

# RESURGENCE

## Rulebook

### INTRODUCTION

Resurgence is a game set in an alternate history of the 20th century. Humanity's worst fears came to pass and civilization collapsed following a nuclear exchange between the superpowers. Those who lived through it, now huddle together in the ruins of the old cities, trying to survive, regroup, and rebuild.

### GOAL OF THE GAME

Resurgence is a competitive Euro game. Your goal is to have the most Victory Points (VP) after 6 rounds of play. In order to score points, you undertake a variety of Missions around Moscow, rescue Survivors, and build up your Compound. The weather is brutal, resources are scarce, and mutants are roaming the ruins. You must plan your actions carefully. Will you overcome the odds and unite all the separate survivor groups under your leadership?

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## COMPONENTS



**Main Board Features:** **A** Leadership Tracks. **B** Survivor Card Row. **C** Basic Mission Card Column. **D** Advanced Mission Card Column. **E** Token Placement Key. **F** One of Six **Districts** in the game. **G** Each District has two **Zones**. **H** Mutant Cards Area.

# COMPONENTS, CONT'D.



Player Compound Board x 4



Player Screen x 4



Player Assignment Board x 4

**Player Survivor Tokens**  
(in each player color)

Hero x 1    Laborers x 6

**12 Specialists:**

Rangers x 4    Scholars x 4    Builders x 4

**Player Resource Trackers**  
(one set per player, plus spares)

Parts x 1    Food x 1    Fuel x 1

**Player Pieces**  
(in each player color)

Ammo x 1    Meds x 1    VP x 1

Compound Level x 1    Leadership x 3

**Draw Bags**  
(1 in each player color)



Survivor Cards x 36



Hero Cards x 6



Mutant Cards x 8



Event Cards x 12



Starter Missions x 6



Basic Missions x 30



Advanced Missions x 14



Mutant Tokens x 6



Salvage Cards x 14



Rubble Tokens x 36



First Player Token



Event Token



Directive Cards  
"A" cards x 5  
"B" cards x 8



Mutant Action Board  
(solo mode)



Mutant Leadership Cards x 9  
(solo mode)

# SETUP

**1** Place the **Main board** in the middle of the play area.

**2** Shuffle the **Survivor cards** and place them next to the Main Board. Reveal 6 of them to form the Survivor Row on the Main Board. If playing with fewer than 4 players, reveal 5 cards, leaving the space marked **4P** empty.

**3** Separate the **Directive cards** by type, indicated by the “A” and “B” found on the front bottom left of the cards. Shuffle both decks separately and reveal 1 card from each, placing it near the Main Board. Return the rest of the Directive cards to the box.

**4** Take the **Event cards** and remove the card titled “The Beginning”. Shuffle the rest of the Event cards and place 5 random cards in a face down stack near the Main Board. Place the “The Beginning” card face up near the Event deck. Return the rest of the Event cards to the box. Keep the Event token nearby.



**5** Randomly determine a starting player and give them the **First Player token**.

**6** Take the **Mutant Cards** and remove the blank icon Mutant card marked **4P** if playing with fewer than 4 players. Then shuffle the Mutant Cards and place them near the Main Board. Reveal 1 Mutant Card (3–4 players) or 2 Mutant Cards (2 players) and place them in the designated space(s) on the Main Board.

**6A** Place 1 **Mutant token** into each Zone of the District indicated by the Mutant cards. The totals are:  
**2 players:** 4 tokens  
**3–4 players:** 2 tokens

**7** Shuffle the **Basic Mission cards** and place them next to the Main Board. Reveal 5 of them to form the Basic Mission column on the Main Board. If playing with fewer than 4 players, reveal 4 cards, leaving the space marked **4P** empty.

**8** Shuffle the **Advanced Mission cards** and place them next to the Main Board. Reveal 5 of them to form the Advanced Mission column on the Main Board. If playing with fewer than 4 players, reveal 4 cards, leaving the space marked **4P** empty.

Give each player 1 **Compound board** and all the tokens of their color.

**9** Place all **Leadership tokens** on the “0” space of the Leadership track on the Main board.

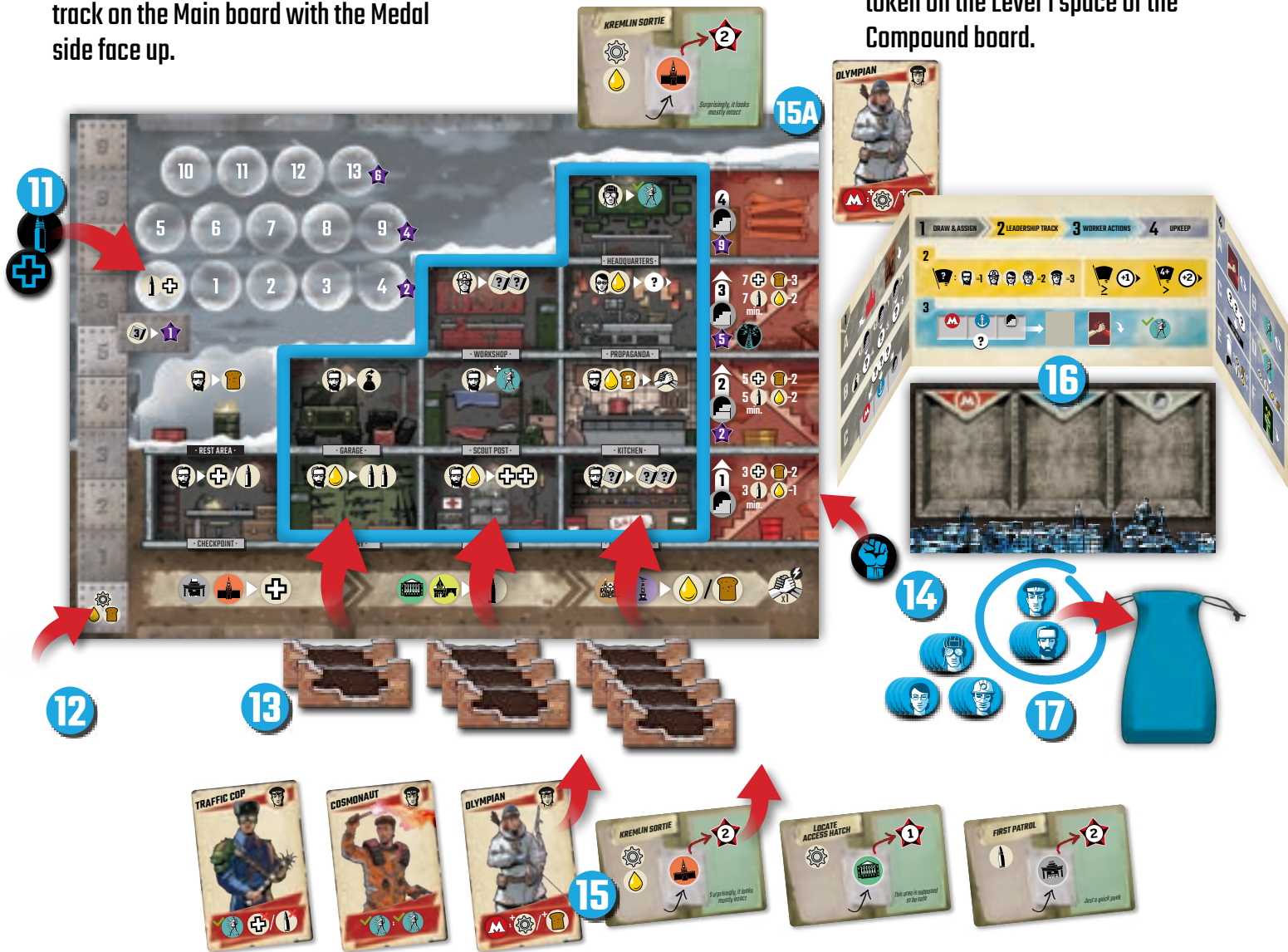
**10** Place all **Victory Point tokens** on the “0” space of the Victory Point track on the Main board with the Medal side face up.

