

FALLEN LAND

A POST-APOCALYPTIC BOARD GAME QUICK START



QUICK START

This book is a quick guide to the Fallen Land. If questions arise, consult the rulebook for more in-depth explanations and examples.

NUMBER OF PLAYERS

Fallen Land plays 1-6 players at approximately 1 hour per player

HOW TO WIN

A player wins the game by achieving either **20 Prestige** (Orange track on the map) or **80 Town Health** (Green track on the map) at the end of a **Phase**. In the event of tie, use the secondary Victory Condition where 1 Prestige equals 4 Town Health, followed by the player with the most Resources.



A Short Game is played to **10 Prestige** or **50 Town Health**. This format reduces play time to less than 30 minutes per player. When the Short Game ends the group may opt to continue playing until the normal game victory conditional are met.

GAME SETUP

1. Set up the Play area (see Common Play Area diagram):

- Lay out the game map.
- Set out the chip trays.
- Shuffle each deck of cards.
- Flip the top card of each deck to start their discard piles.

2. Place Mission Chips:

Roll 2d10 for a numbered hex  on the map and place a numbered Mission chip  on that hex. Repeat this process for all 7 Mission chips. Re-roll duplicates.

3. Assign Factions:

Roll 1d12 and take the Town Play Mat with the matching number on it. Re-roll duplicates.

4. Give each player:

- Faction chips 
- Party Marker 
- Starting Town Technology chips 
- Cards gained from **Faction Perks** (these cards have a gray border)
- 10 Salvage Coins**


5. Place your Factions on the Map:

- Put a Faction chip and Party Marker on your **Starting Town Location**.
- Put a Faction chip on the 30 of Town Health Victory Track.
- Put a Faction chip on the 0 of the Prestige Victory Track.


6. Deal Cards to each player:

- 6 **Character** cards
- 10 **Spoils** cards
- 3 **Action** cards

7. Set up each Party (see Town Play Mat diagram):

- Attach 5 Characters to the numbered **Character Crowns** at the bottom of your Town Play Mat.
- Place the sixth Character face down in your **Town Roster**.
- Equip Spoils cards to your Party Characters without exceeding their **Carrying Capacity**.
- Add up  modifiers on Town Technologies and cards equipped to your Party. Place a clip to mark that number on the Movement Bonus Track of the Town Play Mat.

8. Determine First Player:

- Place the **Turn Marker** chip  on the 1 **Town Health** Track.
- Roll 1d10 to determine the **First Player**. Lowest roll wins and ties are re-rolled.
- The **First Player** takes the **First Player Sheet**.



TOWN PLAY MAT

The Town Play Mat is your Town and Party. See the **Town Play Mat Diagram**.

Faction Perks:

Unique Faction skills and assets.

Starting Town Technologies:



Start the game with 2 Town Technologies. These TTs cannot be destroyed, stolen or sold.

Character Crowns (CC):



Across the bottom of each Town Play Mat are 5 triangles. Each Character card in the Party is attached to a CC. The color of each CC triangle matches and indicates the color of the d10 used to roll Skill Checks and Psychological Status Checks for that Character.

Auction House: On the left side of the Town Play Mat, place Spoils cards that are not equipped to the Party. These cards are stored face up. These Spoils cards may only be equipped to your Party when it passes through your Starting Town Location.

Town Roster: On the right side of the Town Play Mat, place unused Character cards face down. You may only add Characters from your Town Roster to your Party when it passes through your Town.

Resource Marker Track: Mark the number of Resources owned by the Faction with a clip on this track. The track shows the Town Health and Salvage Coins produced during the Resource Production Sub-Phase.

Movement Bonus Track: Mark the total movement bonuses with a clip. If the Movement bonuses exceeds eight, place a second clip on the track.

TOWN TECHNOLOGY



Town Technologies (TTs) provide bonuses to your Town or Party, granting extra successes for Skill Checks or extra cards during the Deal Sub-Phase.

A maximum of seven TTs may be owned.

Once per turn during the **Financial Sub-Phase** each player may purchase a Tier 1 TT (Silver), or upgrade a TT to Tier 2 (Gold). A Faction gains 1 Prestige and 5 Town Health when they attach a Tier 1 TT to their Town. Only 1 of each type of TT may be attached to a Town.

