

ARCTIC SCAVENGERS

RULEBOOK



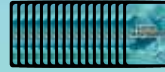
ARCTIC SCAVENGERS

players: 2 – 5
preparation: 3 minutes
age: 13+

learning: 5 – 10 minutes
game length: 45 – 60 minutes

Contents - Basic Game

- 1 rule booklet
- 1 rule summary
- 1 junkyard mat
- 1 contested resources mat
- 1 initiator card
- 149 playing cards
 - 20 refugees
 - 69 mercenaries (*10 brawlers, 8 hunters, 8 saboteurs, 8 scouts, 5 group leaders, 5 sniper teams, 5 thugs, 20 scavengers*)
 - 46 junkyard cards (*7 junk, 4 multitools, 4 nets, 6 spears, 4 pickaxes, 6 shovels, 6 medkits, 9 pills*)
 - 14 contested resources (*2 wolf packs, 2 grenades, 2 sled teams, 2 field crews, 6 tribe families*)



Contents - HQ Expansion

- 1 expansion rules summary
- 1 engineering schematics mat
- 1 storage cover
- 49 playing cards
 - 12 buildings (*3 each of bunkers, armories, pharmacies, hydroponic gardens*)
 - 10 tribal leaders
 - 8 junkyard cards (*4 rifles, 4 toolkits*)
 - 8 medics
 - 8 engineers
 - 3 gangs (*1 each of the Gearheads, the Pharmers, the Masons*)



The Story

In the year 2097, the entire earth was enveloped in a cataclysmic climate shift plunging the globe into another ice age. Over 90% of the world's population was eliminated, driving the survivors to band together into loose communities and tribes.

Each player is the leader of a small tribe of survivors. Resources, tools, medicine, and mercenaries are all in scarce supply. Each tribe is pitted against other tribes in a fight for survival. The players build up their tribes, skirmish against other players' tribes, and can even bluff on the way to victory.

The leader who gathers the largest tribe will win the game!

Game Play Overview

Players work to build their tribes as large as possible by hiring mercenaries, scavenging junk piles and winning skirmishes against other players' tribes. Each tribe member card in a tribe represents the number of people shown on the card. The player with the largest tribe (most people) at the end of the game is the winner.

Anatomy of an Arctic Scavengers Card

The cards are designed to make it easy to identify the different types of cards, make sorting and game setup quicker, and facilitate faster decision-making during the game.



Understanding the above card anatomy

Green labels in the above graphic indicate something that is always present on a card. Red labels indicate something that may or may not be present, depending on the card. Gray labels are used to describe the sub-types of card actions.

Every card has a type (person, tool, medicine), title, image, and actions. Standard actions can be performed by this card alone, action modifiers must be combined with another card, and disabled actions cannot be used. **Some cards** will be sorted based upon supply pile icon, others by card title. **Some cards** have other identifiers (instructions, cost, and number of tribe members represented by the card).

Game Preparation

Arctic Scavengers can be played by 2 to 5 players. Each player takes an identical starter deck representing her tribe. That deck consists of 10 cards:

- 4 *refugee* cards
- 3 *scavenger* cards
- 1 *brawler* card
- 1 *spear* card
- 1 *shovel* card

Remove any additional *refugee* cards from the game. Sort the remaining cards into three categories: *contested resources* (👤), *junkyard* (🗑️), and mercenaries. Shuffle the *contested resources* cards 👤 and place them face-down on the 🗑️ mat to form the *contested resources* stack. Shuffle *junkyard* cards 🗑️ to form the *junkyard* pile and place them face-down on the 🗑️ mat. The remaining cards (the ones with character portraits and a cost listed) are the mercenaries. Sort them into 8 separate stacks, by mercenary type. Place them face-up on the playing surface in separate stacks.

Each player shuffles her deck of 10 cards and places it face-down in her play area. Randomly select a player and hand her the initiator card. This player will serve as the *initiator* for the first round.

