

FALLEN LAND

A POST-APOCALYPTIC BOARD GAME



A JOURNEY INTO DARKNESS
EXPANSION



A Game by
Jon Lonngren
& Sean Cahill

TABLE OF CONTENTS

Welcome.....	1
What's In The Box.....	1
New Terminology.....	2
Sixth Player Rules Epic Game.....	2
Solo Variant I.....	4
Solo Variant II.....	6
Optional and Advanced Rules For 2-6 Players.....	10
Credits.....	10
Variant II Order of Play & Opposing Faction Town Events Chart	12

WELCOME

Thank you for purchasing **A Journey Into Darkness**, the first expansion for the massive world of **Fallen Land: A Post-Apocalyptic Board Game!** The core set is required to play this expansion. This rule booklet features new rules, including adding a 6th player to create an Epic Game, rules for two Solo Variants and Optional and Advanced Rules.

WHAT'S IN THE BOX

A Journey Into Darkness is designed to enhance the player experience, by adding cards to each of the seven decks: Character, Spoils, Action, 3 Encounter decks, and Missions. It also includes a second set of six d10 Skill Dice, to expedite player Turns, multiple player interactions and PVP. The extra d6 dice will help players roll movement and determine damage. This box includes:

- ~Rule Booklet
- ~20 Spoils cards
- ~20 Action cards
- ~48 Encounter cards
 - 16 Plains Encounters
 - 16 Mountain Encounters
 - 16 City/Rad Encounters
- ~15 Mission cards
- ~4 Character cards
- ~1 Turn Order card
- ~6 Colored d10 Skill dice (10 sided)
- ~2 Black d6 dice (6 sided)



Copyright © 2006-2016 Fallen Dominion Studios, LLC, all rights reserved. Fallen Land: A Post-Apocalyptic Board Game and A Journey Into Darkness are Trademarks of Fallen Dominion Studios, LLC. Fallen Dominion Studios, LLC is located at 3 Partridge Ct, Iowa City, Iowa 52246 USA (319)-400-5763. No portion of this game may be copied or reproduced without express written consent from its publisher or copyright holders.

NEW TERMINOLOGY

A Journey Into Darkness introduces the new terminology to the game listed below:

Core Rules: The rules contained in the *Fallen Land: A Post-Apocalyptic Board Game's Rule Book*.

Core Set: The Kickstarter and Retail Versions of *Fallen Land: A Post-Apocalyptic Board Game*.

Epic Game: The name for a six player game of *Fallen Land*.

Solo Variant: Single player versions of *Fallen Land: A Post-Apocalyptic Board Game*. Each Variant has a Roman Numeral (I, II, III...) and rules that modify the Core Rules for that variant.

Red Dot: A symbol found to the right of a cards title on Action, Encounter and Mission cards. These cards require multiple players. For **Solo Variant I**, players remove these cards from the game. For **Solo Variant II**, a Red Dot Action deck is created. *This is covered in depth, on pg 6.*

Opposing Town Events Chart

(OFTEC): The chart in Solo Variant II for the Opposing Faction's agenda each Turn, by rolling 1d10.

Secondary Effect (SE): Found on the Opposing Factions Town Event Chart, these challenges and obstacles must be endured or overcome to achieve victory in Solo Variant II. They are either listed and/or determined by a d6 die roll.

SIXTH PLAYER RULES EPIC GAME PLAY

A six player game of *Fallen Land* is called an **Epic Game**. Adding the sixth player enhances the cutthroat and competitive nature of *Fallen Land: A Post-Apocalyptic Board Game*. The more players, the more fierce the competition. An example of this is that the fifteen **Resource Locations** on the map often become heavily contested by players. The rules below have been modified for Epic Game play:

Players Action card hand limit is increased to 8 cards.

The Bank has one less of each type of **Town Technology (TT)** available for sale than the number of players. Once a type of the TT runs out, it is no longer available for purchase, unless one is returned to the Bank. All other rules apply. Review pg 9 Core Rule Book.