CHARACTER CARD

DANTE SLADE
Heroic Biker

"I used to lead The Highwaymen, but I just wanted to get back out on the open road."

Town Defense chips cost 3 less.
Automatic Succeed **Biker Gang** Encounter cards.

Two wheeled vehicle: +1 +6

7 5

5 6 5 8 6 5 14

Each Character has six **Base Skills**, a Health Stat, a Psychological Stat, a Special Ability, and a Link.

New Characters may replace Characters in the Party. Character cards received from Town Events or Characters that are swapped out of your Party are placed in the Town Roster. Character cards can never be sold or traded among players.

Character Links: Specifies a Spoils category or Spoils card. The **Link Bonus** is applied when a Spoils card of this type is equipped. Multiple Spoils cards of the same type do not grant extra bonuses unless the Link specifically states the bonus is Cumulative.

Health Stat: The total amount of damage the character can take before being killed and discarded.

Psychological Stat (Psych): Indicates a Character's mental strength. Roll 1d10 for a Psych Check on Encounter cards with a Psych symbol. If the roll is greater than the Psych Stat, that Character takes 1 point of Psych damage. Any Character with 3 or more Psych Damage may not unequip Spoils cards. During the Effects Phase, discard any Characters with 3 or more Psych Damage along with their equipment.

Carrying Capacity: The max amount of **Carrying Cost** from equipped Spoils cards. Any Spoils cards that exceed **Carrying Capacity** can be equipped to another Party Character or put in the Auction House.

THE SIX BASE SKILLS

The **Six Base Skills** are located along the bottom of the Character card.

Combat	Mechanical
Survival	Technical
Diplomacy	Medical

Omega Symbol: Represents all Six Base Skills.

SPOILS CARD

MELEE WEAPON

On **Rad Zombies** Encounter cards, this Character gains 1 additional Combat Success.

INDUSTRIAL CHAINSAW

4 2 2 5

Spoils cards add their Base Skill modifiers and abilities to a Character or Vehicle. Equip Spoils cards by tucking them under the equipped card and lining up the Base Skills.

Spoils cards can be reassigned at any time except during Encounters, Missions, PVP, or while an Action card is being played.

Spoils cards received during the Town Business phase go into the Auction House. **Ally** and **Jinxed** cards are immediately equipped to the Party and **Event** cards are played when drawn.

Spoils Category: The classification(s) of a card. Used for Character links.

Salvage Coin Value: Amount the card can be sold to the Bank for. "NA" values cannot be sold.

Carrying Cost: The weight of the Spoils card when equipped.

Vehicle: These Spoils cards participate in Party Skill Checks using the Black d10. Only 1 Vehicle may be equipped to a Party.

Party Equipment: Equipped to entire Party or to none. If a Character can't equip it place it in the Auction House.

Stowable: May be equipped to either Vehicles or Characters.

First Strike: Grants a surprise attack before the first Round of PVP.

Psych Bonus: Increases the **Psychological Status** by 1 of the Character carrying this Spoils item.

Armor: Reduces Physical and Infected Wounds Damage by 1 to equipped Character.

Movement Bonus: When equipped to the Party, adjust the Bonus Movement Track.

Vehicle Equipment: These cards may only be attached to Vehicles.

Permanent Equipment: Permanently attach to another Spoils card equipped.

Jinxed: Automatically equipped when drawn. Cannot be unequipped, sold, or traded.

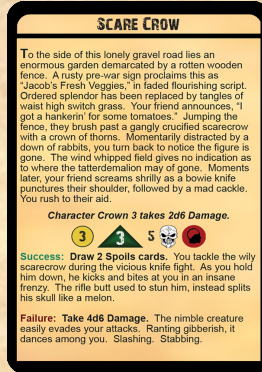
ACTION CARD



Each player has a hand of Action cards that can help them or hinder others.

- Players discard down to 7 cards at the end of each Phase.
- The first sentence states when the card may be played. If it is played during the wrong phase discard it.
- Red Dot ● cards target another player. Remove Red Dot cards during solo play.
- Some cards attach themselves to other cards. When a card with an attachment is discarded the attracted card is also discarded.

