



MAXIMUM
APOCALYPSE



LEARN TO PLAY GUIDE

COMPONENTS

14 Survivor Character cards



7 Survivor Figures



6 Health Dials



14 Survivor Standees



6 Reference cards



COMPONENTS

30 Monster tokens

3 Star tokens

12 Fuel tokens

20 Poison tokens
60 Hit Point tokens

24 Bullet tokens

52 Monster Spawn cards



2 Spawn dice



3 Storage trays



Survivor Decks

30 Surgeon cards



30 Fireman cards



30 Gunslinger cards



30 Mechanic cards



30 Veteran cards



30 Hunter cards



13 Ally cards



108 Monster cards



12 Dividers



54 Scavenge cards



38 Map tiles



6 Hunger dice



INTRODUCTION

Welcome to Maximum Apocalypse! This game is fully cooperative, with players working together to navigate their way through a series of missions forming a campaign. You will not play an entire campaign in one sitting, but the game can easily be saved at the end of any mission. This book is meant to walk you step-by-step through your first few missions of the campaign, teaching you about the rules as you need them so that you can get playing immediately and learn as you go. It is encouraged that you play as you read this book.

If you haven't done so already, take a moment to read the "Organize your Box" sheet and unpack your components. When you're ready, proceed to setup your first game.

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SURVIVOR OVERVIEW



FIREMAN

The Fireman may have fought fires before the apocalypse, but now he uses his protective equipment to set his enemies ablaze. He's a beefy tank that excels at absorbing damage and is deadly at close range with his deadly ax.



HUNTER

The Hunter is a jack of all trades who is deadly with her bow and arrows. She is great as a scout who can reveal tiles and traps, but she's also great at scavenging and can fend for herself. If she ever gets into too much trouble, she can hop on her motorcycle and retreat.



GUNSLINGER

The Gunslinger is all about dealing damage with their trusty pistols. He excels at midrange where he can defend himself and pick off monsters in front of other survivors. Even tough bosses should fear his focused shots and when he gets his guns blazing.



SURGEON

The Surgeon is a support class who focuses on healing and boosting the actions of other survivors on her team. As she gets her scrubs and scalpel, her healing abilities improve. She may not carry a lot of weapons, but her Taser can stun enemies and she can always throw a Molotov cocktail if things get intense.

SURVIVOR OVERVIEW



MECHANIC

The Mechanic is a support class who focuses on boosting her team's damage output by upgrading weapons. That's not all though, she also focuses on defense and preparation and is a whiz at building turrets, nail bombs, and mines.



VETERAN & DOG

The Veteran isn't much of a people person, but he does love his loyal dog. This unique character comes with two different character cards and their deck revolves around diverse dog instant actions and a wealth of old military gear for the Veteran. The Veteran is a great all-rounder who can deal with amassing monster tokens and more. He just goes a bit nutty if his dog dies.

VETERAN & DOG RULES

When playing as *the Veteran* and *the Dog*, you can select which monster is attacking which character but must evenly distribute monsters between the characters. For example, if you have three monsters attached to you - one will damage *the Veteran*, one will attack *the Dog*, and the third one you can choose to attack the *Veteran* or the *Dog*. You can choose each monster that is attacking each character.

If a monster hits all players in range, it hits **both** *the Veteran* and *the Dog*. Similarly, if you end your turn on the *Hospital*, you can restore 2 health to both the *Veteran* and *the Dog*.

The Veteran and *Dog* share a hunger die. Whenever *the Veteran* eats anything, he gives a bite to his good ole *Dog* so you don't need to worry about managing two hunger levels.

The Veteran has a storage limit of 4, and *the Dog* has a limit of 0 (because dogs don't have hands). The only equipment *the Dog* can equip is the *Dog Collar*.

If both characters are alive, use the lower stealth statistic. If one character dies, you can continue playing until the other character is eliminated.

GAME SETUP

1. Pick Survivors

Before we get into Mission 0: Tutorial, each player must decide which **survivor** they are going to play.

When choosing a survivor, players claim the matching survivor's figure (or standee), deck, character card, health dial, along with a hunger die, and a Player reference card.

Each player then proceeds to setup their play area by placing their Survivor character card (C) faceup to the side outlining their innate ability in their play area. They set their Health dial (D) to the health value displayed in the upper right of their character card. Then, they take a hunger die (B) and set it to '1'. This value represents that survivor's hunger level. Finally, each player shuffles their Survivor deck (A), places it next to their character card and draws 4 cards from it to create their starting hand.



Players will eventually place their figure (or standee) on the starting tile outlined in the mission. **This is typically the *Van* tile unless otherwise specified by the mission.**

2. Select a Mission

Take the Mission Log and turn to your current mission.

Each Mission will layout your Objectives, the tiles and monster cards used, example map layouts and more.

After reading through the Mission's introduction, you build the map with the tiles outlined in the current mission and follow any additional setup instructions filed under Mission Setup.

3. Build the Map

Set aside the **Van** tile. Then, make a stack with the map tiles included in the mission. Shuffle the tiles and build the map by placing facedown all the tiles in the stack. This can be done by following any of the map examples provided for the mission, or according to a unique pattern of your choosing. When building the map, each map tile must be orthogonally adjacent to at least one other map tile. Tiles cannot overlap. After the final map tile is placed, place *the Van* tile adjacent to a tile on the outer edges of the map (unless otherwise specified in the mission).

Each player can now place their survivor's figure (or standee) on the starting tile for the current mission. **For the Tutorial Mission, it is the Shopping Mall.**

4. Build Monster Deck

Each Mission will indicate which monster sets are to be used in the current game (an indicator of the set to which each monster belongs can be found in the bottom right corner of a monster card). Take all monster cards for each used set and shuffle them together to form the monster deck. Leave room for a monster discard pile next to it.

Then, each player draws a monster card (unless the mission specifies otherwise). When a monster card is drawn, attach it to the player's character and place it in their play area.

⚠ Monster cards stay attached to you (even if you move) until they are destroyed or removed via another effect.

5. Organize Scavenge Decks

Take the Scavenge tray and Scavenge cards and separate them into the Fuel (Red), Food (Green) and Ammo/Gear (Blue) Scavenge decks. Shuffle each deck separately and place them into the correct spot on the Scavenge tray. Set the Scavenge tray off to the side of the map within easy reach of all players.

SCAVENGE CARDS

A. Card Type & Card Title

Card types are indicated with either a Lightning bolt (denoting them as an Instant Action card) or a Backpack (denoting them as Gear).

B. Quick Reference

Scavenge cards are color coded to the deck they belong to for easy sorting.

C. Range (if applicable)

An indication of the distance at which the card can be used.

D. Card Effect



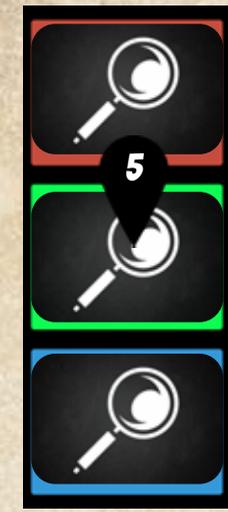
6. Set out tokens

Take the plastic token tray and Spawn dice out of the box. Put them next to the map within easy reach of all players.

7. Pick a starting player

Gameplay in Maximum Apocalypse is divided into a series of turns. Players select randomly (or with a method of their choosing) the starting player, and hand them the Spawn dice. The first player resolves their turn, and then game play will continue clockwise, with each player taking a turn.

EXAMPLE SETUP (MISSION 1)



MAXIMUM APOCALYPSE CAMPAIGN

The campaign starts with the following tiles. This will be added/subtracted as the campaign progresses.