When Town Defense (TD) chips run out, they are no longer available for purchase, unless one is returned to the Bank. All other TD rules apply. Review pg 8 of the Core Rule Book.

The Set up for a 6 player Epic Game is slightly different than the Core Rule Book. Please use the modified setup found on the next page.



Epic Game Play Set Up

1.) Set up the game to match the **Common Play Area** diagram found on pg 6 of the Core Rule Book. Lay out the game map, shuffle each deck of cards and organize the chips.

2.) Roll 2d10 (1-100) to place each of the seven Missions Locations on the map. Each roll is matched to its numbered hex and a chip is placed there.

3.) Determine player Factions by rolling 1d10 and referring to the chart at the bottom of the game map. Re-roll all duplicates.

4.) Each player receives their Faction chips, Party Marker, Starting Town Technology chips and any other items from their **Faction Perks**.

5.) Each player places one of their Faction chips on their **Starting Town Location** and their Party marker on top of it. All remaining Factions are **Neutral Factions**. Each player places a Faction chip on both the 30 Town Health and 1 Prestige Victory Tracks labeled "Begin."

6.) Deal 7 Character cards, 11 Spoils cards and 4 Action cards to each player. Players then receive 15 Salvage Coins.

7.) Set up and equip your Town Play Mats, referring to the **Suggested Play Area Diagram** on page 6 of the Core Rule Book. At the bottom of each Play Mat, players attach 5 Characters to their numbered **Character Crowns**. The sixth and seventh Characters are placed face down in their **Town Roster**. Taking note of your Character's **Carrying Capacity**, assign

Spoils cards to them. Equip chips and other items to your town. If necessary, adjust Prestige and Town Health.

8.) Place the Turn Marker chip at 1/1 on the bottom left of the map. When all players are ready, roll 1d10 to determine the **First Player**. Lowest roll wins and ties are re-rolled. Begin the game.

SOLO VARIANT OVERVIEW

Two Solo Variants are included with **A Journey Into Darkness**. Aside from the rule changes below, **Victory Conditions** and the rules remain the same. Each Solo Variant highlights different aspects and adds unique elements. New Solo Variants will be included with future expansions.

The modified rules below apply to both solo variants:

The First Player: The player functions as the **First Player**; always going first.

Perks: Located on each Town Play Mats, some of these require another Faction. *For example, "Cattle Drivers: Each Town Business Phase chose another Faction. You each receive 3 Salvage Coins."* The player's Faction still receives their Salvage Coins. Other Perks specifically target or require another faction. In this case, they are ignored altogether.

Auction House Sub-Phase: Instead of bartering and trading with other players, draw three Spoils cards from the Spoils deck and place them face

up. The player may purchase two of them from the Bank at their listed Salvage Coin value. Unpurchased cards are then placed in the discard pile.

Character and Spoils Card Special

Abilities: Most function normally. Those that do not can affect another Party or Faction if ALL other conditions on the card are met. Use common sense. Here are a few examples:

“Once per Turn, during the Resource Production Sub-Phase, steal 2 Salvage Coins from another player.” In this example, the Bank pays the player.

“Once per Turn if within 2 hexes of a Party or player’s Starting Town, Almah may steal 1 Spoils card.” Here, the player can target any Neutral Faction or Opposing Faction’s town or a Party, in PVP (but only in Solo Variant II).

“Once per game, ignore an Action card played on you, including NPCs. Place that card into your hand.” Here the player would receive a new Action card drawn from the Action deck, but discard the Red Dot Action card.

“Once per game during the Town Business Phase, look at each players’ hand of Action cards. Keep 1 and return the rest.” Here, the player would receive 1 Action card per Opposing

Faction from the Action deck, not the Red Dot Action deck.