ENCOUNTER CARD

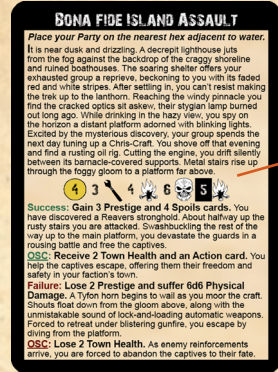


There are three different types of Encounter decks: **Plains, Mountains, and City/Rad**. Each deck matches a type of terrain found on the map. A player draws from an Encounter deck based on the terrain of the hex their Party is on.

When an Encounter is drawn.

- Read the Title, Category, Main Text, and Directions out loud.
- Receive the Salvage Coins (#)
- **Fight or Flight:** If there is a Combat Skill check you may attempt to discard this Encounter before attempting the Skill Checks. Roll 1d6 and add your **Movement Bonus**. Compare the result to the highest Combat Skill Check on the card. If the result is greater than the Combat Skill Check, the Encounter is discarded and the Party moves 1 hex away. If the roll is equal to or less than the Combat Skill Check, skip straight to the Failure portion of the Encounter or Mission card.
- A Character Crown (Crown icon) on the card designates special directions for a specific Character in the Party.
- Perform the Skill Checks. The number before the symbol is the number of **Necessary Successes** a Party or Character must achieve.
- If the Skill Checks are successful read the Success portion. If the Party fails a Skill check read the failure.
- If there is a Psych Check (Psych icon) each Character rolls a d10. If the roll is greater than their Psych Stat, that Character takes 1 Psych Damage.

MISSION CARD



To attempt a Mission perform the Mission Deed on a hex with a Mission chip (M).

After a numbered Mission is attempted, place the Mission chip on a new random location determined by rolling 2d10.

When a Mission card is drawn, follow the card's directions and perform the listed Skill Checks. If the checks are succeeded then the player may attempt the **Optional Skill Check (OSC)** if the Mission card has one listed. The OSC has its own Success and Failure.

Optional Skill Check

TOWN DEFENSE CHIPS

Players may own up to 5 **Town Defense Chips (TDCs)**. TDCs are equipped by placing them on their Starting Town Location under the Faction chip.

During the **Financial Sub-Phase** each player may purchase 1 TDC. The first TDC costs 10 Salvage Coins, and each subsequent TDC costs a cumulative 5 more Salvage Coins.

TDC	Cost
1st	10
2nd	15
3rd	20
4th	25
5th	30

During the Resource Deed when a Party attempts to claim an Owned Resource, the Faction that owned the Resource inflicts 1 Physical Damage to each Party Character for each TDC on the owner's Starting Town Location. This Damage ignores **Armor**. TDCs have no effect when a Resource is claimed with an Action card or by other means.

Once per Turn, when a Party ends their movement on a Starting Town Location, the owner of that Town may inflict 1 Physical Damage per TDC to each Character in that Party, ignoring Armor.

TDCs may be discarded at any time to prevent a loss of 1 Town Health to their Faction.

NPCM (NON-PLAYER CHARACTER MERCENARY)



NPCM are Action cards that are hired to perform an assignment or task. During the **Hire Sub-Phase** pay the listed Hire cost (20) and select an assignment.

Place the matching NPCM chip on your **Starting Town Location**.

During the **NPCM Sub-Phase**, the NPCM moves to their assignment and attempts to complete it. NPCMs are discarded when their assignment is completed. NPCMs can never attack other NPCMs.

NPCM First Strike: Deal first strike damage without requiring a Skill Check.

NPCM Movement: A fixed number of hexes the NPCM may move. Each hex cost 1 Movement.

Omega Symbol: The **Total Skill** for each of their **Six Base Skills**.

40 NPCMs Maximum Health: All damage types are treated as Physical Damage for NPCMs. NPCMs do not take damage from Radiation hexes.

WORLD CARDS

World Encounters are marked with **WORLD CARD** at the top. These may affect multiple players, or may create a **Point of Interest**. A **Point of Interest** cost 1 Week to activate.

MAP



Starting Town Locations

Movement Cost: 1

Encounter type: None

These are Faction Towns. Player Factions have a **Faction chip** on their Starting Town Location. **Neutral Factions** remain bare.



