

**LEARN TO PLAY  
GUIDE**



# COMPONENTS

11 Survivor Character cards



5 Survivor Figures



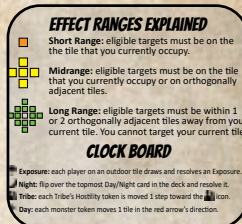
6 Health Dials



11 Survivor Standees



4 Reference cards



# COMPONENTS

20 Day/Night cards



1 Clock board



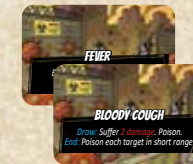
12 Cold Exposure cards



12 Scorched Exposure cards



12 Pandemic Exposure cards



3 Storage trays



Survivor Decks

30 Chef cards



30 Contractor cards



30 Driver cards



50 Thief cards



30 Beekeeper cards



30 Monster tokens



3 Objective tokens



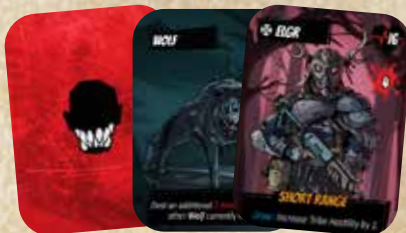
2 Spawn dice



10 Ally cards



139 Monster cards



16 Dividers & Tribe cards



12 Fuel tokens



20 Poison tokens  
60 Hit Point tokens



3 Hostility tokens



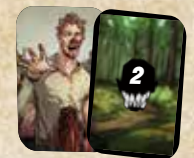
24 Bullet tokens



2 Mission Log Books



52 Monster Spawn cards



54 Scavenge cards



46 Map tiles



4 Hunger dice  
4 Barricade tokens





# CREDITS

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Survivor Card Back Icons made by Lorc and available on <http://game-icons.net>.



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# SURVIVOR OVERVIEW



## DRIVER

The Driver is an impulsive ex-stuntwoman who relies on her adrenaline to get her through tough situations. She comes with her own custom car that can mow down monsters and can even move the Van tile for easier escapes.



## CHEF

The Chef is a support class who uses his knowledge of the kitchen to aid his fellow survivors. If you get the Chef some food, he can whip up some amazing meals. His Knives aren't just for cutting up food, he is quite deadly with them.



## THIEF

The Thief is a stealthy rogue who evades danger and strikes from the shadows. They grow in strength as they make their way through their 50 card survivor deck, tripping up and avoiding monsters until they can set up crucial assassinations.



## CONTRACTOR

The Contractor is a strong warrior with a big appetite. He can devastate monsters with his sledgehammer and his innate ability allows him to barricade tiles which prevent monster spawns.

**⚠** If a monster were ever to spawn on a tile with a Barricade token, remove that Barricade token instead.





## TIME TRAVELER

Expansion Character (sold separately)

The Time Traveler is a quirky enigma who would sooner run away from danger than confront it. No one is quite sure which timeline the traveler is from, but in the apocalypse it's pretty hard to say "no" to some help from futuristic equipment and a time pod that can teleport.



## BEEKEEPER

The Beekeeper is a traumatized caregiver of animals who has lost a few too many critters along the way. She comes with a unique animal card type which allows her to equip and command these animals for aid. She also dabbles in poison which helps her chip away at monsters making her quite good at crowd control, but not the best at targeting precisely.

## ANIMAL CARDS

The Beekeeper has animal cards in their deck. Animal cards are played into your play area and grant you new actions and passive abilities. Animals do not take up any storage slots of your inventory, instead they have health and are subject to taking damage from monsters. If an animal's health ever equals zero, it exits play and is discarded.



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

## 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 **Frozen Wilds** campaign, teaching you about rules and new 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.

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.

## 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 of the Frozen Wilds campaign. 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/Camp** 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/Camp** 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



### 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 indicated in your selected mission (Mission 1 is ).

For the first mission, you will only need the Cold Exposure deck, which has Frostnip as its back:



Shuffle and place the Exposure cards facedown on the spot of the Clock board.

Future missions will require you to add the Day/Night cards, Tribe cards, and use different Exposure decks.

### 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.

## EXAMPLE MISSION SETUP

The diagram on the next page shows an example setup from Mission 3, which uses all the modules in the game. Mission 1 setup is exactly the same except Day/Night cards (7B & 7D) and Tribe cards (7E) are not needed. For Mission 1, you can leave these components in the box until you are told use them.



# EXAMPLE SETUP (MISSION 3)



## 7. THE CLOCK BOARD

### 7A. Exposure Deck

Shuffle the Cold exposure deck and add it to this spot.

### 7B. Day/Night Deck

Shuffle the Day/Night deck and add it to this spot, with the Night side facedown (This deck is not used until Mission 3 of the Frozen Wilds campaign).

### 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.

### 7E. Tribe Card

The relevant Tribes in a mission have their cards placed below the Clock board. When a Tribe is in play, place a token on their current Hostility level (Tribes are introduced in Mission 2 of the Frozen Wilds campaign).

## PLAY AREA



### A. Survivor Discard Pile

Whenever you draw a card, you draw from your Survivor deck unless otherwise specified.

### B. Survivor Deck

Gear cards are played to your play area and take up storage.

### C. Character Card

This monster is attached to the Chef and will activate at the end of each Chef's turn until it is discarded.

### D. Equipped Gear

### E. Starting Monster

### 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. 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 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. 19)
-  Night (see p. 24)
-  Tribe Cooldown (see p. 23)
-  Day (see p. 24)

For the first mission, you will only need to worry about Exposure which we will cover a bit later.

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

## 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.**

## 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.
- Parlay, Trade or Reinforce with a Tribal monster in short range (p. 20)

There are also free actions that you may take without spending an action, as outlined on p. 15.

### 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).**

## 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

## 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.

## 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

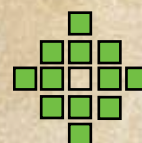
Many cards have a specific range denoted above their card text. When a range is indicated on a card, it can only target and affect the components within its range. If no range is indicated, the effect is not limited by a range. The three ranges in the game are:



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

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. If the monster is part of a Tribe they may act differently during activation (see Tribes p. 20) depending on their Tribe's Hostility.

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

*Example: If the Bear is attached to the Chef at the end of the Chef's turn, it attacks the Chef for 5 damage, and each other player on the Chef's current tile also suffers 5 damage because they are within range. The Bear also damages monsters in range because of the all targets text.*

## 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 Thief plays **Assassinate**. They have 15 Instant Action cards in their discard pile. The Thief can deal 15 damage either to anything attached to them or attached to another player on their current tile. The Thief chooses the Bear attached to them as the target and deals 15 damage to it. The Bear's Health is 12, which is lower than the 15 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.*



# EXAMPLE TURN

The **Chef** has a **Wolf** attached to them. The **Knife** and **Frying Pan** are equipped. The Chef's Hunger is currently at 5 and is at full health. The **Chef** is on a **Gas Station** (5) with the **Thief** on an adjacent **Tundra** tile. The **Thief** has another **Wolf** attached to them. The Clock is 1 step away from ☂.

## 1: Spawn Monsters

The **Chef** rolls the dice to spawn monsters and rolls an 8. A Monster token is placed on the revealed **Police Station** (8) and on **the Van**.

## Spawn monsters on tiles with a 8.



## 2. Advance Time

The clock advances to ☂ triggering Exposure! Since the **Gas Station** is an indoor tile, the **Chef** is safe inside, but the **Thief** is outside in the **Tundra** and draws **Frostnip**. The **Thief** will take 2 damage at the end of their next turn if they do not deal with that status effect.

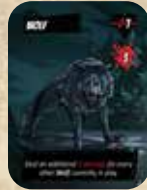
## 3. Draw a card

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

## 4. Player Actions

1st Action: the **Chef** plays **Herbs and Spices** on the **Thief** to reduce their Hunger by 2 and removes their Exposure card.

2nd Action: the **Chef** scavenges at 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 **Chef** equips the **Fuel** and now has no storage slots remaining.



3rd Action: the **Chef** plays **Painkillers** on themselves and suffers 3 damage. This will reduce incoming damage by 3 until the start of their next turn.

4th Action: the **Chef** plays **Throw Knife** to deal 6 damage to the **Wolf** attached to them and discards their equipped **Knife**. The **Wolf** has 1 Health left!

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

## 5. Monster Activation

The **Wolf** attacks the **Chef** for 5 damage, but **Painkillers** reduces this to 2 damage. Suffering short range damage activates **Frying Pan**, which deals the **Wolf** 3 damage. The **Wolf** is discarded.

## 6. Hunger

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

## 7. Check for Win

Not all mission objectives have been completed, so the **Chef's** turn ends. The **Chef** has suffered a total of 7 damage and has 19 health remaining.

# 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.



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 Cold Exposure card has on its back: "Frostnip - End: Suffer 2 damage."

