

# FALLEN LAND

## A POST-APOCALYPTIC BOARD GAME SCENARIO BOOK



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## INTRO TO SCENARIOS

Welcome to the *Fallen Land Scenario Booklet*! Ever since the initial release of 1st Edition *Fallen Land*, our community has continued to ask for more content and new and exciting ways to play. Contained within these pages are solo, cooperative, competitive Scenarios, and campaigns for 1-7 players. In addition, the original two Solo Variants and playable content from the *A Journey Into Darkness* expansion have also been included. The Scenario Booklet was an important feature of our 2021 Kickstarter campaign and we eventually decided to combine everything into one booklet for your convenience.

The Scenarios and campaigns follow the rules of the base game, but feature exciting new challenges, additional rules, and often unique victory conditions. Whether you're playing a standard game of *Fallen Land* or a Scenario, campaign, or Solo Variant, we know these additional ways to play will bring you many satisfying hours of challenging game play.

Cheers!

~Jon Lonngren & Bill Pitcher

## SOLO RULES

Single player games use the Solo rules along with the rules of the base game.

## SETUP

Remove all cards with the **Red Dot** next to their titles from the Action, Encounter, and Mission decks. Set them aside.

## RULE ADJUSTMENTS

Use the standard game play rules with the following rule adjustments.

### Faction Perks:

Any **Faction Perks** that require another Faction still grant your Faction the bonus; the other Faction is the Bank. Perks that affect other Parties are unusable. *For example: "You receive 4 Salvage Coins. You must give 2 of them to another player."* You just gain 2 Salvage Coins.

### Auction House Sub-Phase:

Draw three Spoils cards and place them face up. These may be purchased for their Salvage Coin value. Discard the rest.

### End Turn Phase:

You continue being the First Player.

# THE WRECKING BALL RUN

**Players:** 1-7

**Type:** Competitive

**Time:** 30 minutes per player

*Welcome one and all to The Wrecking Ball Run! The Council of Towns is hosting a deadly race across the barren sands of the Fallen Land. Be the first to reach the finish line and secure the win, the bragging rights, and the prestige.*

## OBJECTIVE

If a Party or NPCM (Non-Player Character Mercenary) ends their movement on the Finish Line they are removed from the map and placed on the "Win" space of the Victory track. The next player or NPCM to reach the Finish Line is placed on the "19" of the Prestige Track, and so on down the track (18, 17, 16, etc.) until the last player crosses the finish line.

## SETUP

- **NPCM Deck:** Shuffle all NPCM Action cards that have the Movement symbol into an NPCM deck.
- **Starting Line:** Place a Special Mission Chip 1 on a random location. Roll 1d6 for this location:  
(1: 1 2: 22 3: 42 4: 59 5: 60 6: 72)
- **Waypoint:** Place a Special Mission Chip on a random location. Roll 1d6 for this location:  
(1: 21 2: 40 3: 41 4: 58 5: 71 6: 99)
- **NPCM Racers:** Place 1 to 7 random NPCMs on the Starting Line to bring the total number of racers up to 8.

## RULE ADJUSTMENTS

- When the first NPCM or Party lands on the Waypoint, remove the Starting Line Special Mission Chip and roll for the Finish Line location:  
(1: 1 2: 22 3: 42 4: 59 5: 60 6: 72)  
Place the Starting Line Special Mission Chip on the new Finish Line location. NPCMs and Parties that have touched the Waypoint may continue their movement toward the Finish Line.
- When a Character in a Party is killed, replace them from the Town Roster. If there are no Characters in the Town Roster, draw a new Character card by spending 4 Town Health or 1 Prestige to fill each empty Character Crown. If you do not have enough Town Health or Prestige you may replenish empty Character Crowns for free.
- When Death of a Party occurs, it reforms on its current hex.
- Parties and NPCMs on the Starting Line, Waypoint, or Finish Line may only perform the Healing Deed or Movement Deed.
- Disregard all Faction Perks or abilities on cards that ignore or reduce terrain costs.
- Disregard instructions that move a Party or NPCM.

## Drawing Cards

Discard Spoils and Character cards that provide the "Ignore Terrain" ability. Then draw the next Vehicle or Character card instead, discarding all others.

## Town Business Phase

Consists of only two **Sub Phases**:

- **Deal:** only Action and Spoils cards are dealt.
- **Financial Period.**

## Party Exploits Phase

### NPCM Phase:

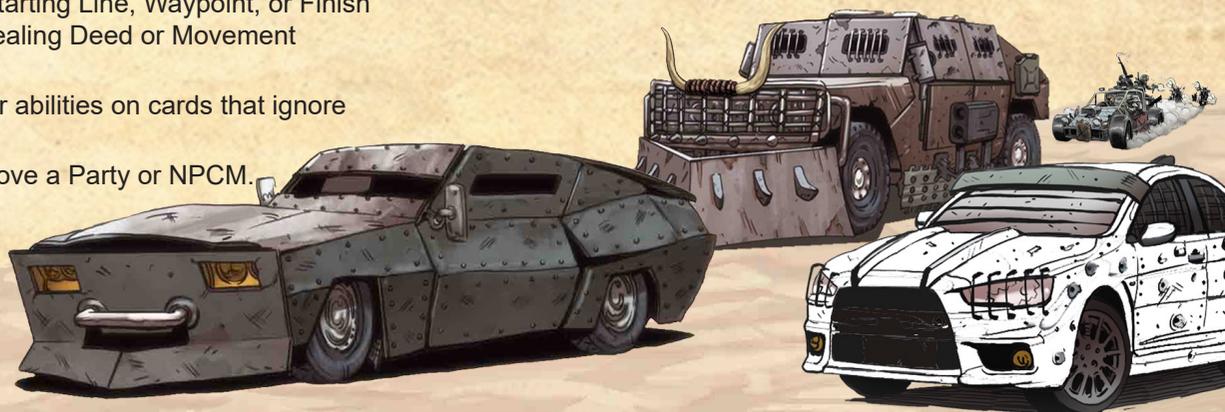
- If they are not on the Starting Line, NPCMs will move to attack the closest Party within 2 hexes of the NPCM. If there are no Parties in range, the NPCM will take the shortest path towards the Way Point or Finish Line.
- NPCMs will not attack other NPCMs.
- When a NPCM wins PVP, remove all damage they have taken. The NPCM is not discarded and stays in the race.
- NPCMs may not end their movement on a hex occupied by another NPCM.
- If an NPCM ends their movement on a Party Marker they engage in PVP.
- Destroyed NPCMs are removed from the race.

### Encounter Deed:

- If a card would place your Party on a new location or your Starting Town Location, discard it and draw a new card.
- Follow standard Movement Deed and Encounter Deed rules for drawing Encounter cards.

### PVP Deed:

If a player chooses Flight, they must flee toward the Starting Line or back to the Waypoint if they are heading to the Finish Line.