**11** Place the Ammo and Meds tokens on the indicated space of the Critical Supplies track on the Compound board.

**12** Place the Fuel, Food, and Parts tokens on the bottom space of the Resource track on the Compound board.

**13** Give each player 9 random Rubble tokens. Without looking at the rewards, place them face down on the 9 room spaces on the Compound board, leaving only the bottom left room (“Checkpoint”) uncovered.

**14** Place the Compound Level token on the Level 1 space of the Compound board.



**15** Separately shuffle the Hero cards and Starting Mission cards. Reveal a number of face up Hero and Starting Mission Cards equal to the player count +1. Return the rest of these cards back to the box. In reverse player order (starting with the last player), each player selects 1 Starting Mission and 1 Hero Card.

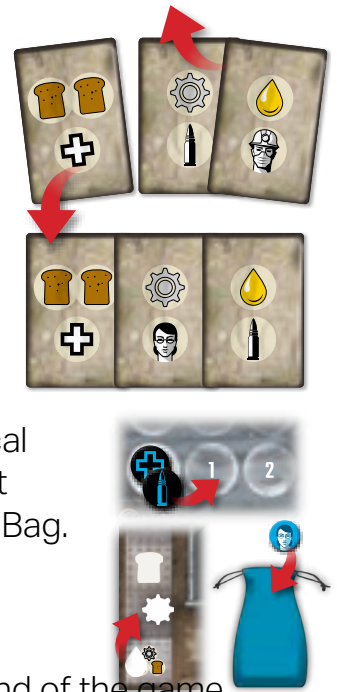
**15A** Place your chosen Starting Mission into one of the slots at the top of your Compound board. Place your chosen Hero face up to the side of your Compound board.

**16** Place your **Assignment board** next to your Compound and place your **Screen** in front of it.

**17** Separate your Survivor tokens by type: Scholars, Builders, Rangers, Laborers, and Hero. Place all of your Laborers and your Hero token into your Draw Bag. Keep the rest of your Survivors near your Compound board.

## SALVAGE CARD DRAFT

If this is your first time playing this game you may want to skip this draft. Instead, each player starts with one Food, Fuel, Parts, Ammo, and Meds. Then, each player may select 1 of their Specialist Survivors and add them to their Draw Bag. Shuffle the Salvage cards and deal 3 to each player. Players simultaneously pick one card to keep and place it face down in front of them, then pass the rest clockwise. Continue doing this until everyone has 3 Salvage cards in front of them. Simultaneously reveal your cards and collect whatever is indicated on them. If it is a Resource or Critical Supplies (Ammo and Meds), move the appropriate tokens on the track that many spaces. If it is a Specialist Survivor, add them directly into your Draw Bag.



## GAMEPLAY

The game lasts 6 Rounds. Event cards serve as your game timer. Each round of the game consists of 4 Steps:

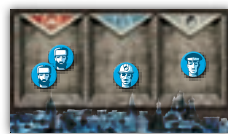
- 1. Draw and Assign:** reveal a new Event, draw Survivors from the bag, and place them on your Assignment board.
- 2. Leadership:** reveal your Assignment board, determine leadership values, and advance on Leadership tracks.
- 3. Worker Actions:** place your assigned Survivors, resolve Zone effects, activate card abilities, and complete Missions.
- 4. Upkeep:** refresh cards, recall Survivors, collect rewards from completed Missions, and upgrade your Compound.

## STEP 1: DRAW AND ASSIGN

**Event:** Skip this step during the first round of the game. Pass the First Player token to the left. The first player discards the previous Event card and reveals the top Event card from the deck. Read the card and follow its instructions. If the card has a binoculars icon in the lower righthand corner, place the Event token in the indicated District as a reminder.

**Draw Tokens:** Simultaneously draw a number of Survivor tokens from your bag based on your Compound Level (**4 tokens at Level 1, 5 tokens at Levels 2 and 3, and 6 tokens at level 4**). Keep all the drawn tokens hidden behind your player screen. If at any point you do not have enough tokens in your bag, draw as many as you can. Then, place all the tokens you have in your Rest Area (on your Compound board) into your draw bag and continue drawing until you draw the correct number of tokens.

**Assign:** Place your drawn Survivors into the three areas on your Assignment board. This is done behind the screen so that the other players don't know what you are planning. You may assign any number of your drawn Survivors to each area, including zero. The areas have either Metro access, Harbor access, or Compound access icons. Remember, your Survivors must go to a Zone or Room that matches the icon on their area of the Assignment board (*For example: if you do not place any tokens in your Harbor access area, you cannot place any Survivors into the Main board zones with a Harbor access icon*).