Resource Locations:

Movement Cost: 1

Encounter type: Plains, Mountains, or City/Rad



Random Locations:

There are 100 numbered hexes. A Random Location is determined by rolling 2d10.



Plains Hexes:

Movement Cost: 1

Encounter type: Plains



Mountain Hexes:

Movement Cost: 2

Encounter type: Mountains



City Hexes:

Movement Cost: 3

Encounter type: City/Rad

If a Party attempts a City/Rad Encounter, they receive a free Spoils or Action card. Spoils cards may be immediately equipped to the Party.



Radiation Hex:

Movement Cost: 3

Encounter type: City/Rad

If a Party ends their movement on a Radiation hex each Character sustains 1 **Radiation Damage**. ☠️

If a Party attempts a City/Rad Encounter, they receive a free Spoils or Action card. Spoils cards may be immediately equipped to the Party.



Multiple Terrain Hexes:

Many hexes contain more than one terrain. A hex's Movement Cost is equal to the highest

Movement Cost of the terrains on the hex. Choose an Encounter card to draw based on the available terrains on the hex.

A Radiation hex causes 1 Radiation Damage to each Character in a Party that ends their movement in that hex.



Water Hexes and Terrain:

These hexes are impassable, unless the hex has a **Mission** or **Point of Interest** chip.

SKILL CHECKS

A Skill Check is a challenge to one or more **Base Skills**. The Skill Checks are performed left to right as listed. The number next to the Base Skill represents the **Necessary Successes**. Roll d10s to determine the number of Successes achieved. If the number of Successes equals or exceeds the Necessary Successes then the check is a Success. If it is less then it is a Failure.

Necessary Successes — 4 — Base Skill

1) **Base Skills:** Match the Skill Symbol of the Base Skill Check with the Character's skill.

2) **Find the Target Number:** Find the Character's **Total Skill** by adding the Character's Skill and Equipment Skill bonuses.

Total Skill Less Than 10

The **Total Skill** is the **Target Number**.

Total Skill Greater Than 10

Gain an automatic Success for each increment of 10 (at 20 gain two Successes, at 30 gain three Successes, etc.). The remainder becomes the **Target Number**.

A Total Skill of exactly 10 is functionally the same as having a 9 in that Skill, a 20 is the same as a 19, 30 is the same as 29, and so on.

Total Skill is a 0

If the Total Skill is 0 don't roll a d10.

8	Base Skill
5	Skill bonus
13	Total Skill
1	Automatic Success
3	Target Number

3) **Roll a d10 die**

- If the roll is less than or equal to the **Target Number** gain a Success.
- Rolling a "1" is a Success and may be re-rolled for a chance at another Success. Additional "1"s may be re-rolled repeatedly, gaining additional Successes until something other than a "1" is rolled.
- "10" is a Failure and negates ALL Successes granted by this Character/ Vehicle for this Skill Check.

PARTY SKILL CHECK

This is the default Skill Check. All Party Characters add their Successes together towards the number of **Necessary Successes**. All d10 dice are simultaneously rolled for each member of the Party, and the Successes are totaled starting with the Character Crown (CC) 1 ▲ and proceeding left to right and ending with the Vehicle CC ▼.

Successes gained by Vehicles and granted by Town Technologies are used for this Skill Check.

SOLO SKILL CHECK



This Skill Check is performed by a single Character, determined by the Character Crown ▲ in the card's directions. If the Character Crown has a question mark ▲? roll a d6 to determine a random Character.

Vehicles and Town Technologies are not used in this Skill Check. There is no Fight or Flight option.

INDIVIDUAL SKILL CHECK



This Skill Check is attempted by each Party Character separately. The outcome is applied to each Character individually.

The d10 dice are rolled for each member of the Party simultaneously and outcomes are determined in Character Crown order.

Vehicles and Town Technologies are not used for this Skill Check. There is no Fight or Flight option.

If at least one Character Succeeds, the Encounter is considered a Success.

MELEE WEAPONS ONLY SKILL CHECK



Spoils cards with the **Ranged Weapon** type do not grant their Skill Bonus or abilities for this Skill Check.