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 Frostnip and Frostbite, they would have a storage capacity of only 3 and would suffer 2 damage from Frostnip at the end of their turn as well. **Exposure cards are considered status effects** so any cards that clear status effects will return these cards to the bottom of the Exposure deck.

# 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. 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 of the Frozen Wilds campaign. 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 your 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. 27).

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 introduces Tribes. Tribes are more complex monsters that will act differently based on their Hostility towards you. The setup will be largely the same as the setup in Mission 1, with a few exceptions:

- You will be shuffling together two different monster sets: Wilderness (W) and Norse (N) to create the monster deck.
- You will need to set out the Norse Tribe card underneath the Clock board. Place a Hostility token (A) on the "Angry" spot of the Tribe card.



## TRIBES

Tribe cards are tied to specific monster sets called Tribal monsters (so, for example, the Norse monster set when playing with the Norse tribe). Tribes present a **Hostility** track at the bottom of the card, representing the outlook of Tribal monsters in the deck towards the players. When any of these monsters activate, resolve their activation according to their tribe's current Hostility. If the tribe is:

### HOSTILE: ANGRY, IRATE, OR ENRAGED

If a Tribe is **Angry, Irate, or Enraged**, Tribal monsters activate like a normal monster card. During their activation, they will attack every player in range and deal damage.

### SUSPICIOUS: WARY

If a Tribe is **Wary**, Tribal monsters activate like a normal monster card, but after attacking every player in range, they are discarded to the monster discard pile.

### FRIENDLY: TRADE OR ALLIED

If a Tribe is **Friendly**, Tribal monsters do nothing during their activation, and the Trade action becomes available (see below).

If a Tribe is **Allied**, Tribal monsters deal their damage to the monster card adjacent to them on the right if that card is non-Friendly. The Reinforce action becomes available (see below).

## NEW ACTIONS

New actions are available to you to interact with a Tribe. In order to interact with a Tribe, a **Tribal** monster must be within Short Range. As long as a Tribe is **not Enraged**, you may take the Parlay action:

### PARLAY

Spend 1 action and choose one: either discard a Scavenge card from your hand *or* discard an equipped Gear card to move the Tribe's Hostility one step to the left.

If you've gained a Tribe's trust and moved them to **Trade or Allied**, you may take the Trade action:

### TRADE

Spend 1 action and discard a Scavenge card from your hand to draw a card from any Scavenge deck. Then discard a Tribal monster in range and add a monster token to your tile. If you want to play with the Trade Affinity variant, see p. 27.



If you've **Allied** yourself with another tribe, you may take the Reinforce action:

## REINFORCE

Spend 1 action to move / rearrange an Allied Tribal monster attached to you. You may either change its position in the line of monsters attached to your character or attach the Tribal monster to another player (placing it at any position in the line of monsters attached to them).

## ACTIVATING ALLIES

When Allied Tribal monsters activate at the end of your turn, check the monster cards immediately on their right in their line: if that monster card is a non-friendly monster, they deal them their damage. Otherwise, nothing happens.

## SACRIFICING ALLIES

Each time you are about to suffer damage due to the activation of a monster card in your line, you may choose to have an Allied Tribal monster attached to you suffer that damage instead. After applying damage to the Allied Tribal monster, move that Tribe's Hostility one step to the right.

## EXAMPLE:



The Norse Tribe is Allied. The following monsters are attached to the **Thief**. Everything is at full health and there are no other **Wolves** in play.



**Monsters activate from Left to Right:** The **Barn** activates and deals 2 damage to the **Bear**. The **Bear** activates next and deals 5 damage to all the targets in range, leaving the **Barn** with 3 health, the **Geirolfr** with 7 health, and the **Wolf** with 2 health. The **Geirolfr** counters short range attacks and deals 4 damage to the **Bear** leaving it at 6 health.

The **Thief** wants to avoid suffering 5 damage from the **Bear** so they choose to sacrifice the **Geirolfr**. The **Geirolfr** suffers 5 more damage from the **Bear** and now has 2 health, and counters again, dealing the **Bear** another 4 damage leaving it at 2 health. The **Thief** is still at full health. The Norse Tribe's Hostility moves one step to the right, moving their Hostility to **Trade**. The **Geirolfr** does nothing. The **Wolf** then deals the **Thief** 3 damage.

## TRIBE COOLDOWN

When the Clock advances to , move each Tribe Hostility token 1 step towards .

**⚠️ Attacking and dealing damage to a Tribal monster whose hostility is Wary, Trade or Allied immediately moves that Tribe's Hostility one step to the right.**

**⚠️ Killing a Tribal monster whose hostility is Angry or Irate immediately moves that Tribe's Hostility one step to the right.**

## TRIBE EXAMPLE TURN

The **Thief** has no monsters attached to them. Their Hunger is currently at 2 and they have a **Grappling Hook** and **Binoculars** equipped. The **Thief** is on the **Van** (8) with the **Chef** on an adjacent **Gas Station** tile. The Norse Tribe is currently **Wary**.

### 1: Spawn Monsters


The **Thief** rolls an 8. A Monster token is placed on the revealed **Police Station** (8). Then the **Thief** draws a monster card since they are on the **Van** (8) tile.

Spawn monsters on tiles with an 8.



The **Thief** draws an **Elgr** and must increase the Norse Tribe's Hostility to **Angry** as result of resolving its Draw effect.

### 2. Advance Time

The clock advances to .

triggering Tribe Cooldown and moves the Norse Tribe's Hostility back to **Wary**.

### 3. Draw a card

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

### 4. Player Actions

1st Action: The **Thief** moves to the **Police Station** with a monster attached to them, so they cannot sneak past the monster token on that tile. The **Thief** draws a **Wolf** and discards the monster token.

2nd Action: The **Thief** scavenges at the **Police Station** and draws a card from the blue deck; it is **Ammunition**.

3rd Action: The **Thief** parlays with the **Elgr**, discarding their **Binoculars** and moves the Norse Tribe's Hostility to **Trade**.

4th Action: The **Thief** trades with the **Elgr** and discards **Ammunition** to draw a Scavenge card from the red deck. It is a **Food**. The **Elgr** is discarded. Then, a monster token is added to the **Police Station**.

There are no **End** effects in play to be resolved.

### 5. Monster Activation

The **Wolf** attacks the **Thief** for 3 damage.

### 6. Hunger

The **Thief's** Hunger increases to 3.

### 7. Check for Win

Not all mission objectives have been completed yet, so the **Thief's** turn ends and play proceeds clockwise.





## READY FOR MISSION 2

At this point, you know everything you need to play through Mission 2. Return here when you've successfully completed that mission.

## MISSION 3

Let's begin as always by turning to Mission 3 in the Mission Log and setting the new mission up. This setup will be similar to Mission 2, but we will be adding the Day/Night deck to the Clock board. The orientation of this deck to the map is very important and should not be changed after the game begins.

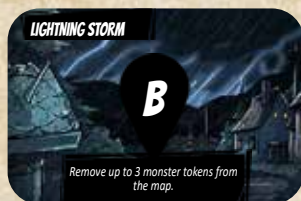


### DAY EFFECTS

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.

## READY FOR MISSION 3

That's everything you need to know to complete Mission 3. You should have a good grasp of all the major rules at this point. The remaining pages highlight a few things you will encounter in upcoming missions along with variants, solo play, and a detailed glossary of key terms.

## MISSION 4

Mission 4 introduces the Ice Age (I) monster set. These monsters are very durable and can suffer a lot of damage. Be wary of the Mammoth who will make monster tokens move towards your position. Remember that when a monster token moves into your space, remove it and draw and attach a monster card.

## MISSION 5

Mission 5 introduces the Other Tribe (O). This will put out two different Tribes in play at the same time and each will have a different Hostility towards you. You will also notice that some of the monsters in this set are designated as a Boss. Boss monsters activate exactly the same as other monster cards, but are immune to some card effects. For example, "discard a non-boss monster card" cannot target a Boss card.

## MISSIONS 6-10

At this point, you should have a good understanding of all the rules and mechanics for Maximum Apocalypse: Wasted Wilds. Enjoy discovering the rest of the game on your own.

Remember that you don't have to finish one campaign to start another. Each mission is self-contained and replayable. You can have people drop in and out of your campaign at any time (so, the character count of each Mission in the same campaign can be different!) and you are free to change characters between missions. And of course, you can play a different campaign at the same time too!

## SCORCHED WASTELAND

The Scorched Wasteland campaign does not introduce any new game mechanics, but was not designed to slowly introduce the rules of the game for new players. Long-time Maximum Apocalypse fans should have no problem diving directly in here, but if you're new to the game, we recommend starting with the Frozen Wilds campaign.

## MISSION 7

Mission 7 introduces the Plant (P) monsters. You'll notice that some of these cards are double-sided. These cards are always set aside during setup and are not shuffled into the monster deck. Spores will evolve monsters in this deck and tell you to put into play, at specific moments, the set-aside Plant monsters.