## STEP 2: LEADERSHIP

Once everyone has finished assigning their Survivor tokens, simultaneously reveal your Assignment board to the other players. Compare the leadership values of the tokens assigned to each access area with the other players and advance your leadership token if appropriate.

Starting with the Metro access, add the values of your tokens as follows: Laborer tokens have a Leadership value of 1, Specialist tokens (Rangers, Builders, and Scholars) have a value of 2, and your Hero has a value of 3. *For example, if you have a Hero and a Scholar token in Metro access, your total leadership for that area is 5 (3 for the Hero plus 2 for the Scholar).*



If you have or are tied for the highest leadership total, advance your Leadership token on the corresponding track 1 space. If all players tie, no one advances on the track. If you have the highest leadership AND your leadership total is 4 or more, advance your Leadership token an additional step for a total of 2 spaces. Repeat this process for Harbor and Compound areas. Any number of Leadership tokens belonging to different players may share the same space.

Whenever your token enters a space on the Leadership track with a bonus icon, collect that bonus immediately. If your token reaches the last space of the track, collect 2 Victory Points immediately. You will no longer be able to advance on that track, but still count your leadership values to impede the progress of the other players.

*Leadership resolution example: In the Metro area Players A and B have a total of 3 leadership each and player C has a total of 2 leadership. Players A and B advance their Leadership token one space on the Metro track. In the Harbor area, player C has a leadership total of 5, player A has a leadership of 4 and player B has a leadership of 3. Player C has a higher total than any other player and has a total of equal to or higher than 4, therefore they advance 2 spaces on the Harbor track. In doing so they enter a bonus space and immediately collect the reward of 1 Fuel. In the Compound area, all three players have a leadership of 1. Because no player has a value higher than the rest, no one advances on the Compound Leadership track.*



**Gameplay Tip:** The "Retire Survivor" icon means that you may remove one of your Survivor tokens from the game. This gives you a chance to get rid of Laborers, making your draw bag more efficient. When claiming this reward, you may choose any token from your draw bag or your Rest Area to remove. As with all rewards in the game, this is optional.



## STEP 3: WORKER ACTIONS

Starting with the first player and proceeding clockwise, each player must place exactly one Survivor token from their Assignment board onto the Main board or their Compound and may resolve the corresponding action, as well as perform additional actions. This continues until each player has placed all of their Survivors.



### Rules for placing Survivor Tokens

You may choose any Survivor from any one of the 3 areas on your Assignment board. You must follow these placement rules:

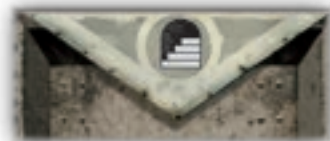
1. You may never place more than one Survivor of your color into the same Main Board Zone or in the same Compound room.
2. You must place your Survivor from the Assignment board into an area with a matching access icon (For example, your Survivors in your Compound Assignment area must be placed in one of your free Compound rooms. Your Survivors from your Metro Assignment area must go to one of the Zones with a Metro icon, etc.).



Metro Assignment Area



Harbor Assignment Area



Compound Assignment Area

3. Survivor icons on Zones and Compound rooms show which Survivor types are allowed to be placed there. The Laborer tokens may only be placed where the Laborer icon is present. The Specialist tokens (Ranger, Builder, and Scholar) may be placed on any Laborer space OR any space that has their specific icon. Your Hero token may be placed on any Specialist or Laborer space.



Place Laborer, Specialist, or Hero



Place depicted Specialist or Hero

4. If you place tokens in a Zone with other players' tokens or a Mutant token is present, you must first remove any 1 Resource (Food, Fuel, Parts) or 1 Critical Supply (Ammo, Meds) of your choice for EACH token already in that Zone. For example: player A places a Survivor token into a Zone with a Mutant token and chooses to remove 1 Fuel. Player B later places their Survivor into the same Zone and chooses to remove 1 Food and 1 Ammo (for the 2 tokens that were already there). If you cannot pay the penalty, you cannot place your token into that Zone.



5. If you cannot or do not wish to place your Survivor into a legal space, you must place them into the Rest Area on your Compound board. You may place any Survivor token from any access area into your Rest Area, ignoring normal restrictions. If you do this, also gain 1 Food. You may not activate any of your Survivor cards when you place a token into your Rest Area.

6. If you do not have any Survivors left to place, you must pass and cannot do anything else during this step. Other players that still have Survivors will continue placing them.



Please note that each District in the game has 2 Zones. The tokens only affect the Zone in which they are present (For example: if you have a Survivor token in the upper Zone of the Arbat District, you may place another one of your Survivors into the lower Zone of that District).

Once you've placed your Survivor token, you have several options that you may take in any order:

1. **You may resolve the effect of that space (for a full list of Zone and Compound room effect actions, see pages 14–15).**
2. **You may activate one or more of your eligible Survivor cards (for a full list of Survivor card effects, see page 18).**
3. **If the District where you placed a Survivor has the Event token, check the current Event card and you may apply its effects.**
4. **You may complete exactly 1 Mission (for more on how to complete Missions, see page 11).**

## Survivor Cards

Your Survivor cards represent various people that joined your faction and live in your Compound. Each one of them gives you an ability that may be used once per round. The icon on the left shows how the ability is triggered. The icon on the right side shows the reward. The upper righthand corner of the Survivor cards indicate which Specialist token you add to your draw bag when you gain this card.

Please note, your Survivor cards may only be activated during your turn and only during **Step 3: Worker Actions step of the round**. You may not activate these cards during any of the other Steps or during another player's turn.

### Survivor Card Example:

- 1 **Card name:** This is the Survivor's past vocation.
- 2 **Card type and Specialist token icon:** This card is a Ranger type. When you gain this card, you immediately add a Ranger token from your supply to your draw bag.
- 3 **Card Ability:** The card ability represents a special skill that this Survivor teaches the group. From now on you have access to this ability and it may be used once each round as long as you meet the requirements.

The Hunter card ability states that when you gain Food, you may activate this card to gain 1 additional Food. Although this card is a Ranger type Specialist, you may trigger this ability whenever ANY of your Survivors gains a Food, it does not need to be a Ranger.

