



BACKGROUND



Even after the apocalypse, life forms have managed to endure within the remnants of the United States. Groups began to form, uniquely adapted to the new, harsh environment. Each one has its strengths, and you know that it would be in your best interest to be on good terms with all of them.







As of late you've noticed a few of these bands in your region. In the abandoned tunnels and underground structures, intelligent, stealthy ratfolk - the Sharrash - have been spotted. On the nearby stretches of road the large machines of the resilient Uranopolis have begun to roam, and further scouting revealed them to be in conflict with the Iron Gang who can occasionally be spotted darting among the machines, destroying and scavenging anything they can.

Dive headfirst into the never ending conflicts among the groups and try to deftly pull the strings from above. Increase your influence with the assistance of Sharrash, gain new capabilities with the aid of Uranopolis, or dispatch the Iron Gang to raze your enemies!

After gaining Influence, be sure to spend it wisely! You have three options with each Influence token. You may do one of the following:

1. You may Build a Location of the Alliance **matching** the spent Influence tokens, just as you would spend  tokens. You may combine the Influence tokens with  tokens to meet the Distance value requirement of the Location.

FOR EXAMPLE: In your hand you have a Sharrash card with a Distance of 3, as well as 3  tokens, and 3  tokens. To Build the Location you may spend one of the following:

- 3  tokens
- 2  tokens and 1  token
- 1  token and 2  tokens
- 3  tokens

It's that simple - tell other players that you are using the Influence and/or Contacts to Build a Location, return the tokens to the general supply, and place the Location in your State.

NEW COMPONENTS




50 Ally cards:

24 new tokens, comprised of:







(with the Allies set identifier)










-  8 Iron Gang Influence tokens
-  8 Sharrash Influence tokens
-  8 Uranopolis Influence tokens

2. You may make a Deal with a card of the Alliance **matching** the spent Influence tokens, just as you would spend  tokens. You may combine the Influence tokens with  tokens (using the same rules as described in the Build example above).
3. We saved the best for last - Razing! Here there are some changes from the previous two Actions, so read closely: you may spend Influence tokens of **another** Alliance to Raze a card from your hand or a Location of another player. And yes, you guessed it, you may combine the Influence tokens with  tokens.

SETUP CHANGES

Follow the rules from the base game, shuffle all of the new cards into the Base Set, add the new tokens to the general supply, and have fun!

FOR EXAMPLE: Your enemy has a particularly nice Uranopolis Feature Location in his State. Normally you would have to spend 4  tokens to Raze it, but you have some connections with your ratfolk and motorcycle-riding friends. You have 2  tokens, 2  tokens, and 2  tokens at your disposal. To Raze this Feature Location you may spend one of the following:

- 2  tokens and 2  tokens
- 2  tokens and 2  tokens
- 2  tokens and 2  tokens
- 2  tokens, 1  token, and 1  token.
- ... and so on.

NEW GAME MECHANISMS IN ALLIES

INFLUENCE TOKENS

The new cards belonging to each of the three Alliances (Sharrash, Uranopolis, and Iron Gang) now provide you with additional Locations to Build, more opportunities to make Deals, and interesting Spoils when you Raze. These cards will always have Influence tokens on the Deal field. Sometimes the cards also Produce Influence tokens, or allow you to use an Action to gain them by spending a certain cost.

You get all that by now, right?

NEW LOCATION TYPES



Each new Alliance has their own new Location Type. These will be utilized when activating some card effects in this expansion.

You may Develop the new Location Types included in this expansion as per the normal rules. If the Type of the Location within your State matches the Type of the Location card you want to Develop, spend 1 to remove the Location from your State and replace it with the one from your hand. You gain 1 for Developing as usual.

GAINING RUINS

To gain a Ruins (for example via a production card), you draw a card from the Deck and place it face-down in your State (you do not have to care about where in your State you place this card). You may look at the front of any of your Ruins to check what card it is.

CARD CLARIFICATIONS



HAZMAT RAVINE, SHARRASH TECHNOLOGY - Both Developing and Constructing count as Building a Location.



VOLTAIC PROPHET, MOTHER OF RATS - This does not work in reverse. The Location Types listed in the Feature description remain the same and so as an example, does not count as .

FOR EXAMPLE: You have the SCHOOL and VOLTAIC PROPHET in your State, and THE RESERVE in your hand. You can Develop the SCHOOL into THE RESERVE because THE RESERVE is and is now also treated as .



RED MASK, RAT DEN - You may activate it as many times as you'd like (if you have the Resources to do it) even in a single Action.



UGLY TIMMY - You cannot combine this Production to gain 1 and 1 (only or only).



RAT HUNTING - Place 1 from the general supply on the card to mark that it is blocked. The is discarded during the Cleanup phase.



SHARRASH TECHNOLOGY - When you Build it, immediately gain 1 from the effect of this Feature.



TOXIC WASTE - When you use this Action, take 1 from the general supply and place it on this card to mark that it has been used.

CREDITS

GAME DESIGN: Ignacy Trzewiczek, Joanna Kijanka

ILLUSTRATIONS: Piotr Foksowicz, Mateusz Bielski, M81 Studio (Maksym Hnatyk, Dmytro Tiuffin, Tatiana Razumna, Iryna Moroz), Galina Zhurkina, Sandra Duchiewicz

RULEBOOK: Joanna Kijanka

ENGLISH EDITORS: Luke & Zara Otfinowski

GRAPHIC DESIGN: Maciej Mutwil

TESTERS: Gloomy, Jagódka, Marcin, Piotr, Basia, Merry, Marek, Matt, Mattias Andersson, Donald.

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REPLACEMENT SERVICE: This game is a quality product.

It has been assembled with great care. However, if your copy should lack anything, please accept our apologies and contact us for replacement: portal@portalgames.pl. We wish you many happy hours with this game.

Your Portal Games Team.