# TRAIL BLAZERS

**Players:** 1-4

**Type:** Competitive

**Time:** 1 hour per player

*Raider activity is at an all-time low, thanks to the recent destruction of several important Raider strongholds. As a result, most factions have surplus of trade supplies. This boon also provides a unique opportunity for an enterprising faction. The Council of Towns has asked that you build and secure a new trade route between the factions - allowing for the steady and secure flow of inter-faction commerce - now unhindered by the filthy Raider scum. With more profit for all and enhanced avenues of cooperation between factions, this plan seems like a win-win. Will you step up and be a hero, or will you be left to choke on the dust of the real trailblazers?*

## OBJECTIVE

Build a road system that connects all of the Starting Town Locations. Transport crates from other Factions to your Starting Town Location. Once all of the crates have been delivered, the Faction with the most crates is the victor. If the Bank runs out of money the Scenario is lost.

## SETUP

- Do not place a Faction chip on player Starting Town Locations.
- Shuffle all NPCM Action cards that have the Movement symbol into an NPCM deck.
- Select a Random Faction as the **Competitor Faction**. Place their Party Marker on their Starting Town Location.
- Place a Faction chip on each Neutral Starting Town Location, excluding the Competitor and Player Factions.

## RULE ADJUSTMENTS

### Competitor Faction:

A hostile Faction is also building the road. The Competitor's Party rolls 6d10 for Skill Checks with the following stats:

 7  9

### Road Hexes:

Represented by a Salvage Coin chip on the hex. The Movement Cost is 1 on these hexes. Encounter cards are optional on Road Hexes.

### Crates:

Represented by a Faction chip on the map. Only NPCMs may transport a crate and only on Road hexes. If a NPCM is killed while carrying a crate, the crate is dropped on the Road. Another NPCM may pick it up.

### Financial Period:

Once per Turn each player may draw from the NPCM deck. The player may only hire the NPCM to travel to a crate hex, pick it up, and transport the crate back to the Player's Starting Town Location. The NPCM begins on your Starting Town Location. If the NPCM is not hired, shuffle it back in the NPCM deck.

The Competitor hires 1 NPCM for free each turn.

### Party Exploits Phase:

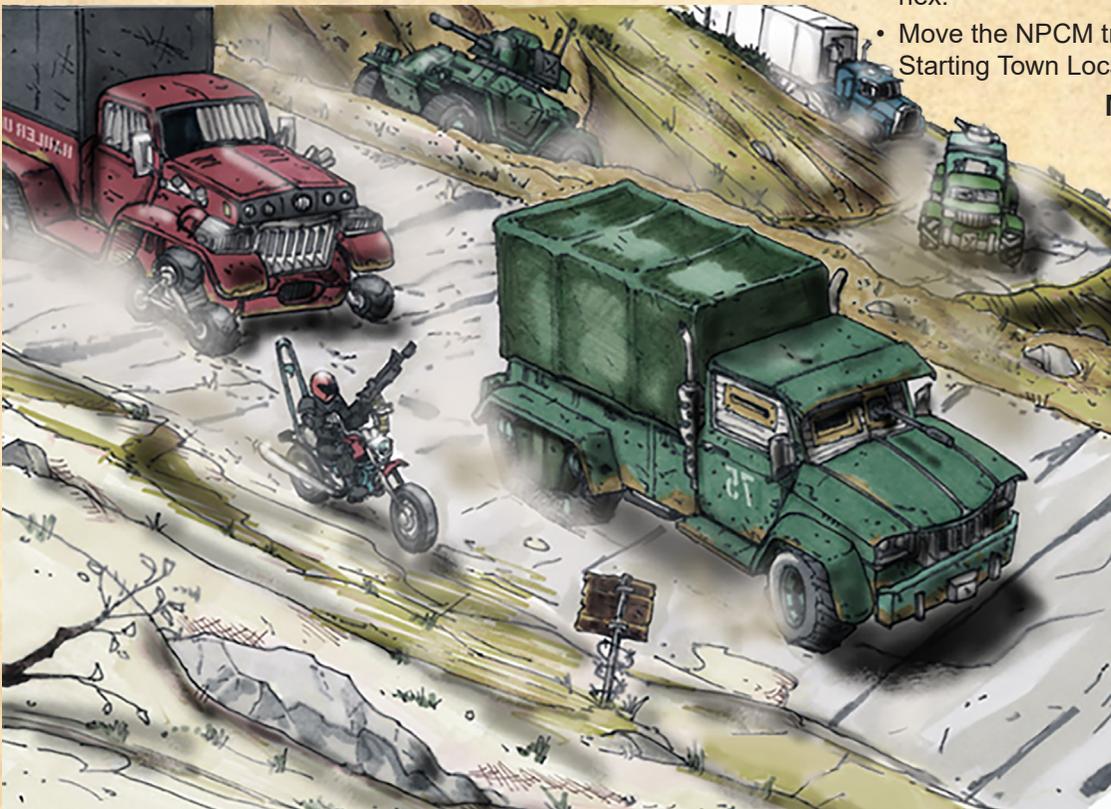
#### NPCM Phase:

- Move the Competitor Party toward the nearest hex with a crate not connected by a road. When they move onto a non-Road hex, place 1 Salvage Coin from the Bank on that hex.
- Move the NPCM transporting crates back to their Faction's Starting Town Location following the road.

#### Movement Deed (1 Week):

When you move off a Road hex or Starting Town Location you may place one of your Salvage Coin chips on the hex you moved off.

You may make change with the Bank at any time. If the Bank cannot make change, you may utilize a higher denomination chip for the road instead.



# SIGMA BUNKER HUNT

**Players:** 1-3

**Type:** Competitive

**Time:** 1 hour per player

*You are a new Faction looking to secure an old Sigma bunker and set up your starting town there. Sigma Corp has sent out its own party to find and claim their bunkers. Set up your new base in a bunker before Sigma Corp controls them all.*

## OBJECTIVE

Successfully complete a Sigma Mission card before the Sigma Corp discards all 4 Sigma Mission cards. The Scenario is lost if there are 4 Sigma Mission cards in the discard pile.

## SETUP

- Select a Party Marker and Play Mat other than Sigma Corp.
- Each Player rolls 2d10 for their Party Location.
- Separate out all the Sigma Mission cards.
- Randomly select 4 of the Sigma Mission cards.
- Draw 3 other non-Sigma Mission cards.
- Shuffle these 7 cards together to form a new Mission deck.
- Return the remaining Mission cards to the box.

## RULE ADJUSTMENTS

### Party Rules:

- Players don't have a Faction and cannot use Faction perks or the Starting Town Location on Faction Play Mat.
- Players lose if their Party is killed.
- If a card would reward a player with Town Health or Prestige, ignore it and instead draw a single card of your choice: Action, Character, or Spoils.
- If a player has more than 5 Characters, select the ones to use and discard the rest.
- If a player cannot equip a Spoils card it is discarded.
- Resource Location hexes are impassable.

### Sigma Corp Party:

Represented by Sigma Corp Party Marker. The Sigma Corp Party rolls 6d10 for Skill Checks with the following stats

 6 Ω 17 35

If they are killed, the Sigma Corp Party Marker is placed on their Starting Town Location.

### Effects Phase:

- Each Player draws 1 Action and 1 Spoils card. They may purchase these cards for their cost. All cards that are not purchased are discarded.
- Players may draw from the Character deck to fill empty Character Crowns by spending 15 Salvage Coins per Character card.

### Town Business Phase:

Players skip this Phase and ignore any effects from it.