Whenever you activate an ability on a Survivor card, rotate it 90 degrees to show it was exhausted this round. Survivor cards automatically unexhaust during **Step 4: Upkeep**.



## STEP 3: WORKER ACTIONS, CONT'D.

Multiple Survivor cards may be activated at the same time. *For example, the Farmer and the Brewer cards both trigger when you place any Survivor token into a Metro access Zone. By placing a Survivor token there, you could trigger both of them and gain 1 Food and 1 Fuel. If you had a Lab Tech card, you could also activate it (because you gained a Fuel) to receive 1 Part.*



**Gameplay Tip:** You can create powerful Survivor card chains by collecting the right combination of cards. Prioritize the cards that create synergy with your other cards and your overall strategy.

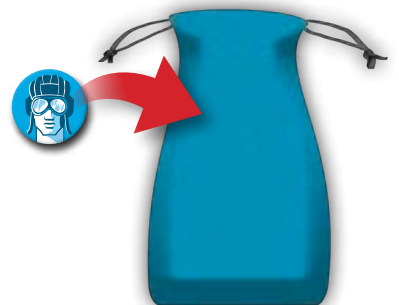
Your first Survivor card will be your Hero, who represents the leader of your faction. You gain new Survivor cards by placing your token into a Zone or a Compound room with the "Rescue a Survivor" icon and paying the associated resource costs. You may also gain a Survivor for free when you complete a row of 3 Missions for the first time see "Free Rescue icon" on page 16.

**Please note that you may not use the ability on a Survivor card on the same turn in which you gained the card. It becomes available for use on the very next turn.**

Remember, when you gain a Survivor card, you immediately add the corresponding Specialist token from your supply to your draw bag. However, if you do not have any left in your supply, you may still take that card and skip adding the token to your bag.



Rescue a Survivor icon



## Completing Missions

When placing a Survivor, you may complete 1 Mission. There are three types of Missions in the game. Starter Missions are handed out at the start of the game. Basic Missions are available throughout the game. Advanced Missions are only available to the players who have raised their Compound level to 3 or higher.

Follow these steps to complete a Mission:

1. Select a Mission in your Planning area at the top of your Compound board. You may plan new Missions by placing your tokens into the Zones or Rooms with the "Plan a Mission" icon. Some card abilities and rewards may also provide you with access to new Missions. You have spaces for 3 planned Missions and once the slots are full, you must complete them before planning new ones. **You may not complete a Mission on the same turn that you plan it.**
2. Place one of your Survivor tokens into a District that matches the District icon on the Mission card you wish to complete. You may not place a Survivor into a District and then complete a Mission in a different District, even if you placed your Survivor there on a previous turn. **If the icon shows a Mutant, you must have placed it into a Zone with a Mutant present.**
3. Pay all the required items listed on the left side of your chosen Mission card.
4. Collect the rewards listed on the right side of the card. These may include VP, Resources, advancements on the Leadership track, Retiring a survivor token, and others. The rewards are always optional.
5. Place the completed Mission underneath your Compound board, in the column that matches its District icon. When you complete a Mission with a Mutant icon on it, you may place it in a column of your choice. If you have completed a row of Missions, you may immediately take any available Survivor card for free and add it to your Survivor row. **This bonus may only be claimed by each player once per game.**



Plan a Mission icon

### Mission Card Example:

- 1 **Name of the Mission and the Advanced Mission icon.**
- 2 **Items you are required to spend:** In this case 2 Meds, 2 Food, and 2 Fuel.
- 3 **The District or Districts where you must have placed your Survivor token on this turn.**
- 4 **Rewards you may collect for completing this Mission:** In this case, 7 VP and 1 advancement on the Compound Leadership track.
- 5 **Flavor text.**



## STEP 4: UPKEEP

Once all players have placed all of their Survivors, proceed to **Upkeep**. Perform the following steps in order:

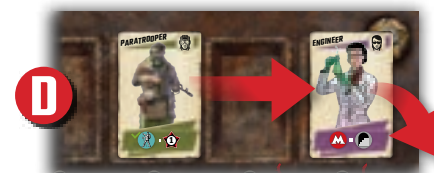
- A.** All players take their Survivor tokens from the main board and Compound rooms and place them in their Rest Area. You do not collect any Food from the Rest Area when doing so. Then, unexhaust all of your exhausted Survivors.
- B.** All players collect items based on the Missions they have completed as follows: for each completed Mission in the leftmost column, collect 1 Meds; for each Mission in the middle column, collect 1 Ammo; for each Mission in the rightmost column, collect either 1 Food or 1 Fuel (you may mix and match the two).



- B1.** Check the current Event card. If the card text says “during the Upkeep step...,” all players may now resolve the card and apply its effect.
- C.** All players may increase the level of their Compound. Each level has a requirement of Ammo and Meds you must have on hand and a cost of Food and Fuel you must pay. *For example: to go from level 1 to level 2, you must have at least 3 Ammo and 3 Meds in your supply, then must also pay 1 Fuel and 2 Food.* The Ammo and Meds are NOT spent. You may advance multiple times on the level track during Upkeep. You must meet all Ammo and Meds requirements and pay the Fuel and Food cost for each level gained. *For example: to go from level 1 to level 3, you must have at least 5 Ammo and 5 Meds in your supply and pay a total of 3 Fuel and 4 Food (1 Fuel and 2 Food to go from level 1 to level 2, plus 2 Fuel and 2 Food to go from level 2 to level 3).* Your Compound level never decreases, even if your Ammo or Meds drop below the amount required for your current Compound level. Please note that you increase your Compound level after you collect the rewards from your completed Missions, which means you may use those to pay to advance your level.



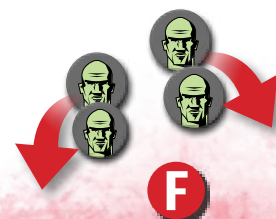
- D.** If there are any Survivor cards in the 2 rightmost spaces of the Survivor Row, discard them and then slide all the remaining Survivors to the right, filling the empty spaces. Then, refill any remaining spaces by drawing new Survivor cards from top of the deck.



- E.** Refill any empty Basic Mission or Advanced Mission spaces with new face up cards from the appropriate Mission deck.