## 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.

## TRIBE TRADE AFFINITY VARIANT

Tribe cards are double-sided, presenting a Trade Affinity on their back. You can use this side to vary your games and adjust the challenge level of the game.

If you'd like to make the game **easier**, you can introduce any of the following rules:



- While resolving a Parlay action, if the discarded card matches one of the cards listed as Trade Affinity, move the Hostility of that Tribe two steps to the left instead of one.

- While resolving a Trade action, if the discarded card matches one of the cards listed as Trade Affinity, move the Hostility of that Tribe one step to the left in addition to the normal effect.

If you're looking to make the game **harder**, you can introduce the following rules:

- You can resolve a Parlay action with a Tribe only if the discarded card matches one of the cards listed as Trade Affinity.

- You can resolve a Trade action with a Tribe only if the discarded card matches one of the cards listed as Trade Affinity.

## 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/wasted-wilds-legacy-campaign/> 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 Thief's innate ability lets them move an attached monster and attach it to another player on their tile.*



## 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. 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 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.

**Empty:** A tile is empty when there are no other components on it (players, monster tokens, etc).

**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.

# GLOSSARY

**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, Night or Tribe 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.

**Tribe Cooldown:** each Tribe's Hostility token is moved 1 step toward the Tribe icon.

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





**MAXIMUM**  
APOCALYPSE  
**WASTED WILDS**



**MISSION LOG**



# INTRODUCTION

Your group has survived quite a few close calls since the world ended those many years ago. Some of you watched your loved ones transform into mindless zombies before your very eyes, while others survived the atrocities of alien dissection or worse. To survive, you all had to get blood on your hands. You all carry that burden, but wouldn't be standing here if you couldn't make the hard decision. Now it's time to start picking up the pieces. Your civilization is gone, but you can make something out of these wasted wilds if you band together.

# THE FROZEN WILDS CAMPAIGN

Every mission in the *Frozen Wilds* campaign uses the following 24 tiles:


- |                       |                        |
|-----------------------|------------------------|
| 1x Van (8) / Camp (6) | 2x Gas Stations (3, 6) |
| 2x Mountains (4, 8)   | 1x Police Station (8)  |
| 2x Tundra (3,9)       | 2x Farms (5, 10)       |
| 1x Rail Yard (10)     | 1x Shelter (11)        |
| 2x Back Roads (2, 12) | 1x Suburbs (9)         |
| 2x Caverns (9, 11)    | 1x Bandit Camp (2)     |
| 1x Ski Resort (5)     | 1x Factory (5)         |
| 2x Icy Cliffs (4, 6)  | 2x Vault (6, 8)        |

# MISSION I: HUNTING FOR FOOD

You've been living outside of Lake City, Colorado for a few years. You go on runs into town for supplies, but things are drying up and you've been picking up robot transmissions on the radio. You are going to have to make your way up the mountains to avoid their patrols. You know you are not alone. Scouts have spotted campfires up in the mountains, so there must be other people out there. Your hope is that you can trade with these mysterious people for some food to get through the winter.

Before you can even attempt to make your way into the cold, you are going to need to go hunting for pelts and pickup your food stockpile.

## MISSION SETUP

- Shuffle the Wilderness (W) set of monster cards to create the Monster deck.
- Shuffle the Cold Exposure deck and set it on the Clock board.
- Set the Clock to .
- Place Star token A at least 2 tiles away from the Van.
- Place Star token B on a tile on the opposite edge of the map from the Van.

## Map Examples:



## MISSION OBJECTIVES

- Kill 2 **Bears**.
- Store 1 food per player and a total of 3 **Fuel** in the **Van**.
- Open the gate (B).
- Return all players to the **Van** when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** Spend an action to draw 4 cards from the green Scavenge deck. Then remove this Star token from the game.

*It's hard work digging in the cold ground, but after working up a bit of a sweat you've unearthed the canned food you buried here just a few months ago.*

**Star token B:** You may spend an action to unlock the gate. Then remove this Star token from the game.

*Your fingers start shaking as the cold wind whips around the pass. After a few fumbles, you insert the key into the rusted lock and open the gate so your Van can pass through.*

## CONCLUSION

*The Van's engine roars to life as you embark on your next journey. Lake City treated you well, but there has to be more out there. You're cold, hungry and a bit smelly but you'd be lying if you didn't admit that you were hoping for something more out here in the wilds.*



# MISSION 2: SMOKE SIGNALS

You spot some smoke in the distance and drive the van to get as close as possible, but it is difficult on these treacherous mountain roads. The van screeches to a halt and you hop out to trudge the rest of the way on foot. You can only hope that these people are reasonable and that they have some food to spare. Otherwise, you may have to take it forcefully...

## MISSION SETUP

- Shuffle together the Wilderness (W), and Norse (N) sets to create the Monster deck.
- Place the Norse Tribe card at the bottom of the Clock board and set their Hostility to **Angry**.
- Shuffle the Cold Exposure deck and set it on the Clock board on ☂.
- Set the Clock to 🧑🏻🧑🏻.
- Place Star token A at least 3 tiles away from the Van.
- ⚠️ **Remember:** When the first Caverns tile is revealed: Place Star token B on that tile.

### Map Examples:



## MISSION OBJECTIVES

- Investigate the smoke's source (A).
- Return the Norse Child (B) or kill 5 Norse monsters.
- Store 1 **Fuel** per player in the **Van**.
- Return all players to the **Van** when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** Spend an action to investigate the smoke's source. If you don't already have a **Barn** attached to you, search the monster deck (and discard pile) for a **Barn** and attach it to your survivor. Then, remove this token from the game and shuffle the monster deck.

*The child is injured and frightened, but you convince them you are here to help. The child was attacked by a bear and lit this fire to scare it away and signal for help. The child asks you to help them back to their home. It is in a cave nearby. Surely there are other people out looking for the*

*child, maybe you will be rewarded for a good deed.*

This **Barn** does not activate and does not deal damage, even if their Tribe is hostile. When the player with this **Barn** attached to them suffers damage, deal 1 damage to the **Barn** as well.

**Star token B:** You remove this token when you enter this tile either with the child or after having defeated 5 Norse monsters.

### After the child is returned, read the following:

*The people residing in the caverns rush out when you arrive. They brandish spears, guns and arrows at you. You pull the young child from out behind your legs and hold your hands up to show them that you mean no harm. The tribe visibly relaxes and a woman rushes out and grabs the child and takes them back into the caverns.*

Reduce the Norse Tribe's Hostility by 3.

### If you defeated 5 Norse monsters, read the following:

*The people residing in the caverns rush out when you arrive. They brandish spears, guns and arrows at you. They notice the child's blood on your clothes and start shouting. You have no choice, and open fire slaughtering them all.*

Set the Norse Tribe's Hostility to Enraged.

## CONCLUSION

*As the Van starts down the mountain back roads, your group reflects on your first encounter with another group of survivors in several years. The Norse tribe, as you've coined them, is impressive. Not only have they adapted well to the cold climate, but they're also exceptional warriors. They lack much of the guns and equipment you've scavenged over the years by taking risks and searching city ruins. In the apocalypse, one of the biggest commodities is trust. It's going to take a long time to build it with this group. Their dialect is hard to understand and they are quite skittish, but you have nowhere else to turn so you may as well cozy up to one another for a while.*

⚠️ Please note the Norse Tribe's Hostility since it will carry over into the next mission ⚠️



## MISSION 3: SETUP CAMP

The winter is quickly approaching and you can't go back. Lake City is full of Phalanx Robot patrols. Your only hope is to head back up into the mountains. If you hurry back through the pass, you may just have enough time to build shelter and set up a camp before the winter hits and makes that impossible.

### MISSION SETUP

- Shuffle together the Wilderness (W), and Norse (N) sets to create the Monster deck.
- Place the Norse Tribe card at the bottom of the Clock board and set that tribe's Hostility token to the value recorded at the end of Mission 2.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✨ respectively.
- Set the Clock to ☂.
- ⚠ **Remember:** When the Rail Yard tile is revealed: Place Star token A on that tile.
- ⚠ **Remember:** When the Shelter tile is revealed: Place Star token B on that tile.

#### Map Examples:



### MISSION OBJECTIVES

- Find the nearby **Rail Yard** and **Shelter** tiles.
- Move the lumber and construction materials (A) from the **Rail Yard** to the **Shelter** tile.
- Store 1 **Fuel** per player at the **Shelter** tile.
- Build your Camp (B).

### MISSION ACTIONS

**Star token A:** Spend an action to pick-up the construction materials. They take up 1 gear slot. Place this token in your player area as a reminder. When you enter the **Shelter** tile, place this token on that tile.

It takes several hours, but after spending some time in the Rail Yard opening train cars, you're able to find the construction materials that you need. You've made a pile of scrap metal that you can use to build up some walls. There's even an old frozen generator that looks like it might work. Now you just need to find a suitable place to setup camp.