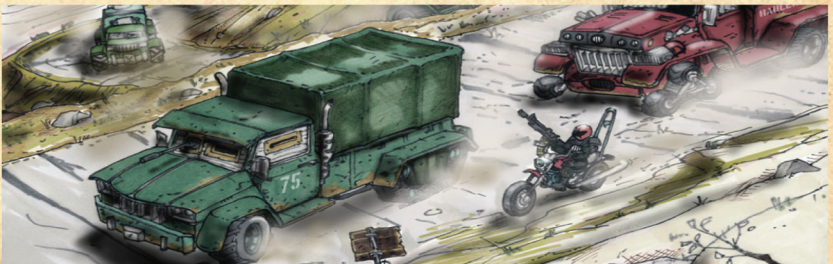
“Once per Turn, if within 1 hex of an opponent’s town, you may select a Character from their Town Roster and place it into yours.” Here, the player would instead draw 1 card from the Character deck.

Event Cards: Found in the Spoils deck, these cards are received in the initial set up and the player receives the bonus. If drawn during the Auction House Sub-Phase, you may purchase them for 5 Salvage Coins to receive its bonus.

Allies: If drawn during the Auction House Sub-Phase, you may pay the hiring cost to equip them.



Like the Core Rules, a player must achieve 20 Prestige or 80 Town Health. Review pg 5 of the Core Rule Book for more information. Record the number of Turns it took you to achieve victory and document whether it was a Town Health or Prestige Victory. Then, attempt to surpass it in fewer Turns next game. The more you play, the tougher this challenge will become.



Solo Variant I Set Up

For Solo Variant I, please ignore the Core Rules Setup found on pg 5 and instead use the modified setup, below.

- 1.) Remove all cards with the **Red Dot** next to their titles from the Action, Encounter and Mission decks. Place them in the box.
- 2.) Set up the game to match the **Common Play Area Diagram**, on page 6 of the **Core Rule Book**. Lay out the game map, shuffle each deck of cards and organize the chips.
- 3.) Roll 2d10 (1-100) to place each of the seven **Missions Location chips** on the map. Each roll is matched to its numbered hex.
- 4.) Select a Faction or roll 1d10 and refer to the chart at the bottom of the game map, which designates each Faction's number.
- 5.) Retrieve your Faction chips, Party Marker, two starting Town Technology chips and all other items from your Faction Perks on your Town Play Mat.
- 6.) Place one of your Faction chips on your Starting Town Location and your Party marker on top of it. All other Factions are **Neutral Factions**. Then place your Faction chip on both the 30 Town Health and 1 Prestige Victory Tracks labeled "Begin."
- 7.) Deal yourself 6 Character cards, 10 Spoils cards and 3 Action cards. Then retrieve 10 Salvage Coins.
- 8.) Set up and equip your Town Play Mat, referring to the **Suggested Play Area Diagram** on page 6 of the **Core Rule Book**. At the bottom of your Play

Mat, attach your five Characters to the numbered Character Crowns. The sixth Character is placed face down in your Town Roster. Taking note of your Character's Carrying Capacity, assign Spoils cards to them. Equip chips and other items to your town. If necessary, adjust your Prestige and Town Health.

- 9.) Place the Turn Marker chip at 1/1 on the bottom left of the map. Begin the game.

ORDER OF PLAY VARIANT I

The **Solo Variant I Order of Play** is similar to the Core Rule Book, with a few exceptions denoted by a red asterix.* *Review pgs 32-37 of the Core Rules for their full explanations.*

I. Effects Phase

A. Resolve.

II. Town Business Phase

A. Deal. Receive 1 Action Card.

B. Resource Production.

C. Auction House.* Draw 3 Spoils cards. You may purchase 2 of them for their Salvage Coin value.

D. Town Events Chart. Roll 1d10.

E. Financial period.

1st. Sell.

2nd. Purchase.

3rd. Hire NPCs.

III. Party Exploits Phase

A. NPCs (move + assignment).

B. Party Exploits (Spend 4 weeks).

~**Movement Deed**, 1 week.