- F.** Discard the current Mutant card(s) and move all Mutant tokens off the map. Flip 1 Mutant (3–4 player game) or 2 Mutant cards (2 player game) and place 1 Mutant token into each Zone of the District(s) indicated by the card. If there is no District indicated by the card, keep those Mutant tokens off the board for this round. If you ever run out of Mutant cards, shuffle the discarded ones together to form a new deck.



# FINAL SCORING

At the end of the 6th round, the game ends and you proceed to final scoring. Please note that you still perform **Upkeep**, but you can skip steps 5 through 7 as they are no longer relevant. The end game VP are marked by the purple stars, in contrast to the red stars, which are the immediate VP. To calculate the final score evaluate as follows:

1. Gain VP for the highest Compound level you've reached: 0, 2, 5 or 9 points.
2. Gain VP for your leftover Ammo and Meds, based on the highest VP icon that each token has reached or passed (*for example: if your Ammo is on 11 and your Meds are on 8 you would earn 4 VP and 2 VP respectively, for a total of 6 points*).
3. Gain VP for your left over Resources. Simply add your Resources together and divide the result by 3, rounding down.
4. Gain VP for your position on the Leadership tracks. For each track, the player in first gains 7 VP, the player in second gains 4 VP, and the player in 3rd gains 2 VP. Players whose Leadership tokens are still on the "0" space do not score any points. In case of a tie, all tied players and any player lower than the tied players on the track earn the VP from one step lower than they would have normally scored. *For example, in a 4-player game, two players are tied for second place. The player in first receives 7 points as normal. The two players tied for second each score 2 VP instead of 4 VP and the person in 3rd place scores no points instead of 2 VP.*
5. Gain VP for Directive cards. Only players who reached level 3 or higher in their Compounds are eligible to score the Directives (see page 17 for a full list of all Directive card scoring).

## Directive Card Example:

- 1 **Name of the Directive.**
- 2 **Radio Tower icon:** To remind players that you must have reached Compound level 3 or higher to score this card.
- 3 **Scoring Condition:** In this case players score bonus VP for left over Food. You gain 2, 4, or 7VP if you have 4, 6, or 8 Food respectively.
- 4 **Deck Location Icon:** This Icon indicates which Directive card deck this card is from and its number (the Directive card index is on page 17).



## The player with the most VP is the winner.

In case of a tie, the player with the highest total Leadership value is the winner (add the number of the spaces you have advanced on all 3 Leadership tracks to find your total Leadership value). If the game is still tied, the final tie breaker is reverse player order (whoever went last during the final round wins).

# GAME ACTIONS

## Main Board Actions

### Arbat District



Metro Access Upper Zone: Place any token to gain 1 Part.



Metro Access Lower Zone: Place a Builder or a Hero to gain 2 Parts.

### Museum Row District



Metro Access Upper Zone: Place a Scholar or a Hero to gain 1 Meds and plan 1 Mission card. Do not refresh the Missions. Remember that you may not complete the Mission on the same turn that you gain it.



Harbor Access Lower Zone: Place any token to immediately add a new Specialist token from your supply to your draw bag. You do not gain a Survivor card when you do this action, only the token itself.

### Revolution Square District



Metro Access Left Zone: Place a Ranger or a Hero to gain 3 Food.



Metro Access Right Zone: Place any token to gain 2 Food.

### Barbarian Gate District



Harbor Access Left Zone: Place a Scholar or a Hero to gain 2 Fuel.



Harbor Access Right Zone: Place any token to gain 1 Fuel.

### Kremlin District



Metro Access Upper Zone: Place any token to gain one new Survivor card. Pay the Food cost indicated below your chosen card and add it to your Survivor card row. Remember that you may not use a Survivor card power on the same turn that you gain it. Place a new corresponding Survivor token from your supply into your draw bag. Do not slide or refresh Survivor cards.



Harbor Access Lower Zone: Place a Ranger or a Hero to gain 1 Ammo and plan 1 Mission card. Do not refresh the Missions. Remember that you may not complete a Mission on the same turn that you gain it.

### Hope Island District



Harbor Access Left Zone: Place a Builder or a Hero and pay 1 Part to build a new project in your Compound (*more details on page 15*).

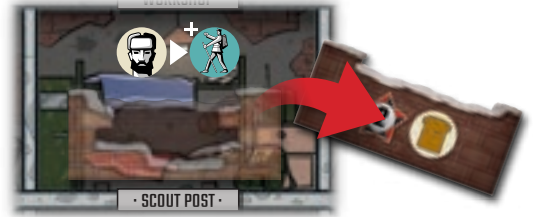


Harbor Access Right Zone: Place any token and pay 2 Parts to build a new project in your Compound.

## Building New Projects

Whenever you take a Build action, indicated by the **Build Action icon**, perform these steps in order:

1. Select a room on your Compound board with a Rubble token on it. The room you select must be at or below your Compound level token. You do not need to build rooms in order (*for example, if you reached Compound level 3, you may build any project on levels 1, 2, or 3*).
2. Flip the Rubble token on the room you've selected and collect any rewards shown. You may not look at your Rubble token rewards prior to making your decision. These rewards may include VP, Fuel, Food, Ammo, and Meds. Then remove the Rubble token from the game.
3. The Room you've just cleared out is now available to use for the rest of the game.



## Compound Room Actions

Survivor tokens from the Compound Access area of your Assignment board may be sent to your Compound rooms. Each room's ability may only be used once per round (*for example, you may not pay multiple Fuel to receive multiple Meds from the Clinic room*).

The actions of the rooms are:



**Checkpoint:** Place any token to gain 1 Meds or 1 Ammo.



**Armory:** Place any token and pay 1 Fuel to gain 2 Ammo.



**Clinic:** Place any token and pay 1 Fuel to gain 2 Meds.



**Market Stall:** Place any token and pay any one Resource to gain any 2 Resources in any combination.



**Kitchen:** Place any token and pay 1 Fuel plus the Food cost of an available Survivor card to gain that card (same as if you were using the Main board action).



**Garage:** Place any token to immediately take a new random token from your Draw Bag. Assign this token to any Access area on your Assignment board to be used later this round. You must assign it immediately, before the next player takes their turn.



