.
- All the defeated monsters are placed face-up as trophies near the player's settlement.
- If a monster wins, it immediately restores all of its Combat value and is placed face-up on the location Encounters deck.

Example: During the location encounter a monster with a Combat value of 2 attacks the Gang with a Combat value of 2. First round: Each side rolls 2 dice. The Gang rolls: 2 and 5 (the monster takes 1 damage). The monster rolls: 3 and 4 (the Gang takes 1 damage). The Gang discards 1 Meds equipped and cancels 1 damage. The monster subtracts 1 Combat value from its dice pool. Second round: The Gang rolls 2 dice, the monster rolls only 1 (as its Combat value was lowered by 1). The Gang rolls: 3 and 5 (the monster takes 1 damage). The monster rolls: 2 (no hits). Monster subtracts 1 from its Combat value. It's 0 now, so the monster is defeated.

COMBAT

FIGHTING THE CARAVAN

• : ≡ Miss ⬢ ⬢ ⬢ ≡ Hit

Caravans are fought in exactly the same way as you would a Gang, except the following:

- The Caravan always attempts to escape the fight. It can't attack or fight back in any way.
- The Caravan may not use any combat cards, Weapon and/or Meds tokens equipped.



- After the Caravan is dealt 1 damage, it loses the combat. The Goods token is returned to its owner's Settlement.
- The Caravan card is flipped to its "wrecked" side and stays on the Crossroads.
- The winning player may take any resource tokens and/or cards equipped by the defeated Caravan, keeping in mind the Gang's equipment limit.

FIGHTING THE OUTPOST AND SETTLEMENTS

These locations are fought in exactly the same way as you would a Gang, except the following:

FIGHTING THE OUTPOST

- The player defending the Outpost uses the Outpost guards' Combat value of 6 and may receive an additional bonus of +1 Combat for each 2 Weapon tokens discarded by the Gang on the Outpost.

Additionally: For each 2 Meds tokens discarded by the Gang on the Outpost, the player may ignore 1 damage during the Combat.

- Outpost guards may make use of any cards equipped by the Gang on the Outpost.

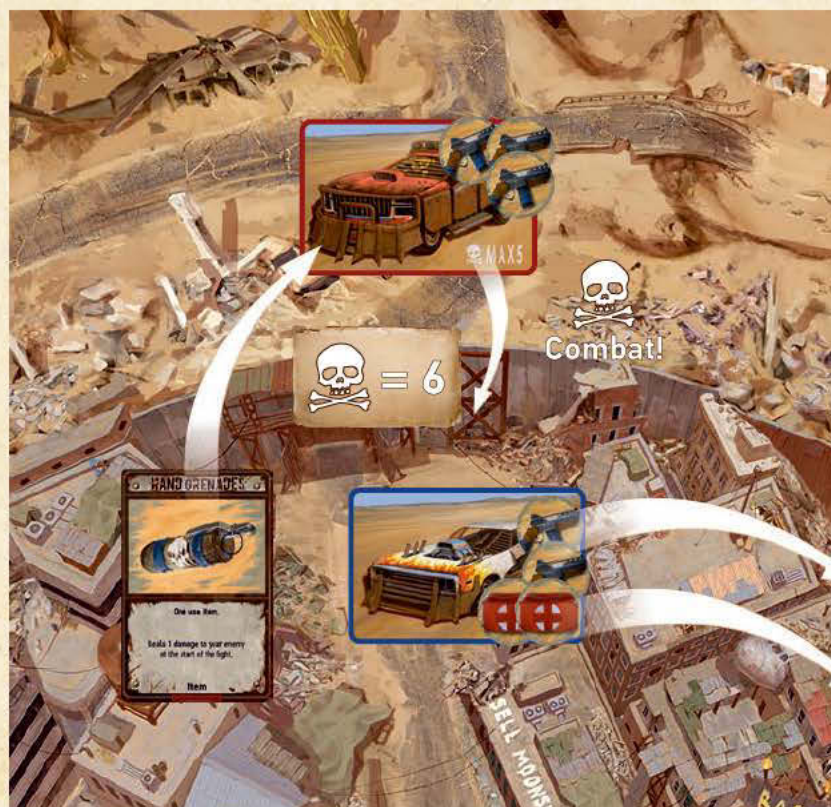
- For each damage taken the Outpost guards' Combat value is reduced by 1.

Note: If neither player controls the Outpost, the player to the right of the attacker fights on behalf of it, using the Outpost guards' Combat value of 6.

- If the Outpost guards' Combat value drops to 0, the defending player loses control of the Outpost, flips his/her Gang card to its "wrecked" side and moves it to his/her Crossroads location. The winning player may claim any or all of its cards and resource tokens (keeping in mind the limits) and moves his/her Gang to the Outpost square.

- After fighting the Outpost its guards' Combat value is fully restored.

- Outpost defender may never escape combat.



• • • = Miss

• • • • • = Hit

1 HIT = -1

= +1

= Ignore 1 HIT



FIGHTING THE OUTPOST AND SETTLEMENTS

FIGHTING THE SETTLEMENT

- The player defending his/her Settlement uses the Settlement's Combat value.