2x Van (0)	2x Banked Camp (0)
2x Gas Station (6, 2)	2x Hospital (1)
2x Petrol Station (0)	2x Shopping Mall (0)
2x Farm (1, 1)	2x Forest (3)
2x Shelter (2)	2x City Street (0)
2x Open Field (0)	2x Field (1)

MISSION 0: TUTORIAL

The survivors were the only warning you had before everything went to hell. You were lucky enough to be close to a shopping mall and have stocked yourselves inside. But now your food is gone, and help is not coming. You have to figure out what happened out there and find a way out.

You decide to climb up to the mall's roof. Arranged all the chairs on the street and destroyed cars, you're able to spot a Van in the distance that looks to be in good condition. Without food, your only choice is to venture outside and try to make it to that Van.

MISSION SETUP

- Remove the Boss cards and then shuffle the remaining cards in the Zombies (2) set to create the Survivor deck.
- Place the Shopping Mall tile on the left side of the map. All players start on it.
- Place the Van tile on the other side of the map.

Map Setup:

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MISSION OBJECTIVES

- Collect and deliver 3 fuel per player to the Van.
- Return all players to the Van when all other objectives have been completed.

CONCLUSION

You found plenty of survivors, just as the horde of Zombies catches on to you. You arrive in, jump the attic and screech away. The roads are covered in debris and dead bodies. You are all in shock. It's much worse than you imagined. Out of desperation, one of you turns on the CB radio. After wading through some static, you hear a human voice. "Hello is anyone out there? need help!"

MISSION 1: THE SCIENTIST

Add the following map tiles to the game:

2x Gas Station (6)	2x Forest (0)
2x Open Field (0)	2x River (10)
2x City Street (2)	2x Banked Camp (1)
2x Gas Station (0)	2x Tunnel (4, 10)
2x Shelter (2)	2x Grocery Store (0)

You quickly realize the message is a recording played on a loop. Most of the details are garbled, but after listening to it repeatedly, you're able to piece it together. This person on the radio claims to be a scientist able to stop this nightmare. You all agree that it's worth the risk to try and find this person and start heading towards the source of the recording.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Zombies (2) set to create the Survivor deck.
- Set aside the Scientist Survivors card.
- Place Star taken A at least 4 tiles away from the Van.
- Remember: When the Petrol Station tile is revealed, Place Star taken B on that tile.

Example Map Setup:

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PLAY AREA

- A. Survivor Discard Pile**
- B. Survivor Deck**
Whenever you draw a card, you draw from your Survivor deck unless otherwise specified.
- C. Character Card**
- D. Equipped Gear**
Gear cards are played to your play area and take up storage.
- E. Starting Monster**
This monster is attached to the Fireman and will activate at the end of each Fireman's turn until it is discarded.
- F. Player's Hand**

PLAYING THE GAME

During their turn, a player will perform all of the following steps. Then, their turn ends and the game proceeds clockwise.

Each turn follows the same order:

1. Spawn Monsters
2. Draw a Card
3. Player Actions
4. Monster Activation
5. Hunger and other Status Effects
6. Check for Victory

I. SPAWN MONSTERS

Roll the two Spawn dice. Place a Monster token on each faceup map tile where the Spawn number (B) matches the combined roll result. If there are no revealed tiles matching the roll result or if a '7' is rolled, no monsters are spawned. **The maximum is 3 Monster tokens per tile**; do not place any new tokens on tiles that already have 3 tokens.

If a player is currently occupying a tile where a monster token should be added, **each player** on that tile must draw a monster card instead of placing that token.

2. DRAW A CARD

Draw a card from your Survivor deck and add it to your hand. Your hand limit is 10 cards. If you ever have 10 cards and draw a card, you draw and then immediately discard a card from your hand. **⚠ If your deck is empty and you cannot draw a card, you are eliminated.**

MAP TILES



A. Scavenge Icon

This icon indicates which Scavenge decks (Red, Blue, Green) you can draw from when performing the scavenge action on this tile. If there is more than one icon, you may choose from the decks displayed.

⚠ If there is no symbol in the upper left, you cannot scavenge on this tile.

B. Spawn

When this number is rolled during the Spawn monsters phase, a monster token is placed on this tile.

C. Indoor Icon & Tile Name

Some map tiles have the icon. These are considered indoor tiles.

D. Trigger

This is the condition which triggers the tile effect. In this example, you would trigger the effect when the tile is revealed.

E. Tile Effect

Nearly every location has some kind of effect. The effect is resolved immediately when the trigger conditions are met.

3. PLAYER ACTIONS

You **must** take exactly 4 actions each turn, selected as any combination of the actions listed below. You may take the same action several times in the same turn, each time counting as 1 action.

- Move to an orthogonally adjacent tile.
- Draw a card from your Survivor deck.
- Scavenge: Draw a Scavenge card matching the Scavenge icon on your current tile.
- Play a card from your hand.
- Perform an action on a card in your play area.

MOVE

Spend 1 action to move your figure (or standee) to any orthogonally adjacent map tile. **You cannot move diagonally.** Before moving onto an unrevealed tile, reveal it and resolve any trigger, if applicable.

For example, you reveal and enter a Bandit Camp tile, triggering its Enter effect. You must decide whether to suffer damage or discard an equipped gear card.

Encountering monster tokens

It is dangerous to enter tiles with Monster tokens on them. If you enter a tile with at least one monster token and have a monster card attached to you, immediately draw a monster card for each token. Each new monster is attached to you and placed to the right of existing monsters in your play area. Then remove all tokens from your current tile.

If you enter a tile with at least one Monster token and **DO NOT** have any monster cards attached to you, you may attempt a stealth test (see below) to sneak by them. A player can decide not to attempt a stealth test: in this case, they draw and attach one monster card per token on their current tile. Then, they discard all Monster tokens from their current tile.

Stealth test

Roll the two Spawn dice, and compare the result with your Survivor's stealth (represented by) reduced by 1 per Monster token on your current tile. If the combined roll is lower than or equal to your modified stealth, your stealth attempt is successful. You leave the Monster tokens on your tile and keep resolving your turn. If the combined roll is higher than your modified stealth, immediately draw and attach a monster card for each token on your current tile. Then, discard all tokens from your current tile.

⚠ If the monster deck ever runs out, reshuffle the monster discard pile to form a new deck.

DRAW

Spend 1 action to draw a card from your Survivor deck to your hand. Your hand limit is 10 cards.

SCAVENGE

Spend 1 action to draw a card from a Scavenge deck based on the Scavenge icon (A) of your current tile. Tiles that display multiple colored icons allow you to choose to draw from one of the matching Scavenge decks. If a tile does not have any of these icons, you cannot take the scavenge action. **You may Scavenge each tile only once per turn.**

PLAY A CARD

Spend 1 action to play a card from your hand. There are two types of cards that you can play on your turn: Instant Actions and Gear.

Instant Actions

When you play an Instant Action, resolve the card effect. Then, if the card played was a Scavenge card, discard it to the common Scavenge cards discard pile; if the card played was a Survivor card, discard it into your personal discard pile.

Equipping Gear

When you play a Gear card, place the card into your play area. Gear typically gives you access to a new action or passive ability. If the Gear has starting ammo (B), place that many bullet (or fuel) tokens on the card when it is equipped (more info on p. 26).

Each piece of Gear has a storage cost (A) that is to be considered against the storage limit each character currently has (everyone starts with a storage limit of 4). If, at any moment during the game (either because you play a card from your hand or by another game effect), your combined storage is greater than your current limit, you must choose and discard Gear cards until you're no longer exceeding your storage limit.

⚠️ You can only have one copy of a Gear card equipped at a time (Fuel is the only exception).

PERFORM A CARD ACTION

Spend 1 action to activate a card's **Action** in your play area.

If you use a Gear card with ammo on it, remove an ammo token each time you use that card's action. If you run out of ammo tokens, the action on the card is no longer available to you. The card is not discarded and can be reloaded with more ammo to use again.