~**Encounter Deed**, 1 week.

~**PVP Deed**, 1 week.

~**Resource Deed**, 2 weeks.

~**Healing Deed**, 2 weeks.

~**Mission Deed**, 3 weeks.

IV. End Turn Phase*

A. Adjust the Turn Marker.

SOLO VARIANT II OVERVIEW

The player chooses the number of Opposing Factions they are playing against, before set up. The **Opposing Faction Town Events Chart (OFTEC)** is covered on pg 8 and the back cover.

Challenge Level For Variant II

- ~1 Faction** = a **standard** challenge. Roll once on The **OFTEC**. There are no Secondary Effect (SE) each Turn.
- ~2 Factions** = a **moderate** challenge. Roll twice on The **OFTEC**. Each Turn, there can be 1 Secondary effect.
- ~3 Factions** = a **difficult** challenge. Roll three times on The **OFTEC**. Each Turn, there can only be up to 2 Secondary Effects.
- ~4 Factions** = The **Ultimate** challenge. Roll three times on The **OFTEC**. Each Turn, there can only be up to 3 Secondary Effects.

Place each of the Opposing Factions' Town Play mats on the table to keep track of their **OFTEC** rolls (and optionally for PVP on pg 9). These Factions cannot use perks.

Victory Conditions Variant II

The player must achieve 20 Prestige or 80 Town Health. *Please review pg 5 of the Core Rule Book for secondary conditions for other information.*

The Red Dot Action Deck

Separate and remove all Red Dot cards from the Action deck and the nine Non-player Mercenary cards (NPCMs). Shuffle them together to create a Red Dot Action deck and place it face down off to the side and create a discard pile.

Solo Variant II Set Up

- 1.) Remove all cards with the **Red Dot** next to their title from the Encounter and Mission decks and place them in the box. Then create the Red Dot Action deck (see its rules above).
- 2.) Set up the game to match the **Common Play Area** Diagram, found on page 6 of the **Core Rule Book**. Lay out the game map, shuffle each deck of cards and organize the chips. Place the **Red Dot** Action Cards off to the side.
- 3.) Roll 2d10 (1-100) to place each of the seven Missions Location chips on the map. Each roll is matched to its numbered hex.
- 4.) Select a Faction or roll 1d10 and refer to the chart at the bottom of the game map, referring to the numbers. Then randomly roll or select your Opposing Factions.
- 5.) Retrieve your Faction chips, Party Marker, two starting Town Technology chips and all other items from your Faction Perks from your Town Play Mat.
- 6.) Place one of your Faction chips on your Starting Town Location and your Party marker on top of it. All other Factions are Neutral Factions. Place your Faction chip on both the 30 Town Health and 1 Prestige Victory Tracks labeled "Begin." Afterwards, retrieve two Faction Marker chips from each Opposing Faction and place them on the "Begin" on both victory tracks.
- 7.) Deal yourself 6 Character cards, 10 Spoils cards and 3 Action cards. Then retrieve 10 Salvage Coins.

8.) Set up and equip your Town Play Mat, referring to the **Suggested Play Area Diagram** on page 6 of the **Core Rule Book**. At the bottom of your Play Mat, attach your five Characters to their numbered Character Crowns. The sixth Character is placed face down in your Town Roster. Taking note of your Character's Carrying Capacity, assign Spoils cards to them. Equip chips and other items to your town. If necessary, adjust Prestige and Town Health.

9.) Place the Turn Marker chip at 1/1 on the bottom left of the map. Begin the game.



ORDER OF PLAY For SOLO Variants II

The **Solo Variant II Order of Play** uses the same **Order of Play** as the **Core Rule Book**, with a few exceptions, denoted by a red asterisk.* *See pgs 32-37 of the Core Rules for their full explanations.*

I. Effects Phase

A. Resolve.

II. Town Business Phase

A. Deal. Receive 1 Action Card.

B. Resource Production.

C. Auction House.* Draw 3 Spoils cards. You may purchase any or all of them for their listed Salvage Coin value.

D. Town Events Chart.* Roll 1d10 for your Faction (standard chart). Then roll 1d10 for each Opposing Factions on the **OFTEC**.

