MAXIMUM
APOCALYPSE
GOTHIC HORRORS

LEARN TO PLAY GUIDE

5 Survivor Character cards

5 Survivor Figures

4 Reference cards

EFFECT RANGES EXPLAINED

Short Range: eligible targets must be on 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.

CLOCK BOARD

Exposure: each player on an outdoor tile draws and resolves an Exposure.
Night: flip over the topmost Day/Night card in the deck and resolve it.
Tribe: each Tribe's Hostility token is moved 1 step toward the icon.
Day: each monster token moves 1 tile in the red arrow's direction.

5 Health Dials

28

10 Standees

Survivor Decks

30 Priest cards

PRIEST

29 Ronin cards + 1 Stance

RONIN

30 Ranger cards

ARMY RANGER

20 Scientist cards

SCIENTIST

30 Adventurer cards

ADVENTURER

5 Ally cards

173 Monster cards

12 Dividers

SCIENTIST
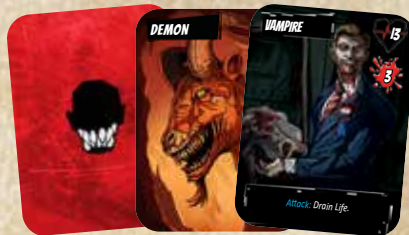
54 Scavenge cards

38 Map tiles

4 Hunger dice

20 Day/Night cards

LIGHTNING STORM

Remove up to 3 monster tokens from the map.

8 Robot cards

APEX KNIGHT

CHAOS VIXEN

1 Clock board

15 Insanity cards

MADNESS

HALLUCINATION

3 Storage trays

30 Monster tokens

3 Star tokens

12 Fuel tokens

20 Poison tokens
60 Hit Point tokens

24 Bullet tokens

6 Dino Egg tokens

2 Spawn dice

1 Mission Log

MAXIMUM

MISSION LOG

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SURVIVOR OVERVIEW

ADVENTURER

The Adventurer is risk taker and a push your luck style character. She has good card draw abilities, a trusty whip that attaches monsters to her, a jade ring that stuns enemies, and plenty other gear and artifacts she's dug up on her archaeology expeditions. She can do major damage as she journals about enemies, but there's always the threat of her Golden Idol which destroys all her equipped gear.

SURVIVOR OVERVIEW

ARMY RANGER

The Army Ranger is an excellent marksman and sniper. He excels at hoofing it to a position and then remaining there, picking off monsters attached to other survivors on the team. The weapons in his arsenal also allow him to spread damage among large groups of enemies, making him one of the premier killers in any party.

SCIENTIST

The Scientist possesses a fantastic mind and is highly adaptable and able to learn from the other survivors in their party by acquiring their cards or replaying discarded cards. His experiments can lead to some crazy results driving monsters away with stink bombs or even mutating them into monster cards from a different set of your choosing.

RONIN

The Ronin is a versatile killing machine at short range. Her deck is full of melee weapons and armor that she can utilize for their offensive or defensive actions using her *Stance* card. She can act as a good frontline tank survivor as she shifts stances to counter monster attacks and soak up damage with her armor.

PRIEST

The Priest is a support class that focuses on manipulating monster tokens. He is very adept at staving off hunger and dealing with insanity and other status effects. Just because he's great at warding off danger, doesn't mean that he's defenseless. His staff is great at dealing with large groups of enemies and his Desert Eagle packs a mighty punch.

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 **Gothic Horros** campaign, teaching you about rules and mechanics 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.

GAME SETUP

1. Pick Survivors

Before we get into Mission 1, 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 double-sided *Van/Camp* tile unless otherwise specified by mission.**

2. Select a Mission

Take the Mission Log and turn to Mission 1. 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 *Van* tile (unless otherwise stated in the mission).

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 Instand 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

EXAMPLE SETUP (MISSION 1)

7. THE CLOCK BOARD

The Clock board organizes the modular expansions released in Gothic Horrors. The Day/Night deck and Insanity exposure decks are optional and can be ommitted based on player preference.

7A. Exposure Deck
If playing against the Cthulhu monster set, you would add the Insanity Exposure deck here (see p. XX). The Insanity deck can be added to other mission scenarios to increase difficulty.

7B. Day/Night Deck
Shuffle the Day/Night deck and add it to this spot, with the Night side facedown.

7C. Clock dial
When time advances, rotate the dial one step clockwise.

7D. Day/Night Deck Discard
Place discards from the Day/Night deck here.

PLAY AREA

Note: Mission 1 requires a player starts with the Scientist Ally card.

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 Priest and will activate at the end of each Priest's turn until it is discarded.

F. Player's Hand

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. Set up the Clock board

Take the Clock board and set it out next to the map. Set the Clock dial to the 👥 symbol unless the missions says otherwise.

For most missions, you will only need the Day/Night deck. Shuffle and place the Day/Night cards facedown on the ✦ spot of the Clock board.

The Cthulhu missions will require you to add the Insanity Exposure deck, but you can also add this deck to other missions to increase the difficulty.

8. 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.

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. Advance Time
3. Draw a Card
4. Player Actions
5. Monster Activation
6. Hunger and other Status Effects
7. 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 a 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. ADVANCE TIME

If a '7' is rolled, advance the Clock four times. If a '7' is not rolled, advance the Clock 1 space.

Every time the clock advances, if the handle points at a deck on the corresponding clock spot, that event is triggered:

- ☂ Exposure (see p. XX)
- ☾ Night (see p. XX)
- 👥 Tribe Cooldown (check out *Wasted Wilds!*)
- ✦ Day (see p. XX)

For the first mission, you will only need to worry about Day and Night effects which we will cover a bit later.

3. 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 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 and are safe from Exposure effects (p. 18).

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

4. 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 ![icon]) 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. XX).

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:

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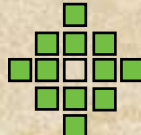
⚠ **After you have finished all of your actions, resolve any End effects on cards and tiles, in the order of your choosing.**

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.

5. 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. XX), 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: The Succubus is attached to the Priest. At the end of the Priest's turn, it attacks the Priest for 4 damage, and each other player on the Priest's current tile also suffers 4 damage because they are within range. The Succubus "Drains Life" each time it attacks meaning any damage it does is restored to its health, making monsters with this ability much more durable and harder to kill.

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

6. 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 Exposure 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.**

7. 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.

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.

Example: The Priest has the Succubus attached to them. They equip Desert Eagle as their first action. Then as their 2nd action, they target and use the card's Action text to discard an ammo token and deal 6 damage. The Succubus has suffered 6 damage and has 5 health remaining. The Priest uses their 3rd action to use the Desert Eagle again and deals another 5 damage. The Succubus's Health is 11, which is lower than the 12 damage inflicted to it; it's hence destroyed and its card placed in the Monster discard pile. Excess damage is not carried over to a different target.