When Playing with only Two Players

- Remove two cards of each kind from the *junkyard* (i.e. 2 *junk*, 2 *medkit*, 2 *pickaxe*, etc.)
- Eliminate all *contested resources* peeking
- The number of tribe members a player brings to a skirmish is no longer relevant
- Skirmishes must be won by 2. If not, then it is a tie and the players place the *contested resource* on top of the *junkyard* and then shuffle the *junkyard*

PLAYING THE GAME

Each round of Arctic Scavengers has three phases, played in the order shown below:

Drawing Phase

- 1) Discard all cards from the previous round.
- 2) Each player draws 5 cards from the top of her deck, shuffling the discard pile and adding it to the deck when her deck becomes exhausted.
- 3) Beginning with the **third round**, and continuing for the remainder of the game, the initiator peeks at the top card on the *contested resources* stack and then returns it to the stack.

Resource Gathering Phase

- 4) The initiator takes the first action and uses any number of cards to gather resources.
- 5) The initiator announces how many of her cards will remain for the skirmish.
- 6) Play continues with the other players, in clock-wise order, and they execute steps 4 and 5.

Skirmish Phase (Round 3 and following)

- 7) Once all players have taken their resource gathering actions, players reveal their remaining cards for the skirmish and a winner is determined.
- 8) The winner of the skirmish takes the top card from the *contested resources* stack and adds it to her discard pile.
- 9) The initiator passes the initiator card to her left-hand opponent, starting a new round.

The game continues like this until the last *contested resource* card is won.

No Skirmish until the Third Round

The game begins with two rounds of resource gathering (*digging* in the *junkyard*, *hunting* for *food*, and *hiring* mercenaries). In the first two rounds, there is no skirmishing. This allows each player to get a solid foundation prior to skirmishing over the *contested resources*.

Peeking at the Contested Resources

Beginning with the third round, the initiator looks at the top card of the *contested resources* stack. The player does not reveal this card to the other players. After looking, the player returns the card, face-down, to the top of the stack. This provides the first player of each round with special insight regarding what resource will be contested over during the skirmish phase.

Gathering Resources

The first phase of each round involves gathering resources. There are three primary resource gathering actions: *dig*, *hunt*, and *hire*. *Dig* allows the player to retrieve cards from the *junkyard*, *hunt* enables the player to get *food* (used as currency during that round), and *hire* uses a combination of *Food* ♠ from *hunting* and *medicine* ♣ from the player's hand to serve as currency for hiring mercenaries to join the player's tribe.

Announcing Cards

Players save cards not used for resource gathering for the skirmish. After a player has performed her resource gathering, she puts all cards already used in her discard pile to clear her play area. She then places her remaining cards in her play area, face down, and announces the number of cards she is taking to the skirmish.

Bluffing

Sometimes a player has additional tools that cannot be used, or *refugee / tribe family* cards that have no tools. The player should carry these into the skirmish anyway. This presents an apparently stronger hand to her opponents and may impact the decisions that they make.

Winning a Skirmish

When resolving a skirmish, the player with the highest *fight* score wins. Several factors affect a player's *fight* score: each player totals the attack abilities of each of her tribe members, adding the modifiers, and factoring in special actions such as *disarm* and *snipe* (explained later).

Winning the Game

When the final *contested resource* card has been won, the game is over. The winner is the player who has built the largest tribe. Players determine the size of their tribes by counting the number of tribe member icons on the lower right corner of every card in their decks. If there is a tie, then the player among those tied with the most *contested resource* cards is the winner. If there is still a tie, the player among those tied with the largest number of cards in her deck is the winner.

If there is still a tie, the tied players rejoice in their shared victory.

Key Concepts

Arctic Scavengers uses a handful of basic rules. Detailed rules will follow, but these form the core rule set.