E. Financial period.*

1st. Sell.

2nd. Purchase.

III. Party Exploits Phase

A. NPCMs* (Roll for assignment).

B. Party Exploits (Spend 4 weeks).

~**Movement Deed**, 1 week.

~**Encounter Deed**, 1 week.

~**PVP Deed**, 1 week.

~**Resource Deed**, 2 weeks.

~**Healing Deed**, 2 weeks.

~**Mission Deed**, 3 weeks.

IV. End Turn Phase*

A. Adjust the Turn Marker.

When directed to do so by the **OFTEC**, players draw cards for the Opposing Factions from the Red Dot Action deck. These cards are now in play and are placed face up next to their Town Play Mat. These Red Dot Action cards simulate the other Factions trying to stop your Faction from rising to primacy. Red Dot Action

cards take effect, in the Phase or Sub-Phase it lists or immediately if it states "Play at any time."

During the **Town Business Phase**, the player first rolls 1d10 on the standard **Town Events Chart** in the **Core Rules** (pg 32) and applies its effects. Then the player rolls a 1d10 for each opposing Faction on the **Opposing Faction Town Events Chart** (below). The number of **Secondary Effects (SEs)** are governed by the level of challenge chosen on pg 6.

NPCMs drawn from **Secondary Effects** come into play before the player takes their **Party Exploits Phase**. That Faction does not pay their hiring cost. Like the **Core Rules**, NPCMs originate in that Faction's **Starting Town Location**. See pg 28 for rules on NPCMs. There are three classes in red under their name.

Bounty Hunters: Always move towards your Party and attack.

Raiders: Assignment is rolled for randomly with a 1d6: On a "1-3", they will move toward the player's nearest **Resource** and claim it when they arrive. On a "4-6", they will move toward your **Starting Town Location** and deal the listed damage.

Assassins and Hitman: Attack a random Party Character by rolling 1d6. A "6" and empty Character Crowns are re-rolled.



Opposing Faction Town Events Chart (OFTEC)

- 1.) This Faction loses their roll next Town Events roll. No SE.
- 2.) + 1 Town Health. No SE.
- 3.) +2 Town Health and +1 Prestige. No SE.
- 4.) +4 Town Health and +2 Prestige. ... SE: Lose 1d6 Salvage Coins.
- 5.) +4 Town Health and +2 Prestige. SE: Draw and play 1 card from the Red Dot Action deck.*
- 6.) +4 Town Health and +2 Prestige. SE: Draw and play 1 card from the Red Dot Action deck.*
- 7.) +5 Town Health and +3 Prestige. SE: Draw and play 2 cards from the Red Dot Action deck.*
- 8.) +6 Town Health and +3 Prestige. SE: Roll 1d6. A "1" ignores this loss and effects. On a "2-3," you choose an Owned Resource to lose. On a "4-6," Lose the Owned Resource that is farthest from your Party. If tied, you choose. If you own no Resources, lose 4 Town Health and 1 Prestige instead.
- 9.) +7 Town Health and +4 Prestige. SE: Roll 1d6. On a "1-2," Nothing happens. On a "3-4," discard a random Character from your Town Roster. On a "5-6," discard the most expensive Spoils card in your Auction House.
- 10.) +8 Town Health and +5 Prestige. SE: Roll 1d6. On a "1" Nothing happens. On a "2-3," you lose the last Town Technology you equipped and all effects apply (pg 7 Core Rule Book). On a "4-6," PVP. See page 9 to create an opponent.