**Star token B:** You can resolve this action only after having placed Star token A and 1 **Fuel** per player on the Shelter tile. If so, spend an action to build your camp and end this Mission.

It's a miracle this old cabin is still standing. It is really in great shape, so you decide that this is the spot to build your camp for the winter. You'll need to gather all your construction materials and bring them here so that you can build some walls and make this place defensible. You'll also need to collect some fuel to keep us warm and maybe even power a generator.

### CONCLUSION

It's a lot of hard work and takes you a few days, but you finally manage to hammer in the last nail and startup the generator. If you ration things right, you should be able to make it through the winter. Once the snow melts, you can make your way down the mountain again in the spring. By that time, the robots will have moved on and perhaps you can permanently settle in Lake City.

## MISSION 4: BEASTS OF WINTER

Winter is in full swing and your time with the Norse Tribe is starting to reap dividends. You have begun trading with them here and there. Your relationship is still tenuous, but you have managed to coexist peacefully with them for almost a month now. Your rations are getting thin so this partnership with them has been essential in surviving.

A bigger concern is that someone in your group was maimed last night on patrol. It was some kind of wild animal, but they didn't get a good look at it and just barely scared it off by blindly firing rounds up into the air. It sounds like the local wildlife is getting just as desperate for food as you are, so you will need to be cautious.

### MISSION SETUP

- Use the Camp tile as your starting tile.
- Place the Camp tile so that after seeding the facedown tiles the Camp lies at the center of the map.
- Shuffle together the Wilderness Set (W), Ice Age (I), and Norse (N) sets to create the Monster deck.
- Place the Norse Tribe card at the bottom of the Clock board and set their Hostility to Trade.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✨ respectively.
- Set the Clock to ✨.



- **⚠ Remember:** When the first Caverns tile is revealed: Place Star token A on that tile.
- **⚠ Remember:** When the Ski Resort tile is revealed: Place Star token B on that tile.

#### Map Examples:



## MISSION OBJECTIVES

- Kill 1 **Sabertooth**.
- Warn the Norse Tribe about these creatures (A).
- Sound the Alarm (B).
- Store 1 **Fuel** per player at the **Camp** tile.
- Return all players to the **Camp** tile when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** Spend an action to warn the Norse Tribe about these creatures. Then remove this token from the game.

*The Norse have a network of caves and camps that they are constantly shifting between. Eventually, you stumble upon an occupied one and are able to talk with them about these ice beasts. These ferocious beasts are nothing new to them. You are told that they descend from the mountains every winter. The mammoths provide much needed sustenance, but the predators always manage to kill a few of their tribe. They appreciate the warning, but ask that you travel to the old resort to set off their alarm system. The loud alarm should scare off the vicious predators.*

**Star token B:** Spend an action to sound the alarm. Discard all Ice (I) creatures attached to you. Then remove this token from the game.

*The alarm starts blaring up and down the ski slopes and across the valley of the mountain. It successfully scares off the few predators in your vicinity, but you fear that others are still lurking out there. You're going to need to collect fuel and bring it back to your camp. Your generators will be able to keep this alarm powered up. These beasts of winter are still out there hungry and you will want to be able to activate the alarm again should the need arise.*

## CONCLUSION

*The alarm system has proven an effective tool to scare off these predators. They are pretty skittish around our encampments now. As long as you are diligent about patrolling and keeping the generator up and running, you shouldn't suffer any additional casualties from these beasts.*

## MISSION 5: SHADOWS OF THE PAST

*While out on patrol, a bloodied Modir stumbles out of the darkness and collapses in front of you. At first, you think she has been ravaged by some ice predators but upon closer inspection you discover she has been shot. After talking it over with your group, you decide it is best to bring her back to camp. Hopefully, she will regain consciousness and tell you what the hell happened to her.*

*Shortly after returning to camp, screams erupt and you are ambushed. Out of the darkness, people emerge. You've never seen them before, but it's clear that they are not friendly. One of them is laughing and demands, "All we had to do was follow a cable from that annoying alarm and it led us right to you. Give us half your stuff and nobody gets hurt!" What these assholes don't realize is that they've just messed with the wrong people. They're going to pay...*

## MISSION SETUP

- Use the Camp as your starting tile.
- Take the Other Tribe (O) set and remove any cards that match the players' survivors. Then, randomly choose 12 cards to include in the Monster deck and return the rest to the box.
- Shuffle these 12 cards from the Other set together with the Wilderness (W), and Norse (N) sets to create the Monster deck.
- Place the Norse and Other Tribe cards at the bottom of the Clock board. Set the Norse Tribe's Hostility to Trade and the Other Tribe's Hostility to Enraged.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✨ respectively.
- Set the Clock to 🌙.
- Place Star token A at least 5 tiles away from the Camp tile. Then, place a monster token on each tile adjacent to Star token A's tile.

#### Map Examples:





## MISSION OBJECTIVES

- Capture the Leader of the Other Tribe (A)
- Return all players to the **Camp** tile when all other objectives have been completed. You can only move into the Camp if you have no members of the Other Tribe attached to you.

## MISSION ACTIONS

**Star token A:** Spend two actions to apprehend the Other Tribe's leader. Set the Other Tribe's Hostility to Enraged. Then remove this token from the game.

*"Who do you think you are?! You guys think you're so tough, but do you have any idea what we've suffered through! You're no match for us and you're going to regret getting on my bad side when my friends show up. All you had to do was give us some of your stuff. We need it just as much as you do."*

## CONCLUSION

*As you drag the leader into your camp, you're jumped. You get pistol whipped from behind while the rest of your group are held at gunpoint. You're all forced to put your hands over your heads, while their leader is cut free.*

*"I warned you guys. You really fucked up. You got some nice digs here, but you've been such bad boys and girls. I'm afraid I'm going to have to take away all your toys. Knock these bitches out."*

# MISSION 6: ESCAPE PLAN

*You wake up behind bars. Your heads are throbbing and a bit foggy, but you all manage to get back on your feet. Do they really think you can't pick a lock? Out the window of the Police Station you can see the thick heavy smoke from your Camp. It's burning to the ground. You can feel the rage welling up inside of you, but you're able to quell it for the time being and focus on the lock in front of you. After a few minutes, the lock clicks and you kick it open. It's payback time.*

## MISSION SETUP

- Place the Police Station tile faceup on a map's edge. Place the Van on the opposite edge. All players start on the Police Station tile.
- Each player draws 2 cards as their starting hand. If a player draws a gear, they shuffle it back into their deck and draw again.
- Take the Other Tribe (O) set and remove any cards that match the players' survivors. Then, randomly choose 12 cards to include in the Monster deck and return the rest to the box.
- Shuffle these 12 cards from the Other set together with the Wilderness (W), and Norse (N) sets to create the Monster deck.

- Place the Norse and Other Tribe cards at the bottom of the Clock board. Set the Norse Tribe's Hostility to Trade and the Other Tribe's Hostility to Enraged.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✨ respectively.
- Set the Clock to 🌙.
- Place 1 monster token on X different tiles where X is equal to twice the player count.
- Place Star token A at least 4 tiles away from the Police Station on a tile with a monster token.
- Place Star token B on the Van.

### Map Examples (4 Players):



## MISSION OBJECTIVES

- Recover the keys to the **Van** (A)
- Store 1 **Fuel** per player in the **Van**.
- Fix the **Van** (B) with **Spare Parts**.
- Return all players to the **Van** when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** Spend an action to recover the keys to the **Van**. Then remove this token from the game.

*The smoke is thick, but you finally arrive at the blackened ashes of your Camp. All your hard work has been reduced to but a few glowing embers now. It takes you a moment to orient yourself, but it's not long before you locate the ruins of your old stock room. You dig through the ashes and are lucky enough to spot a glimmer of silver. You clutch the keys to your old Van. Your rage boils, but you push it down once more because you realize that the best chance you have for survival is to escape.*

**Star token B:** Spend an action and discard a **Spare Parts** to repair the **Van**. Then remove this token from the game.



The Van's hood is frozen shut but with a little elbow grease you're able to pry it open. After about an hour of tune ups and repairs, you're finally able to get the engine to roar back to life.

## CONCLUSION

You pile into the Van once the motor is humming. After an audible sigh, you press the pedal to the floor and speed off with a pang of regret. You're leaving the Norse to fend off this vicious tribe on their own and you know they probably won't win that fight. You decide to head West and start anew.

## MISSION 7: VAULT CRASH

Navigating the mountain roads is tricky during a snowstorm. The storm is picking up and the ice and snow is really building up on the roads. All of a sudden, a mammoth walks right out onto the road. You swerve to avoid it, but lose control of the vehicle. The Van is sliding on the ice towards a cliff edge. With only seconds to react, you grab the wheel and steer towards a large snow embankment. The Van crashes violently into the snow, but stops. When you regain consciousness, you glance through the broken windows to see some people approaching...