**Scout Post:** Place any token to plan a new available Mission (same as if you were using the Main board action).



**Workshop:** Place a Builder or a Hero to gain any 2 Resources of your choice in any combination.



**Propaganda:** Place a Scholar or a Hero and pay 1 Fuel to advance one of your Leadership tokens 1 space on any track.



**Headquarters:** Place a Ranger or a Hero and you may immediately complete a Mission you have, ignoring the need to place a token on the main board. You must still pay the items required by your chosen Mission.

# COMPOUND BOARD

Your Compound board is your base of operations. It has the following features:

- 1 Planned Missions slots:** This is where you place new Missions after you gain them. You are limited to 3 Missions.
- 2 Critical Supplies track:** This is where you keep track of your gained and spent Ammo and Meds. When you gain Ammo or Meds, simply advance the corresponding token that many spaces. The purple stars show you the number of end game VP you gain for left over Critical Supplies. You may hold a maximum of 13 Ammo or Meds. If you gain more Ammo or Meds than you can hold, any excess is lost.
- 3 Resource track:** This is where you keep track of your gained and spent Food, Fuel, and Parts. When you gain a number of a particular Resource, simply move its token up that many spaces. At the end of the game you gain VP for leftover Resources at a 3:1 ratio, rounded down. You may only hold a maximum of 9 of each Resource. Any excess is lost.
- 4 Rest Area:** This is where you place all your Survivor tokens during **Step 4: Upkeep** of the round. You may also place any token here during **Step 3: Worker Actions** to gain 1 Food. These tokens may come from anywhere on your Assignment board. You may not activate any Survivor card abilities when you place a token here.
- 5 Compound level track:** This shows your current Compound level. The higher your Compound level is, the more rooms you can clear out for use during the game. Your Compound level also determines how many Survivor tokens you pull out of the Draw Bag during Step 1 of the round. Each level shows you the requirement for advancing to the next Compound level. The purple stars show you how many end game VP you gain depending on your final Compound level.
- 6 Radio Tower icon:** You must reach this level to be able to take Advanced Missions and score Directive cards.
- 7 Rooms:** Each of the rooms has its own action. You may use a room once you have cleared out the Rubble using a Build action.
- 8 Completed Mission columns:** Each time you complete a Mission, place it into a corresponding column. During **Step 4: Upkeep** of each round, you gain a reward for each completed Mission as shown on the corresponding column.
- 9 Free Rescue icon:** When you complete a row of Missions for the first time, you may immediately take any available Survivor card for free.





# DIRECTIVE CARDS INDEX

## Deck A

**A1 Polar Vortex:** Gain VP for your remaining Fuel: for 3/5/7+ Fuel, gain 2/4/7 VP.

**A2 Domination:** Gain VP for your single largest set of Missions in the same column. For 2/3/4+ Missions, gain 2/4/7 VP.

**A3 Leadership:** Gain VP for advancing on all 3 Leadership tracks: if you advanced at least 2/3/4+ spaces on each track, gain 2/4/7 VP.

**A4 Construction:** Gain VP for your cleared out rooms, including your Checkpoint. If you have 3/6/8+ cleared rooms, gain 2/4/7 VP.

**A5 Food Rations:** Gain VP for your remaining Food: for 4/6/8+ Food, gain 2/4/7 VP.

## Deck B

**B1 Militarism:** Gain VP for your Ranger cards (not tokens): for 2/3/4+ Rangers, gain 3/5/8 VP.

**B2 Proletariat:** Gain VP for your Builder cards (not tokens): for 2/3/4+ Builders, gain 3/5/8 VP.

**B3 Academia:** Gain VP for your Scholar cards (not tokens): for 2/3/4+ Scholars, gain 3/5/8 VP.

**B4 Commune:** Gain VP for your total Survivor cards (not tokens), including your Hero. For 3/6/8+ cards, gain 2/5/8 VP.

**B5 Power Grab:** Gain VP for your total Leadership value. To find your total Leadership value, add the number of the spaces you have advanced on all 3 Leadership tracks. If your total Leadership value is 10/12/14, gain 2/4/7 VP.

**B6 Defenders:** Gain VP equal to the number of Ranger tokens (not cards) you have at the end of the game multiplied by the number of cleared out rooms you have, counting the Checkpoint. Divide the result by 2 and round down. *For example: you have 3 Ranger tokens and 4 cleared out rooms at the end of the game. You score  $3 \times 4 = 12$  and divided by 2 gives you a total of 6 VP.*

**B7 Researchers:** Gain VP equal to the number of Scholar tokens (not cards) you have at the end of the game multiplied by the number of completed Missions you have. Divide the result by 2 and round down. *For example: you have 3 scholar tokens and 6 completed Missions. You score  $3 \times 6 = 18$  and divided by 2 gives you a total of 9 VP.*

**B8 Builders:** Gain VP equal to the number of Builder tokens (not cards) you have at the end of the game multiplied by the number of total Survivor cards you have, counting your Hero. Divide the result by 2 and round down. *For example: you have 4 Builder tokens and 6 Survivor cards. You score  $4 \times 6 = 24$  and divided by 2 gives you a total of 12 VP.*