- A player may take multiple actions in a round
- Multiple cards used in a single action increase the potency of that action
- A player may only perform a given action (*dig/hunt/draw/hire/etc.*) once per round
- Once a card has been used to perform an action, it may not perform another action that round.
- To be useful, tools, *group leaders*, and any card with a modifier (i.e. +1, +2, +4) must be combined with another card that has the base ability.
- Only one tool card may be used by a tribe member card, even if that card represents multiple people.
- When a player needs to *draw* more cards than are available in her deck, she first draws all cards from her deck, then shuffles her discard pile to create a new deck and continues.

GAME DETAILS

Now that you understand the game flow, this section describes in detail the various actions that are available and the game scenarios that players are likely to encounter.

Resource Gathering Phase

During this phase, each player plays any number of cards from her hand in order to add more resources (cards) to her deck. Gathering starts with the player that has the initiator card (lying in her play area) and play continues in clockwise order.

There is no limit to the number of actions that a player can take during the resource gathering phase, although **no action may be taken more than once.**

Dig

The player draws one or more cards from the top of the *junkyard* stack. The player **may** choose one to place in her discard pile and returns any other cards to the bottom of the *junkyard* pile. The number of cards is determined by the sum of all the *dig* numbers displayed on the card(s) played from the player's hand. As with other actions, *draw* may only be used once per round.

For example: Natalie plays a brawler card in her play area and declares a dig action. Since a brawler has a dig value of 1, Natalie draws one card from the junkyard and places it in her discard pile. If Natalie were to also play a shovel, then the combined dig score would be 3, as shovel adds 2 to dig. Thus, Natalie would draw 3 cards from the junkyard, select one to keep (place on her discard pile) and return the other 2 to the bottom of the junkyard.

Draw

The player *draws* one or more cards from her deck, adding them to her hand. Multiple cards may be combined to *draw* several cards. As with other actions, *draw* may only be used once per round.

For example: Anna plays a scout with a draw of 2 and a sled team with a draw of 2 in her play area. This combination enables Anna to draw 4 cards from her deck and add them to her hand. Anna could also play two scavengers and a scout to yield the same result.

Hire

The *hire* ability is a free action (no card is needed to grant this action) in which a player takes a mercenary card from the face-up piles of cards. The player must be able to pay the cost displayed on the card. There are two currencies: *food* and *medicine (meds)*. *Food* is created in real-time using the Hunt action (described below). *Meds* are provided in the form of *medicine* cards (*pills* and *medkit*) that must be played from the players hand in order to complete the purchase of a mercenary. *Medicine* cards do not require an associated person to spend. **Each player may only hire one mercenary per round, and the player immediately adds the card to her discard pile.**

Hunt

The hunt ability generates *food* during the round that can then be used as currency for purchasing a single mercenary card. The amount of *food* generated is determined by summing all hunt abilities played from the player's hand. The player can assign tools to the mercenaries to improve their hunt abilities.

For example: Natalie plays two scavenger cards and a spear card. Each scavenger has a hunt of 1 and the spear grants one of those scavengers an additional hunt of 1. Her combined hunt score is 3. Natalie can now spend 3 food this round to hire a mercenary card.

Trash

The trash ability is a free action (no card is needed to grant this action) that allows players to take any number of cards from their hands and add them to the *junkyard* supply pile. The player **does not** draw cards from her deck to replace these cards.

Special Actions

Some cards may grant special actions that can be used during the resource gathering phase. These cards are *saboteur* (*disarm* another player's tool) and *sniper team* (*snipe* another player's tribe member).

Shuffling the Junkyard

Throughout the course of the game, players may add cards to the *junkyard*. This can occur when players use the Trash action (see above) or when skirmishing for a *contested resource* (see below) ends in a tie. When cards are added to the *junkyard*, players place them face-down on top of the *junkyard* and then shuffle the entire *junkyard* deck.

Using Tools

Each player starts with two tools – a *spear* and a *shovel*. Players can find additional tools by *digging* in the *junkyard*. Tools cannot perform actions on their own (these are inanimate, objects after all). A tribe member can use a single tool that enhances the ability of the action the tribe member is performing. Using a tool does not grant a tribe member an ability that she cannot inherently perform.