TURN EXAMPLE

1st Action: Ronin plays **Bushido** as an Instant Action and places that card into their discard pile. This card gives Ronin access to both Offensive and Defensive actions.

2nd Action: Ronin equips **Katana**.

3rd Action: Ronin uses **Katana's** action to deal the **Vampire** and **Ghoul** 5 damage each (3 damage + 2 additional damage from **Kabuto's** Defensive passive). The Ghoul is only has 5 health so it is destroyed and discarded.

4th Action: Ronin equips **Wakizashi**.

Now the Ronin's turn ends and Vampire activates and attacks. **Kabuto's** Offensive and Defensive passives are both in effect reduces net damage by 1 (Offensive reduces it 3 but Defensive increases damage by 2). The **Wakisashi** reduces short range damage by another 3 for a total reduction of 4 damage. The Vampire deals no damage to the Ronin which means that Katana's Defensive passive does not trigger.

The better 4th action would have been to use **Katana** again. This would take the Vampire down to 3 health. Then when the Vampire attacks the Ronin for 2 total damage, restoring 2 health with Drain Life. After suffering short range damage, the Ronin's Katana would counterattack and deal him 8 more damage. The Vampire is defeated and would be discarded.

DAY / NIGHT CARDS

## DAY EFFECTS

Each time the Clock reaches, or advances past ✦, a new Day begins. Don't draw any card from the Day/Night deck, but move all monster tokens on the map instead, according to the red arrow shown on the card's back (A).

If a Monster token is moved into a tile with a player, discard that token and draw and attach a monster card. If there are multiple players on that tile, the players as a group decide who attaches the monster card.

Monster tokens do not move off of the map, so if a monster token cannot move to a new tile, it does not move. Note that there are also some Day cards that do not have a red arrow. When these are resolved, no monster tokens move.
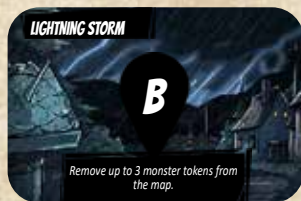
NIGHT EFFECTS

Each time the Clock reaches, or advances past 🌙, a new Night begins. Draw the top card from the Day/Night deck, flip it over to the Night side and place it on the right side of the Clock Board marked with 🌙. Then resolve the text on the card. Some Night cards have passive effects that stay in effect until the Clock reaches a new Day.

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 required 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. The game was balanced with this rule in mind.**

Once you have completed all mission objectives, you win!

SAVING YOUR PROGRESS

At this point, you know everything you need to play through Mission 1. After you successfully complete it, you can continue on to the next mission, or you can put everything back in the box between missions to continue the campaign another time.

To save your game, place all of the map tiles for this campaign 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 in the campaign, procede 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. XX).

If you'd like to keep playing instead, let's move on to Mission 2!

MISSION 2

First, start by turning to Mission 2 in the Mission Log Book. This mission has you facing off against a boss monster. Boss monsters are like any other monster card but are typically stronger, more difficult enemies. Keep in mind that this mission is completed as soon as the Boss card is defeated.
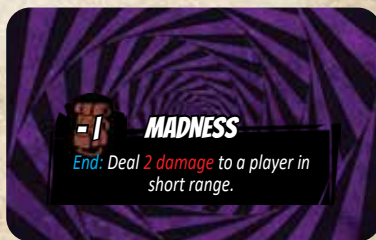
MISSION 3

Let's begin as always by turning to Mission 3 in the Mission Log and setting the new mission up. Note that in this mission, players will start on the Castle tile and that the Van tile will be placed facedown during setup. Additionally, monster tokens will be placed on the adjacent spaces. Remember that entering a space with a monster token results in a Stealth Test (if you have no monsters attached) or automatically removes the token(s) and draw monster cards accordingly.

MISSION 4

Mission 4 introduces the Cthulhu (C) monster set and the Insanity Exposure deck. You will want to shuffle the Insanity deck and place it on top of the clock board. Be very wary of the monsters in this set that afflict players with Insanity. These cards can drive a player insane and kill them just as easily as taking too much damage.

EXPOSURE

When Exposure is triggered (via an effect or by the Clock advancing to ☂ on the Clock dial), each player on an **outdoor** tile draws an Exposure card.

MADNESS
End: Deal 2 damage to a player in short range.

HALLUCINATION
Lose 1 action per turn for each Hallucination you have.

If the player who is exposed doesn't have any other Exposure cards in front of them, they will place the Exposure card in their play area facedown near their Survivor character card. Every Insanity Exposure card has on its back: "Madness - End: Deal 2 damage to a player in short range."

If the player already has a facedown Exposure card in their play area, they will place the new Exposure card faceup. These effects stack, so if a player had both Madness and Hallucination, they would have a storage capacity of only 3 and would attack and deal 2 damage to another player on their tile at the end of their turn as well. **Exposure cards are considered status effects** so any cards that clear or cure status effects will return these cards to the bottom of the Exposure deck.

GOING INSANE!

If you ever lose all 4 storage spots (i.e. you have Insanity cards that subtract a total of -4 storage slots), you have succumbed to the madness, your health is reduced to zero and you are eliminated from the game.

MISSION 5

This mission uses a monster set from the core game. If you do not have the Zombie monster set, you can optionally mix in the promotional Gremlin and Murder Clown monsters into the deck instead. The optional Pandemic Exposure deck is from our other expansion, Wasted Wilds.

MISSION 6-8

At this point, you should have a good understanding of all the rules and mechanics for Maximum Apocalypse: Gothic Horrors.

MISSION 9-11 / EXAMPLE TURN

This mission switches monster sets to the Yokai. Many of these monsters have Counter: Range abilities these keywords mean that the monster will instantly counterattack when it is attacked from the specified range.

The **Mechanic** has an **Oni** attached to them and **AutoTurret** equipped with 4 ammo. Their hunger is currently at 5 and are at full health. The **Mechanic** is on a Gas Station (5) with the **Fireman** on an adjacent Jungle tile.