### MISSION SETUP

- Shuffle together the Wilderness (W), and Ice Age (I) set to create the Monster deck.
- Place the Other Tribe card at the bottom of the Clock board. Set the the Other Tribe's Hostility to Enraged.
- Take the Other Tribe (O) set and remove any cards that match the players' survivors. Shuffle together the remaining cards to create a separate Other Tribe's deck and place it near their Tribe card. Deal each player 1 card from the Other Tribe's deck as their starting monster.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to ✦.
- Set aside the Vault and Van tiles. Then shuffle and divide the remaining map tiles into 2 piles.
- Setup two separate maps (as shown in the examples below). Each map must include 1 Vault tile.
- Add the Van tile to one map of your choosing and place Star token A on the Vault tile there. Place Star token B on the other Vault tile.
- Place Star token C at least 2 tiles away from Star token B.

### Map Examples:



### MISSION OBJECTIVES

- Defeat each Other Tribe card in play.
- Secure the entrance to the Other Tribe's base (A).
- Collect 1 **Fuel** per player and deliver it to the Other's base
- Clear the area and set the trap (B).
- Move all players to a safe distance to watch it burn (C) when all other objectives have been completed.

### MISSION ACTIONS

**Star token A:** When you enter this tile, draw 2 monsters from the Other deck and attach them to you. Every other player draws 1 monster from the Other deck. Then, remove this token.

*As you stand in front of the entrance, a spotlight shines on you and a couple of guards appear to prevent your entrance into the vault. As you pull out your knife from the final guard's chest, their radio clicks on and startles you: "Check in patrol ... Patrol, do you read me?" You pick up the radio and respond, "Patrol here. All clear."*

**Star token B:** When all the fuel has been delivered to this tile, you may spend an action to destroy all Other Tribe monster cards in play. Then, remove this token.

**Star token C:** When all players are on this tile and no other Star tokens are on the board, you may spend an action to end this mission.

### CONCLUSION

You retreat to the nearby woods and smirk as you watch the Others stronghold burn. Suddenly a series of explosions erupt and shake the very ground you're standing on. This facility must have gone down a lot deeper than you thought. Now that the threat has been neutralized, perhaps it's worth getting out of this cold and exploring what's left.



# MISSION 8: CONTAINMENT BREACH

You can still feel the heat from the fire emanate from the walls as you wind your way down into the depths of the facility. After about an hour, the tunnels open up to a large control room illuminated by red alarm lights and computer screens blinking "CONTAINMENT BREACH." You're truly bewildered by the scope of this underground facility. The group decides it's best to follow the emergence lights and exit the facility as fast as possible. The long dimly lit corridor leads to a metal door covered in scratches and left ajar. There's a parking lot outside that overlooks a nearby town. You hear a large screech and turn to be greeted with the subterranean experiments that used to be contained within.

## MISSION SETUP

- Remove the Boss cards and then shuffle the remaining cards in the Underground (U) set to create the Monster deck.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to ✦.
- Remove the Van tile from this game.
- Set aside the Rail Yard and one of the Vault tiles. Then shuffle together the remaining tiles to build the map.
- Add to the map the two set-aside tiles faceup. Players start on the Vault tile.
- Place 3 monster tokens on the Rail Yard and 1 additional monster token per player on one of the adjacent tiles.
- **⚠ Remember:** When the Police Station tile is revealed: Place Star token A on that tile.
- Place Star Token B on the Rail Yard tile.

Map Examples (3 players):



## MISSION OBJECTIVES

- Rearm at the **Police Station** (A).
- Clear out the **Rail Yard** and each adjacent tile of Monster tokens.
- Investigate the sealed railcar (B) after all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** You may spend an action to fully reload all weapons within Midrange. Each player may also equip a gear card. Then, remove this token.

*The local sheriff's station has seen better days, but has not been picked dry. You're able to find some useful weapons and ammunition to deal with these underground creatures.*

**Star token B:** When all of the monster tokens on this tile and on each adjacent tile have been removed, you may spend an action to open the railcar and complete this mission.

## CONCLUSION

*You open the railcar to find there's a young girl and her father huddled up inside. Apparently, they had the same idea and hoped to take shelter for the night. You signal that you mean them no harm and ask if you can hide in the car with them. You point to their rest of your group and add that you could offer them some protection as well. A look of horror comes across the girl's face and she raises her hand to point behind you. Before you can react, a group of monsters pulls you to the ground and starts dragging you away.*






# MISSION 9: SPLIT UP

As the monsters pull you along the ground, one of you manages to grab a sidearm from your boot. Firing at the beast they're able to free a few of you, but the others have been captured. You run back to the railyard to look for the girl and her father, but they are long gone too.

Meanwhile, the rest of you wake up inside a ski lodge. You are tied up and can hear the snarls of creatures all around you. You're able to get a hold of your knife and cut through your bonds, but the monsters have taken most of your equipment. You're going to have to find what you can nearby and deal with the guards.

## MISSION SETUP

- Set aside the Boss card and then shuffle the remaining cards in the Underground (U) set to create the Monster deck.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on  and  respectively.
- Set the Clock to .
- Remove the Van tile from this game.
- Set aside the Rail Yard and Ski resort tiles. Then shuffle together the remaining tiles to build the map.
- Place the Rail Yard and Ski Resort tiles faceup on opposite sides of the map. Players can start on either of these tiles but must be split up as evenly as possible.
- Players who start on the Ski Resort, draw only 2 cards as their starting hand.
- Place Objective A and B so that players cannot pass from one side of the map to the other side without passing through one of the tiles with a Star token.
- Place Objective C at least 5 tiles away from the Rail Yard tile.

### Map Examples:



## MISSION OBJECTIVES

- Burn down the barricades separating the group (A & B).
- OPTIONAL: Rescue the girl (C).
- Return all players to the Rail Yard to complete this mission.

## MISSION ACTIONS

The monsters have constructed large wooden barricades preventing us from passing through to their side of the town.

**⚠ Players cannot enter tiles marked with Star token A or B ⚠**

**Star token A or B:** If you have a **Fuel** equipped, you may spend an action to burn the barricade and remove this token.

*You take the fuel can and start covering the wooden barricade with gasoline. You light a match and burn the barricade to cinders.*

**⚠ The first player that enters the tile with Star token C draws the set-aside Boss card ⚠**

*The young girl is tied to a long metal pole in the ground. Nearby, a very large creature is roasting her father on a spit over a large fire.*

**Star token C:** If you have no monsters attached to you, you may spend an action to cut the girl free.

*The young girl is in tears as you free her. You do your best to console her, but don't have time to say much more than, "It will be alright."*

## CONCLUSION

*You travel back up into the mountains in search of aid and run into some survivors of the Norse tribe. They are wary of helping you after abandoning them, so you promise to leave the region if they help you deal with the army of science experiments preventing your escape.*

### IF YOU SAVED THE GIRL:

*The Norse are convinced that you are still trustworthy, since you have shown compassion and saved the young girl. The Norse agree to look after the girl and give her a home with their people in exchange for their help.*

### IF YOU FAILED TO SAVE THE GIRL:

*The Norse are unswayed by your argument and heartlessness. They demand you leave and retreat back up the mountain.*



# MISSION 10: AVALANCHE

The only way to stop these monsters is to cover them in snow. You will need to find some explosives and set them off up the mountain. The town is becoming a warzone so you're going to need all the help you can get. Remember to make sure that you find a suitable escape vehicle before covering the whole damned place in snow.

Note that if you failed to save the girl in the previous mission, you will not be using the Norse cards for this mission: ignore them during setup.

## MISSION SETUP

- If you saved the girl during Mission 9, place the Norse Tribe card at the bottom of the Clock board and set their Hostility to Trade.
- Shuffle the Underground (U) set together with and Norse (N) set (if the girl in Mission 9 was saved) to create the Monster deck.
- Shuffle the Cold Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✨ respectively.
- Set the Clock to 🌙.
- Set aside the Van, the Rail Yard, and the Ski Resort tiles. Then shuffle together the remaining tiles to build the map.
- Place the Rail Yard and Ski Resort tiles faceup on opposite sides of the map. Players will start this mission on the Rail Yard.
- Place Objective A on a tile at least 4 tiles away from the Rail Yard.
- ⚠ **Remember:** When the first Back Road tile is revealed: Place Star token B on that tile.
- Placed Objective C on the Ski Resort tile.

### Map Examples:



## MISSION OBJECTIVES

- Pick up and craft explosives (A).
- Find a new **Van** (B).
- Collect 1 **Fuel** per player and return it to the **Van**.
- Set explosives on the **Ski Resort** (C).
- Get all players to the **Van** when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** As an action, you may pick up and craft the explosives. The Explosives take up 1 inventory slot and may be freely traded between players like a Scavenge card.

*Jackpot!* After some extensive searching, you find an old crate of dynamite that must have been used back when this was a mining town. The dynamite isn't really usable, but you can easily use the explosive materials and craft some pipe bombs with a more sophisticated fuse.

**Star token B:** As an action, you may remove this token to uncover a new Van. Swap the Back Roads tile with the set-aside Van tile.