For example: Anna could combine her scavenger (dig 1 / draw 1 / fight 1/ hunt 1) with a shovel (fight +1 / dig +2) to achieve a dig of 3. If Anna would prefer to use her scavenger to hunt, the shovel could not be used to improve the scavenger's hunt value, since the shovel does not have the hunt ability. Thus, Anna could not use the shovel this round to dig unless she has another tribe member card (perhaps a refugee) capable of digging that could use the shovel.

Playing Multiple Cards

Playing multiple cards for an action improves the results. This could involve playing multiple people or people with tools. The total of all ability values played is used to perform that action (provided that the total is 1 or greater).

Taking Multiple Actions

Although many cards support multiple actions, once a card has been played for a given action it cannot be used for another action during that round.

For example: if Natalie plays a refugee card, this can be used to either dig in the junkyard or hunt for food. Under no circumstances could she use the card for both actions.

Skirmish Phase

Once all the players have completed their resource gathering actions, the skirmish phase begins. All players simultaneously reveal the cards that they have saved for the skirmish. The sum of the *fight* values from all of a player's cards represents the strength of that player's attack. All rules related to tool usage also apply to tools used as weapons during the skirmish phase (see 'Using Tools' above).

Skirmishes are resolved by starting with the Initiator and having her declare any actions performed by her units (including saboteurs and sniper teams). Play then passes to the next player in clockwise order to declare actions for her units (provided that they were not sniped or disarmed by the previous player). This continues until all skirmish actions have been resolved. Then the total remaining *fight* values are summed and the player with the highest *fight* value wins. The winning player draws the top card from the *contested resources* supply pile and adds it to her discard pile without revealing it to the other players.

Resolving Ties During the Skirmish

In the event of a tie, each player sums **the number of people** involved in the skirmish (this includes refugees and tribe families that may not be directly contributing to the *fight* score) and the player with the most people involved wins the skirmish. **If players are still tied, then the skirmish is considered a deadlock.** The players place the top card from the *contested resources* pile into the *junkyard* pile without looking at it. The players shuffle the *junkyard* and the round ends. The player with the initiator card passes it to the left to begin a new round.

CARD DETAILS



= contested resource



= junkyard



= starting card

Mercenary Cards

brawler




A flexible unit with an emphasis upon *fighting*.

hunter





A unit that can *hunt* or *fight*.

group leaders

A multi-purpose unit that can increase the effectiveness of one other unit by modifying an action.







- saboteur** A specialized attack unit that renders one opponent's tool (the *shovel*, *spear*, *wolf pack*, *grenade*, etc. is discarded) as ineffective for that round. **This card may be used during the resource gathering phase OR the skirmish phase.** The *saboteur* is used to attack one other player and prevent her from using a single tool (the attacking player must declare the attack). The player plays the card from her hand or from the cards committed to the skirmish. If this skirmish has not started, the *saboteur* card is discarded after use.
- scavenger**  A weak, but flexible unit.
- scout** A flexible unit that can *draw* or *fight*.
- sniper team** A specialized attack unit that renders one opponent's tribe member (the mercenary, *refugee*, or *tribe family* card is discarded) ineffective for that round. If multiple players are involved in a skirmish, the sniper can target only one single opponent's card (rather than one card per opponent). **The *sniper team* may be used during the resource gathering phase OR the skirmish phase to snipe an opponent's card.** This action is played from the player's hand or from the cards committed to the skirmish. If the skirmish has not started, the *sniper team* card is discarded after use.
- thugs** A flexible unit that is highly proficient at *fighting*.

Other Tribe Member Cards

- field crew**  A flexible, multi-purpose unit.
- sled team**  Enables a player to draw more cards from the deck or contributes to *fighting*.
- tribe family**  Represents 3-5 people (very important for winning the game). Can equip tools to *fight* or *hunt*, or can be used during the skirmish to break a tie.
- refugee**  A weak unit that can *dig* or *hunt* if equipped with a tool. May also help break a skirmish tie.