# SURVIVOR CARDS INDEX

## Builders



**Chef:** After you Rescue a Survivor, gain 1 Food.



**Dock Worker:** You may switch 1 token between your Harbor and Compound Access areas on your Assignment board.



**Electrician:** When paying any cost, you may replace 1 Ammo or Meds with a Resource of your choice (Food/Parts/ Fuel).



**Farmer:** After you place a token into a Metro Access Zone, gain 1 Food.



**Firefighter:** You may use a Ranger as a Builder or vice versa.



**Fisherman:** After you place a token into a Harbor Access Zone, gain 1 Food.



**Foreman:** After you Build a new project, gain 1 VP.



**Gunsmith:** After you gain any Ammo, gain 1 Part.



**Mechanic:** After you place a token on one of your Compound rooms, gain 1 Part.



**Miner:** After you complete a Mission, gain 1 VP.



**Plumber:** After you plan a new Mission, Gain 1 Food.



**Truck Driver:** You may switch 1 token between your Metro and Harbor Access areas on your Assignment board.

## Scholars



**Archeologist:** After you complete a Mission, gain 1 Resource of your choice.



**Architect:** You may use a Scholar as a Builder or vice versa.



**Biologist:** After you Rescue a Survivor, gain 1 Part.



**Botanist:** After you place a token on one of your Compound rooms, gain 1 Food.



**Brewer:** After you place a token into a Metro Access Zone, gain 1 Fuel.



**Chemist:** After you gain any Fuel, gain 1 extra Fuel.



**Doctor:** After you Rescue a Survivor, gain 1 Meds.



**Engineer:** You may switch 1 token between your Metro and Compound Access areas on your Assignment board.



**Lab Tech:** After you gain any Fuel, gain 1 Part.



**Pharmacist:** After you gain any Meds, gain 1 Fuel.



**Psychologist:** After you Rescue a Survivor, gain 1 VP.



**Veterinarian:** You may switch 1 token between your Harbor and Compound Access areas on your Assignment board.

## Rangers



**Armorer:** You may switch 1 token between your Metro and Compound Access areas on your Assignment board.



**Bodyguard:** After you complete a Mission, gain 1 Meds.



**Hunter:** After you gain any Food, gain 1 extra Food.



**Inspector:** After you complete a Mission, gain 1 Ammo.



**Paratrooper:** After you complete a Mission, gain 1 VP.



**Pilot:** You may use a Ranger as a Scholar or vice versa.



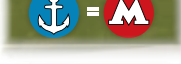
**Sailor:** After you place a token into a Harbor Access Zone, gain 1 Fuel.



**Sapper:** After you build a new project, you may plan a new Mission.



**Security Guard:** After you build a new project, gain 1 Ammo.



**Scout:** You may switch 1 token between your Harbor and Metro access areas on your Assignment board.



**Smuggler:** After you place a token into a Zone with a Mutant present, gain 1 VP.



**Sniper:** After you place a token on one of your Compound rooms, gain 1 Ammo.

**Gameplay Tip:** Having the ability to switch your tokens between the Access areas on your Assignment board is important. You may be able to place a lot of tokens into the same area in order to win the Leadership bonus during Step 2 and later switch them to a different Access area during Step 3 of the round.

## Heroes



**Cosmonaut:** When you complete a Mission, you may complete the next Mission. It has to be in the same district and you must still pay the required items.



**Librarian:** You may use a Laborer as any Specialist of your choice.



**Mystic:** You may switch one of your tokens between any of the areas on your Assignment board.



**Traffic Cop:** When you complete a Mission you may pay 1 Ammo OR 1 Meds less than what is required.



**Olympian:** When you place one of your tokens into a Metro access Zone, gain 1 Food OR 1 Part.



**Surgeon:** When you place one of your tokens into a Harbor access Zone, gain 1 Fuel OR 1 Food.

# SOLO RULES

When playing the solo game, use the regular setup and gameplay rules, with the following changes and additions.

**Setup:** Do not use Event cards. Use 6 Mutant tokens and remove both blank Mutant cards from the Mutant deck. Prepare the Mutant Leadership deck by separating the 4 cards marked with the Nuclear Hazard icons. Then shuffle the 4 cards, placing 3 face down in a pile. Next, shuffle the other 5 Mutant Leadership cards and place 3 of them face down on top of the first 3, forming a 6 card stack. Place the Mutant Actions board near the Main board with a random side face up.

Choose a player color to represent the Mutants and place 3 Leadership tokens of that color on the 5th spaces of the Leadership board. Select your difficulty and place the neutral color VP marker accordingly. Place the Mutant Village on the "0" space of the Victory point track, Mutant Town on the "10" space, and Mutant Stronghold on the "20" space. Mutants do not use a Compound board or any other components.

To draft your starting items, draw 3 cards from the Salvage deck and choose 2 to keep, discarding the third. Then take one more random Salvage card and collect the items depicted by the 3 Salvage cards you have.

**Step 1: Draw and Assign** – First, reveal the top card of the Mutant Leadership deck and look at the icons. They show you what values you need to meet for each area in order to advance. Then, remove a number of tokens from your Draw Bag as usual and assign them, bearing in mind the Mutant Leadership card.

After you have assigned your tokens, proceed to **Step 2: Leadership**. Consult the card again and evaluate each of your Assignment board areas as usual. Advance either yourself or the Mutants or neither on the Leadership tracks. Mutants do not collect bonuses when advancing on the track.

## Mutant Leadership Card Example

- 1 This icon indicates that this is one of the bottom 3 cards.
- 2 The graphic shows how to advance Leadership tokens on each track. In this case:

If your leadership in this area is 0 or 1, the Mutants advance 1 space on that track.

If your leadership in this area is 2, both you and the Mutants advance 1 space on that track.

If your leadership in this area is 3 or 4, you advance 1 space on that track.

If your leadership in this area is 5 or greater, you advance 2 spaces on that track.



**Step 3: Worker Actions** – Each round, before you place your first Survivor, reveal a Mutant card and place 1 Mutant token into both of the Zones of the District shown by the card. Consult the Mutant Activity card to resolve the action based on the District that Mutants just moved into. Then, you must place your first Survivor.

Repeat this sequence two more times. Once you have 3 Mutant cards revealed and 6 Mutant tokens placed on the board, you may place the rest of your tokens as usual. When you run out of Mutant cards, shuffle the discard pile to make a new draw deck.

After 6 rounds of play, when there are no more Mutant Leadership cards left to flip, the game ends and you proceed to final scoring.

### Final Scoring:

Your final scoring should be done exactly as you would if you were playing a multiplayer game (see page 13). The Mutants will score the points for their position on the Leadership tracks and points for the Directive cards. Mutants always score the maximum available points for the Directive cards. In the case of the Directive cards B6 Defenders, B7 Researchers, and B8 Builders: Mutants score 12 VP for each. In case of a tie, the Mutants win.

## SOLO MUTANT ACTIONS

The action that the Mutants perform is determined by the combination of which District they are placed in and which of the sides of the Mutant Action board is showing.

