

DESOLATION NATION

QUICKSTART GUIDE

Overview

The apocalypse was here, but it moved on and left you with a post apocalyptic wasteland to deal with. Your only chance for survival is to outlast other groups of survivors by gathering water or taking theirs.

Starting

Split up in to tribes of as many people as desired, each tribe starts the game with 50 water tokens. Having more people on a tribe allows for more items to be gathered, but the tribe will run out of water faster. Each player starts the game with 10 health tokens. Shuffle the card decks, but keep them in separate piles corresponding to their type. These are called event cards. Remove the “crash site” tile from the land tile stack, and then shuffle the land tile stack. Place the “crash site” tile on the playing area. Each tribe starts on this tile and must move off of it on their first turn.

The game is played by tribes moving to land tiles and drawing cards by exploring those tiles. Each tribe member must resolve the event at the top of the drawn card to keep the card and utilize the reward given at the bottom of the card. Each player must discard a water token at the beginning of their tribe’s turn, or lose one health token. A tribe wins when all enemy tribe members are incapacitated and cannot re-enter play, because they have no remaining water.

Movement and Exploring

Each tribe has the option on their turn to either explore the tile they are on, move to an adjacent tile and explore, or move to an adjacent tile and then move to another adjacent tile. If a card is placed on a tile, it is face down unless otherwise noted. If a tribe moves on to a tile with a face down card they must draw the face down cards from the tile first. If a card is face up on a tile, the tribe may still explore to draw that card, but they do not need to resolve the top section of the card. Face down cards must be drawn before face up cards if present. If a tribe ends their turn on a tile with face down cards, the tribe must resolve all of the events at the top of those cards but cannot collect any of those cards that turn.

Players may trade or play cards at any time except during combat, when armor and weapon cards cannot be exchanged.

Combat

If two tribes are on adjacent tiles, each tribe may choose to enter combat on their turn instead of exploring. When in combat, the attacking team selects a player, and that player attacks an enemy tribe member. The attack score of the attacking player is subtracted from the defending player’s remaining health, minus any armor score the defending player has.

Once the attacking player has gone, the defending team selects a player to counter attack. They may choose any tribe member on the defending team to attack, and the tribes take turn attacking until everyone has played and their turn ends.

Players may choose to defend instead of attack when it is their turn to go. If they do, they add their secondary weapon attack score to their armor score but do not attack any other players.

Incapacitation

If a player loses all their health tokens, they are incapacitated and cannot take any actions. In order to rejoin play, they must discard 5 water tokens at the beginning of their turn. They then return to play with 1 health. If they have no water tokens left, they cannot resume play.

Healing

Players may heal by taking no actions on their turn, and instead discarding water tokens equal to the amount of health they want. Water must still be spent at the beginning of the turn to prevent loss of life. Players may also explore the crash site tile, and instead of drawing cards they may return to full health. This action removes any mutations a player may have.

Card Types

Weapons – Each player may carry only one primary and one secondary weapon at a time.

Armor - A player's armor score is the total amount of damage that can be mitigated that turn, so subsequent attacks will eventually break through a player's armor. A player can only have one armor card at a time

Equipment – General cards that do things, a player may hold as many equipment cards as desired, and does not need to reveal these cards to other players

Mutation – Mutation cards must be played immediately in front of the player who acquires them. They are not discarded on incapacitation, but are discarded if the tribe explores the crash site.

Profession – These cards are played in front of the tribe, and each tribe may have only one at a time. The effects apply to the whole tribe.

Survivor – These cards are treated like players in your tribe, but do not draw cards

For a full list of rules visit www.DesolationNation.com

Don't forget to pick up a booster pack to customize your decks and make each game unique from these retailers:

www.DesolationNation.com

www.thegamecrafter.com