Tool Cards

These cards modify actions, they cannot grant actions.

- grenades**  An extremely potent weapon
- multitool**  A flexible tool that can modify actions
- net**  Hunting tool with limited *fight* modifier
- pickaxe**  Fighting tool with limited *digging* modifier
- shovel**  /  Digging tool with limited *fighting* modifier

spear  /  Fighting tool with limited *hunting* modifier

wolf pack  Powerful *hunting* and *fighting* tool.

Medicine Cards

Medicine is played from the player's hand as currency to complete a *hire* action.

medkit  Provides two *meds* when *hiring* mercenaries

pills  Provides one *med* when *hiring* mercenaries

FREQUENTLY ASKED QUESTIONS

How much does it cost to hire thugs?

Thugs can be hired using any combination of *food* and *meds* totaling 6 units.

What are you supposed to do with junk cards?

Sometimes players *dig junk* out of the *junkyard*. Players do not have to hold onto these cards. They may immediately discard them at the bottom of the *junkyard* (they do not get another *dig*).

Can group leaders, or snipers carry tools?

No. A card must have a base ability in order to improve it with a tool.


Do group leaders count as a tool when counting equipment limits?

No. A tribe member card could use a tool AND have a leader increase their action.

Can group leaders enhance a tribe family or refugee?

Yes. A *refugee* combined with a *group leaders* card becomes capable of *dig* or *hunt*. A *tribe family* enhanced by *group leaders* can attack or hunt.

What can a saboteur disarm?

Any card with a tool icon .

What can a sniper team attack?

Sniper teams can only attack people (i.e. card with a person icon  in the upper-left).

What happens to the tools held by sniped people?

After a *snipe* action is performed, the sniped player may rearrange the available tools as desired.

For example: Player 1's brawler is holding a grenade (+3 fight) and gets sniped by Player 2. Player 1 also has a scavenger in play holding a spear (+2 fight). The scavenger drops the spear in favor of the grenade.

How is a skirmish resolved when multiple saboteurs and/or sniper teams are in play?

Skirmishes are resolved by starting with the Initiator and having her declare any actions performed by her units (including saboteurs and sniper teams). Play then passes to the next player to declare actions for her units. If a player with a earlier turn order snipes another sniper or snipes a *saboteur* of a later turn order, then those units will not have an opportunity to exercise their special abilities. Sniping a *sniper team* or *saboteur* of a earlier turn order will only impact the number of people for the purposes of breaking a tie.

For example: The initiator used a saboteur to disarm Player 3's grenade. Player 2 has no special actions. Player 3 uses a sniper team to snipe the initiator's saboteur. Doing so reduces the number of people that the initiator has, but does not prevent the disarm action from occurring. Player 4 then uses her sniper team to snipe Player 5's sniper team. Player 5 will not be able to use her sniper team this round.

Can wolf packs operate independently?

The *wolf pack* cannot since it is a modifier card (notice the *+fight* / *+hunt*). Also note the tool icon in the upper-left corner.

SAMPLE ROUND WALKTHROUGH

Player 1 draws: *brawler* (*fight* 2 / *dig* 1), *shovel* (*fight* +1 / *dig* +2), 2 *refugees* (*dig* 0 / *hunt* 0), *pills* (*meds* 1)

Player 1 performs a *dig* action, using a *refugee* and a *shovel* for a *dig* of 2. Two cards are drawn from the *junkyard* – a *net* (*fight* 1 / *hunt* 2) and *junk* (nothing). The player takes the *net* card, places it in her discard pile, and places the other card on the bottom of the *junkyard*. The player clears the playing surface, taking the *refugee* and *shovel* cards and placing them in her discard pile. The player then announces that three cards are being reserved for the skirmish (*brawler*, *refugee*, and *pills*) and places these cards face-down on the table.