INSTANT ACTIONS



- A. Instant Icon
- B. Card Name
- C. Range (if applicable)
- D. Card Effect

GEAR CARDS



- A. Storage Cost, Card Name
- B. Starting Ammo (in Bullets or Fuel)
- C. Range (if applicable)
- D. Card Effect

FREE ACTIONS

Once per turn, you may perform each of the following actions for free (without spending an action):

- You may discard two Survivor cards from your hand to draw a new card from your Survivor deck.
- You may give/take/trade Scavenge cards with another player as long as you are on the same tile.
- You may deliver cards that are part of a Mission Objective to a tile. *Example: If you are on the Van tile, you may deliver on the Van any Fuel you are carrying.*

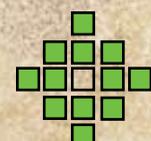
⚠️ After you have finished all of your actions, resolve any End effects on cards and tiles, in the order of your choosing.

EFFECT RANGES EXPLAINED

Many cards have a specific range denoted above their card text. When a range is indicated on a card, it can only target and affect the components within its range. If no range is indicated, the effect is not limited by a range. The three ranges in the game are:

 **Short Range:** eligible targets must be on the the tile that you currently occupy.

 **Midrange:** eligible targets must be on the tile that you currently occupy or on orthogonally adjacent tiles.

 **Long Range:** eligible targets must be within 1 or 2 orthogonally adjacent tiles away from your current tile. You cannot target your current tile.

DAMAGE AND COMBAT

A post-apocalyptic world is a harsh place to survive and players will have to fight and deal damage with their cards to survive. Many cards have a Health value and any card with Health is a valid target. When cards “deal damage” to a target, you will reduce the damaged card's Health accordingly by assigning damage to it.

⚠️ Players can attack monsters attached to other players as long as they are in range.

Whenever a target has suffered damage equal or greater than its Health value, you will discard that card to the relevant discard pile.

4. MONSTER ACTIVATION

When a monster activates, they typically attack and deal damage to you and any other eligible targets in range of their attacks. Monsters activate from left to right.



A monster typically deals their damage (C) to the Survivor they are attached to during their activation. If the monster has a range noted on the card (D), they deal every player in range their damage. Remember to note monster card effects (E). Many monsters attacks and effects are further described there.

If a monster is stunned (see Stun p. 31), they do not attack and instead become unstunned.

Monsters attached to a player are considered to be located on that player's current tile.

Example: If the Alien Invader is attached to the Fireman at the end of the Fireman's turn, it attacks the Fireman for 3 damage and also hits any other players on the Fireman's tile or on tiles adjacent to the Fireman because it is a Midrange attack. Every player who is attacked must also discard the top card of their deck into their discard (Burn 1 card).

- A. Card Name
- B. Starting Health
- C. Attack Damage
- D. Range (if applicable)
- E. Card Effect
- F. Monster Set (W: Wilderness)

5. HUNGER AND OTHER STATUS EFFECTS

Increase your Hunger by 1 by rotating your hunger die to the appropriate side. If you're already at starvation (see below), increase your hunger damage level.

STARVATION

When your Hunger reaches 6, you start suffering hunger damage. Flip your Survivor character card and place the die on the top value of the hunger track (A) then suffer damage equal to the value just covered. Every turn that you would increase your Hunger, instead move the hunger die one step down this hunger track and suffer the corresponding damage. If your damage hits the skull and crossbones, you are eliminated.

As soon as you eat something or reduce your hunger level below 6, flip your Survivor character card faceup.

⚠ Note that you lose access to your innate ability when starving and your Stealth value may change.



OTHER STATUS EFFECTS

After resolving Hunger, if you have any status effects such as Poison or Insanity cards, trigger these effects in any order of your choosing and suffer the necessary damage.

⚠ Damage from Hunger and other Status Effects (Poison, Exposure, etc) cannot be reduced by equipped gear and other cards.

6. CHECK FOR VICTORY

Check the mission objectives. If players as a team have completed all the Objectives, the game is over and all players have won. Otherwise, this marks the end of your turn and play proceeds clockwise.

END OF GAME

If a Survivor runs out of health or runs out of cards from their Survivor deck, they are eliminated. All monsters attached to that character are discarded and replaced with Monster tokens placed on the last tile that was occupied by the eliminated Survivor. Any Scavenge cards carried by that character are placed near that tile to be picked up by other players on that tile as a free action.

If all players are eliminated or if you are to place a Monster token and there are no monster tokens available, you lose!

⚠ To make the game more difficult, you can play according to the following rule: When the first player is eliminated, the game is over and you lose. The game was balanced with this rule in mind.

Once you have completed all mission objectives, you win!

SAVING YOUR PROGRESS

After playing the Tutorial Mission, you may want to save your game. To save your game, place all of the map tiles for the next mission into the bottom of the Scavenge tray. Then, sort the Scavenge discard pile back into the red, green and blue decks. Place those decks over the tiles and then then put the lid onto the Scavenge tray. Now you can return everything to the box.

When starting the next Mission, proceed to a full new setup, including character selection, which means players are welcome to play different characters over the course of a campaign. Nothing is typically carried over between missions unless you are playing our campaign legacy format (see p. 19).

EXAMPLE TURN

The **Mechanic** has an **Phalanx Robot** attached to them. The **Autoturret** and **Welding Helmet** are equipped. The Mechanic's Hunger is currently at 5 and is at full health. The **Mechanic** is on a **Gas Station** (5) with the **Fireman** on an adjacent **Forest** tile. The **Fireman** has a **Robot Scout** attached to them.

1: Spawn Monsters

The **Mechanic** rolls the dice to spawn monsters and rolls an 6. A Monster token is placed on the revealed **Police Station** (6) and on **the Van**.

Place Monster tokens on Tiles with a 6.



F: Fireman's Location
M: Mechanic's Location

2. Draw a card

The **Mechanic** draws a card and then proceeds to take 4 actions.

3. Player Actions

1st Action: the **Mechanic** plays **Upgrade** on their **AutoTurret** to increase its damage to 5.

2nd Action: the **Mechanic** scavenges the **Gas Station** and draws a card from the red deck; it is a **Fuel**. It must be immediately equipped as a free action or discarded. The **Mechanic** equips the **Fuel** and now has no storage slots remaining.



3rd Action: The **Mechanic** plays **Read the Manual** on the **Fireman** allowing them to equip a **Proximity Mine** from their hand in front of the **Fireman** and then draws a card from their Survivor deck.



4th Action: The **Mechanic** plays **Nail Bomb** to deal the **Phalanx Robot**, and the **Robot Scout** in front of the **Fireman** 4 damage each (**Phalanx Robot's** effect reduces damage by 1).



There are no **End** effects in play.

4. Monster Activation

The **Phalanx Robot** attacks the **Mechanic** for 4 damage, but the **Welding Helmet** reduces this to 3 damage. Its attack is Midrange so it also deals 4 damage to the **Fireman**. The **Mechanic** suffering short range damage activates **Autoturret** (discarding an ammo token), which deals the **Phalanx Robot** 4 damage (+1 from **Upgrade**, -1 from **Phalanx's effect**). The **Phalanx** has 3 health remaining.

5. Hunger

The **Mechanic's** Hunger increases to 6 and their character card is flipped over. The **Mechanic** suffers 2 hunger damage.

6. Check for Win

Not all mission objectives have been completed, so the **Mechanic's** turn ends. The **Mechanic** has suffered a total of 5 damage.

SOLO MODE

If you're playing with only one character, please change all Long Range cards that deal damage are treated as Midrange; additionally the damage listed on these cards is halved (rounded up). This will allow Long Range weapons and cards to be usable in true solo, without making them too powerful. We also suggest that true solo players expand their storage to 6 slots (instead of only 4) and that Scavenge cards don't count towards the hand size limit of 10.