### NPCM Phase:

Move the Sigma Corp Party Marker 6 hexes toward the nearest Mission chip. If a Sigma Corp Party lands on a Mission Location, their movement ends and the top Mission card is discarded. Afterwards, roll 2d10 for a new Mission Location.



# PANDEMIC

**Players:** 1-6

**Type:** Cooperative

**Time:** 30 minutes per player

*A dangerous and mysterious flu-like virus is sweeping through the Fallen Land. Everyone panics as healthy people begin dropping like flies from this awful pandemic. Just as hopes for a cure begins to fade, out of the wastes comes a reclusive scientist named Dr. Bernard who claims to have the cure! The Council of Towns agrees that each Faction must begin immediate production of the vaccine. Your mission is to deliver these critical medical supplies to the infected areas.*

## OBJECTIVE

Remove all of the Infected hexes from the map. The Scenario is lost if there are 25 Infected hexes on the map at the start of the End Turn Phase.

## SETUP

- Each player rolls 2d10 for a random Infected hex location.
- Place an Infected Wounds chip on those hexes.

## RULE ADJUSTMENTS

### Infected Hexes:

A hex with an Infected Wounds chip represents an infected population center. If a Party enters an infected hex each Character receives 1 Infected Wounds Damage.

### Crates of Medical Supplies:

Represented by a "5" Salvage Coin chip.  These may be purchased from the Bank for 5 Salvage Coins.

### Vaccine:

Represented by the "3" side of the Physical Damage Chip. These may be purchased from the Bank for 3 Salvage Coins. 

### Vaccinated Locations:

Represented by the "1" side of the Physical Damage chip. These hexes are vaccinated and the population is immune from the infection.

### Medical Teams:

Represented by a Faction marker. Costs 10 Town Health or 2 Prestige. They can carry 1 Crate of Medical supplies and 5 Vaccines. They have a movement of 6 hexes. If they land on an infected hex, they need to clear the hex by vaccinating it or by using a Crate of Medical Supplies.

### Effects Phase:

- Each player receives two Vaccine chips for free and may place them on one or more Starting Town Locations.
- Roll 1d6 for each non-water numbered hex within 3 hexes of an Infected hex.
  - 1-2) No effect.
  - 3-5) The hex becomes an Infected hex.
  - 6) The hex and the surrounding non-water hexes all become Infected hexes.

### Town Business Phase:

- **Buy Medical Supplies (5 Salvage Coins):**  
Place a **Crate of Medical Supplies** on a Starting Town Location.
- **Buy Vaccine chips (3 Salvage Coins):**  
Place a **Vaccine chip** on a Starting Town Location with the 3 side up.
- **Send a Medical Team (10 Town Health or 2 Prestige):**  
Place a Faction marker on a Starting Town Location that is not infected.

### NPCM Phase:

#### Move:

Each Medical Team moves up to 6 hexes. If a Medical Team moves onto an Infected hex it must **Vaccinate the Location, Tend to the Sick**, or be discarded.

#### Transport:

A Medical Team may pick up or drop Medical Supplies or Vaccines on hexes they move through.

#### Vaccinate the Location:

A Vaccine chip carried by the Medical Team can be flipped from 3 to 1 and placed on the Team's current hex. Remove any Infected Wounds chips on the hex.

#### Tend to the Sick:

Discard a Crate of Medical Supplies to remove Infected Wound chips from the current hex and all surrounding hexes. Additionally any Party within these hexes may also remove any Infected Wounds chips from their own Characters.

### End Turn Phase:

- The Scenario is won when there are no **Infected hexes** left.
- The Scenario is lost when there are 25 **Infected hexes** on the map.



# MERCENARY REBELLION

**Players: 1-4**

**Type: Cooperative**

**Time: 90 minutes per player**

*Since the Great War, mercenary outfits have been hired to perform many critical roles for the Factions in the Fallen Land: helping bolster defenses for small bastions of humanity, tracking down bandits, and even performing critical missions. However, in recent months the mercenaries have changed. Their greed and lust for power now pose a direct threat to the Council of Towns in the form of an open and organized rebellion! Their power-grabbing endgame intent is to wrest control from the individual factions, install themselves as the "New Council", and force their oppressive yoke on the free people of the Fallen Land. It is up to you to hunt them down and stop this madness.*

## OBJECTIVE

Defeat all Non-Player Character Mercenaries (NPCMs) on the map. The Scenario is lost if an NPCM occupies a Starting Town Location with 5 Town Defense Chips or when you can no longer draw a NPCM.

## SETUP

- Shuffle all of the NPCM Action cards with the Movement symbol into a NPCM deck.
- Create a Faction chip pile, place 1 Faction chip from each Faction in a pile next to the NPCM deck.
- Draw a card from the NPCM deck.
- Roll 1d12 for a Neutral Faction. Take that Faction's chip from the pile and place it on the NPCM's card and the NPCM chip on the Faction's Starting Town Location.

## RULE ADJUSTMENTS

### Elimination:

Players are eliminated from the Scenario if their Faction is ever reduced to 1 Town Health.

### Financial Phase:

When a Party is on a Starting Town Location (Owned or Neutral), they may purchase a Town Defense Chip (TDC) and equip it to that location. The TDC cost is based the number of TDCs in that location. This TDC does not count toward the normal limit of 1 per Player per Turn.

### NPCM Sub-Phase:

1. NPCMs occupying a Starting Town Location place a TDC on that Starting Town Location.
2. NPCMs move toward their target Faction Starting Town Location.
3. If an NPCM ends their movement on their target Faction's Starting Town Location, they PVP all Parties on that Location in Player Turn Order.
4. If an NPCM successfully occupies a Player's Starting Town Location, place the NPCM card on that Player's Town Play Mat. Then discard all attached cards.

5. If there are Faction chip in the Faction chip pile. Draw an NPCM card for each Player, roll 2d10 for the NPCM chip's location and roll 1d12 for their target Faction. Re-roll if the chip has already been taken. Place the Faction chip on the NPCM card.

### PVP with NPCMs:

#### Success:

Gain 5 Salvage Coins and your choice of a Spoils or an Action card. Shuffle the NPCM back into the NPCM Deck. Put the Faction Token in box.

#### Failure:

The NPCM is not discarded and all forms of Damage remain on the NPCM card.

### PVP in Starting Town Locations:

Each of the attacking Party's Characters take 1 Damage per TDC, which ignores Armor. Attacking NPCMs take 5 damage per TDC.

### NPCM-Occupied Starting Town Locations:

If a Party's Starting Town Location is occupied by an NPCM, the following penalties occur for that player:

- Cannot use their Town Technologies.
- Cannot use their TDCs.
- They forfeit their Town Business Phase.
- Action or Town Events cards attached to their Town Play Mat are discarded.
- All cards currently in their Auction House and Town Roster are discarded.
- Parties that are killed place their Party Marker on the closest Neutral Starting Town Location not occupied by an NPCM.
- A Party may liberate an Occupied Faction by eliminating the NPCM on that Starting Town Location. The Owner may then use the Faction again normally.

### End Turn Phase:

The Scenario is lost if there are no NPCMs left in the NPCM deck.