Player 2 draws: *scavenger* (*dig* 1 / *draw* 1 / *fight* 1 / *hunt* 1), *spear* (*fight* +2 / *hunt* +1), 2 *refugees* (*dig* 0 / *hunt* 0), *tribe family* (*fight* 0 / *hunt* 0)

Player 2 performs a *dig* action, using a *scavenger* for a *dig* of 1. The player also performs a *hunt* action, using a *refugee* and a *spear* for a *hunt* of 1. The player draws 1 card from the *junkyard* (*dig* of 1) and places that card face-down in her discard pile. The player then uses the 1 *food* generated by the *hunt* action to *hire* a *scavenger* (cost is 1 *food*) and places this card in her discard pile. This leaves a *tribe family* and *refugee* for the skirmish phase. These cards cannot *fight* (no attack can be made unless the *fight* total is at least 1). The player does not communicate this however. Instead, the player bluffs and declares that two cards are going to the skirmish.

Player 3 draws: 2 *scavengers* (*dig* 1 / *draw* 1 / *fight* 1 / *hunt* 1), *spear* (*fight* +2 / *hunt* +1), *shovel* (*fight* +1 / *dig* +2), *medkit* (*meds* 2)

Player 3 performs a *hunt* action, using a *scavenger* and a *spear* for a *hunt* of 2. This generates two *food* to purchase a mercenary card. The player also plays a *medkit* card, representing two *meds*. The player then initiates a *hire* action, with two *food* and two *meds* to spend on a single purchase. In this case, the player chooses to purchase a *scout* (*fight* 2 / *draw* 2). The player places the *scout* card and all cards played on her discard pile. The player then announces that two cards are being reserved for the skirmish (a *scavenger* and a *shovel*) and places these cards face-down on the table.

The skirmish phase begins and each player reveals their cards and combines their *Fight* values. Player 1 has a *Fight* of 2 (*Brawler* contributes 2 and *Refugee* does not have a *fight* score). Player 2 has a *Fight* of 0 (*Refugee* and *Tribe Family* have a *fight* score of zero). Player 3 has a *Fight* of 2 (provided by the *Scavenger* wielding a *Shovel*). Players 1 and 3 are tied with a *Fight* of 2. The tie is broken based upon the number of people involved in the skirmish. This tips the scale in favor of Player 1 who brought 2 people to the fight (*Brawler* and *Refugee*).

ARCTIC SCAVENGERS - HQ

Basic Premise

The first expansion for Arctic Scavengers introduces the notion of a base camp or headquarters for each tribe. This base camp consists of a Tribal Leader (complete with special abilities) and the potential to construct buildings that can be used strategically during game play. Additionally, the game introduces alternative victory paths, new mercenaries, new tools, and the addition of the “*engineering schematics*” deck.

Game Play Overview

This expansion does not dramatically alter the core game mechanics or objectives. All cards and mechanics from the original game are involved, the *contested resources* still represent the game timer, and the winner is still determined based upon amassing the largest tribe.

Modules

The expansion is organized into modules. Players may want to play the expansion progressively in modules in order to ease into the various new elements the expansion introduces.

Module #1 - Medics, Tools, and Gangs

1. Set up the game in the standard fashion.
2. Add the stack of *medic* cards alongside the other mercenary cards.
3. Shuffle the 8 new *junkyard* cards into the *junkyard* deck. For now, ignore the special ability of the *toolkit*.
4. Locate the *gearheads* and *pharmers*. Place them on the table next to the mercenary stacks.

Medics (new Mercenary)

Medics are quite versatile. They have a *draw* of 1 (like a scavenger), can be played from the hand during a *hire* action to represent 1 *med* (like *pills*), and they can also be played from the hand to save another tribe member card from a sniper attack (they could even be used to save another player's tribe member from sniper attack).

Save (new Action)

Save – protect a tribe member or leader from a *snipe* attack.