ALLIES EXPANSION

During Setup, pick your main character and remove any Ally cards that match your character class. Randomly select 3-6 Allies to add to the monster deck (the more Allies you include, the easier the mission). Shuffle these Allies into the monster deck and setup and play the mission as normal.

Throughout the course of your adventure, you will encounter these Allies instead of monsters. When you encounter an Ally, place it in front of your character and attach it like you would a monster card. An attached Ally is unrecruited. You can spend an action to recruit an attached Ally to your party by paying their resource cost (A). This cost represents the number and color of Scavenge cards that you must discard to persuade that Ally to join you (i.e. a 2 in a green circle indicates that you need to discard 2 total food cards, not a food card that reduces hunger by 2). After the Ally has been recruited, place them next to your character card. Recruited Allies increase your storage slots and give you access to new actions. They act as a way to continue your game if your main character dies. You may have more than 1 attached ally.

If your main character ever dies, you can continue the adventure by switching to a recruited Ally. Remove your fallen character and their deck from the game. Then, choose

one of your recruited Allies to become your new Survivor. Swap the Ally card with the corresponding Survivor character card. Then take that Survivor's deck and draw 4 cards from it.

Please note that Ally characters (whether recruited or unrecruited) start with less health (B) and suffer damage from monsters dealing damage to all players in range. If an Ally card ever reaches zero health, remove it from the game.



A. Resource Cost

Discard a number of Scavenge cards matching the color and number shown here. Gray means that you can discard ANY combination of colors until you reach the number of cards needed.

B. Ally Health

C. Storage Increase

D. Ally Action or Effect

MULTI CLASS VARIANT

If you're up for playing two characters at the same time, select two different Survivors, place their character cards in front of you, and shuffle their decks together. Then draw 8 cards as your starting hand. Your max hand size is 20. You can play any card from your hand on either character. Otherwise, you must play the game normally, switching between each character's turn and actions. This is a much easier and faster way to play as multiple characters.

MISSION 1

First, start by turning to Mission 1 in the Mission Log Book. This mission adds some more tiles that need to be incorporated into building the map. It also introduces mission actions and has you facing off against your first Boss monster.

Mission actions are additional situational actions you can take for a specific mission and are always outlined in the Mission Log. Typically, these actions occur when you reach or take actions on the Star tokens placed on the map. In this mission, you may spend an action to investigate the source of the radio broadcast when you are on the same tile as Star token A. Taking this action triggers the boss and clears this mission objective, so be ready when you do it.

Boss Monsters are just tough monsters who are often immune to some of the more powerful cards of the game. Make sure you have some weapons equipped before you take on the bosses of the game.

MISSIONS 2-3

You should have all the main rules down at this point for Maximum Apocalypse. Missions 2 and 3 continue to feature the Zombie monster set and the same map tiles. Don't forget to mark the Hospital with a Star token when it is revealed in Mission 3.

MISSIONS 4-5

First, note that you will need to add and remove some tiles for the next three missions. This next set of missions features the Mutant (M) set of monsters and introduces the Poison status effect.

Some of the monsters have been irradiated and will poison you when they activate and attack you. When this happens place a poison counter on your character card. Each turn, you will suffer 1 damage for each poison counter on your character until you clear your status effects with a card like *Antidote*.

MISSION 6

This mission is a race against time and introduces a unique map tile removal mechanic. Each time a '7' is rolled during the monster spawn phase, you will remove 1 map tile from the board. If any players are on the map tile that is removed, they are eliminated. Scavenging quickly and efficiently is key in this mission.

MISSIONS 7-9

In these missions you will be facing an alien invasion. Change out the necessary map tiles and monster set. The Alien monsters have a few tricky cards. The first is their Long Range soldier that doesn't damage the character they're attached to, but instead damages a large surrounding area. The Alien Scientist is also rough. When a player draws it, they must immediately destroy an equipped gear or take 6 damage. The Alien Scientist's passive effect is that all alien damage is increased by 1. This stacks and is has no range, so every Alien Scientist compounds the overall Alien threat until the card is removed from play.

MISSIONS 10-12

The final missions of the campaign feature the Robot monster set. These monsters are very durable. Pay particular attention to the Phalanx Robots which reduces damage to all robots in midrange by 1. This effect stacks but does not apply to all robots in play; only those within range. Finally, these monsters introduce the destroy keyword – which means they deal additional damage to the player they are attached to when they are killed. In general, the name of the game in these missions is speed and efficiency.

MONSTER SPAWN DECK

The included Monster Spawn deck can be used instead of the dice to reduce randomness. The Monster Spawn deck also includes additional cards that you can choose to include to further customize the game's difficulty level.

If you're playing with the Monster Spawn deck, during the Spawn phase of every round, draw and flip over a card from the deck. Resolve the number on the card as if you rolled that number on the dice.

LEGACY CAMPAIGN RULES

If you're interested in adding some additional role playing elements and/or introducing additional legacy style rules to the campaign, please visit <https://rockmanorgames.com/maximum-mission-tracker/> to learn more and to download free resources, rules and character sheets.

CARD ANATOMY



INSTANT ACTIONS

- A. Instant icon
- B. Card Name
- C. Range (if applicable)
- D. Card Effect

REMEMBER:

As a free action, you can give/take/trade Scavenge cards with other players as long as you are on the same tile. You cannot trade your Survivor cards.

GEAR CARDS

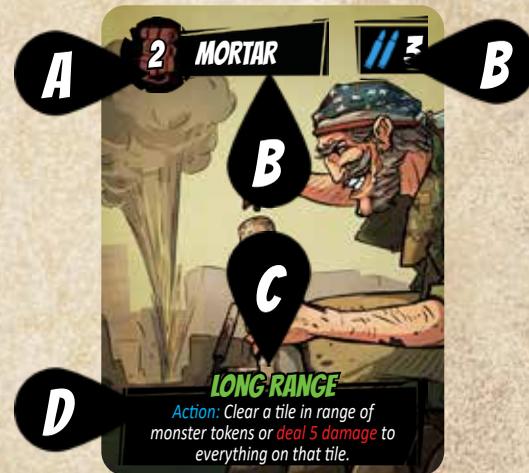
- A. Storage Cost, Card Name
- B. Starting Ammo (if applicable)

Ammo is displayed as either bullets or fuel . Place the corresponding number of bullet or fuel tokens on the card when it is equipped. The card can never have more ammo tokens on it than the number displayed here.

Ammunition cards will reload weapons with more bullets , but cards with fuel ammo can only be reloaded by removing an equipped *Fuel* card within Short Range from the game. Reloading this way fully reloads that gear card.

- C. Range (if applicable)
- D. Card Effect

When using the action of a gear card with ammo, discard an ammo token on the card and follow the action and effect described on it.



EFFECT RANGES

Short Range: eligible targets must be on the the tile that you currently occupy.

Midrange: eligible targets must be on the tile that you currently occupy or on orthogonally adjacent tiles.

Long Range: eligible targets must be within 1 or 2 orthogonally adjacent tiles away from your current tile. You cannot target your current tile.

SCAVENGE CARDS

A. Card Type & Card Title

Card types are indicated with a Lightning bolt denoting them as an Instant Action card or a Backpack denoting them as Gear.

B. Quick Reference

Scavenge cards are color coded to the deck they belong to for easy sorting.

C. Range (if applicable)

An indication of the distance at which the card can be used.

D. Card Effect



CHARACTER CARDS

- A. Character Name
- B. Starting Health
- C. Stealth Stat
- D. Name of Action: Range
- E. Innate Action or Ability

Example: *The Hunter's innate ability lets them reveal two orthogonally adjacent map tiles to their current location without triggering any effects.*



STARVATION

When your Hunger reaches 6, you start suffering hunger damage. Flip over your character card and place the hunger die on the top space of the hunger track, suffering 2 damage. Every turn that you would increase your hunger, instead move the hunger die down this hunger track, each time suffering the corresponding damage. As soon as you eat something or reduce the value on your Hunger die below 6, flip your character card back over. If you starve again, flip your card and place the die at the top of the tracker again.