1: Spawn Monsters
They roll dice to spawn monsters and get a 6. They place a Monster token on the revealed Altar and the Van.
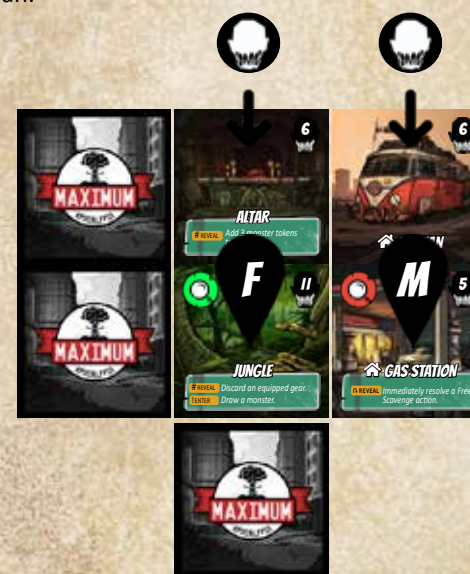
F: Fireman's Location
M: Mechanic's Location

2. Advance Time

The clock advances to ☂ triggering Exposure! Since the **Gas Station** is an indoor tile, the **Mechanic** is safe inside, but the **Fireman** is outside in the **Jungle** and draws a **Madness**.

3. Draw a card

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

4. Player Actions

1st Action: They play **Upgrade** on their **AutoTurret** to increase its damage to 5.

2nd Action: They scavenge at the Gas Station and draw a card from the red deck; it is a **Fuel**. They immediately equip the Fuel as a free action. The Mechanic has only 1 storage slot remaining.

3rd Action: They play **Read the Manual** as an instant action and target the Fireman. This allows the Mechanic to equip a **Proximity Mine** in front of the Fireman.

4th Action: They play and equip **Welding Helmet** to reduce damage by 1. Their inventory is now full.

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

5. Monster Activation

The Oni attacks the Mechanic for 4 damage, but their helmet reduces this to 3 damage. Then, the AutoTurret uses an ammo token to deal 5 damage to the Oni (4 damage plus 1 from Upgrade). The Oni has been attacked from short range so it counters and attacks again for 3 damage. This sets off the turret again. The Oni counterattacks again for 3 damage and the turret deals another 5 damage to the Oni finally killing it. The AutoTurret has 1 ammo token on it left.

6. Hunger

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

7. Check for Win

Not all mission objectives have been completed, so the **Mechanic's** turn ends. The **Mechanic** has suffered a total of 11 damage and has 15 health remaining.

MISSION 12-13

These missions introduce the Rapture set. If the 4 Horsemen of the Apocalypse are ever all in play at the same time, the game immediately ends. In this monster set are **Angels** that act as personal bodyguards taking all the damage from monster attacks until they are destroyed.

KAIJU RISING & JURASSIC PERILS

Supplemental rules and missions from the Kaiju Rising and Jurassic Perils expansions have been included near the end of the Mission Log. Please be sure to read through and reference the rules and examples in the Mission Log before playing these missions.

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/wasted-wilds-legacy-campaign/ to learn more and to download free resources, rules and character sheets.

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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 way 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.

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 <u>cannot</u> 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 Instand 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

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.

CHARACTER CARDS

A. Character Name
B. Starting Health
C. Stealth Stat
D. Name of Action: Range
E. Innate Action or Ability
Example: *The Thief's innate ability lets them move an attached monster and attach it to another player on their tile.*

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

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 abilty 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. This damage can target a piece of their gear instead of the Survivor; in that case, if the damage suffered is higher than the damage threshold on the piece of gear, discard that card.

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 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 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. Advance Time

• Advance the Clock one step. If a 7 was rolled, advance 4 steps.
• Resolve any relevant Exposure, Day, or Night effects.

3. Draw a Card from your Survivor deck

4. Player Actions (take 4 actions)
• Move to an orthogonally adjacent tile.
• Draw a card from your Survivor deck.
• Play a card from you hand.
• Perform an action on a card or tile.
• Scavenge (once per tile per turn).
• Parlay, Trade, or Reinforce with a Tribe.

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.

5. Monster Activation
• Monsters, in the current player's play area, activate and attack from left to right.

6. Hunger and other Status Effects
• Increase Hunger by 1 and suffer damage from Hunger, Poison and other status effects.

7. 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.

CLOCK BOARD

Exposure: each player on an outdoor tile draws and resolves an Exposure card.

Night: flip over the topmost Day/Night card in the deck and resolve it.

Day: each monster token moves 1 tile in the red arrow's direction.

GOTHIC HORRORS CAMPAIGN

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

1x Amusement Park (6)	1x Jungle (11)
1x Castle (9)	2x Mountains (5, 9)
1x Church (10)	2x Open Field (6, 8)
2x Farm (3, 11)	1x Police Station (6)
2x Forest (5, 8)	1x Prison (9)
1x Garden (5)	1x Shelter (12)
2x Gas Stations (5, 9)	2x Swamp (4, 8)
1x Graveyard (4)	2x Tunnel (4, 10)
1x Hospital (3)	1x Van (6)

Damn vamps spread like wildfire; took the world for themselves. Lucky for you, these vile undead creatures can be killed with a bullet to their brain. You also figured out that you can burn them to ash and chop off their heads, so they're not so immortal after all.

MISSION 1: VAMP VACCINE

You've been trucking around from state to state, saving quite a few people from ending up on an undead dinner plate along the way. This smarty pants says he can cure these vamps' thirst for blood, if only he had his research notebook. You figure it's worth a shot.

MISSION SETUP

- Remove the Boss cards and then shuffle the remaining Vampire (V) set to create the Monster deck.
- Place the Star token A at least 3 tiles away from the Van.
- Choose a player to start with the Scientist Ally card in their play area.
- ⚠ **Remember:** When the Hospital is revealed, place Star token B on that tile.
- ⚠ **Remember:** When the Prison is revealed, place Star token C on that tile.

MISSION OBJECTIVES

- Find and collect the old research notebook (A).
- Deliver 1 *Medical Supplies*, 1 *Antidote*, and the research notebook to the *Hospital*.
- Help the *Scientist* develop the vaccine (B).
- Manufacture the vaccine at the *Prison* (C) to complete this mission.

MISSION ACTIONS

Star token A: You may spend an action to find and collect an old research notebook. Place this token in your player area to indicate you're carrying it. You can trade this token with other players on your current tile. This token occupies no gear slot.

Star token B: If you have the *Scientist* equipped and everything was delivered to the *Hospital*, you may spend an action to develop a vaccine. If you do so, place this token in your play area.

The Scientist tinkers away in the medical labs and constantly referencing his notebook. It's not long before a vampire gets a scent of your blood and hunts you down in the Hospital. As one lunges at you, you dodge and push it across the lab. It falls into one of the Scientist's vials spilling the liquid all over itself. The vampire hisses and falls to the ground. After a few moments, a normal man stands back up. It works!

Star token C: If you have the Vaccine equipped, you may spend an action to remove this token from the game and complete the mission.

CONCLUSION

It doesn't take you long to setup a makeshift assembly line in the prison. Your team can probably mix and manufacture about one hundred vials of the vaccine each day. Not too shabby. While this cure is great, it's pretty pointless if Dracula can continually turn new people to his vampiric army.