Rifle (new Tool)

A versatile tool that is good at *hunting* and *fighting*. This is the first tool from the *junkyard* to grant a +2 in two categories.

Toolkit (new Tool)

A *toolkit* can be used to enhance *digging* (either *junkyard* or *engineering schematics*) or can be handed to any tribe member that is used to speed up the *building* process on a building. The *toolkit* enables additional cards to be removed from one building that is under construction.

Gangs (new Game Concept)


Three gangs are introduced in this expansion. Each gang is watching the struggle for survival amongst these various tribes from a safe distance. Once all of the *contested resources* have been gathered, then these tribes will choose to form an alliance with whichever tribe best meets their needs. Each gang is motivated by different things (tools, medicine, buildings). Winning a gang could easily make the difference in a closely contested game.

The Gearheads “Most tools” is determined by adding up all the cards with a tool icon from each player’s deck. Ties are broken by counting the total number of tools that are *contested resources*.


The Pharmers “Most Meds” is determined by adding the total ‘*meds*’ value of all *pills* and *medkits* in a player’s deck. Ties are broken by counting the total number of medics.

The Masons “Most buildings” is determined by adding the total number of completed and enabled buildings each player has in their headquarters. Ties are broken by adding up the total number of *engineers*.

Module #2 - Engineers and Buildings

1. Set up the game just as you did for Module #1.
2. Add the stack of *engineer* cards alongside the other mercenary cards.
3. Shuffle the 12 building cards together (indicated by the building icon  in the upper-left corner) and place them face-down next to the *junkyard* deck (they form a 3rd pile of cards next to the *junkyard* and *contested resources* piles)
4. Add the 3rd gang card (*masons*) next to the other 2 gangs.
5. The ‘special’ ability from the *toolkit* can now be used (since it works with buildings)

Engineers (new Mercenary)

Engineers can *dig* in the *junkyard* for resources, but the primary use of their *dig* action is to *dig* in the *engineering schematics* pile (in fact, they are the only mercenary capable of such *digging*). Other cards with a *dig* ability can be combined with the *engineer* to improve *engineering schematics digging*. Much like the *junkyard*, only 1 card may be selected as a result of a *dig* in the *engineering schematics* pile. The player places this card face-up in her play area to represent a construction project for a building that is currently underway. A number of cards equal to the building’s ‘*build time*’  are drawn from the top of the player’s deck and placed face down on top of the building which is under construction. This represents the *build timer*. Finally, the *engineer* card is placed in the player’s discard pile.

To learn more about buildings, see ‘Buildings’ below.

Buildings (new Game Concept)

Players can use *engineers* (see above) to construct buildings at the player’s headquarters. These buildings take time to *build*, but once built offer the player strategic advantages in certain areas.

Constructing Buildings

The process of constructing a building is as follows:

- 1) Play an *engineer* card
- 2) Use the *engineer’s dig* (combined with any modifiers) to *draw* cards from the *engineering schematics* pile equal to the *dig* value
- 3) Select a maximum of 1 card to *build* and return the others to the bottom of the *engineering schematics* pile
- 4) Place the new building card face-up in your play area
- 5) *Draw* cards from the player’s deck equal to the building’s *build time* and place those face-down on top of the new building

- 6) Discard the *engineer* card
- 7) At the start of the player's next round, remove 1 card from each building that is under construction
- 8) Starting with the round following the initial building placement, additional tribe members (and *toolkits*) may be played from the player's hand to accelerate construction on one building. Each tribe member played can remove 1 card from a building that is under construction. If wielding a *toolkit*, then 2 additional cards may be removed. Tribe members that work on construction projects may not take any other actions that round and are immediately discarded.
- 9) Once a building has zero cards stacked on it, it is complete and immediately goes into effect.