# PIRATE RADIO

**Players:** 1-4

**Type:** Cooperative

**Time:** 1 hour per player

*An unknown rogue element of scavengers has established a network of radio towers that are intercepting the private communications between factions. Even their militias and trade caravans are now in jeopardy. As it is still unknown how this sensitive information will be used, the Factions find themselves exposed and at a dangerous disadvantage. More disturbingly, these strange radio towers are also intermittently scrambling their communications as well. You have been tasked to destroy the radio towers before this rogue element can secure three more towers, permanently disrupting communications. Rest assured, they will hire Mercenaries to try to stop you.*

## OBJECTIVE

Take down the network by reducing the network down to 2 towers or less.

## SETUP

- Shuffle the NPCM Action cards with the Movement symbol into a NPCM deck.
- Place Radio Towers: Place 4 + (number of players) Radio Towers. Roll 2d10 for each Tower location (re-rolling duplicates) and place a Town Defense Chip (TDC) on each location.

## RULE ADJUSTMENTS

### Radio Tower:

A TDC on a random hex location represents a Radio Tower. If a Tower has 3 TDCs it is considered Secured and can't be demolished.

### Effects Phase:

Roll 1d6 for each Radio Tower with less than 3 TDCs on it.

- 1-2) No effect.
- 3-4) Place an additional TDC on the location.
- 5-6) Roll 2d10 for a random location. Re-roll if the location is occupied by a party or a Radio Tower. Place a Radio Tower (TDC) on the hex.

### Party Exploits Phase:

#### Movement Deed (1 Week):

During the Movement Deed, the first time your Party moves within 1 hex of a City hex from a non-City hex, draw a card from the NPCM deck and place its chip on the City hex. On the next NPCM Phase it moves toward the nearest Party and initiates PVP.

### Demolition Deed (1 Week):

Complete the following Skill Check to demolish the Tower. Perform a separate Combat Skill Check for each TDC on the location. Next, perform a Mechanical Skill Check to place the explosives.

5  per  5 

### Success:

Remove all Town Defense Chips from the hex.

### Failure:

**Combat:** Take 5d6 Damage. Remove a TDC if there is more than one on the hex. Move your Party 1 hex away.

**Mechanical:** Remove all Town Defense Chips from the hex. Roll 1d6:

- 1-3) **Shrapnel:** Take 1d6 Damage.
- 4) **Explosion:** Each Character takes 2 Radiation Damage.
- 5) **Tower falls:** Your Vehicle is Destroyed.
- 6) **Trip:** Roll 1d6 and discard one random Character. Re-roll empty Character Crowns.

### End Turn Phase:

- The Scenario is lost if 3 Radio Towers have 3 or more TDCs on them.
- The Scenario is won if there are 2 or less Radio Towers on the map.



# COUNCIL NETWORK

**Players:** 1-4

**Type:** Cooperative

**Time:** 1 hour per player

*Once again, your team has been called on to help the Council of Towns in an important endeavor. You've been tasked to help establish a new secure communication network for the Council of Towns to increase cooperation and trade communications between all of the faction towns. Unfortunately, not everyone is keen on this idea. A group of Luddite anarchists, afraid of losing their freedom to the Council of Towns, is attempting to sabotage the network before its completion. Tech materials are limited, so you'll need to quickly complete the network before you run out of resources.*

## OBJECTIVE

Build a network of Radio Towers that connect all of the Council Factions. All Towns within the range of a Radio Tower are connected to the Network.

## RULE ADJUSTMENTS

### Radio Towers:

- Represented by a Town Defense Chip (TDC) on a map hex location.
- Radio Towers have a range of 3 hexes. When built on a Mountain hex or Starting Town Location hex they have a range of 4 hexes instead of 3.
- All hexes within range of a Radio Tower cost only one point of Movement to move through.

## Effects Phase:

Luddite Anarchists' attempts to stop construction of the network are reflected by the Luddite Roll. Cards and Perks that affect the Town Events Chart may be used on the Luddite Roll.

Each player rolls 1d10 for their Luddite Roll.

**1-2) Foiled plot:** Skip your next Luddite Roll.

**3-5) Plot Foiled:** Nothing happens.

**6-9) Supplies Disrupted:** Discard 1 TDC from the Bank's supply pile and remove it from the game.

**10: Sabotage:** The Radio Tower furthest from a Party is removed from the game. If all Radio Towers are occupied by a Party, then skip your next Luddite Roll.

## Party Exploits Phase:

### Movement Deed:

- When your movement ends on a hex without a Radio Tower, either pay 5 Salvage Coins or lose 5 Town Health to place a TDC on your Party's location. If you cannot, instead take a 1 Week Penalty chip which may not be prevented.
- The Scenario is won if all Starting Town Locations are connected to the network.
- The Scenario is lost if the last TDC has been played and there are Starting Town Locations that have not been connected to the network.



# DARK CHARISMA

**Players:** 1-3

**Type:** Cooperative

**Time:** 30 minutes per player

*A strange mime approaches your the gates of your town. After a couple of frustrating hours you begin to decipher his frantic pantomimes. He goes by the pseudonym Pierre Pierre. He has recently escaped his father's diabolical eldritch cult dedicated to awakening the "Old Ones!" Their plan is to install their followers into important support positions within the Council of Towns leadership. Pierre Pierre acknowledges this all seems far-fetched, but he eventually convinces you of its truth by showing you several ancient texts and his ancient dagger relic. Pierre Pierre also reveals the cult has already infiltrated several factions. You must now warn the other town leaders before they fall under the thrall of these charismatic cult agents. Secure at least half of the factions to stop the cult from gaining influence over the majority of the Council of Towns. Pierre Pierre joins your Party to help identify the eldritch cult members and to find his father, the cult's leader. Shit just got real. Lock and load!*

## OBJECTIVE

Prevent the cult from controlling half of the Factions, while keeping Pierre Pierre alive to identify the cult leader.

## SETUP

Take Pierre Pierre out of the Spoils deck and assign him to a Player's Party, attached to Character on Crown 5, along with Pierre Pierre's Mysterious Cult Dagger Spoils card.

## RULE ADJUSTMENTS

### Pierre Pierre:

For this Scenario Pierre Pierre has 6 Health. When his Party receives Damage, at least 1 Damage must be assigned to Pierre Pierre. Like a Character they may be healed.

If Pierre Pierre leaves the Party, the Scenario is lost.

### End Turn Phase:

- The Scenario is lost if the eldritch cult controls at least half of the Factions.
- The Scenario is won if more than half of the factions have Faction chips on them.

### Effects Phase:

Each player rolls for a random Faction and places an Infected Wounds chip on that Starting Town Location. These Factions have been turned by the Cult. Re-roll if there is a Faction token or Infected Wounds chip on that Starting Town Location.

### Party Exploits Phase:

#### Recruit Deed (1 Week):

If your Party is on a Starting Town Location without an Infected Wounds chip or a Faction chip on it, roll 1d6 to determine the Random Skill Check to perform.

**Success:** Place your Faction token on the Starting Town Location. This location is your ally and you may use it as an additional Starting Town Location.

**Failure:** Place your Party marker 1d6 hexes away from the Starting Town Location. You may perform the Movement Deed on your next week. If Pierre Pierre is in your party place 1 Damage on Pierre Pierre.