MISSION 2: KILL DRACULA

You can cure vampirism, but unless you take down the father of the curse, there will always be more bloodsuckers. Your team has been tasked with hunting down and killing Dracula. Don't expect his minions will give him up lightly.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining Vampire (V) set to create the Monster deck.
- Place the Castle tile face-up at least 5 tiles away from the Van tile.
- Place Star token A onto the Castle.
- Place 3 monster tokens on the Castle tile and 1 monster token on each orthogonally adjacent tile.

MISSION OBJECTIVES

- Kill Dracula.

MISSION ACTIONS

Star token A: After entering this tile, attach to you the set-aside *Dracula* boss card. Then, remove this token from the game.

CONCLUSION

Dracula is a tough and devious creature. You fight hard, but it is not long before he has you pinned against the halls of his castle. He taunts you and espouses about the royalty of the vampire. His white skin looks a sickly white in the candlelight. As he drives his talons a bit more into your shoulder, you reach with your other arm to the wall sconce and grab the torch inside. You smash the flaming embers into Dracula's face and he drops you and recoils as his dry dead hair catches flame. Then you drive the wooden end of the torch throw the bloodsuckers heart and kick him down the stone staircase. You watch has his body withers in the flames. Then loud moans and screams erupt from the creatures throughout the castle. The bastard is dead.

MISSION 3: WHERE'S THE VAN?

Dracula may be dead, but his minions live, and they've seized your van. Wolf howls continue to echo in the castle as you make your way to the front gate. You can see that several monsters have gathered around. You need find the van and get the hell out of hear before this wolf den erupts.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining Vampire (V) set to create the Monster deck.
- Place the Castle tile face-up on one side of the map. All players start on this tile.
- Randomly draw 3 tiles and place them face-up and orthogonally adjacent to the Castle tile. Place a Monster token on each of these tiles.
- Shuffle the Van tile in with the other map tiles when you build the rest of the map.
- After players have drawn their starting monsters, shuffle the set-aside Alpha Wolf boss into the monster deck.
- ⚠ **Remember:** When the Van is revealed, place Star token A on that tile.

MISSION OBJECTIVES

- Find the Van
- Collect and deliver 1 *Fuel* per player to the *Van*.
- Repair the *Van* with *Spare Parts* (A).
- Return all players to the *Van* when all other objectives have been completed.

MISSION ACTIONS

Star token A: You may spend an action and discard aSpare Parts card to remove this token from the game.

CONCLUSION

As you all pile into the Van and speed off down the road, a large werewolf emerges from the woods and starts chasing you. One of you focuses on driving while the others hang out of the windows and start firing at the beast. It's not deterred and lunges at your Van slashing one of your back tires. The Van swerves as sparks erupt from your rim grinding the pavement. The Van slowly drifts off of the road. Luckily, you manage to stop it safely before it crashes into the trees. As you look into the trees, you can see dozens of yellow eyes in the darkness.

MISSION 4: HORROR HIBERNATION

You don't have long to gather your wits after the crash. Dracula's undead curse continues to spread and hunt you down. It's clear that the supernatural equilibrium has been thrown into chaos. Worse yet, you're surrounded and banged up. You can feel a new darkness brewing. Your best bet is to find a safe place where you can stand your ground against these creatures.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Vampire (V) and Cthulhu (C) sets together to create the Monster deck.
- *Optional:* You can also shuffle in the Gremlins and Murder Clown sets into the Monster deck.
- Place the Van tile in the middle of the map and build the map out from there.
- Place Star tokens A, B, and C on different tiles on different sides of the map.
- After players have drawn their starting monsters, shuffle one random set-aside Boss card into the monster deck. Then add another random Boss card to the bottom of the deck.

Example Map Setup:

MISSION OBJECTIVES

- Find a safe haven to hole up in (A, B or C)
- Collect and deliver 1 *Fuel*, 1 *Food*, and 1 *Ammunition* per player to the safe haven (A, B or C).
- Return all players to the chosen safe haven (A, B or C) when all other objectives have been completed.

MISSION ACTIONS

Star token A, B, or C: After delivering either *Fuel, Food, or Ammunition* to this tile, discard all other Star tokens in play. This tile is your safe haven tile.

CONCLUSION

With the collected supplies, you're able to fight off the creatures that ambushed you. Each faction of enemy appears to have their own pack leader. You're not sure who is leading these crazy human fanatics but bet that if you kill the Alphas of each pack that these monsters will finally leave you alone.

MISSION 5: UNHOLY SHOWDOWN

From your haven you've been able to repair your Van's flat tire and scout out the area. It's a little unnerving that hordes of zombies have started accumulating in open fields, but you've dealt with that virus before. Luckily, your team has been able to pinpoint the location of three Alpha creatures in the area. If you can vanquish these monstrosities, then these creatures should lose the will to hunt you down. Only then can you get out of here.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Vampire (V) and Zombie (Z) sets together to create the Monster deck.
- *Optional:* You can also shuffle in the Gremlins and Murder Clown sets into the Monster deck.
- *Optional:* You can shuffle and add the Pandemic Exposure deck to the Clock board.
- Take all the set-aside Boss cards, remove Dracula and shuffle them together to form a Boss deck.
- Place Star tokens A, B, and C at least 2 tiles away from one another and the Van.

MISSION OBJECTIVES

- Collect and deliver 1 *Fuel* per player to the *Van*.
- Defeat 3 Bosses.
- Return all players to the *Van* when all other objectives have been completed.

MISSION ACTIONS

Star token A, B, or C: You may spend an action to draw and attach to the top card of the Boss deck. Then, remove this token from the game.

CONCLUSION

As you fire the final silver bullet into the Alpha's head, the last of the creatures disperses and runs off. As you sit back and try and enjoy the drive, you catch a glimpse of smoke in the distance. You pull off the side of the road and cautiously approach. You can see a group of cloaked figures sitting around a fire and bowing down to a horrific looking creature. These weirdos are worshipping these horrors. You have a pit in your stomach. Clearly, these fanatics are up to something.

MISSION 6: BREAK THE SEALS

Remove the following map tiles from the game:

1x Amusement Park (6)
1x Castle (9)
1x Farm (3)

1x Gas Station (5)
1x Graveyard (4)
2x Tunnels (4, 10)

Add the following map tiles to the game:

1x Airport (8)
1x Altar (6)
1x City Street (6)
1x Gas Station (4)

1x Factory (4)
1x Jungle (3)
1x Power Plant (10)

After the cultist finishes their bonfire, you approach the clearing where their ritual was conducted. There you find some fanatical writings about a sacrificial Altar and protecting it while they collect the necessary blood to fuel the creature's return. You stumbled into this mess so it's up to you to find and destroy this altar.