- The player defending his/her Settlement may play cards from the Settlement's Warehouse.

- The defending player gains +1 Combat as the Wall's basic defense (Tower) and +1 Combat for each Weapon token placed on the Wall.

Additionally:

- For each 2 Weapon tokens discarded from the Warehouse, the defending player additionally gains +1 Combat.

- The defending player may ignore 1 damage for each Scrap token discarded from the Wall.

Additionally:

- For each 2 Meds tokens discarded from the Warehouse, the defending player may additionally ignore 1 damage.

- For each damage received, the Settlement's Combat value is reduced by 1.

- If the Settlement's Combat value goes down to 0, the attacker wins and may proceed to ravaging the Settlement. All the cards on the Settlement's Wall are discarded. The attacker may take any resources, items and/or allies from the ravaged Settlement's Warehouse and/or Bar. Keep in mind you Gang's equipment limit.

- You may not take Monster trophies and Caps from the enemy Cache.

- The defending player may not escape the combat.



1 HIT = -1

Combat!

Ignore 1 HIT

+1

+1

Ignore 1 HIT

Miss

Hit



Note: After ravaging the Settlement the attacking Gang escapes to the badlands. This Gang may not be attacked, but it also can't move to any location until it returns to its home Settlement.



THE OUTPOST

The Outpost is a small trading town.

- Players' Caravans may freely enter the Outpost. (See "Caravan Card").
- Raiders and Marauders Gangs may not freely enter the Outpost. If a Gang attempts to enter the Outpost, a fight with the guards breaks out. (See "Combat").
- If any player's Gang defeats the guards, the Outpost is occupied, and the winning Gang is placed on the Outpost square. The Outpost's Combat value is then fully restored.
- When the Outpost gets occupied, other players' Caravans standing there are immediately moved (escape) to their respective Crossroads.

- While the Outpost is occupied by a player's Gang, other players' Caravans may not enter the Outpost.
- The Outpost is considered occupied (under control) as long as there's any player's Gang on the Outpost square.
- If a player controls the Outpost, he/she may equip the Outpost leader card from the Bar. This player's other Gang may also enter the Outpost without fighting the guards.
- Gangs and Caravan may exchange equipment while standing on the Outpost.

OUTPOST ACTIONS

As long as a player has any Gangs or a Caravan at the Outpost, he/she may perform any number of Outpost actions in the order he/she chooses during his/her turn, without spending any general actions. Outpost actions include buying, selling, trading or otherwise interacting with the Outpost locations.

Note. When a Caravan arrives at the Outpost from its Settlement, place it on the parking spot near the gates on your side. Discard the Goods taken from the Caravan. The Caravan immediately gains 10 Caps. Then draw 1 Rumor card from the Outpost Bar.

The goods are now delivered to the Outpost bar. The Caravan should now return to the Settlement to load a new batch for sale.

Note. Any Outpost actions are only performed using the resources equipped. All the resources, cards and Caps gained at the Outpost are immediately equipped by a Gang or a Caravan staying there.



EQUIPMENT			
	MARAUDERS		MAX 2
	RAIDERS		MAX 2
	CARAVAN		MAX 10
	MARAUDERS		MAX 5
	RAIDERS		MAX 5
	CARAVAN		MAX 10

OUTPOST LOCATIONS

Note. Every time a player's Caravan enters the Outpost, its owner may immediately draw 1 card from the Rumors deck at the Outpost Bar.

- Rumor cards contain useful information.
- Rumor cards may not be equipped, transferred or lost.
- Any player may have any number of Rumor cards.
- After a Rumor card is used, it is placed to the bottom of its respective deck face-down.

OUTPOST BAR



One of few homey places in this world. It's a meeting point of caravaneers who roam the badlands in search of a better life.

Once per his/her turn a player may take his/her chances in the Outpost Casino.

The rules are simple: Place a bet using the Caps equipped (a minimum of 1 Cap) and roll a die.

On a result of 1, 2 or 3 you lost — the Caps are discarded.

On a result of 4, 5 or 6 you win — gain the amount of Caps equal to your bet.

OUTPOST SQUARE

A spot in the centre of the Outpost. An occupying player's Gang is placed there. If there's no Gang on the Outpost square, the Outpost is not occupied by any player.

Example: A player sells a Fuel token equipped for 3 Caps. Then he buys a Weapon token for 6 Caps. That player discards a Fuel token and places a Weapon token in his equipment, paying the difference with Caps equipped.



TRADING GUILD

There are lots of Caravans at the Outpost, and every single one is up to buy or sell something.

This location allows players to buy and/or sell resources.

Buying/Selling

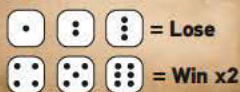
- 2 Scrap
- 3 Fuel
- 3 Meds
- 6 Weapon

"The Last War" and years of lawlessness and violence afterwards brought slavers back to business.

In this location a player may sell ally cards for 10 Caps each.

OUTPOST CASINO

Jackpot...



Example 1: The player placed a bet: 4 Caps. The die roll result is a 3. He lost, and the Caps are discarded.