#### Deprogram Deed (2 Weeks):

On a Starting Town Location with an Infected Wounds Chip, complete 2 Random Skill Checks. Roll 1d6 twice on the Random Skill Check table. If Pierre Pierre is in your Party reduce the random Skill Check by one.

**Success:** Remove the Infected Wounds chip and place your Faction chip on the Starting Town Location.

**Failure:** Roll 1d6 and discard that Character from your Party, re-rolling all "6s" and empty Character Crowns. Place your Party marker 1d6 hexes away from that Starting Town Location. You may perform the Movement Deed on your next week. If Pierre Pierre is in your party place 2 Damage on Pierre Pierre.



## Random Skill Check

Roll	1	2	3	4	5	6
Skill Check	6	5	5	4	4	4

# BOMB SQUAD

**Players:** 1-4

**Type:** Cooperative

**Time:** 1 hour per player

*Saddle up! There's no time to waste! A group of angry dissidents claim to have covertly infiltrated several factions and hidden dirty bombs in the hearts of each of these towns. Their unhinged manifesto has also been plastered all over these towns. It proclaims their righteous and furious anger at having being permanently excluded from the Council of Towns, and they have vowed a hellish and fiery revenge--to end it all for everyone; no matter the cost. These lunatics and their plot must be stopped at all costs. Find and disarm those bombs!*

## OBJECTIVE

Find and disarm all of the bombs before they detonate.

## SETUP

Place the remaining Town Play Mats face down in a Bomb Deck with 4 face down Action cards side by side on top of the Bomb Deck. **Choose to play with the Core Faction or the Descendant Factions, but not both.**

## RULE ADJUSTMENTS

### Bomb Deck:

The remaining Town Play Mats are placed face down in a pile. Place 4 face down Action cards side by side on top of the Bomb Deck to hide the Faction story. These Bombs are not yet in play and cannot be disarmed.

### Bombs:

Face down Town Play Mats represent Bombs that have been set. Find and disarm them before they destroy a Faction. The Action cards covering the story represent the timer on the Bomb. Use the uncovered story to discern the location of the bomb. Travel to the Starting Town Location and attempt to find and disarm it.

If a face down Town Play Mat doesn't have Action cards on it, the Bomb explodes that faction is Destroyed and the Scenario is lost.

### Effects Phase:

#### • Setting Bombs:

Draw 2 Town Play Mats from the Bomb Deck for each Player. Set them face down next to the map. Place 4 face down Action cards side by side on top of each of these Town Play Mats and on the Bomb Deck.

- Reveal the right-most Action card from the back of each Bomb. Distribute those cards among the players.

### Draw Sub-Phase:

- Drawing Action cards is optional.
- During this Phase, Action cards are not drawn from the Action deck. Instead take the right most Action card from a Bomb.

### Party Exploits Phase:

#### Disarm Deed (1 Week):

On a face down Bombs Starting Town Location. Perform the following Skill Check.



#### Success:

Flip over the Faction Play Mat representing the Bomb. If the Faction Play Mat does not match the location where the Disarm Deed was performed the Bomb goes off, that faction is Destroyed and the Scenario is lost.

Draw 1 Spoils cards and the remaining Action cards on the Town Play Mat. If there are no more Bombs in the Bomb deck or in play the Scenario is won!

#### Failure:

**Failed Diplomacy Check:** Place your Party Marker 3 hexes away.

**Failed Mechanical or Technical:** Discard a random Character, Roll 1d6, re-roll 6s and empty Character Crowns. Discard two Action cards from the Bomb.



# ATLANTIC TRADE

**Players:** 1-4

**Type:** Cooperative

**Time:** 1 hour per player

*The aircraft carrier Neptune's Wrath is crossing the Atlantic to reestablish trade relations with what remains of Europe. Who knows what is left or who they will find there? Collect trade goods and products and deliver them to the ship before it sets sail.*

## OBJECTIVE

Gather products from Faction Starting Town Locations and take them to Neptune's Wrath. Take 3 products per player to the ship before it sets sails at the end of 4 months. It doesn't matter which player delivers the products as long as all the product is on the ship

## SETUP

- Faction 9 cannot be used by a player for this Scenario.
- Roll 1d6 for a random hex and place the Sons of Neptune Party Marker on this hex. This will represent the ship Neptune's Wrath.  
(1: 21 2: 40 3: 41 4: 90 5: 98 6: 99)
- Place each Faction's chip on it's Starting Town Location.

## RULE ADJUSTMENTS

### Products:

Products are represented by Faction chips collected from Faction Starting Town Locations. Each product is **Stowable** with a **Carrying Cost of 5**. If a Party is killed the Product is left on the hex and can be picked up using the Load Product Deed.

### Party Exploits Phase:

#### Load Product Deed (1 Week):

If a Party is on a hex with a Product (Faction chip). The Party may equip the Product to a Character or Vehicle that has the Carrying Capacity to do so. You may not equip your own Faction's Product to your Party.

#### Movement Deed (1 Week):

When the Party is on Neptune's Wrath's hex, products may be loaded on to the ship. Stack the Product on the water next to Neptune's Wrath.

### End Turn Phase:

- If there are 3 Products per player on the Neptune's Wrath, the Scenario is won.
- At the end of Month 4 Neptune's Wrath sets sails. If there are not 3 Products per player, then the Scenario is lost.



# OPERATION: ANVIL

**Players:** 1-6

**Type:** Cooperative

**Time:** 1 hour per player

*Project God's Hammer is an A.I.-enabled, nuclear-armed Department of Defense ICBM missile satellite--a long forgotten relic from the Great War. The Council of Towns was alerted to this danger by a group of hackers. Now, it seems a recent radiation storm has scrambled its protection protocols and has somehow activated God's Hammer. Failing to establish communication with its ground station, the satellite has enacted its Scorched Earth Protocol! Locate the administrative buildings in cities and piece together the shutdown code. Time grows short, so make all haste, travel to the original launch site, and enter the shutdown code to disable God's Hammer forever. Otherwise Armageddon will destroy all progress that the survivors have made since the Great War.*

## OBJECTIVE

Obtain the shutdown code and **The President's Football**. Take them to Location 99 and transmit the shutdown code to God's Hammer.

## SETUP

- Take **The President's Football** from the Spoils cards deck and set it aside.
- Create a pool of Codes by placing Point of Interest chips 1 through 5 on the side of board.



## RULE ADJUSTMENTS

### The President's Football:

If the President's Football Spoils card is discarded the Scenario is lost.

### Codes:

Each code is represented by a Point of Interest Chip. They may be transferred to other parties if the party moves through a hex with another party. Codes are returned to the pool if the Party is killed.

### Launch Center:

Location 99 is the Launch Center. If Location 99 is destroyed the Scenario is lost.

### Ground Zero:

All hexes marked by a Radiation chip are considered a Ground Zero hex, regardless of how it received it. Any hex touching a Ground Zero hex is impassable. Any Party on or adjacent to a Ground Zero hex is killed. Starting Town Locations next to Ground Zero hexes are destroyed. If a player's Starting Town Location is Destroyed, they use another player's town. If all players' Starting Town Locations are destroyed then the Scenario is lost.