MISSION SETUP

- Set aside the Boss cards and shuffle the remaining cards in the Cthulhu (C) set to create the Monster deck.
- *Optional:* You can also shuffle in the Gremlins and Murder Clown sets into the Monster deck.
- ⚠ **Remember:** When the Altar is revealed, place Star token A, B and C on that tile.
- ⚠ **Remember:** The first time there are 9 or more **Cultists** in Monster discard pile, place a random Boss card on top of the Monster deck.

MISSION OBJECTIVES

- Break the 3 seals on the Altar

MISSION ACTIONS

Star token A: You may spend an action to discard a red Scavenge card and remove this token from the game
Star token B: You may spend an action to discard a green Scavenge card and remove this token from the game
Star token C: You may spend an action to discard a blue Scavenge card and remove this token from the game.

CONCLUSION

The last magical seal bursts in a flash of bright purple light letting you approach and touch the altar sitting in the middle of the stone room. You try and take a sledgehammer to the stone altar, but instead of shattering, an energy knocks the tool out of your hands.

MISSION 7: DESTROY THE ALTAR

These cultists are up to something unsavory for sure. The seals are broken, but your weapons are still useless against the old stone altar. You need to imbue your weapons with some magical runes to damage the altar and burn this unhallowed shrine to the ground.

MISSION SETUP

- Set aside the Boss cards and shuffle the remaining cards in the Cthulhu (C) set to create the Monster deck.
- Place the Altar face-up on one side of the map and place the Van face-up on the opposite side. They should be at least 6 tiles apart. All players start on the Altar tile.
- Place Star tokens A, B, and C at least 2 tiles away from one another and the Van.
- ⚠ **Remember:** The first time there are 9 or more **Cultists** in Monster discard pile, place a random Boss card on top of the Monster deck.
-

MISSION OBJECTIVES

- Collect and deliver 1 **Fuel** per player to the **Van**.
- Reveal and investigate each tile marked with a Star token.
- Destroy the **Altar**.
- Return all players to the **Van** when all other objectives have been completed.

MISSION ACTIONS

Star token A, B or C: You may spend an action to investigate this tile. Then, remove this token from the game.

⚠ **When all 3 Star tokens have been removed from the game, the *Altar* is treated like a monster with 25 Health attached to any player on that tile** ⚠

⚠ **If the Altar suffers 25 damage or more, discard all monsters attached to each player** ⚠

As the stone of the altar crumbles, you are struck with a vision of enormous evil eyes and can feel that this was only part of the ritual. There is another Altar out there that the Cultists are using.

CONCLUSION

The magic runes worked! Your weapons are even more formidable against the supernatural and were able to destroy this Altar, but old magic connects it to another one and the Cultists are already doubling their efforts to bring back an Old One.

MISSION 8: STOP THE SÉANCE

You trust the old magic and believe that the Cultists have one more sacrificial altar out there and are attempting to call a malevolent force there. If they finish their ritual, an Old One is bound to appear. You've narrowed down the location of this other altar to one of three sites...

MISSION SETUP

- Set aside the Boss cards and shuffle the remaining cards in the Cthulhu (C) set to create the Monster deck.

MISSION OBJECTIVES

- Find and Reveal the **Altar**, **Church** and **Garden** tiles
- Defeat the Boss

MISSION ACTIONS

⚠ After all three tiles have been revealed, attach a random set-aside Boss card to the player who revealed the final location. If you defeat the Boss, the Mission is completed. ⚠

You arrive at the final location but are too late. The Séance is already underway, and the Cultists have opened a portal to another realm. The portal grows to accommodate the Old God. It is here and it's angry at your interference.

CONCLUSION

You barely manage to slay the powerful creature, but as the Old God dies – it spends the last of its power to summon a portal that sucks you through space and time. You may have saved Earth, but who knows where you are heading off to now.

MISSION 9: LIGHT THE PYRES

Remove the following map tiles from the game:

1x Prison (9)

Add the following map tiles to the game:

1x Castle (9)   1x Military Base (0)

You hold your breath and open your eyes. You exhale in a big sigh of relief as you're greeted with relatively familiar scenery. While you can't read the street signs, they look like Asian characters so your best guess is that the portal transported you to the other side of the earth. As you continue to get your bearings, your group is quickly surrounded by odd looking people in demon masks. These demons escort you to a small village. Along the way, you see monsters flying in the air and large red demons patrolling the area.

Once you're in the village, you're able to find someone that explains to you what's going on. The people call these creatures Yokai and it sounds like they showed up around the same time as your Vampires. The only difference is that these supernatural beasts quickly subjugated and enslaved the people. You start trying to rally the people of the village, but one of the larger red demons charges in and grabs you. It tells you that the Winter Solstice is almost upon you and demands that you light the ceremonial pyres or die. Not much of a choice.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaing cards in the Yokai (Y) set to create the Monster deck.
- Place a random set-aside Boss card at the bottom of the Monster deck.
- Place the Military Base tile face-up on the edge of the map. All players start there.
- Place Star tokens A, B, and C at least 2 tiles away from one another and the Military Base.

MISSION OBJECTIVES

- Light all 3 Pyres

MISSION ACTIONS

Star token A, B or C: You may spend an action and discard an equipped fuel card to light this pyre. Then, remove this token from the game.

CONCLUSION

After lighting the final pyre, you return to the village. An excitement is brewing in the demon captors. They seem almost jovial in nature, as the people of the town continue to work and prepare for the Winter Solstice festival.

MISSION 10: SOLSTICE SACRIFICE

As the Solstice Festival kicks off, something seems eerily amiss. The Yokai demons seem to be almost giddy and more and more Yokai are gathering in the village. Way more than when you first arrived, maybe you should skip the fireworks.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaing cards in the Yokai (Y) set to create the Monster deck.
- Shuffle a random set-aside Boss card into the Monster deck.
- Place the Garden tile face-up in the center of the table. All players start there.
- Organize the map tiles into a deck and shuffle the Van tile into the last 5 tiles at the bottom. Build the map out from the Garden tile.

MISSION OBJECTIVES

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

MISSION ACTIONS

⚠ **The player's character who reveals the Altar tile is immediately killed and removed from the game as the Sacrifice. Any Scavenge cards in that player's hand or play area are considered to be located on the Altar tile and can be picked up as a free action by any player on that tile. The sacrificed player should choose another character and restarts at the Garden, drawing a new hand of 4 cards and entering the game at full health.** ⚠

CONCLUSION

You are able to time turnign the Van's keys with the crackle of the Solstice Festival's fireworks. It revs and hums as your group piles into the Van. You're ready to drive off until one of you points to the sacrificial Altar as a human is slaughtered for these fiends' enjoyment.