*The snow on the back roads is quite deep, but underneath a mound of white you discover a large utility van. The battery needs a jump, and the tank is bone dry, but with some gas this should get you out of here.*

**Star token C:** As an action, you may remove this token from the Ski Resort tile and put it on the current space of the Clock board. If you do not complete the mission before the clock returns to this space, an avalanche hits you and your companions, ending the mission. All players lose the game

*It takes about an hour to climb up the slopes, but you start burying the pipebombs deep into the large snow banks of the mountain. After setting the fuses, you sled down the slopes and start hoofing it out of here.*

## CONCLUSION

*The explosion booms off in the distance as you race west. You take a moment to look in the rear view mirror and watch as a rush of pure white snow envelopes the war torn town behind you. Hopefully that puts a cork on the ghastly experiments from underground. Either way, you've decided to continue west for greener (and warmer) pastures.*





## THE SCORCHED WASTELAND CAMPAIGN

Every mission in the *Scorched Wasteland* campaign uses the following 24 tiles:

1x Van (8) / Camp (6)  
 2x Desert (3, 11)  
 2x Badlands (5, 8)  
 1x Junk Yard (10)  
 2x Beach (2, 9)  
 2x Canyons (4, 6)  
 2x Dunes (3, 10)  
 2x Highway (5, 9)  
 2x Gas Station (5, 9)

1x Shopping Mall (4)  
 1x Farms (3)  
 1x Shelter (4)  
 1x Suburbs (6)  
 1x Bandit Camp (12)  
 1x Factory (10)  
 1x Prison Camp (11)  
 2x Vault (6, 8)

## MISSION I: TRADING PARTNERS

After the harrowing events last winter, you decided it was best to head to the coast. It took you a few months to travel west down the mountains into the arid desert of the Southwest. Scavenging got harder too. It didn't take too long after that for your supplies and fuel to start running low. You've noticed some small gangs of marauders scavenging the arid landscape. Your best bet is to reach out to them and trade for what you need.

### MISSION SETUP

- Shuffle the Wilderness (W) and Marauder (M) sets together to create the Monster deck.
- Place the Marauder Tribe card at the bottom of the Clock board and set their Hostility to Angry.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to 👤.

Map Examples:



### MISSION OBJECTIVES

- Get the Marauder (M) Tribe willing to Trade with you.
- Trade with the Marauder Tribe once.
- Store 1 **Food** and 2 **Fuel** per player in the **Van**.
- Return all players to the **Van** when all other objectives have been completed. The Marauder Tribe is must be still willing to Trade with you to complete the mission.

### CONCLUSION

Despite some initial misgivings and a few tiffs, you were able to quickly barter and work with the gang of marauders. They were kind enough to warn you of a more aggressive gang to the west and did their best to plot out a route for you on the map to avoid their patrols.



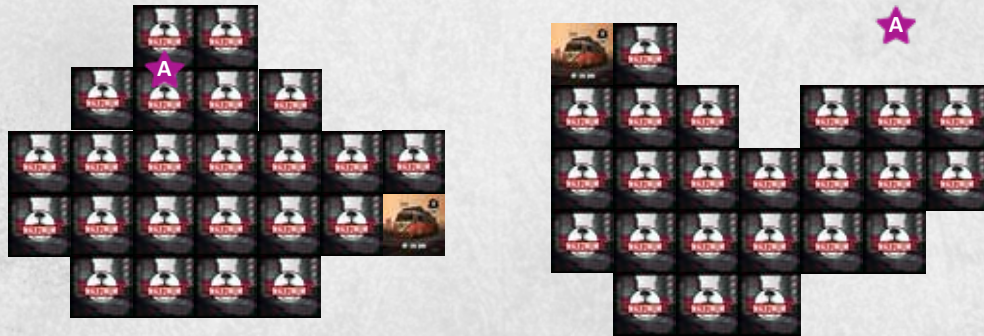
# MISSION 2: GAS THIEVES

After about a day of driving, your fuel gauge is once again dwindling with only about a quarter tank left. You decide to park the van on the side of the highway and venture out to do some scavenging and hunting. On your return, you find that your gas tank has been completely siphoned dry. You notice some motorcycle tracks and as the sun sets can see some bonfires in the distance. Guess it's time to investigate these gas thieves.

## MISSION SETUP

- Set aside all the Bosses and then shuffle the remaining cards in the Diesel (D) set to create the Monster deck
- Place the Diesel Tribe tribe card at the bottom of the Clock board and set their Hostility to Enraged. For the remainder of the mission, their Hostility token cannot be moved from Enraged.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Place Star token A on a tile at least 4 tiles away from the Van.
- Set the Clock to 🌙.

### Map Examples:



## MISSION OBJECTIVES

- Investigate the bonfire (A).
- Deliver 1 **Fuel** per player to the **Van**.
- Defeat the **Death Car**.
- Return all players to the **Van** when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** Spend an action to investigate the Bonfire draw and attach one of the set-aside **Biker Gang** cards to you. Shuffle the other **Biker Gang** bosses into the monster deck. Then, remove this token from the game.

*You hear guttural yells near the fire and quicken your pace thinking that someone is in danger. As you get closer, you realize that it is a gang of oddly dressed people chanting and celebrating around the fire. It appears that all of them have their own gas tanks that they're shaking and pouring over the fire to large cheers.*

*As the flames roar higher, your position is revealed. One of the men points at you and lets out a fanatical scream. The gang of participants quickly strap their fuel to their bikes and come after you!*

**⚠ When you deliver Fuel to the Van or when you have collected/found all the necessary Fuel (whichever comes first), choose a player to draw and attach the set-aside Death Car boss. ⚠**

*The car circles you, kicking up sand and debris and cutting you off from your escape route. They demand their precious fuel back, but you shake your head no and cock your gun. The men on the back start pounding their chests as the tires screech. You dive behind a boulder as their machine roars toward you.*

## CONCLUSION

*The darkness of the night is lit up with flashes of gunfire as your friends engage the vehicle. You stand up from behind the rock and start firing yourself as the Death Car circles around the arid landscape. Eventually, one of your shots lands and the back of the car ignites in a blaze. A few goons manage to jump off the car, before it explodes in flames. You whistle to your team and high tail it back to your van.*



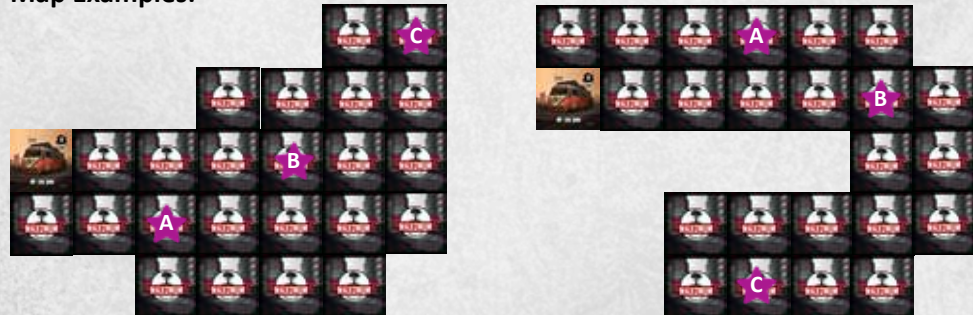
# MISSION 3: HOT PURSUIT

You get the last drop of gas into your Van, before you hear the roar of engines in the distance. This gang of diesel lunatics is hot on your heels. Your only hope is to keep moving so that you can get out of the heart of their territory. Perhaps, once you've put them in their place, they'll finally see reason and work with you.

## MISSION SETUP

- Set aside both Death Car bosses and the Truck-U boss and then shuffle the remaining cards in the Diesel (D) set to create the Monster deck.
- Place the Diesel Tribe card at the bottom of the Clock board. Do not set their Hostility token on any space of the Hostility track. Keep the token set aside.
- Choose a player to draw and attach the set-aside Truck-U boss as their starting monster.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Place Star token A, B, and C at least 3 tiles away from each other and the Van.
- Set the Clock to ☂.

### Map Examples:



## MISSION OBJECTIVES

- Defeat the **Truck-U** boss
- Move the **Van** to Star token A, B, and C
- Return all players to the **Van** when all other objectives have been completed.

## MISSION ACTIONS

At the end of each player turn, if at least 1 character is on the **Van** tile, you may move the **Van** 1 tile to overlap an orthogonally adjacent empty tile (a tile is considered empty if no monster tokens or players are on that tile). When the **Van** moves into a tile with a Star token on it, remove that token.

⚠ When **Truck-U** is defeated, set the Diesel Tribe's Hostility to Enraged ⚠

After you blow up the truck pursuing you in spectacular fashion, many diesel punks pause and admire the destruction for a moment before bellowing out a warcry and revving their engines.