MULTIPLE PARTY SKILL CHECK



A card will dictate when multiple parties are making this type of Skill Check. The Skill Check will be attempted when the last Party arrives at the location. Participating Parties on this hex may not PVP, Steal, or play Red Dot cards on each other while on the hex together. This protection ends after the card is completed and either party leaves the hex.

ORDER OF PLAY

The First Player announces each Phase and goes first. The Turn passes clockwise. Victory Conditions are checked at the end of each Phase.

I EFFECTS PHASE

A. Resolve: In the following order:

1. World Encounter cards and other card effects.
2. Each Character with an Infected Wounds Damage  receives another Infected Wounds chip.
3. Each Character with 3 Psych  Damage chips is discarded along with their equipment.

II TOWN BUSINESS PHASE

A. Deal:

- Each player is dealt 1 Action card.
- If the Town Events deck is being used, draw a Town Events card.
- Deal any Spoils or Action cards awarded by Town Technologies (TTs). Place Spoil cards received in the Auction House. **Ally** Spoils cards are equipped to the Party. **Event** Spoils card are played.

B. Resource Production:

Each player receives Town Health and Salvage Coins  according to the number of Resources they own.


C. Financial Phase:

Auction House:

Players may sell Spoils cards in their Auction house to other players for any amount. Spoils cards purchased are transferred to the buyer's Auction House.

Sell:

Sell items to the Bank:


- Spoils and Action cards: 
- Town Technologies : 25
- Town Defense Chips: 10.

Purchase:

Buy one Tier 1 TT (for 30 or 40 as listed) or upgrade an existing TT to a Tier 2.

Purchase one **Town Defense Chip** for the listed cost.

Hire:




Pay the NPCM's hire cost  and declare their assignment.

III PARTY EXPLOITS PHASE



A. NPCMS: Move NPCMs toward their objective and resolve their assignments.

B. Party Exploits: Each player spends **four weeks** on the following **Deeds:**


~ Movement Deed ~ Cost: 1 week

- Roll 1d6 and add your **Movement Bonus**.
- Move your Party accounting for the terrain **Movement Cost**. (See Chart)
- If the Party ends their movement on a  Rad hex each Character in the Party takes 1 Radiation Damage,  ignoring Armor. 


1 Movement
 Plains
 Resource
 Starting Town Location
2 Movement
 Mountain
3 Movement
 City
 Radiation



The Party's next Deed must be an **Encounter**, **PVP**, or **Mission**, even if their next Deed is the following month. A Party on a **Starting Town Location**  or **Water**  hex may perform another Movement Deed after this one.

~ Encounter Deed: ~ Cost: 1 week


Draw an Encounter card from the appropriate deck or activate a Point of Interest  location. If your Party is on a **City** or **Rad hex** and draws **City/Rad Encounter**, you may draw a **Spoils** or **Action card** before attempting it. You may immediately equip **Spoils** cards.

~ PVP Deed ~ Cost: 1 week


Engage another Party or NPCM on your hex in PVP. The opposing Party receives a 1 Week Penalty Chip. 

1. Deal your First Strike  damage.
2. Fight or Flight.
3. Each Party rolls a Combat  Skill Check.
4. Repeat Steps 2 - 4.
5. The winner gains Prestige and the loser loses Prestige.
6. Loot Spoils cards if appropriate.




~ Resource Deed ~ Cost: 2 weeks

A Party on a Resource hex  may attempt to claim or destroy it.

Neutral:

 Draw a card from any Encounter deck and successfully complete it to claim the Resource. Encounter cards with no Skill Checks count as a Success.

Owned:




 If the Resource is owned by another Faction, no Encounter card is drawn. The owner's **Town Defense Chips**  each deal 1 damage to every Party Character. This damage ignores Armor. 

When you claim a Resource:

- Place your Faction chip on the hex.
- Gain **1 Prestige**.
- Move your **Resource Track Marker** up 1 space.
- If it was owned by another player, they move their **Prestige** and **Resource Track Marker** down 1.

Destroying a Resource costs you **2 Prestige** and the Owner also loses an additional **Prestige**.


~ Healing Deed: ~ Cost: 2 weeks

Perform a **Party Medical Skill Check** and remove 1d6 Physical Damage  for each Success. If the Party is healing in a Starting Town Location, they may remove 1 additional point of damage per Character and heal **Radiation**  or **Infected Wounds**  damage.