A. Stealth Stat

This stat often gets worse when starving.

B. Hunger Track

Note that if you reach the skull, your character is eliminated from the game.

C. Lose Innate Ability

GLOSSARY

Action: Spend an action to resolve the text on this card or tile. Every action (unless otherwise stated) can be resolved more than once per round, as long as the criteria for the resolution are met (for example, at least one remaining ammo is to be on that card if that action requires ammo to be spent).

Ammo: Ammo is displayed as either bullets  or fuel  on gear cards. Ammo tokens include both Bullet and Fuel tokens.

Attached: If a monster is attached to you, it is currently in your play area *in front of* your Survivor.

Attack: Resolve this effect every time a monster's attack damages a player.

Barricade: Place a Barricade token on a tile in range. If a monster token or card were ever to spawn on a tile with a barricade, they don't spawn. Remove the Barricade token instead.

Burn: Discard the top card of your Survivor deck into your discard pile.

Counter: Range: If the monster or the character having either an equipped card or ability with Counter: Range is attacked from the designated range and not killed, they immediately retaliate and deal their damage back to the attacking target. If an attack deals damage and stuns the monster, the counter is resolved before the monster is stunned. If a monster is already stunned when attacked, it cannot counter.

Cure: Discard all status effects from the target.

Destroy: Resolve this effect when the monster is killed. When resolving Destroy, damage is only dealt to the player the monster was attached to.

Discard: Discard, as a free action, an equipped gear to resolve the text on this card.

Docile: Monsters with this trait do not activate at the end of a turn unless they were damaged in that turn.

Drain Life: When a monster deals damage, they also restore Health equal to the damage dealt.

Draw: Resolve this effect when this card is drawn (including during setup). The player drawing this card is the target of the effect.

End: Resolve this effect immediately before moving to the Monster activation step of your turn.

Enter: Resolve this effect when you enter this tile (after any situational stealth checks).

Equip: Resolve this effect immediately after playing this card in your play area.

Exposure: Exposure cards, having all different effects, are considered status effects.

Fully Reload: Choose any equipped weapon and add ammo tokens to it until it returns to the initial ammo value.

Gear: These cards represent pieces of equipment to be played in your play area. They occupy gear slots, and provide new abilities and actions to players.

Hostility: Refers to the slot occupied by the Hostility token on a Tribe card. Each Tribe has their own Hostility which dictates how monsters associated with that Tribe will act.

Incoming Damage: Any damage coming from an external source (attack, tile effect, etc.) The exceptions are damage coming from status effects such as Poison or Hunger.

Insanity: Insanity cards, having all different effects, are considered status effects.

Instant Actions: These cards represent actions immediately resolved upon playing

GLOSSARY

the card, and are discarded immediately after resolving their effect.

Night: Resolve this effect when the Clock reaches .

Non-friendly: Any monster card that is not docile, or any Tribal monster whose Hostility is not Friendly (Trade or Allied) towards the players.

Passive: Abilities that remain in effect as long as the card is in play.

Poison: Place a poison counter on the target card. At the end of a player's turn, that target suffers damage equal to the number of poison counters on it. This is considered a status effect.

Retrieve: Search a (specified) discard pile for a card of your choice and add it to your hand.

Reveal: Resolve this effect only when this map tile is first flipped.

Scavenge: This action can only be taken on a tile once per turn. If a tile reads, *Free Scavenge*, draw a Scavenge card from the corresponding Scavenge deck as a free action. This does not count as taking the Scavenge action on that tile.

Stacking: If there are ever multiple instances of the same effect, they all apply. Example: Every Alien Scientist in play increases all Alien damage by 1. So, if there are 2 in play, each Alien monster's damage is increased by a total of 2.

Stampede: After a monster with stampede is dealt damage, it immediately resolves its attack. Then it attaches to a different player who is closest in range (if able). If two players are the same number of tiles away, you can pick to whom the monster is now attached.

Status Effects: Includes but are not limited to Exposure cards, Insanity cards, and Poison tokens.

Stop: Choose one: either stop your current movement for this turn (you cannot select the move action again) or if you move again this turn, resolve the following effect.

Stun: A stunned monster does not activate and deal damage at the end of your turn. A stunned monster card is turned 90 degrees to the right to indicate it is stunned. During its activation the monster becomes unstunned instead.

Survivor: Is often used synonymously with player, and relates to a player's character, cards, standee, figure etc.

Target: Any card with health is considered a target. Targets primarily consist of Survivor character cards and monster cards.

Test: Perform a Stealth test, then resolve the Success or Fail text based on your result.

Tribal: Is a descriptor used to indicate that the card belongs to one of the tribes in the game. Tribal cards have a tribe icon before their name.

Weapon: Any gear card that deals damage.

QUICK REFERENCE

TURN REFERENCE

1. Spawn Monsters

- Roll Dice to Spawn Monsters:
- Place a Monster token on each faceup map tile whose Spawn number matches the combined roll result.
- Each player on a tile matching the roll, draws a monster card.

2. Draw a Card from your Survivor deck

3. Player Actions (take 4 actions)

- Move to an orthogonally adjacent tile.
- Draw a card from your Survivor deck.
- Play a card from your hand.
- Perform an action on a card or tile.
- Scavenge (once per tile per turn).

Free Actions:

- Discard two Survivor cards from your hand to draw a new card.
- You may give/take/trade Scavenge cards with another player on your tile.
- You may deliver cards that are part of a Mission Objective to a tile as a free action.

4. Monster Activation

- Monsters, in the current player's play area, activate and attack from left to right.

5. Hunger and other Status Effects

- Increase Hunger by 1 and suffer damage from Hunger, Poison and other status effects.

6. Check for Victory

EFFECT RANGES



Short Range: eligible targets must be on the the tile that you currently occupy.



Midrange: eligible targets must be on the tile that you currently occupy or on orthogonally adjacent tiles.



Long Range: eligible targets must be within 1 or 2 orthogonally adjacent tiles away from your current tile. You cannot target your current tile.



MAXIMUM
APOCALYPSE

MISSION LOG

INTRODUCTION

Welcome to Maximum Apocalypse! If this is your first time playing, we suggest that you start with Mission 0 which acts as a tutorial. After playing the tutorial and familiarizing yourself with the game, you should feel free to jump to any apocalypse or mission that interests you and your gaming group. All you need to do is make a note of the map tiles that are added and removed when playing in order. While this book is written as a sequential campaign, each game of Maximum Apocalypse is independent and does not impact the next (unless playing with the legacy campaign rules). The apocalypses and missions in this book are ordered from easiest (Zombie) to most difficult (Robot) but can be tackled in any order and replayed and modified to adjust difficulty to your group's preferences.

MAXIMUM APOCALYPSE CAMPAIGN

The campaign starts with the following tiles. Tiles will be added/subtracted as the campaign progresses.

1x Bandit Camp (9)	1x Open Field (8)
1x City Street (6)	1x Police Station (6)
2x Farm (3, 11)	1x River (11)
1x Forest (5)	1x Shelter (2)
2x Gas Station (4,5)	1x Shopping Mall (8)
1x Hospital (3)	1x Van (6)

MAP BUILDING REMINDER

A reminder that while missions may provide an example map layout, you are free to configure and build the map in any unique pattern that you can imagine. When building the map you must follow just a few simple rules: each map tile must be orthogonally adjacent to at least one other map tile, and tiles cannot overlap. In general, building maps that are square are easier to complete successfully than maps that have a lot of narrow paths and are spread out.