MISSION 11: MURDER SHUTEN

These monsters are making human sacrifices now! You can't leave these villagers to this plight. You've observed the hierarchy of the Yokai and know that their commander is Shuten Doji. With your unique set of skills, you can make a difference. Let's murder their leader to show them that humans are more than just sacrificial lambs. Shuten and his army must pay for what they've done.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaing cards in the Yokai (Y) set to create the Monster deck.
- Place the set-aside Orochi at the bottom of the Monster deck.
- After building the map, place a total of 10 monster tokens (no more than 3 per tile) on unrevealed tiles.
- Players start on the Van tile.

MISSION OBJECTIVES

- Defeat **Shuten Doji.**
- Defeat at least 6 other monsters.

MISSION ACTIONS

⚠ **The player who reveals the Castle tile attaches to them the set-aside Shuten Doji boss** ⚠

CONCLUSION

After killing Shuten and a good portion of his army, the Yokai broke pretty quickly and ran back under their rocks. After reclaiming the village, you spent a few months training them and working with them to fortify their position in case the monsters ever come back. As a thank you, the villagers have arranged for a boat to take you back home across the ocean. You're looking forward to a few calm weeks at sea.

MISSION 12: THE FOURTH SEAL

Remove the following map tiles from the game:

1x Castle (9)

1x Factory (4)

2x Jungle (3, 11)

1x Military Base (0)

1x Power Plant (10)

2x Swamp (4, 8)

Add the following map tiles to the game:

2x Desert (4, 10)

1x Farm (3)

1x Grocery Store (9)

1x Oasis (11)

1x Shopping Mall (8)

2x Tunnels (4, 10)

Your trip across the ocean is uneventful, but as soon as you land ashore things take an appropriately apocalyptic turn. The City of Angels indeed. Los Angeles is in the depths of what can only be described as the Rapture. The streets are filled with demons, imps and angels running amok and plunging the city into utter chaos. An Angel spots your group and flies down. She asks if you can collect some lost holy items to keep the seal to hell intact. She needs a Chalice, a Bible and a Silver key.

"Then I looked and saw a pale horse. Its rider's name was Death, and Hades followed close behind. And they were given authority over a fourth of the earth, to kill by sword, by famine, by plague, and by the beasts of the earth." - Revelations 6:8

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Demon (D) together.
- Divide the Demon (D) cards into 4 facedown piles, as equal in size as you can. Shuffle 1 set-aside Horseman Boss card into each pile. Stack these piles to form the monster deck, placing smaller piles at the bottom.
- Place Star tokens A, B, and C at least 3 tiles away from one another and the Van.

MISSION OBJECTIVES

- Recover the Chalice, the Bible and the Silver Key.
- Deliver these items to an *Angel*.

MISSION ACTIONS

⚠ **If ALL 4 Horsemen are ever in play at the same time, you lose immediately** ⚠

Star token A, B or C: You may spend an action to collect the token (representing one of these holy items). Place this token in your play area to indicate you're carrying it. Players can trade any of these token with other players on their current tile. Each of these tokens occupy 1 gear slot.

Deliverance: As a free action, you may deliver an Star token to an *Angel* located on your tile.

CONCLUSION

You were too slow and the Angels weren't able to prevent the fourth seal from opening. They tell you that there are only 3 seals remaining until the Rapture is irreversible.

"And when he had opened the fourth seal, I heard the voice of the fourth beast say, Come and see. And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him. And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth." - Revelations 6:7-8

MISSION 13: REVELATIONS

"There was a great earthquake. The sun turned black like sackcloth made of goat hair, the whole moon turned blood red, and the stars in the sky fell to earth, as figs drop from a fig tree when shaken by a strong wind." - Revelations 6:12-13

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaining cards in the Demon (D) set together.
- Divide the Demon (D) cards into 4 facedown piles, as equal in size as you can. Shuffle 1 set-aside Horseman Boss card into each pile. Stack these piles to form the monster deck, placing smaller piles at the bottom.
- Place Star tokens A, B, and C at least 3 tiles away from one another and the Van.
- Reveal the tiles with a Star token on them.
- Shuffle 2 Dusty Book Scavenge cards into the blue Scavenge deck.

MISSION OBJECTIVES

- Deliver a *Dusty Book* to the *Church* before two seals are broken to complete this mission.

MISSION ACTIONS

⚠ **If ALL 4 Horsemen are ever in play at the same time, you lose immediately** ⚠

If there are 3 or more monster tokens on a tile with a Star token, break that seal. When this happens, remove that Star token from the board. If two seals are broken, you lose immediately.

CONCLUSION

"And God shall wipe away all tears from their eyes; and there shall be no more death, neither sorrow, nor crying, neither shall there be any more pain: for the former things are passed away." - Revelations 21:4

KAIJU RISING

The Kaiju are monolithic creatures with lots of health. Each Kaiju represents its own unique challenge. The larger the beast, the harder the mission. Many cards in your deck will become less effective or worthless while fighting these mighty creatures. The Kaiju's tough skin reduces all damage by 2 meaning that weapons like the handgun or bow, bounce right off.

SPECIAL RULES

The Kaiju starts in roaming state at the beginning of the game and is not attached to any player until 3 of the "*It's Coming!*" cards have been drawn. Once 3 of these cards are drawn, the Kaiju is aware of your team and attach and move between the players. The Kaiju can be attacked from Mid or Long range from any tile on the map when it is roaming.

At the start of every player's turn, draw a monster card instead of the normal spawn monsters step. The monster cards are usually attacks and damage that your character will take as the Kaiju stomps around breathing fire and whipping its tail around. The attack is considered to occur at the spot of the player who drew the card and follows ranges accordingly.

Kaiju are immune to stun effects. Kaiju reduce all incoming damage from Survivor cards by 2. Damage reduction is not applied to Robot weapons.

Unlike most scenarios, this mission is not lost unless all survivors have died. If a Kaiju kills a survivor, it moves to the next closest survivor. If there is a tie, it moves to the survivor with the least remaining health.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaing cards in the Kaiju (K) set to create the Monster deck.
- Select a Kaiju from the set aside Boss cards to face. Place the boss card near the map and return the other Boss cards to the box.
- Place Star tokens A and B on tiles 2 at least 6 spaces away from the Van and 2 spaces away from one another. Then place a Robot standee on each of these marked tiles.
- Use all of the Map Tiles except for the *Graveyard*, *Altar*, and *Castle*.

MISSION OBJECTIVES

- Defeat the Kaiju.

MISSION ACTIONS

Robot Standee, Star token A or B: You may spend an action when you are on a tile with a Robot to equip and pilot a Robot. Your character is immune to damage while piloting the Robot. When the Robot is first acquired, draw two Robot weapon cards and place them facedown next to your Robot.