## CONCLUSION

These diesel freaks feed off of carnage, they love it. After causing so much destruction, they have grown to respect you. While these people are a bit twisted, you're not out here to make enemies. There's still a long journey ahead to the coast, so you're going to do your best to play nice over the next few weeks.

# MISSION 4: TRIBES OF MEN

It's been almost a month and you have been doing your best to maintain the peace between all the different tribes. It is quite difficult to maintain trading relationships with them all without any bloodshed. A few scuffles have emerged, but the big problem is that a sickness has arisen with the arrival of another group of survivors. This has put tensions at an all time high.

## MISSION SETUP

- Shuffle together the Diesel (D), Marauder (M), and Other Tribe (O) sets together to create the Monster deck.
- Place the Diesel, Marauder and Other Tribe cards at the bottom of the Clock board. Set the Marauder Hostility to Wary and the Other's and Diesel's Hostility to Angry.
- Shuffle the Pandemic Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to 👤.
- Choose a player to draw an Exposure card and place them on a tile adjacent to the Camp tile.
- ⚠ **Remember:** When the Factory tile is revealed: Place Star token A on that tile.

### Map Examples:





## MISSION OBJECTIVES

- Locate the **Factory**.
- Deliver 1 **Antidote** to the **Factory** and 1 **Fuel** or 1 **Ammunition** card per player.
- Manufacture a vaccine (A).
- Return to **Camp** with the vaccine to complete this mission.

## MISSION ACTIONS

**Star token A:** When both the **Antidote** and the necessary **Fuel/Ammo** have been delivered to the **Factory**, you may spend an action to manufacture the vaccine and remove this token.

*After the apocalypse, even a common flu can be pretty devastating. It's a bit more contagious than you remember, but luckily this old flu vaccine seems to work and you just need to replicate it for everyone. You're just not sure if there will be enough for everyone.*

## CONCLUSION

*By the time you get back to your Camp with the vaccine, the disease has ravaged the other tribes. This disease is clearly way deadlier than you thought. You're able to inoculate the rest of your group along with a few of your allies, but scarcity and fear are not good ingredients for alliances. Time to move on.*

# MISSION 5: RESEARCH AND DEVELOPMENTS

*It only took you a few weeks to reach the coast. It is much more urban in this area, with large buildings dotting the horizon along the coast. The sickness has still been plaguing your group, so you hope to be able to scavenge some more medical supplies and antidotes to fend it off. These cities used to be quite prosperous before all this mess and were the center of some cutting edge research. It wasn't long until you were confronted with some of the past's breakthroughs in science.*

## MISSION SETUP

- Shuffle together the Simian (S) and Marauder (M) sets to create the Monster deck.
- Place the Simian and Marauder Tribe cards at the bottom of the Clock board. Set the Marauder's Hostility to Wary and the Simians' to Angry.
- Shuffle the Pandemic Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to ✦.
- ⚠ **Remember:** When the first Vault tile is revealed: Place Star token A on that tile.

### Map Examples:



## MISSION OBJECTIVES

- Find and read the Scientist's notes (A).
- Reveal the **Prison Camp** tile.
- Trade 2 **Ammunition**, 2 **Food**, and 2 **Fuel** cards for the Scientist (B) **or** rescue the Scientist by force (C) by delivering 1 **Fuel** and 2 **Ammunition** cards.
- Return all players and to the **Camp** tile when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** You may spend an action to find and read the Scientist's notes. Then, remove this token from the game.

*In a filing cabinet, you find extensive notes on biological research mentioning a cognitive enhancement drug that improves memory and boosts immunity. While most of the notes are typed up and over a decade old, there are handwritten notes as recent as last year. The notes mention conducting experiments on apes since so few humans are left. These scientists must be responsible for the Simian tribe in the area. Is it possible these scientists are still alive? Perhaps this drug could boost your group's immunity or maybe these researchers could develop a more effective vaccine.*

⚠ **When the Prison Camp tile is revealed, add a monster token to all orthogonally adjacent tiles then place on one of them Star Token B. Then, place Star token C on the Prison Camp tile**

**Star token B:** If there are 2 **Ammunition**, 2 **Food** and 2 **Fuel** cards to this tile, you may spend one action to trade these supplies for the Scientist. Decrease the Simian Tribe's Hostility by 1. Remove Star Tokens B and C from the game.

*The apes won't tell you why they imprisoned the scientists, but they confirm that there is one still alive. They ask a hefty price, but are willing to hand them over to you for much needed supplies. You only hope this person is worth the cost.*

**Star token C:** If there are 1 **Fuel** and 2 **Ammunition** cards to this tile, you may spend one action to blow a hole in the prison's wall and free the Scientist. Set the Simian Tribe's Hostility to Enraged. Remove Star Tokens B and C from the game.



You wrap a bunch of munitions together in a bag and duct tape it to the outer prison wall. You pour gas all over it and then prop the canister next to it. Your first shot clinks against the cement wall, but your second shot connects and explodes leaving an opening. You rush in and grab the wide eyed human sitting in the prison courtyard. You ask them if they're one of the scientists who wrote these notes. They nod their head yes and you rush back out the hole in the wall.

## CONCLUSION

When you get back to your camp, the scientist confesses to only being one of the research assistants. The assistant is aware of the disease and is immunized. They believe they can still help you and get to work on inoculating the group from this disease.

⚠️ **Note the Simian Tribe's Hostility. It will carry over to the next mission** ⚠️

## MISSION 6: THE MASTERMIND

After a few days, the researcher delivered on their promise and mixed up an inoculation for your group. You even had some extra for the other smatterings of humanity that followed you to the southern coast.

The researcher divulges that the Simian tribe is made up of the descendants and animals of their animal drug trials that were conducted to test their cognitive enhancement drug before the collapse. The researcher confesses that at least one of the head scientists is still alive. He is in hiding, but moves around secretly throughout the area.

### MISSION SETUP

- Shuffle together the Simian (S), Diesel (D), and Marauder (M) sets to create the Monster deck.
- Place the Simian, Diesel and Marauder Tribe cards at the bottom of the Clock board. Set the Marauder and Diesel Tribe's Hostility to Wary and the Simian Tribe's to their Hostility at the end of mission 5.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂️ and ✨ respectively.
- Set the Clock to 👤.
- Place Star token A and B at least 4 tiles away from each other and the Camp.

### Map Examples:



### MISSION OBJECTIVES

- Track down two informants (A and B).
- Talk with the head Scientist (C).
- Return all players to **Camp** after all Star tokens have been removed.

### MISSION ACTIONS

**Star tokens A and B:** You may draw a monster card to place on it this Star token and increase the matching Tribe's Hostility by 1. When this monster is discarded, remove this token from the game.

You finally track down someone who claims to know about the group of scientists you're looking for, but it will cost you supplies or blood to get the details out of them.

⚠️ **When Star tokens A and B have been removed, and at least one Vault tile has been revealed, place Objective C on a Vault tile of your choice** ⚠️

**Star token C:** As an action, you may talk to the head scientist and clear this token from the game. All players on the Vault tile are Poisoned.

You discover a secret lab within the vault. The Scientist greets you at his lab's entrance. You can see a bunch of terrariums inside full of insects and plants. The Scientist smiles and speaks to you, "So glad you could join me. Why do you think I've been left to roam freely while the rest of my research team was imprisoned? Don't you see, they opposed my vision. My beautiful apes are the best thing to happen since the collapse, but even they aren't perfect. I can't wait for you to see what I'm working on next, but I must be going!" With that, he steps back and seals himself inside the lab. Gas starts filling the hallway, and you scramble to get out before breathing any more into your lungs.

### CONCLUSION

That did not go well. You highly doubt that whatever surprise the Scientist has in store for you is a good one. After regrouping in Camp and grabbing some explosives, you return to the secret lab to find it empty.

⚠️ **Note the Simian Tribe's Hostility. It will carry over to the next mission** ⚠️



# MISSION 7: HUNTING DOWN A BAD APPLE

The Simian tribe has packed up and headed south. You entrust your Camp to the Marauders and hop in the van and follow them. You hope that they will lead you to the Scientist so that you can put a stop to whatever he's working on.

## MISSION SETUP

- Shuffle the Simian (S) set to create the Monster deck. Set aside the Plant (P) set.
- Place the Simian Tribe card at the bottom of the Clock board. Set the Simian Tribe to their Hostility at the end of mission 6.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to ☂.
- Place Star token A at least 4 tiles away from the Van.
- Place 3 monster tokens on the Star token A Tile.

### Map Examples:



## MISSION OBJECTIVES

- Follow and Interrogate the Simians (A)
- Deliver 1 **Fuel** and 1 **Ammunition** card per player to the tile with Star token B.
- Destroy the Greenhouse (B).
- Return all players to the **Van** when all other objectives have been completed.

## MISSION ACTIONS

**Star token A:** When a player enters this tile and draws monsters or already has monsters attached to them, place this token on one of their monsters. When that monster is discarded, remove this token from the game. Then, take the set-aside Plant monsters and shuffle them into the monster deck.