MISSION 0: TUTORIAL

The sirens were the only warning you had before everything went to hell. You were lucky enough to be close to a shopping mall and barricaded yourselves inside, but now your food is gone, and help is not coming. You have to figure out what happened out there and find a way out.

You decide to climb up to the mall's roof. Amongst all the chaos on the street and destroyed cars, you're able to spot a Van in the distance that looks to be in good condition. Without food, your only choice is to venture outside and try to make it to that Van.

MISSION SETUP

- Remove the Boss cards and then shuffle the remaining cards in the Zombie (Z) set to create the Monster deck.
- Place the Shopping Mall tile on the left side of the map. All players start on it.
- Place the Van tile faceup on the other side of the map.

Map Setup:



MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player to the Van.
- Return all players to the **Van** when all other objectives have been completed.

CONCLUSION

You finish fueling the van, just as the horde of Zombies catches up to you. You jump in, slam the door, and screech away. The roads are covered in debris and dead bodies. You are all in shock. It's much worse than you imagined. Out of desperation, one of you turns on the CB radio. After wading through some static, you hear a human voice, "Hello is anyone out there? I need help!"

MISSION I: THE SCIENTIST

Add the following map tiles to the game:

- | | |
|---------------------|----------------------|
| 1x Bandit Camp (3) | 1x Grocery Store (9) |
| 1x City Street (5) | 1x Open Field (6) |
| 1x Forest (8) | 1x River (10) |
| 1x Gas Stations (9) | 1x Shelter (12) |
| 1x Graveyard (4) | 2x Tunnel (4, 10) |

You quickly realize the message is a recording played on a loop. Most of the details are garbled, but after listening to it repeatedly, you're able to piece it together. This person on the radio claims to be a scientist able to stop this nightmare. You all agree that it's worth the risk to try and find this person and start heading towards the source of the broadcast.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Zombie (Z) set to create the Monster deck.
- Set aside the Scientist Scavenge card.
- Place Star token A at least 4 tiles away from the Van.
- **⚠ Remember:** When the Police Station tile is revealed: Place Star token B on that tile.

Example Map Setup:



MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player to the Van.
- Investigate the source of the radio broadcast (A).
- Rescue the Scientist (B) and return him to the Van.
- Return all players to the **Van** when all other objectives have been completed.

MISSION ACTIONS

Star token A: You may spend an action to investigate the source of the radio broadcast. Then, remove this token from the game.

You arrive at the source of the radio broadcast and find a deconstructed walkie talkie hooked up to an old tape player. It's all duct-taped together and has a note taped on top that says, "I've barricaded myself inside the Police Station. You'll need the keys under the radio to open my cell." As you pick up the makeshift radio, some of the wires holding it together break and the tape recorder starts blaring the recorded message at full volume. You throw everything to the ground and grab the keys. Time to get out of here.

Attach the set-aside **Zombie Horde** boss card to the player that cleared Star token A.

Star token B: If Star token A has been removed and you have no monsters attached to you, you may spend an action to take the **Scientist** card. Then, remove this token from the game.

"Thank God you're here! Listen, this virus was developed in a lab. I know because I worked on it myself. The government was funding our bioweapon research and demanded a test to justify their spending. The test got out of hand. Get me out of here and maybe I can come up with a cure before the government nukes the whole city."

CONCLUSION

You manage to escort the Scientist back to your Van safely. After loading up he says, "Look you're not going to like this but in order to formulate a cure, I'm going to need samples..."

MISSION 2: COLLECT SAMPLES

The Scientist says he needs samples to find a cure. Looks like you're going to have to get out there and kill some Zombies.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Zombie (Z) set to create the Monster deck.
- Place Star token A at least 3 tiles away from the Van.

Example Map Setup:



MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player to the Van.
- Destroy 2 **Zombie Walkers**, 2 **Zombie Spitters**, 2 **Zombie Dogs**, and 2 **Zombie Soldiers**.
- Confront and destroy the **Zombie Queen** (A).
- Return all players to the **Van** when all other objectives have been completed.

MISSION ACTIONS

Star token A: When you enter this tile, draw and attach the Zombie Queen to you. Then, remove this token from the game.

You are confronted with the most hideous undead creature you've ever seen. Worst of all, it is standing between you and getting the hell out of Dodge. Time to put it out of its misery.

CONCLUSION

The Scientist opens the Van's sliding door and you hand him syringes and vials full of samples. After wiping the zombie blood off your face, you say, "Hey doc, give me a high five on a successful mission," as you toss him a severed zombie hand.

MISSION 3: FIND THE CURE

The Scientist needs some additional materials and a lab where he can work on a cure. You've heard that a nearby hospital has been left relatively undamaged and should have the equipment he needs. He also needs you to find some basic chemicals and will need some vials to develop and store the serum.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Zombie (Z) set to create the Monster deck.
- Place Star token A at least 4 tiles away from the Van.
- Choose a player to equip the Scientist. The Scientist must be equipped at all times but can be exchanged by players on the same space like any other scavenger card.
- **⚠ Remember:** When the Hospital tile is revealed, place Star token B on that tile.

MISSION OBJECTIVES

- Escort the **Scientist** to the **Hospital**.
- Recover vials and syringes for the serum (A).
- Find 2 **Medical Supplies** and 2 **Antidotes** and deliver them to the **Hospital**.
- Develop the cure (B).

MISSION ACTIONS

Star token A: You may spend an action to collect the syringes and vials. Then, attach the set-aside Zombie Horde boss card and remove this token from the game.

You scramble to find the needed supplies amongst the piles of rubble. You manage to catch a glimpse of light reflecting off a glass vial and grab the needed materials. You carefully pack them away just as the monsters break into the building and begin shambling their way towards you.

Star token B: After every other mission objective has been completed, you may spend an action to remove this token from the board and complete this mission.

CONCLUSION

The Scientist finishes mixing the concoction and labeling his vials. He seems confident they will work but there is only one way to be sure and that's by testing it on one of those monsters out there. With a glimmer of hope in your eyes, you all decide it is best to head out of the city to a more remote area where you can test the serum on a controlled population. You can only hope that this serum will work.

MISSION 4: NUCLEAR WINTER

Remove the following map tiles from the game:

- | | |
|--------------------|----------------------|
| 1x City Street (6) | 1x Grocery Store (9) |
| 2x Forest (5,8) | 2x River (10, 11) |
| 1x Graveyard (4) | |

Add the following map tiles to the game:

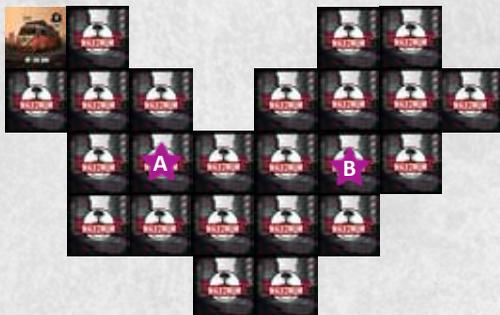
- | | |
|--------------------|---------------------|
| 1x Airport (8) | 1x Oasis (11) |
| 1x City Street (8) | 1x Power Plant (10) |
| 2x Desert (4, 10) | 1x Prison (9) |

As you weave your way through abandoned cars on the highway, you peer in the rear-view mirror to see a bright flash of light. The explosion roars and rumbles before only a mushroom cloud remains where the city once stood. The city is ash. Winter is around the corner and you're not going to be able to make it much further if you don't stock up on supplies and hole up somewhere safe.