ADDITIONAL GIANT ROBOT ACTIONS

Powering Up: During your turn, you may flip over 1 Robot weapon card as a free action. You may spend an action to flip over another weapon card.

Healing: Robots can only be healed by playing a Spare Parts. Spare Parts restore 4 health to a Robot; you must be in Short Range of the Robot to use this effect.

Destruction: When the Robot runs out of health, it is destroyed. Any spillover damage is applied to your character i.e. the Robot has 5 remaining health and the Kaiju deals 10 damage: the Robot is destroyed and your character suffers 5 damage.

Scavenging/Reloading: You cannot scavenge while you have a Robot equipped. You or any other survivor on your tile may reload Robot weapon cards as you would any other gear card by discarding an Ammunition or Fuel scavenge card.

Disembark: As a free action, you may leave a Robot. Flip over the Robot card to signify that you are no longer piloting it. Mark the space with a star token or the Robot standee to signify where the Robot was left on the map. Any player that is on this space may equip the Robot as an action. Take the robot's weapons with it; they stay in their powered up state.

STRATEGY TIPS

- Long range weapons are excellent for this scenario since they generally deal high damage and can target the Kaiju early while it's roaming.
- At the start of a game, you will want to race to one of the Robots. They are your only chance of defeating these creatures.
- You win as soon as the Kaiju is killed, so don't worry too much about food. Maximize your damage.

KAIJU CARD CLARIFICATIONS

Destruction – Forces you to remove a map tile adjacent to you. You can remove an unrevealed map tile. Try not to remove a the last adjacent tile to your current tile or you will be stuck.

Enrage + Heal – This forces you to roll dice and spawn monster tokens like in a normal game. If you fail a stealth test when moving through a tile with monster tokens, remove them and draw a monster card for each one removed. This ability can also combo and instantly trigger another monster card draw.

JURASSIC PERILS

The Jurassic Perils missions split the map into two: the Mainland and the Island. In general, the Mainland is a much better set of tiles to stock up and scavenge on. The Island is a bit more dangerous, but also contains the tiles where you can find dinosaur eggs to passify large dinos.

Mainland Tiles:

|	
1x Airport (8)	1x Hospital (3)
1x City Street (6)	1x Military Base (0)
1x Church (10)	1x Police Station (6)
2x Farm (3, 11)	1x Tunnel (4)
2x Gas Stations (5, 9)	1x Mountain (5)

Island Tiles:

1x Amusement Park (6)	1x Oasis (11)
2x Forest (5, 8)	1x Prison (9)
1x Garden (5)	1x Shelter (12)
2x Jungle (3, 11)	2x Swamp (4, 8)
1x Mountain (9)	1x Tunnel (10)

Your group has established a settlement on the mainland after surviving one threat after the other. A series of strange animal attacks have been occurring on the mainland. After investigating, the dead animals look like a Dinosaur out of an old textbook. You learn that before the collapse, there were rumors of a secret high-tech genetic research facility on an island off the coast. This along with the garbled radio transmission has you very intrigued.
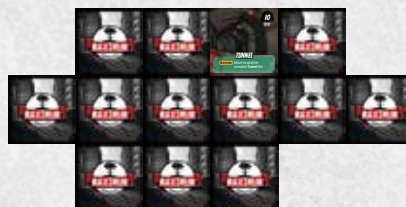
MAP EXAMPLE

When building the map, make two separate smaller maps. Park the Van (A) adjacent to any outer tile (B) of the Mainland map. Note that the Tunnel on the Island Map is always revealed. Players can move between the Mainland and the Island using the Tunnels and the Airport.

MAINLAND
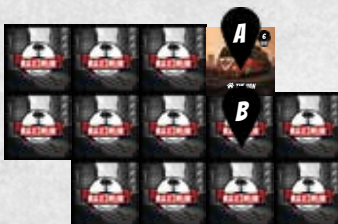
ISLAND

MISSION 1: TRIANGULATION

To triangulate the radio transmission, you must repair three radio towers scattered throughout the area. Once the towers are repaired, you hope that you'll be able to hear and decode the transmission and figure out what's going on.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaing cards in the Dinosaur (D) set to create the Monster deck.
- Shuffle a random set-aside Boss card into the bottom 8 cards of the Monster deck.
- Place the Star token A at least 2 tiles away from the Van on the Mainland.
- Place Star token B and C at least 2 tiles away from one another on facedown tiles on the Island.
- At the start of a game, give each player a Dino Egg token.

MISSION OBJECTIVES

- Repair 3 Radio Towers (A, B, C)
- Return all players to the **Military Base** when all other objectives have been completed.

MISSION ACTIONS

Van Escape: When you are on the **Van** tile, Discard a *Fuel* card to instantly move every survivor on the Van tile into the **Military Base** without triggering the Military Base's Enter effect.

Passify Dinosaur: Discard a Dino Egg token to discard any *Docile* monster within Short Range.

Search for Eggs: If you are on a **Forest**, **Swamp** or **Jungle** tile, you can attempt to find a Dino Egg token as an action. Conduct a stealth test. If you succeed, gain a Dino Egg token.

⚠ **You can freely trade Dino Egg tokens like you would any other Scavenge card.** ⚠

Star token A, B or C: You may spend an action and discard a Spare Parts to repair a radio tower. Then, remove this token from the game.

CONCLUSION

When you return to your base of operations, the radio static clears up and you're able to make out the transmission:

"Is anyone out there? Please help me. I'm a Scientist that used to work on the Dinosaur Restoration project here on the island. I know the world has fallen apart, but I think my research can help us rebuild. I have to keep moving around the island to avoid being eaten, but have sent this broadcast on loop in the hopes of being rescued."

MISSION 2: PINPOINT

You're running low on supplies and don't really need another mouth to feed, but this cryptic message seems too good to ignore. You decide to put together a team to bring the Scientist back to the mainland. While you're out there, you'll need to collect enough supplies to keep this operation going as well.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaing cards in the Dinosaur (D) set to create the Monster deck.
- Shuffle a random set-aside Boss card into the bottom 8 cards of the Monster deck.
- Flip all of the Star tokens facedown and shuffle them. Then, place each token on a different facedown tile at least 2 spaces away from the Tunnel on the Island.
- At the start of a game, give each player a Dino Egg token.

MISSION OBJECTIVES

- Find the Scientist (C) and return them to the **Military Base**.
- Deliver 1 Food card per player to the **Military Base**.
- Return all players to the **Military Base** when all other objectives have been completed.

MISSION ACTIONS

Van Escape: When you are on the **Van** tile, Discard a *Fuel* card to instantly move every survivor on the Van tile into the **Military Base** without triggering the Military Base's Enter effect.