Solo Variant II PVP Options

PVP occurs when a “10” is rolled on the **Opposing Factions Town Event Chart** and the Secondary Effect rolled is a “4-6.” Only 1 PVP Party or NPCM can be in play at a time. If another opposing Party is already in play, ignore this effect and discard 1d10 Salvage Coins instead. If you have none, you lose 2 Prestige. The Ultimate Challenge (versus 4 Factions), is the exception to this rule and allows 2 PVP Parties or NPCMs in play. The 1st one rolled goes first.

Below are two different options for players for PVP. Option 1 is easier and Option 2 is advanced, time consuming and poses a greater challenge. See *pg 38 of the Core Rule Book for the PVP rules and Order Of Play.*

Option 1: Draw a Bounty Hunter NPCM or Assassin NPCM.

Draw the first NPCM Bounty Hunter, Assassin or Hitman card, discarding all others. Reshuffle if necessary. That NPCM enters play at the player's Party location and utilizes their First Strike. *For Solo Combat PVP review pg “Y.”*

Option 2: Create a PVP Party.

Follow the steps below to create a PVP Party:

1st: Match the Town Faction Chip up with that Factions Town Play Mat.

2nd: Draw and attach 5 Characters to it. Then Draw 12 Spoils cards +1 for every 10 Town Health that Faction has, rounded down. *For example, an opposing Faction with 53 Town Health, draw/assign 17 Spoils cards (12+5).*

3rd: Check for proper Carrying Capacity and equip all linked items to the proper Characters.

4th: The PVP Party always attacks and will utilize First Strikes they have available, in addition to any/all other special attacks. Special equipment attacks (like the Rocket launcher that destroys a vehicle before combat), other attacks and special abilities to best benefit their Party. *Review pg 38 for more details on PVP.*

OPTIONAL AND ADVANCED RULES FOR 2-6 PLAYERS

A Harsh Reality

There is one less of each type of Town Technology (TT) than the number of players. Organize the TTs before handing out each Faction's Starting TTs, displayed on Town Play Mats. Tier 2 (Gold) TTs only count as one, not two. *For example, if there are four players, then there would only be three Garrison TTs to start the game. But since one player had that starting TT on their Town Play Mat to begin the game, then there would only be two available for purchase from the Bank.* Because there are fewer Town Technologies, the First Player has an even greater advantage of buying Town Upgrades during the Purchase Sub-Phase. Thus, every player will not have the opportunity to buy all of the Town Technologies (TTs) and may have to acquire them through other means. Destroyed TTs are returned to the Bank and may be purchased again.

Modifier 1: Tier 2 Town Technologies count as 2 for purposes of the bank. For example, if there are three available for purchase and a player upgraded his Tier 1 Garrison to a Tier 2, there would only be one left.

Modifier 2: Players begin the game with 5 Characters, 8 Spoils and 2 Action cards. Veterans players recommended.

Project God's Hammer

During each Effects Phase, a nuke detonates at a random number location, by rolling 2d10. This location and all adjacent hexes are considered impassable. Place a Radiation Damage chip there. Any Missions or Point of Interest chips are Destroyed and not placed back on the map. A Player Town in the blast radius is destroyed and discarded. The player then loses 4d6 Town Health and may not gain Town Health again until they relocate to a new Faction. The Party may travel to any Neutral Faction's town to join with them and receive their Town Play Mat. Afterwards, they gain its Perks and previous Non-Starting TTs. A Party on the numbered hex when nuke detonates is destroyed and a Party adjacent to the nuke makes an Individual Survival and Medical Skill Check. Characters that fail are killed. The Party is then pushed out of the blast radius.

Ronin

Players don't start with a Town Play Mat, their Parties use a random Party Marker and begin the game at a random 2d10 location. They cannot gain and lose Town Health or Prestige until they successfully complete a City/Rad Encounter card. From there they travel to a Neutral Faction of their choice. Upon arrival, they obtain its Party Marker, Town Play Mat, TTs and Perks. All bonus Prestige and Town Health are then applied from Spoils, Action and Characters they possess. The game continues from there.