Neutral Town: Pay 5 Salvage Coins to perform this Deed.

Player Town: The Town owner must consent and sets their price to allow you to heal in their Town.

~ Mission Deed ~ Cost: 3 weeks

A Party on a hex with a Mission chip  can draw a Mission card. After completing a Mission, roll 2d10 to move the Mission chip to a new random hex.

IV END TURN PHASE

A. Town Events Phase:

Each player rolls 1d10 and consults the Town Events Chart.


If the Town Events Deck is being used, then resolve those cards instead of rolling on the Town Events chart.

Town Events Chart

Roll 1d10:

- 1) Gain 2 Prestige, 4 Town Health, and an Action, Spoils or Character card.
- 2) Gain 1 Prestige and 2 Town Health.
- 3) Gain 1 Town Health.
- 4-7) No effect.
- 8) Lose 1 Town Health.
- 9) Lose 1 Prestige and 2 Town Health.
- 10) Choose a Resource you own. It reverts to Neutral. All penalties apply.

B. Adjust the Turn Marker

Chip: Move the Turn Marker  up 1.

C. Pass First Player Sheet: The player to your left becomes the First Player.

SAMPLE FIRST TURN

After the game setup, you take the First Player Sheet and announce the Effects Phase.

I EFFECTS PHASE

You play the Action card **Government Transparency**, attaching it to your Town Play Mat. This card reduces your Town Events Chart roll by 1.

II TOWN BUSINESS PHASE

A. Deal:

Deal an Action card to each player.

B. Resource Production:

None of the players have resources.

C. Financial Phase:

Auction House:

You Sell the **Cheap Mountain Bikes** Vehicle Spoils card to another player for 10 Salvage coins. You could sell it to the Bank for 7, but the other player doesn't have a vehicle and is willing to pay a premium.

Sell:

You sell a Spoils card and a few Action cards to the Bank for a total of 20 Salvage Coins.

Purchase:

You have 40 Salvage Coins (10 Salvage Coins from the start of the game + 10 for the card you sold to another player + 20 for the cards you sold to the bank).

Looking at your options, you purchase the Marketplace Town Technology. Next turn during the Deal Phase, you will receive a Spoils card along with the normal Action card. After placing the chip above your Town Play Mat, you move your Town Health up 5 and your Prestige up 1 on their tracks.

NPCM:

Another player pays to hire an NPCM from their hand of Action cards. The merc's assignment is to claim a Resource. You are relieved your opponent didn't give them the assignment to attack you in PVP.

III PARTY EXPLOITS PHASE

A. NPCMS:

The NPCM moves to the target Resource and claims it.

B. Party Exploits:

You have four weeks to spend on deeds. You started on your Starting Town Location and need to move.

Week 1: Movement Deed

You roll 5 on the d6 and add your 4 Movement Bonus, which will be more than enough to move your Party to a nearby Resource.

Week 2 and 3: Resource Deed

You are feeling pretty good about your Party. So you go with a Mountain Encounter and immediately gain the 6 Salvage Coins listed on the card. You succeed at the Combat skill check, but fail on the Mechanical skill check. You read the Failure portion and roll 5d6, taking a total of 15 damage. You distribute the damage among your Party. You failed to claim the Resource.

Week 4: Resource Deed

Not to be dissuaded by failure, you want to try again but only have 1 week left. You take a 1 Week Penalty Chip, which means next month you will only have 3 weeks to spend. but allows you to try again.

You take stock of your previous loss and consider the dubious wisdom of selling those Spoils cards and Action cards. You draw a Plains Encounter and gain 3 Salvage Coins. After reading the story, you perform a Survival Skill Check. This time you Succeed and gain the rewards from the Success portion of the card.

You have successfully claimed the Resource, which increases your Prestige by 1 and moves the marker on your Resource Track up by 1. Next turn during the Resource Deed, you will receive 1 Salvage Coin and 1 Town Health.

IV END TURN PHASE

A. Town Events Phase:


You roll a 3 on the Town Events Chart and subtract 1 thanks to **Government Transparency**, making the total a 2 which yields you 1 Prestige and 2 Town Health.