MISSION SETUP

- Set aside the boss cards and shuffle the remaining Mutant (M) set to create the Monster deck.
- Place Star token A and B at least 4 tiles away from the Van and at least 3 tiles away from one another.
- **⚠ Remember:** When the first Shelter is revealed, shuffle both boss cards into the monster deck

Example Map Setup:



MISSION OBJECTIVES

- Reveal a **Shelter** tile
- Collect warm blankets and old coats (A)
- Collect firewood, kindling and flint (B)
- Collect 1 **Food** card per player and 1 **Fuel** per player.
- Deliver all collectibles to the same **Shelter** tile, this is your Depot.
- Return all players to your Depot. Then, eliminate all monsters attached to players to complete this mission.

MISSION ACTIONS

Star token A: You may spend an action to collect blankets and old coats. Place this token in your play area to indicate you're carrying those. You can trade this token with other players on your current tile. This token occupies 1 gear slot. If your current tile is a Shelter, as a free action, you can drop this token on that tile to indicate these collectibles were delivered.

Star token B: You may spend an action to collect firewood, kindling and flint. Place this token in your player area to indicate you're carrying those. You can trade this token with other players on your current tile. This token occupies 1 gear slot. If your current tile is a Shelter, as a free action, you can drop this token on that tile to indicate these collectibles were delivered.

CONCLUSION

It's clear that the radiation and the Scientist's serum have affected the Zombies in bizarre and unforeseen ways; they've been twisted into hulking mutants. It doesn't help that all the remnants of the government and military are sweeping the area and shooting at anything that moves. For now, at least, you have a roof over your head and what you need to survive this nuclear winter.

MISSION 5: DEFUSE THE BOMB

A deranged man is planning to set off a bomb in the power plant's reactor. To get to the bomb, you're going to need to get into the authorized personnel sublevel of the building. You will need to figure out that passcode or find a key card to gain access to that level of the building.

MISSION SETUP

- Set aside the boss cards and shuffle the remaining Mutant (M) set to create the Monster deck.
- Place Star token A at least 5 tiles away from the Van
- **⚠ Remember:** When the Power Plant is revealed, place Star token B and C on that tile.

MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player to the **Van**.
- Access the bomb on the authorized personnel level (B) of the **Power Plant**. Access will be easier if the keycard (A) has been found.
- Defuse the bomb (C).
- Return all players to the **Van** when all other objectives have been completed.

MISSION ACTIONS

Star token A: You may spend an action to collect the keycard to access the Power Plant. Place this token in your player area to indicate you're carrying the keycard. You can trade this token with other players on your current tile. This token occupies no gear slots.

Star token B: You may spend 3 actions (1 if you have the keycard on you) to enter the authorized personnel level and draw and attach the set-aside Daxton Jager to you. Then, remove this token from the game.

The authorized personnel door buzzes open and you are confronted by a lunatic holding a flamethrower. Behind him, you can see a large timer hooked up to several barrels of explosives.

Star token C: You may spend 2 actions to move each player on the Power Plant tile 1 tile towards the Van and place one Poison token on each tile orthogonally adjacent to the Power Plant. Then, remove this token and the Power Plant tile from the game.

As you glance at the timer, it is clear you don't have the time to make any sense of the nest of wires in front of you. Your only chance is to hightail it out of the blast radius.

⚠ Whenever a 7 is rolled during the monster spawn phase, move a poison token 1 tile towards the closest tile without a poison token. . Then, remove from the game the tile that the token previously occupied. ⚠

CONCLUSION

You all manage to pile into the van just as the mushroom cloud erupts out of the Power Plant. You push the pedal to the metal, hoping that you can get out of there and avoid the radiation.

MISSION 6: NUCLEAR FALLOUT

The concussive force of the explosion catches up to your van and pushes it off course, sideswiping an abandoned car on the road. The engine cuts out and the van sputters to a stop. The engine won't restart. You'll have to fix it fast so you can get out of here before the radiation kills you.

MISSION SETUP

- Shuffle the Mutant (M) set together to create the Monster deck.
- Place the Van in the middle of the map and build your map around it.
- Place 4 Poison tokens, each on a different edge edge of the map.

Example Map Setup:



MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player to the **Van**.
- Place all 3 Objective tokens on the **Van**. Repair the **Van** 3 times.
- Return all players to the **Van** when all other objectives have been completed.

MISSION ACTIONS

⚠ Whenever a 7 is rolled during the monster spawn phase, move a poison token 1 tile to a map tile without a poison token and remove the tile that the token previously occupied ⚠

Star token A/B/C: Spend 1 action and discard a **Spare Parts** to repair the **Van** and remove a Star token.

CONCLUSION

You tighten the last bolt on the engine and all climb in. With fingers crossed, you turn the key and the van's engine roars back to life. As you hit the road and the sun sets, you breathe a sigh of relief. As you look up into the sky, you see an odd glimmer of light as it shoots across the sky. It must just be a shooting star, so you make a wish and hope tomorrow will bring some respite.

MISSION 7: PLOT ALIEN MOVEMENT

Remove the following map tiles from the game:

1x Bandit Camp (3)	1x Oasis (11)
1x City Street (8)	2x Open Field (6,8)
1x Desert (10)	1x Prison (9)
1x Gas Station (4)	1x Shopping Mall (8)

Add the following map tiles to the game:

1x Amusement Park (6)	1x Grocery Store (9)
1x Crash Site (10)	2x Mountains (5, 9)
1x City Street (6)	1x River (11)

A few years pass and life continues. People choose to forget about the Zombie outbreak and the radioactive wasteland in the middle of the country. Weakened by these events, our military is no match for the aliens when they arrive. They take out key military targets and start experimenting on the people who have forgotten and gone soft. That's not you though, you're ready to give them a taste of the pain that you have suffered through. You will need to recon the area and find a target where you can inflict maximum damage.

MISSION SETUP

- Set aside the boss cards and shuffle the remaining Alien (A) set to create the Monster deck.
- Place Star token A on any unrevealed map tile.

MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player to the **Van**.
- Reveal all map tiles.
- Return all players to the **Van** when all other objectives have been completed.

MISSION ACTIONS

Star token A: After you reveal this tile, draw and attach to you the set-aside **Alien Commander** boss. Then, remove this token from the game.

CONCLUSION

After reconning the area, you strike. The aliens don't know what hit them. You're able to destroy a platoon of their mechs before their drones force you to retreat back into the woods. Your victory has inspired others to join the resistance and you've gathered everyone at an old, decommissioned military base to plan your next move.

MISSION 8: INTEL RECOVERY

One of our Scientists on a recent guerilla strike mission manage to hack in and steal critical data from the alien mothership orbiting the planet. You've lost contact with the team in the last hour and need to checkout their last known location. This information could be critical to thwarting the alien menace for good.

MISSION SETUP

- Add the Military Base (0), Oasis (11) and Prison (9) tiles to the game.
- Remove the Van (6) and Power Plant (10) tiles from the game.
- Set aside the boss cards and shuffle the remaining Alien (A) set to create the Monster deck.
- Place the Military Base tile faceup. All players start on this tile.
- Place Star token A at least 5 tiles away from the Military Base.
- Set aside the Scientist Scavenge card.

MISSION OBJECTIVES

- Investigate the strike team's last location (A).
- Decrypt the data (B) or return the Scientist to the Military Base.
- Return all players to the Military Base.

MISSION ACTIONS

Star token A: You may spend an action to investigate the strike team's last location: draw and attach to you the set-aside **Alien Harvester**. Then, remove this token from the game.

You see clear signs of a battle. There are only a few severed limbs, but it looks like the aliens have taken the bodies to dissect. You hear a cough and the scientist rolls out from under a piece of mech armor. He's badly wounded and bleeding from the abdomen. "I was able to download the alien's source code that they use for all of their technology. It's encrypted but with enough time, I can decrypt it. Otherwise, you're going to have to connect to an alien terminal to get the information in a readable form."

Perform a stealth test. If you succeed, take the **Scientist** card and equip it to your play area. If you fail, place Star token B at least 3 tiles away from your current tile.