### Effects Phase:

Roll 2d10 for a random Location where a missile strikes. Place a Radiation chip on this hex. It is Ground Zero.

### Party Exploits Phase:

#### Encounter Deed (1 Week):

When a City/Rad encounter is attempted on a City hex without a Town Defense Chip (TDC), place a TDC on the City and roll 2d6. You may re-roll doubles. Select either one of the dice:

- 1-5) Take one of the Point of Interest chips represented by the rolled number. If both chips have been taken, draw an Action card instead.
- 6) Take **The President's Football** from the Spoils Deck, another Party, or Auction House and equip it to one of you Party Characters.

#### Shutdown Satellite (1 Week):

If your Party is on Location 99 and has **The President's Football** equipped, enter the code to shutdown the God's Hammer. Roll 6d6 and re-roll any "6"s. If all the numbers rolled on the dice match the numbers on Point of Interest chips in the Party's possession, then Project God's Hammer is shut down and the Scenario is won. If any of the die do not match the numbers on the Point of Interest chips then the Scenario is lost.

## FLYING TO THE FAIR

**Players:** 1 *Syndicate*

**Type:** Solo (requires Descendants)

**Time:** 1 hour solo

*The New World's Fair is upon us once again! The Syndicate faction has found some pre-war airplanes, but they are in desperate need of an overhaul. Cobble together what you can of the remnants of these ancient aircraft, get one into working order and fly it over the New World's Fair to show off your command of air power in the Fallen Land. It's guaranteed to turn a few heads.*

### OBJECTIVE

Find all the parts you need and return home to build the **B-25 Mitchell** and fly to the **Grandiose New World's Fair** before it ends.

### SETUP

- Use Solo Setup and rules.
- In the Spoils deck pull out the **B-25 Mitchell**, **Gyrocopter**, **The War Wagon**, **Ultimate Set of Tools**, and **Ultimate Laptop**.
- In the Plains deck pull out the **Grandiose New World's Fair** card and set it and the **B-25 Mitchell** aside.
- Shuffle the **Gyrocopter**, **The War Wagon**, **Ultimate Set of Tools**, and **Ultimate Laptop** cards, lay them out face down, and place a numbered Point of Interest chip on each one of them. Place the corresponding Point of Interest chips on random locations by rolling 2d10 for each location.

### RULE ADJUSTMENTS

#### Effects Phase:

At the start of the 2nd month, place the **Grandiose New World's Fair** on a random location.

#### Party Exploits Phase:

##### Pick Up Supplies Deed (0 Weeks):

If your Party is on a Point of Interest location for one of the Spoils cards set off to the side, you may pick up the card and place it into your Auction House.

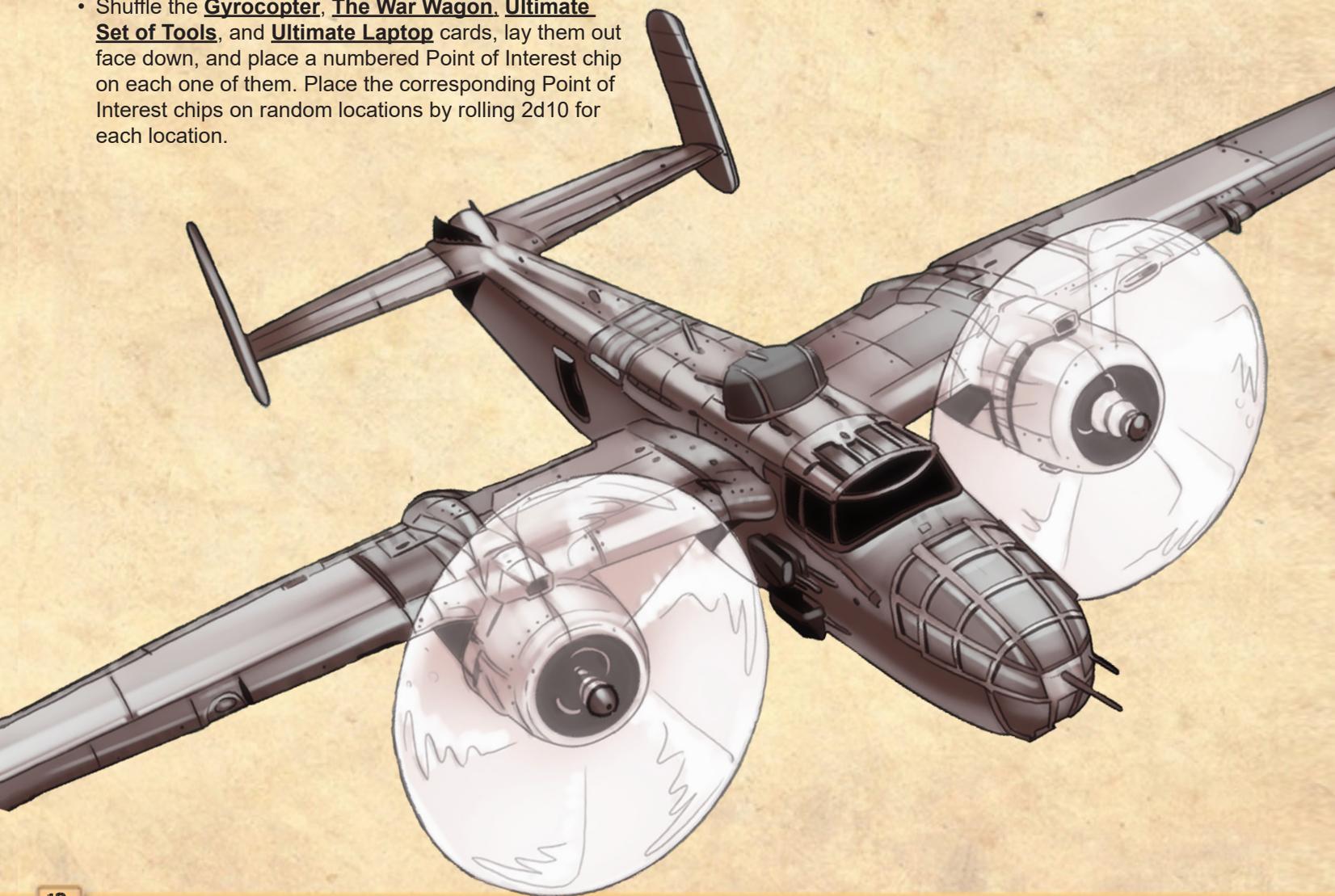
##### Build the Plane Deed (2 Weeks):

If your Party is on its Starting Town Location, discard the following to gain The **B-25 Mitchell** Spoils card.

- **Mechanical** Spoils card, or **25 Salvage Coins**.
- **Technical** Spoils card, or **25 Salvage Coins**.
- **Gyrocopter, Chopper and Pilot**, or **50 Salvage Coins**.
- **Macho Tow Truck, Ol' Rusty, Semi Truck, The War Wagon**, or **50 Salvage Coins**.

#### End Turn Phase:

If your Party ends its turn on **Grandiose New World's Fair** with the **B-25 Mitchell** the Scenario is won. If **Grandiose New World's Fair** leaves play the Scenario is lost.