Example 2: The player placed a bet: 4 Caps. The die roll result is a 4. He won. He gains his 4 Caps back and 4 additional Caps (a total of 8).

THE PIT



Example: The player places 2 ally cards equipped on the Caravan to the Pit and gains 20 Caps to his equipment.

ENDING THE GAME

The Game ends as soon as any player has 100 Influence points during his/her turn (including Caps in the Cache, Monster trophies, items and leaders in the Settlement).
Congratulate the winner! Gaining 100% influence in badlands is no easy task.



PROLOGUE



Looks like this was a large military base before the War. Now these are but radioactive ruins lost in the sands. Despite that, the Military base is often visited by all kinds of raiders because of its vast labyrinth of underground rooms which are still intact.



Before the War there was a prospering mining village. The letters found afterwards mentioned that as the bombs fell, the vaults' doors did not open for the miners. However some of them managed to survive by hiding deep inside the mines. All of the expeditions sent to these dark tunnels afterwards never returned back.



This huge pre-war building seems to have been built in case of a global war. It was meant to keep the best and richest minds of humanity behind its sealed doors. And it did - to a certain degree. Now the Vault is a cradle of new life in our new world.



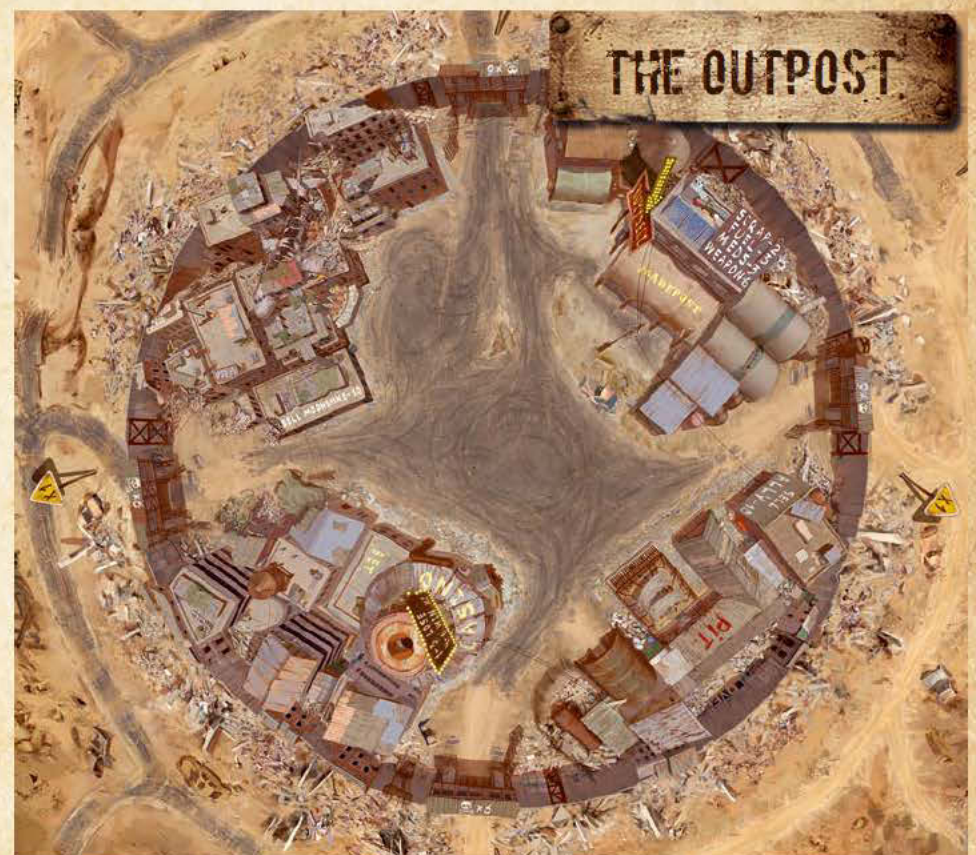
Years after the war the vaults' doors were unsealed, and the survivors started to set up their new home. People brought with themselves everything they considered tradable in the new world, forming this vast junk heap.



A lonely gas station and an oil well which managed to remain intact somehow.



Years after founding the Outpost there was a split between the survivors, and some of them formed smaller clans. Many of these left the Outpost and founded their own smaller settlements nearby.



Survivors of the badlands built a large settlement which was called the Outpost of Humanity. These "first people" believed they could form a new society of equal rights, where every human would work for the public good. High walls of the Outpost are home for a roaring trade, it's now the main meeting point of caravans, merchants and travellers in this part of badlands.

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and participated in testing.

Active player may perform the following actions:

- 1. Move his/her gangs to a different location and take an action there.
- 2. Send Caravan to the Outpost or back to the Settlement.
If a Caravan is on the Outpost, the player may perform Outpost actions.
- 3. Send Settlers to the Gas Station or Junkyard location or Return the wrecked vehicle back to Settlement.
- 4. Sell resources to the Fence in your Settlement.
Up to 5 Resources per turn!
- 5. Repair wrecked vehicles and reinforce your Settlement.
- 6. Transfer resources, items and allies between gangs in the same location.