Star token B: You may spend 2 actions to decrypt the data and remove this token from the game.

CONCLUSION

This decrypted data could be just the weapon you need to send these aliens packing. You take some much-needed rest and relaxation while your smartest men and women analyze the data.

MISSION 9: HUMANS STRIKE BACK

With the intel you've recovered, your team of Scientists has been able to map the alien neural network. This network controls their mechs, drones, and potentially all of their technology. Human scientists have written a virus that will reprogram the alien mechs and drones to attack one another. The problem is that the code needs to be uploaded from within the alien neural net. There is a crashed alien ship that you could use. Get a Scientist there to upload the virus.

MISSION SETUP

- Add the Van (6) tile back into the game. All players start on the Van.
- Shuffle the Alien (A) set to create the Monster deck.
- Place the Star token A at least 2 tiles away from the Van. Place 3 monster tokens on that tile.
- Place the Star token B at least 3 tiles away from Star token A and the Van. Place 3 monster tokens on that tile.
- Choose a player to equip the Scientist scavenge card.
- **⚠ Remember:** When the Alien Crash site is revealed, place Star token C on that tile.

MISSION OBJECTIVES

- Sabotage the Alien watchtower (A).
- Sabotage the Alien control tower (B).
- Escort the Scientist to the Alien Crash Site.
- Upload the Virus (C) when all other objectives have been completed.

MISSION ACTIONS

Star token A: You may spend an action to remove this token. For each monster token on your tile, remove it and draw a monster card.

Star token B: You may spend an action to sabotage the alien control tower: remove all monster tokens from this tile. Then, for each monster token removed, draw and attach a monster card. Finally, remove this token from the game.

Star token C: You may spend an action to upload the virus into the alien neural network. Then, remove this token from the game and end this mission.

CONCLUSION

While the computer virus was effective in disrupting the alien presence on earth, the aliens quickly detected it and regained control over their technology. Then they just left. Some people think that this demonstration of human intelligence made the aliens look at us as more than mere animal test subjects. Or maybe they learned something about us with all their experiments and dissections. Why they left doesn't really matter. There is a lot to celebrate with their departure. Who knows what humanity can learn by studying their technology.

MISSION 10: CONVOY

Remove the following map tiles from the game:

- | | |
|-----------------------|---------------------|
| 1x Amusement Park (6) | 1x Desert (4) |
| 1x Bandit Camp (9) | 1x Gas Stations (9) |
| 1x City Street (5) | 1x River (11) |
| 1x Crash Site (10) | |

Add the following map tiles to the game:

- | | |
|-----------------|--------------------|
| 1x Desert (10) | 1x Gas Station (4) |
| 1x Factory (4) | 1x Open Field (6) |
| 2x Forest (5,8) | |

The arrogance of humanity is really something. Tons of tech companies raced to study all the technology the aliens left behind. Huge advancements were made in neural networks, robotics, weaponry, machine learning and artificial intelligence in just a couple years. Somewhere along the line, one of these things became sentient and self-aware. Then the machines started taking over. Now, the robots continue to kill or capture any humans that they come across. You have joined the human resistance and have been tasked with delivering much needed supplies back to base.

MISSION SETUP

- Set aside the Boss cards and shuffle the remaining Robot (R) set to create the Monster deck.
- Place the Van and Military Base face-up on opposite sides of the map.
- Place Star token A, B and C on different unrevealed map tiles at least 2 tiles away from one another.
- Each player equips searches the red Scavenge deck for a Fuel card to equip to their play area. Then shuffle the red Scavenge deck.

Example Map Setup:



MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player and a total of 3 **Spare Parts** to the **Military Base**.
- Pickup surplus supplies at the fuel depot (A).
- Meet Gamma team at the rendezvous point (B).
- Pickup the cache of weapons (C).
- Return all players to the **Military Base** when all Star tokens have been removed.



MISSION ACTIONS

Star token A: You may spend an action to draw 2 Scavenge cards from the red Scavenge deck. Then, remove this token from the game.

Star token B: When you reveal this tile, attach to you the set-aside **Missile Tank** boss. Then, remove this token from the game.

As you arrive at the rendezvous point, Gamma Team is nowhere to be seen. Then the silence is broken with a loud crunch as a large tank rolls out into view. You have only a few seconds to dive out of the way of its missiles. It's an ambush! I bet this hulking piece of metal took out Gamma Team.

Star token C: You may spend an action to draw 2 Scavenge cards from the blue Scavenge deck. Then, remove this token from the game.

CONCLUSION

You make it by the skin of your teeth and run in through the gate, as machine gun nests burst into fire destroying your robotic pursuers. You drop all the supplies on the tarmac and collapse in exhaustion. As the last robot explodes into flames behind you, you know that it won't be long before a larger force shows up here. Hopefully with these supplies and a little bit of time, you can coordinate an assault.

MISSION II: PROTECT THE BASE

Thanks to your supply run, the resistance has a team working on some large-scale homemade bombs. However, your little convoy didn't go unnoticed and there are several robot strike forces patrolling the area in search of our base. You will need to destroy these patrols before the robots find the base.

MISSION SETUP

- Remove the Van (6) tile from the game.
- Set aside the Missile Tank boss card and shuffle the Robot (R) set to form the monster deck. Split the deck in half and shuffle the AI Core Leader boss card in one of the two half-decks. Place this deck at the bottom of the other one to re-create a single monster deck.
- Place the Military Base tile faceup. All players start on this tile.
- Players DO NOT draw a starting monster during setup.
- Place Star tokens A, B, and C at least 2 tiles away from one another and the Military Base.
- Place 3 monster tokens on each tile with a Star token.

MISSION OBJECTIVES

- Destroy all of the monster tokens on each Star token tile.
- Return all players to the **Military Base** when all Star tokens have been removed.

MISSION ACTIONS

Star token A, B, and C: If there are no monster tokens on this tile, you may spend an action to secure the area and remove this token from the game.

CONCLUSION

You managed to keep the base safe and bought the resistance enough time to finish their bombs. There are several teams in the field scouting and identifying high value targets then you can blow up a few cogs in the robot's war machine.

MISSION 12: BURN ROBOTS BURN

It's time to teach these glorified calculators a lesson. The resistance teams have reported back in and located 3 high value-targets that must be destroyed for the Resistance to be able to regain control of this region. The teams have already installed most of the explosive materials, but you're going to need to carry in a flammable catalyst to set the destruction into motion.

MISSION SETUP

- Return the Van (6) tile to the game. All players start on this tile.
- Set aside the Boss cards and then shuffle the remaining cards in the Robot (R) set to create the Monster deck.
- After each player draws their starting monster, shuffle 1 Boss card randomly into the deck and place the other one on the bottom of the deck.
- Place Star tokens A, B, and C at least 3 tiles away from one another and the Van.

MISSION OBJECTIVES

- Deliver a **Fuel** to each high-value target (A, B, and C).
- Destroy all 3 high value targets (A, B, and C).
- Return all players to the **Van** when all Star tokens have been removed from the game.

MISSION ACTIONS

Star token A, B, and C: You may remove an equipped **Fuel** card from the game to place a Fuel token on this tile. Then, take this Star token and place it in your play area. It counts as an equipped object occupying 1 gear slot.

If you have a Star token equipped, you may spend an action on a tile marked with a Fuel token. If you do, return any monster tokens on that tile to the supply and remove that tile from the game. Before removing the tile, move one tile away. If any player was on the removed tile, the game immediately ends and all players lose.

CONCLUSION

You drive back to base and are greeted to the cheers of all the men and women who have fought for the resistance. You see the tears in their eyes and know that you all had to fight tooth and nail to free this little region of your robotic oppressors. All anyone really wants is to carve out a little piece of this world for themselves, and it seems for now you've managed to accomplish that and finally earned some peace.

KICKSTARTER



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