Finally, you move the Turn Marker Chip 1 space up the track and pass the First Player Sheet to the next player.





PVP RULES

A Party may attack another Party or NPCM by performing the **PVP Deed**. NPCMs cannot attack other NPCMs.

I SELECT THE PVP DEED

A Party may perform the **PVP Deed** if it is on the same hex as an NPCM or another Party. The Defender receives a **1 Week Penalty**  chip.

II FIRST STRIKE

Attacking Characters with the First Strike  ability roll a Combat  Skill Check. Each Success grants 1d6 damage, ignoring Armor . An NPCM's First Strike  simply deals the listed damage with no Skill Check.

III FIGHT OR FLIGHT

The Attacker declares **Fight** or **Flight**, followed by the Defender. NPCMs can't declare Flight. If neither player chooses flight, move to **Step IV**.

Both Players Choose Flight:

PVP is over. The Defending player moves 1 hex away.


One Player Chooses Flight:

Both players roll 1d6 and add their Movement Bonus .

Flight Party wins:

PVP ends. The Fleeing Party moves 1 hex away for each Movement point greater than the other Party.






Fight Party wins:

Fleeing Party takes 1d6 damage  for each Movement point less than the other Party.

Tie:

Both parties add a d6 to their total.

IV COMBAT SKILL CHECKS

- Both players roll a Party Combat  Skill Check.
- The Party with the most Successes deals 1d6 damage  for each success greater than their opponent.
- The opponent reduces their damage by 1 for each equipped Armor .
- On a tie, each Character takes 1 damage,  ignoring Armor .
- Each player sets aside the Spoils cards from dead Characters.

V REPEAT STEPS III AND IV

Repeat until one Party is eliminated.



PVP OUTCOME

Both Parties Escape:

Both players redistribute Spoils cards from their dead Characters to the remaining Characters in their Party. Excess Spoils cards go to their Auction House. No Prestige is lost.

One Party Escapes:

The victorious Party gains 1 Prestige. The fleeing Party loses 1 Prestige. Any Spoils cards from dead Characters are shuffled to create a Loot Deck.

One Party is Eliminated:

The victorious Party gains 2 Prestige. The eliminated Party loses 2 Prestige. Spoils cards from dead Characters and Vehicles are shuffled to create a Loot Deck.

Both Parties are Eliminated:

No Prestige is lost. Discard all Spoils cards from dead Characters.

LOOT DECK




Set aside any Permanent Attachment Spoils cards and note the card they were attached to. Shuffle the remaining Spoils cards into the Loot Deck.

The Victor is dealt a card from the Loot Deck for each opposing Character killed plus 1. Spoils cards drawn that had a Permanent Attachment gain them as well. Discard remaining Spoils cards.

NOTES ON NPCMS

- All four damage types reduce an NPCM's Health Stat.
- When an NPCM is victorious, the hiring player gains Prestige but receives no cards from the Loot Deck.
- Defeated NPCMs yield 1 Prestige and 5 Salvage Coins to the Victor. The hiring player does not lose Prestige.
- After an NPCM attacks a Party they are discarded at the end of PVP.


SOLO PVP

1. No Flight is possible.
 2. Apply the Attacker's First Strike  damage.
 3. Both players roll a Combat Skill  Check that excludes Town Technology bonuses.
 4. The player with the most Combat Successes deals 1d6 damage for each Success greater than their opponent's total Successes.
 5. The opponent reduces 1 point of damage for each Armor . On a tie each Character takes 1 damage, which ignores armor.
 6. Repeat step 3 through 6.
- The outcome is determined by the card that initiated the Solo PVP.

REPLACING DEAD CHARACTERS

Characters may be rotated into a Party from the Town Roster when their Party is in or passes through their Town.

PARTY DEATH

A Party is eliminated when there are no Characters attached to Character Crowns on their Town Play Mat. Their **Party Exploits Phase** ends and they discard all Week Penalty Chips . A new Party is formed during their next **Effects Phase**. They first equip Characters from their Town Roster, then draw new Character cards for the remaining empty Character Crowns. Each Character card drawn from the deck costs 1 Prestige or 4 Town Health apiece. Once all five Character Crowns are filled, the player draws 10 Spoils cards to equip to their new Party.