# MUTATIONS

**Players:** 1 *Beasts of the Atom*  
**Type:** Solo (requires Descendants)  
**Time:** 1 hour solo

*Dr. Frankelstein conducted experiments on the townspeople, trying to boost resistance to the damaging affects of radiation. The experimental mutations failed and instead increased sensitivity to radiation. Now, the entire town has been subjected to his heinous rogue experimentation and is at risk of extinction. You thought he was your friend. You thought he was a town hero. But he is actually just a monster in disguise for doing this to the innocent townsfolk.*

## OBJECTIVE

Build a Tier II Medical Center Town Technology, then bring **DeForest Tanner M.D.** and a **Medical Equipment Spoils** card to undo the damage.

## SETUP

- Use Solo Setup and rules.
- Pull **DeForest Tanner M.D.** out of the Character deck and set the card aside. Draw 4 random Character cards.
- Draw Spoils cards until 3 Medical Equipment Spoils cards are revealed, discarding all others. Take the 3 Medical Spoils cards and draw 2 more Spoils cards.
- Shuffle the 5 Spoils cards and 5 Characters cards together and create 5 piles of 2 cards. Place a Point of Interest chip on each pile.
- Roll 2d10 and place the other 5 Point of Interest chips on 5 random locations on the map. Re-roll duplicate locations.

## RULE ADJUSTMENTS

### Town Health:

The Scenario is lost if your Town Health is reduced to 1 at any time.

### DeForest Tanner M.D.:

If **DeForest Tanner M.D.** is placed in the discard pile you lose the Scenario. **DeForest Tanner M.D.** cannot be sent to your Town Roster.

### Effects Phase:

Lose 5 Town Health each Turn until **DeForest Tanner M.D.** is brought back to town. Town Defense Chips may not be used to prevent this loss of Town Health.

### Party Exploits Phase:

#### Movement Deed:

Radiation zone hexes are impassable unless they have a Mission or Point of Interest chip on them.

If **DeForest Tanner M.D.** is in the Party, Radiation hexes are passable and no longer deal Radiation damage to the Party Characters.

#### Encounter Deed:

When an Encounter card is successfully completed on a Point of Interest location, you may claim the corresponding pile of cards.



# CARRIER REBUILD

**Players:** 1 *Sons of Neptune*

**Type:** Solo (requires Descendants)

**Time:** 1 hour solo

*The Council of Towns' intelligence network has received word that the Death's Head Mercs are going to rebuild a derelict aircraft carrier in the Gulf. Many Council informants have died providing this information. This sea vessel could provide the Death's Head Mercs with enough firepower to hold the entire Eastern Seaboard ransom. The Council has charged the Sons of Neptune with procuring the necessary materials to rebuild and take control of the vessel before the Death's Head Mercs can complete their operation.*

## OBJECTIVE

Collect an Exclamation Point, Question Mark, and Link chip. Each one is Stowable with a Carrying Cost of 10. Travel to location 97 and take the Aircraft Carrier out to sea.

## SETUP

- Shuffle all of the NPCM Action cards with the Movement symbol into a NPCM deck.
- Place 5 Exclamation Point chips, 5 Question Mark chips, and 5 Link chips with the Compass side up on Random Locations. Roll 2d10 for each, re-rolling duplicate locations.
- Take the **Death's Head Mercs** out of the NPCM deck and roll 2d10 for a random location. Place the **Death's Head Mercs** chip on this location.

## RULE ADJUSTMENTS

### NPCM Phase:

- NPCMs without a Compass chip move toward the nearest Location with a Compass chip. If an NPCM lands on a Compass chip, it ends its turn and claims the chip. Flip over the chip and place it on the NPCM card.
- NPCMs with a Compass chip move toward the location 97.
- NPCMs with a Compass chip that end their movement on Location 97, place the chip beside the location. These chips may not be picked up by the Party. The NPCM stands guard on the hex. Draw a new NPCM and place it on a Random Location (2d10).
- Roll 1d6. On a 4, 5, or 6 draw an NPCM and place it on a Random Location (2d10).

### Party Exploits Phase:

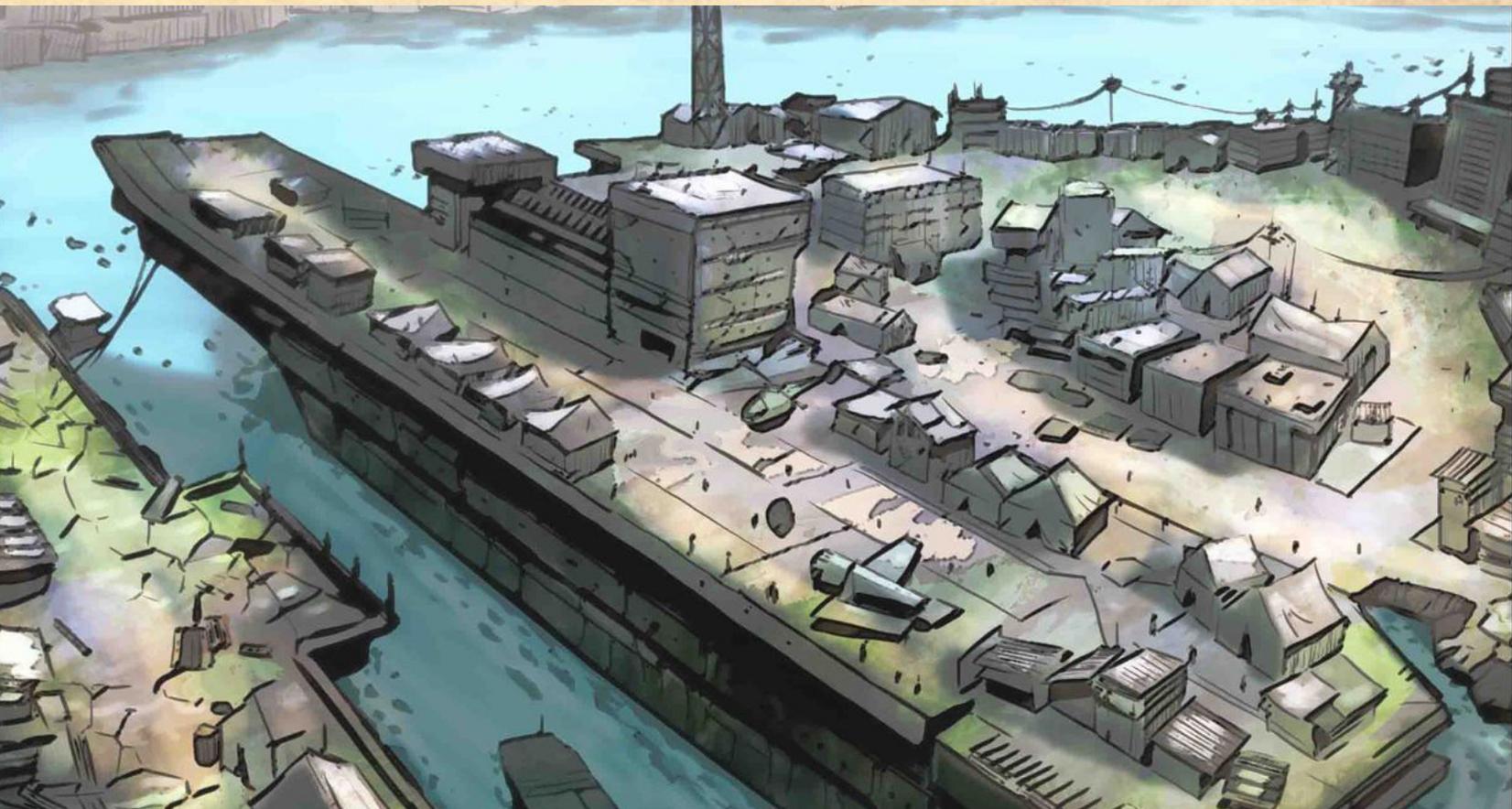
#### PVP Deed:

If multiple NPCMs are on a location select which NPCM to PVP first. If the NPCM is carrying a Compass chip it is placed on the hex where the NPCM is killed.