Credits

Dedicated to our wives, Wendy and Tara, family, friends and hardcore gamers everywhere. Thank you for believing in us. A Journey Into Darkness Expansion wouldn't have been possible without your support.



Jon Lonngren

Game Designer and Executive Producer (Since 2005): Concept, development, rules and strategy. Writer and project manager. Coordination, analysis, secondary editing and proofs.

Sean Cahill

Game Designer and Executive Producer (Since 2005): Concept, development, rules and strategy. Lead graphics design, card templates and layout. Secondary editing and proofs.

Bill "One Man Army" Pitcher

Editor (Since 2016): Analysis, play testing, proofreading, symbols and cuts.

Warren Ripley

Art Director and Lead Artist (Since 2007): Pencils, inks, colors, proofs, graphic design and art layout. Character, Spoils, Action Card and symbols artwork.

Patrick "Tall Pat" Phillips

Lead Play-Tester (Since 2008): Rules analysis, tertiary development.

Justin "Bonz" Jones

Analysis and proofreading (Since 2013).

Featured Artists

Carter Allen: Spoils and Action cards.
Joe Lower: Spoils and Action cards.

A Special Thanks:

Alison Werner-Smith of Hayek, Moreland, Smith and Bergus, LLP and Paul Waterman of Cronk and Waterman, PLC. Kent Anderson, the Hobby Corner in Iowa City, and Philip S. Bolger.

Solo Variant II Order Of Play

I. Effects Phase

A. Resolve.

II. Town Business Phase

A. Deal. Receive 1 Action Card.

B. Resource Production.

C. Auction House.* Draw 3 Spoils cards. You may purchase any or all of them for their listed Salvage Coin value.

D. Town Events Chart.* Roll 1d10 for your Faction (standard chart). Then roll 1d10 for each Opposing Factions on the **OFTEC**. See *rules on pg 7*.

E. Financial period.*

1st. Sell.

2nd. Purchase.

III. Party Exploits Phase

A. NPCMs* (Roll for assignment).

B. Party Exploits (Spend 4 weeks).

~**Movement Deed**, 1 week.

~**Encounter Deed**, 1 week.

~**PVP Deed**, 1 week.

~**Resource Deed**, 2 weeks.

~**Healing Deed**, 2 weeks.

~**Mission Deed**, 3 weeks.

IV. End Turn Phase*

A. Adjust the Turn Marker.

Opposing Faction Town Events Chart (OFTEC) Roll 1d10

- 1.) This Faction loses their roll next Town Events roll. No SE.
- 2.) +1 Town Health. No SE.
- 3.) +2 Town Health and +1 Prestige. No SE.
- 4.) +4 Town Health and +2 Prestige. SE: Lose 1d6 Salvage Coins.
- 5.) +4 Town Health and +2 Prestige. SE: Draw and play 1 card from the Red Dot Action deck.*
- 6.) +4 Town Health and +2 Prestige. SE: Draw and play 1 card from the Red Dot Action deck.*
- 7.) +5 Town Health and +3 Prestige. SE: Draw and play 2 cards from the Red Dot Action deck.*
- 8.) +6 Town Health and +3 Prestige. SE: Roll 1d6. A "1" ignores this loss and effects. On a "2-3," you choose an Owned Resource to lose. On a "4-6," Lose the Owned Resource that is farthest from your Party. If tied, you choose. If you own no Resources, lose 4 Town Health and 1 Prestige.
- 9.) +7 Town Health and +4 Prestige. SE: Roll 1d6. On a "1-2," Nothing happens. On a "3-4," discard a random Character from your Town Roster. On a "5-6," discard the most expensive Spoils card in your Auction House.
- 10.) +8 Town Health and +5 Prestige. SE: Roll 1d6. On a "1" Nothing happens. On a "2-3," you lose the last Town Technology you equipped and all effects apply (pg 7 Core Rule Book). On a "4-6," PVP. See pg 9 to create an opponent.