### Side A:

**Arbat** – You must pay any 2 Resources OR the Mutants gain 3 VP.

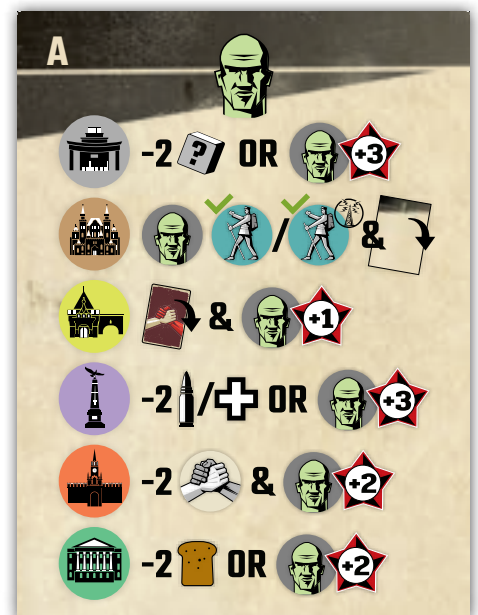
**Revolution Square** – The Mutants will complete a Mission from the Mission column. In rounds 1–3 the Mutants complete a Basic Mission. In rounds 4–6, the Mutants complete an Advanced Mission. The Mutants complete whichever Mission gives them the most VP. In case of a tie, plan the Mission that is closest to the bottom of the column. The Mutants only collect the VP for the Mission. If the Mission gives any other rewards, such as Resources or Leadership track advancements, the Mutants score 1 additional VP instead. After you complete this step, flip the Mutant Action Board over to the other side.

**Barbarian Gate** – You must exhaust one of your available Survivor cards and the Mutants score 1 VP.

**Hope Island** – You must pay 2 Critical Supplies OR the Mutants gain 3 VP.

**Kremlin** – Discard the 2 rightmost Survivor cards from the Survivor row and the Mutants gain 2 VP.

**Museum Row** – You must pay 2 Food OR the Mutants gain 2 VP.



## SOLO MUTANT ACTIONS (CONT'D.)

### Side B:

**Arbat** – You must pay any 2 Resources OR any 2 Supplies if able.

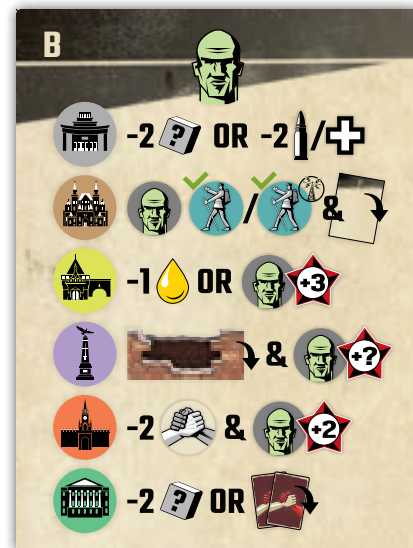
**Revolution Square** – The Mutants will complete a Mission from the Mission column. In rounds 1–3, the Mutants complete a Basic Mission. In rounds 4–6, the Mutants complete an Advanced Mission. The Mutants complete whichever Mission gives them the most VP. In case of a tie, take the Mission that is closest to the bottom of the column. The Mutants only collect the VP for the Mission. If the Mission gives any other rewards, such as Resources or Leadership track advancements, the Mutants score 1 additional VP instead. After you complete this step, flip the Mutant Action board over to the other side.

**Barbarian Gate** – You must pay 1 Fuel OR the Mutants gain 3 VP.

**Hope Island** – You must select and flip one of your Rubble tokens face up. Mutants score VP equal to the VP value shown on that token (if it shows VP). Leave the face up token in place. You cannot build this particular room during the game.

**Kremlin** – Discard the 2 rightmost Survivor cards from the Survivor row and the Mutants gain 2 VP.

**Museum Row** – You must pay 2 Resources OR you must exhaust 2 of your available Survivor cards (if able).



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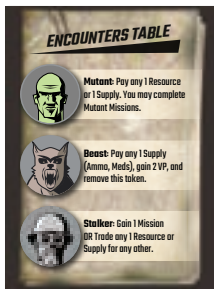
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# ENCOUNTERS EXPANSION

## Additional Components:



Encounters Board



Beast Tokens x 2



Stalker Token



Black Encounters Bag



Bonus Event Cards x 4

## Setup:

3–4 Players: Place 4 Mutant tokens, 2 Beast tokens, and 1 Stalker token into the black Encounters bag.

1–2 Players: Place 6 Mutant tokens, 2 Beast tokens, and 1 Stalker token into the black Encounters bag.

Place the Encounters board near the Main board. Any time you reveal a new Mutant card, draw 2 tokens from the bag and place them into both Zones indicated by the card.

If tokens are different, the current 1st player decides which one is placed into which Zone.

**Bonus Events** are the events that are more adverse in nature. They may be shuffled with the main Event deck to make your games a bit more challenging.

## Gameplay:

In order to place your Survivor into a Zone with a token, you must follow these rules:



**Mutant** – pay 1 Resource or Supply. You may only complete Missions with a Mutant requirement when placing into a Zone with an actual Mutant and not a Beast or Stalker.



**Beast** – pay 1 Critical Supply. Then gain 2 Victory Points and remove the Beast token, placing it near the Main board.



**Stalker** – you may choose to either plan a new available Mission OR trade any one Resource or Supply for any other Resource or Supply.

## Upkeep:

At the end of each round, take all the Mutant, Beast, and Stalker tokens from the Map and place them next to the Main board. If you ever need to pull a token from the Encounters Bag and there are none remaining, place all the discarded tokens into the bag and continue drawing.

## Solo Rules:

The Beast and Stalker tokens trigger **Mutant Actions** as if they were **Mutant** tokens. Additionally, at the start of each Upkeep, if there are any **Beasts** still present on the Main board, the **Mutant Faction** gains 4 VP for each Beast present.

# Icon Reference



Hero Survivor



Laborer Survivor



Ranger



Builder



Scholar

Specialist Survivors



Mutant Token



Immediate Victory Points



End Game Victory Points



Draw a Token



Retire a Survivor



Rescue a Survivor



Build Action



Museum Row



Kremlin



Barbarian Gate

District Icons



Revolution Square



Arbat



Hope Island



Metro



Harbor

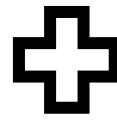


Compound

Access Icons

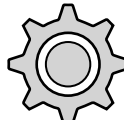


Ammo



Meds

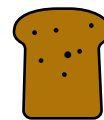
Critical Supplies



Parts



Fuel



Food

Resources



Any Resource (Food, Fuel, or Parts)



Plan a Mission



Completed Mission



Survivor card



Access Restricted to Level 3 Compounds



Advance 1 Space on the Indicated Leadership Track



Advance 1 Space on a Leadership Track of your choice