Passify Dinosaur: Discard a Dino Egg token to discard any *Docile* monster within Short Range.

Search for Eggs: If you are on a **Forest**, **Swamp** or **Jungle** tile, you can attempt to find a Dino Egg token as an action. Conduct a stealth test. If you succeed, gain a Dino Egg token.

⚠ **You can freely trade Dino Egg tokens like you would any other Scavenge card.** ⚠

Star token A, B or C: You may spend an action to search for the Scientist. Flip over the Star token. If you've found Star token C, place this token in your play area (or use the Scientist Ally card). If you've found Star token A or B remove the token from the game.

CONCLUSION

"Thank you for rescuing me, but we must go back to the island. There is a secret lab there detailing the dinosaur genome. I believe that I can create a serum that will make every dinosaur more docile so that we can domesticate them. Perhaps we can use them to offer some protection in this post-apocalyptic world."

MISSION 3: THE SECRET LAB

The Scientist is looking for a lost lab on the Island. You're not sure you believe him but can't pass up on an opportunity to secure your ragtag community. Plus, you've always wanted a pet Dinosaur. You'll need to locate the lab underneath the Amusement Park, escort the Scientist there and restart the lab's generator so that he can conduct his research and create the serum.

MISSION SETUP

- Set aside the Boss cards and then shuffle the remaing cards in the Dinosaur (D) set to create the Monster deck.
- Shuffle a random set-aside Boss card into the bottom 8 cards of the Monster deck.
- Choose a player to start with the Scientist Ally card in their play area.
- At the start of a game, give each player a Dino Egg token.
- ⚠ **Remember:** When the Amusement Park is revealed, place Star token A & B on that tile.

MISSION OBJECTIVES

- Locate the entrance to the Secret Lab (A, B).
- Escort the Scientist to the Lab.
- Deliver 1 Fuel card per player to the **Amusement Park** to start the generator.
- Return all players to a tile on the Mainland when all other objectives have been completed.

MISSION ACTIONS

Van Escape: When you are on the **Van** tile, Discard a *Fuel* card to instantly move every survivor on the Van tile into the **Military Base** without triggering the Military Base's Enter effect.

Passify Dinosaur: Discard a Dino Egg token to discard any *Docile* monster within Short Range.

Search for Eggs: If you are on a **Forest**, **Swamp** or **Jungle** tile, you can attempt to find a Dino Egg token as an action. Conduct a stealth test. If you succeed, gain a Dino Egg token.

⚠ **You can freely trade Dino Egg tokens like you would any other Scavenge card.** ⚠

Star token A or B: You may spend an action to search for the entrance to the Lab and remove one token from the game. When both tokens are removed, the Secret Lab is accessible and considered to be on the Amusement Park tile.

CONCLUSION

The Scientist finishes his serum and starts handing out vials of it to everyone. In a fit of joy, he jabs a chained-up velociraptor with his shot. The raptor roars and snaps at the Scientist, biting his arm off. Guess rewriting genes isn't an instantaneous thing. You'll have to wait and see if the serum actually works.

The **Adventurer** has a **Raptor, Triceratops, and Stegosaurus** attached to them. The **Jacket** is equipped. The Adventurer's Hunger is currently at 5 and is at full health. The **Adventuer** is on a **Gas Station** (4) with the **Ronin** on the adjacent **Tunnel** tile. The **Ronin** has another **Triceratops** attached to them.

1: Spawn Monsters

The **Adventurer** 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**.

Spawn monsters on tiles with a 6.

A: Adventurer's Location
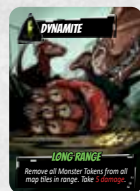**R: Ronin's Location**
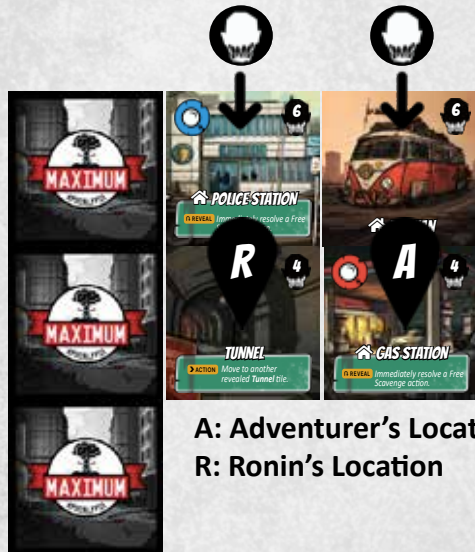
2. Advance Time

The clock advances one step.

3. Draw a card

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

4. Player Actions

1st Action: the **Adventufer** plays **Dynamite** remove the monster tokens that just spawned on the Police Station and Van. Then, the Adventurer suffers 5 damage but reduces that to 4 from their equipped Jacket.

2nd Action: the **Adventurer** moves to the Tunnel.

3rd Action: the **Adventurer** spends an action to move from the Mainland's Tunnel to the Island's Tunnel.

4th Action: the **Adventurer** plays **Blow Dart** on the Triceratops to stun it. They place 1 poison token on it.

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

5. Monster Activation

The **Raptor** deals 4 damage to the Triceratops and Stegosaurus and 4 damage to the **Adventurer**, but **Jacket** reduces this to 3 damage. Damaging the **Triceratops** and **Stegosaurus** has triggered a Stampede! The **Triceratops** deals 5 damage to the **Raptor** and the **Stegosaurus**, then the **Stegosaurus** deals 4 damage to the **Raptor** and **Triceratops**. The **Triceratops** and **Stegosaurus** attach to the **Ronin** before they activate this turn. The **Raptor** has suffered 9 damage and is discarded. The **Triceratops** remains stunned since it did not activate and unstun or suffer poison damage on my turn.

The **Triceratops** has taken a total of 8 damage. The **Stegosaurus** has taken a total of 9 damage. The **Adventurer** has suffered 7 damage from the Stampede (10 total damage).

6. Hunger

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

7. Check for Win

Not all mission objectives have been completed, so the **Adventurer's** turn ends. The **Adventurer** has suffered a total of 12 damage and has 13 health remaining.

REWIND...

A better play would have been to change the target of the Blow Dart...

4th Action: the **Adventurer** plays **Blow Dart** on the **Raptor** to stun it. They place 1 poison token on it.

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

5. Monster Activation

The **Raptor** activates, but does not attack because it is stunned. It is no longer stunned and suffers 1 damage from poison. The **Triceratops** is docile and does not attack during its activation. The **Stegosaurus** is docile and does not attack.

6. Hunger

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

7. Check for Win

Not all mission objectives have been completed, so the **Adventurer's** turn ends. The **Adventurer** has suffered a total of 2 damage and has 23 health remaining.