Building Types

Armory	Enables up to two tools to be <i>stored</i> under this card to be <i>retrieved</i> at any time (except during the skirmish). One or two cards may be placed in this building at a time.
Bunker	Enables up to three tribe member cards to be <i>stored</i> under this card to be <i>retrieved</i> at any time (except during the skirmish). Up to three cards may be placed in this building at a time.
Hydroponic Gardens	Generates 1 <i>food</i> each round to be used as part of a <i>hire</i> action. <i>Food</i> does not accumulate from round to round.
Pharmacy	Enables up to two <i>medicine</i> cards (<i>pills</i> or <i>medkit</i> , but not tribe members such as <i>medic</i>) to be <i>stored</i> under this card to be <i>retrieved</i> at any time (except during the skirmish). One or two cards may be placed in this building at a time.

Using buildings

Typically, buildings may only be used during a player's turn. Buildings may never be used during the skirmish. During another player's turn, the only building which a player may access is the bunker.

For example: a sniper team could be retrieved from a player's bunker and used during another player's turn in order to interrupt that player's resource gathering action.

During a player's turn, that player may place cards into the bunker, armory, or pharmacy. Likewise, cards may be retrieved from these buildings. Once a player has committed cards to the skirmish, no cards may be placed into a building by that player nor can cards that come out of a building be added to the skirmish set. Once a player has committed cards to the skirmish, no change may take place in those cards except for the case of using a *saboteur* or *sniper team* from the committed cards to interrupt another player's resource gathering.

The hydroponic garden comes into effect each round and generates *food* in real time in much the same way that a hunt of 1 generates *food* (although it does not involve *hunting* and thus does not benefit or suffer from *hunting*-related modifiers).

Store (new Action)

Take one or more cards of a given type from your hand and place them, face-down, under a completed building. Do not exceed building capacity or violate type.

Retrieve (new Action)

Take one or more cards from an active building and place them in your hand. This action can occur any time during a round so long as the skirmish has not been initiated.

Module #3 - Tribal Leaders

1. Set up the game just as you did for Module #2.
2. Shuffle the tribal leader cards together, and deal two, face-down, to each player. From those two, each player keeps only 1 to represent her tribal leader (players may look at them to decide). The card that is kept is placed face-up in the player's play area for everyone to see. The other card is set-aside as it will not be used this game.

Tribal Leaders (new Game Concept)

The introduction of tribal leaders provides players with a unique capability that no other player in the game will have. A leader might grant special abilities to a tribe's refugees, provide unique protection against certain kinds of attacks, or grant the player other advantages. At the start of the game, each player chooses one tribal leader (out of two provided to him/her) to lead the tribe to victory. The selection of a tribal leader may have a profound impact upon strategy and game play.

Butcher / Cannibal / Fanatic

Cards that are removed from play cannot return to the game and do not count toward final scoring.

Butcher / Cannibal / Sergeant at Arms

These leaders can use their special abilities without the need for playing a *refugee*.

Excavator / Fanatic / Gangster / Mentor / Organizer / Peacemaker / Ranger

Requires the use of a *refugee* to utilize the leader's special ability.

Butcher / Cannibal / Fanatic / Mentor / Organizer / Peacemaker

These leaders grant abilities that can only be utilized once per round.

Excavator / Gangster / Ranger / Sergeant of Arms

These leaders grant abilities that are always in effect and could impact multiple cards in a given round.

Module #4 - Dirty Deeds

1. Set up the game just as you did for Module #3.
2. Add two new rules.

NEW SABOTEUR ABILITY:

A *saboteur* may attack a building that is completed and disable it, rendering it unusable (flip the building's card over to reveal its back, indicating that the building is disabled). If a building is disabled, its abilities cannot be used and cards cannot be added or removed from the building. To repair the building, a person card must be played from the player's hand to work on the building and then immediately discarded.

NEW SNIPER TEAM ABILITY:

A *sniper team* may attack a tribe leader, wounding him (turn the leader's card over to indicate he or she is injured). This removes the leader's advantage until a *med* is applied against the leader to heal him.

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For resources, updated rules, and information regarding expansions, visit our website:
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