If you discarded the monster via the Trade action, place Star token B on a revealed tile at least 2 tiles away.

*"I'm not sure if he's still there, but we were a decoy. He has a greenhouse where he's working on his experiments a few clicks back."*

If you discarded the monster via killing it, place Star token B on an unrevealed tile at least 3 tiles away. If there are no unrevealed tiles, place Star token B at least 4 tiles away.

*"Where is he?" you ask. "Where's who?" replies the ape with a wry smile. You pull back the firing pin and hold the barrel of the gun to the monkey's head. "Where is your creator?" you grunt through gritted teeth. "Oh him... he's working in his greenhouse laboratory, but I'll never ..." A simple pull of the trigger puts it out of its misery.*

**Star token B:** After 1 **Fuel** and 1 **Ammunition** card per player have been delivered to this tile, you may spend an action to draw and attach a **Savage Vine** and destroy the Greenhouse. Then, remove this token.

*The sniveling coward is nowhere to be seen in the overgrown greenhouse. As you start dousing vines and plants with gasoline, they start moving. You're able to react fast enough and avoid getting entangled in the vines. As you set the place on fire, a Savage Vine bursts out and attacks you. What monstrosity is this!*

## CONCLUSION

*The madman has developed some kind of spore that affects all vegetation and plants. The more spores a plant absorbs, the bigger the monster. You haven't found this psycho yet, but you know the area that his army of plants is patrolling. He has to be somewhere up ahead and you have a special delivery for him: a bullet with his name on it.*

# MISSION 8: WEED WHACKER

*The Scientist behind all these plant monster atrocities is somewhere in the area. He needs to be put down and these plants need pruning.*

## MISSION SETUP

- Shuffle the Plant (P) set to create the Monster deck.
- Set aside the Scientist from the Other Tribe (O) set.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to ☂.
- After each player has drawn their starting monster, shuffle the Scientist together with the top 5 cards of the monster deck. Place these cards on the bottom of the monster deck.
- Place 10 monster tokens on 10 different unrevealed map tiles.
- Reveal all tiles orthogonally adjacent to the Van. Each player chooses whether to start on the Van or on any revealed tile.



## Map Examples:



### MISSION OBJECTIVES

- Scout the area to reveal all tiles.
- Deliver 1 **Fuel** per player to the **Van**.
- Kill the **Scientist**.
- Return all players to the **Van** when all other objectives have been completed.

### MISSION ACTIONS

⚠ If you have not drawn the Scientist when all map tiles have been revealed, you may search the monster deck and draw and attach the Scientist to a player of your choice ⚠

### CONCLUSION

As you start the drive back to your camp up north, the Scientist's final words echo in your brain, "Look at me. Do you really think humanity deserves saving. We are a virus and all I sought to do was create a cure. You are the monster, murdering anything you don't understand. My creatures are the only worthy inheritors of this broken world!"

You shake your head behind the wheel and admit to yourself that you may be a monster. You are hopeful though that trust can continue to build between you and the other tribes as you seek to change your fate and expand your camp into a lasting colony of people.

## BUGPOCALYPSE EPILOGUE

These missions require that you own the Bugpocalypse expansion (sold separately) and are adaptations of the original missions found in that expansion using the Scorched Wasteland's map tiles, etc. You can optionally mix in the Marauder and/or Diesel monster sets to these missions for variety and to incorporate tribe mechanics.

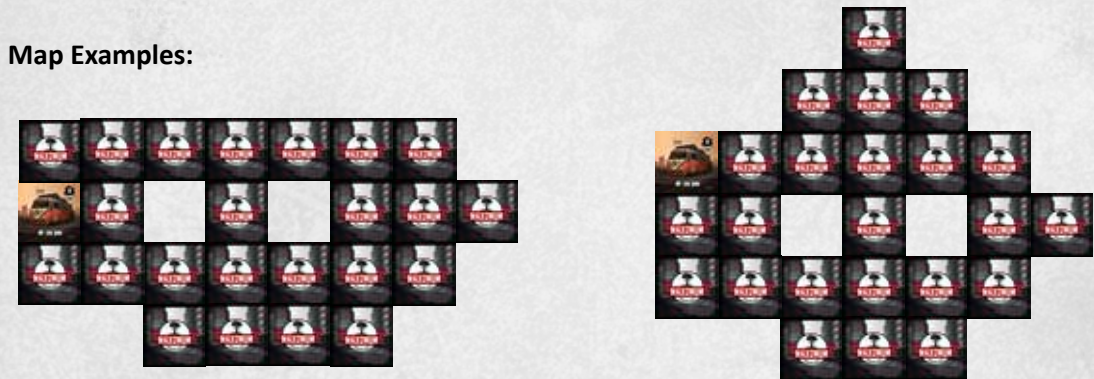
## MISSION 9: FORTIFICATION

Upon returning to your camp, you find the Scientist's last gift has emerged. Enormous bugs are going after your food. You need to reinforce your food production and supplies or your camp will succumb to the monstrosities of human nature.

### MISSION SETUP

- Set aside the bosses and then shuffle the remaining cards in the Bugs (B) set to create the Monster deck.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to 🌙.
- ⚠ **Remember:** When the Farm tile is revealed: Place Star token A on that tile.
- ⚠ **Remember:** When the Shopping Mall tile is revealed: Place Star token B on that tile.

## Map Examples:



### MISSION OBJECTIVES

- Fortify the **Farm** (A).
- Fortify the **Shopping Mall** (B).
- Collect 1 **Fuel** per player and deliver it to the **Van**.
- Return all players to the **Van** when all other objectives have been completed.

### MISSION ACTIONS

**Star token A or B:** Spend an action to fortify the location and place a Barricade token on the tile. Then, remove this token.

### CONCLUSION

These bugs are relentless. They're eating every piece of vegetation and food that they come across, including the Scientist's own plant monsters. Your only hope is to hold out until you can figure out the source of the swarm.



# MISSION 10: DEFEND THE FOOD

The bugs are ravenous and drawn to consume any and all food. You need to protect our food from the final onslaught of the bugs.

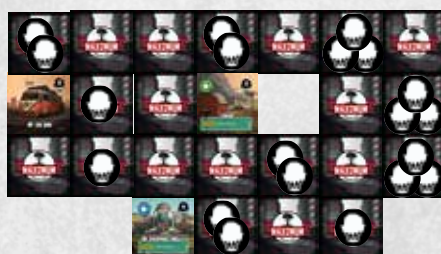
## MISSION SETUP

- Set aside the bosses and then shuffle the remaining cards in the Bugs (B) set to create the Monster deck. Split the deck in half and shuffle a random boss into the bottom half of the monster deck.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to ✦.
- Set aside the Farm and Shopping Mall. When building the map, place the set-aside tiles faceup at least 2 tiles away from one another.
- Each player chooses one revealed tile to start on (Van, Farm or Shopping Mall).
- Place 20 monster tokens on the map.

## MISSION OBJECTIVES

- Remove all monster tokens
- Defeat all monsters

Map Examples:



## SPECIAL RULES

During the “Spawn Monsters” phase, instead of rolling dice to spawn monsters, choose 3 monster tokens to move 1 space towards the closest Farm or Shopping Mall tile. If a token enters a tile with a player on it, remove the token and draw a monster card.

## CONCLUSION

Now that you have a moment to breathe, you check in with the Marauder tribe. One of their scouts has seen creatures emerging from hills near the Scientist’s secret lab. Perhaps sealing up these ant hills will put an end to this infestation.

# MISSION 11: BLOW THEM HILLS

The bugs are all coming from an underground network of tunnels underneath the vaults where the Scientist had one of his labs. If you can destroy these emergence points and collapse these ant hills, the bug menace should be finished.

## MISSION SETUP

- Set aside the bosses and then shuffle the remaining cards in the Bugs (B) set to create the Monster deck. Split the deck in half and shuffle both bosses into the bottom half of the deck.
- Shuffle the Scorched Exposure and Day/Night decks, then set them on the Clock board on ☂ and ✦ respectively.
- Set the Clock to ✦.
- Place Star tokens A, B and C on tiles at least 2 tiles away from one another.

Map Examples:



## MISSION OBJECTIVES

- Deliver 2 **Fuel** and 1 **Ammunition** card to each ant hill (A, B, C).
- Destroy each ant hill (A, B, C).

## SPECIAL RULES

During the “Spawn Monsters” phase, place a monster token on each tile with a Star token that does not already have 3 monster tokens on it. This is in addition to rolling dice during the spawning phase.

## MISSION ACTIONS

**Star token A, B or C:** If 2 **Fuel** and 1 **Ammunition** card have been delivered to this tile, you may spend an action to destroy this ant hill and remove this token from the game.

## CONCLUSION

After the final ant hill was sealed, you and the other tribes came together and put down your guns in favor of tools. Building is more challenging than destroying. You’re hoping that this camp can expand and thrive under your leadership in the years to come.





# ROCK MANOR

G A M E S



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