### End Turn Phase:

The Scenario is lost if there is a Exclamation Point chip, Question Mark chip, Link chip, and at least one NPCM on Location 97.

The Scenario is won if your Party is on Location 97 with an Exclamation Point chip, Question Mark chip, Link chip, and no NPCMs are on the hex.



## SOLO VARIANTS

### SOLO VARIANT I

**Players:** 1  
**Type:** Solo  
**Time:** 1 hour

#### OBJECTIVE

Achieve 20 Prestige or 80 Town Health in the fewest number of Turns.

### SOLO VARIANT II

**Players:** 1  
**Type:** Solo  
**Time:** 1 hour

#### OBJECTIVE

It is you versus 1 to 5 automated factions. Be the first to earn 20 Prestige or 80 Town Health.

#### SETUP

##### Challenge Level Setup

Select a Challenge Level to determine the number of Factions and the number of secondary effects that will be activated during the **Opposing Faction Town Events Chart**.

Level	Factions	Secondary Effects
Standard	1	None
Moderate	2	1
Difficult	3	2
Ultimate	4	3
Epic	5	3

##### The Red Dot Action Deck

Shuffle all of the Red Dot and NPCM cards into a Red Dot Action deck.

#### OPPOSING FACTION TOWN

##### Draw Phase:

Each opposing Faction rolls 1d10 on the **Opposing Faction Town Events Chart**. The challenge level determines the number of SE (Secondary Effects).

##### Opposing Faction Town Events Chart

- 1) Skip this Faction on the next Town Events roll.
- 2) **+1 Town Health**.
- 3) **+2 Town Health** and **+1 Prestige**.
- 4) **+4 Town Health** and **+2 Prestige**.
- 5) **+4 Town Health** and **+2 Prestige**.  
SE: Play 1 card from the Red Dot Action deck.
- 6) **+4 Town Health** and **+2 Prestige**.  
SE: Play 1 card from the Red Dot Action deck.
- 7) **+5 Town Health** and **+3 Prestige**.  
SE: Play 2 cards from the Red Dot Action deck.
- 8) **+6 Town Health** and **+3 Prestige**.  
SE: Roll 1d6.  
1: Nothing happens.  
2-3: Lose one of your Owned Resources.  
4-6: Revert an Owned Resource furthest from your Party.  
If you can't, lose 4 Town Health and 1 Prestige.
- 9) **+7 Town Health** and **+4 Prestige**.  
SE: Roll 1d6.  
1-2: Nothing happens.  
3-4: Discard a random Character in your Town Roster.  
5-6: Discard the most expensive Spoils card in your Auction House.
- 10) **+8 Town Health** and **+5 Prestige**.  
SE: Roll 1d6.  
1: Nothing happens.  
2-3: Lose the last Town Technology you equipped.  
4-6: PVP - Choose one to initiate PVP with your Party.  
A. Draw the first NPCM from the Red Dot Action deck, discard Non-NPCM cards. The NPCM attacks your Party or Assassins attack a random Character.  
B. Build a Party for this Faction. Draw 5 Characters, 2 Spoils + 1 per 10 Town Health.

## ALTERNATE SETUP

### PARTY TIME

**Players:** Any number

**Type:** Alternate setup

**Time:** Add 15 minutes to the play time

*Your Council of Towns Representative asks you to put together a party and gather supplies for the Town. The last party was killed by Eaters. You've been given a stipend to go to the bar and recruit good people to your party.*

#### OBJECTIVE

Recruit characters from the bar to form a Party and equip them in the market.

#### SETUP

Select a Faction, draw one Character and gain 18 Salvage Coins.

#### RULE ADJUSTMENTS

If you are not going to the Market or the Bar then move on to playing the game. There is no Auction House; if you draw a card you cannot equip, it is discarded.

#### Actions:

##### Bar - Pay 1 Salvage Coin:

1. Reveal the top card of the Character deck.
2. Select the Character's highest Skill. If there is a tie, choose between the tied Skills.
3. Select a Character from your Party
4. Both Characters perform a Solo Skill Check. You succeed if your Party Character meets or exceeds the revealed Character's Successes.

**Success:** Add the Character to your Party or Town Roster. You may instead discard the Character to draw 2 Action cards. Keep one and discard the other.

**Failure:** Discard the Character and draw an Action card.

##### Market - Pay 1 Salvage Coin:

1. Draw 2 Spoils cards. Take one and discard the other. A drawn Event or Jinx card is discarded and another Spoils card is drawn.
2. Discard Spoils cards not equipped to a Party Character.
3. If a Spoils card is taken, also draw an Action card.



### THE DRAFT

**Players:** 2 or more

**Type:** Alternate setup

**Time:** Add 10 minutes to the play time

*New recruits have arrived, and they are looking for a Faction that will give them the sense of belonging and the adventure they crave in the Fallen Land. It is up to you to get the best!*

#### OBJECTIVE

Form a party by recruiting Characters from the Council Draft.

#### SETUP

After **Step 7** of the standard game setup.

1. Each player takes their stack of six Character cards and selects one to put into their Party.
2. Pass the stack to the player on your left.
3. That player takes the stack passed to them, selects one card and passes that stack to the left again. Continue until all 6 Character cards have been drafted.

Utilize the same method for drafting the Spoils cards, except players take two cards instead of one, and they pass the stack to the right instead of the left this time.

### BIDDING WAR

**Players:** 2 or more

**Type:** Alternate setup

**Time:** Add 15 minutes to the play time

*The factions hire Characters and bid on Spoils in the town square. A group has gathered, eager for the opportunity.*

#### OBJECTIVE

Form a Party by bidding on Characters and Spoils cards from a the Council.

#### SETUP

- Follow the Standard Game setup.
- Each player takes an additional 10 Salvage Coins.
- Reveal a number of Characters equal to the number of players. Each player bids Salvage Coins for the first pick. The winner pays the bank. Starting with the winner, each player takes 1 Character card from the pool or draws from the top of the Character deck. If no players bid, each player pays a Salvage Coin and draws an Action card. Repeat the process until each player has 6 Characters.
- Reveal a number of Spoils equal to the number of players. Each player bids Salvage Coins for the first pick. The winner pays the bank. Starting with the winner, each player takes 1 Spoils card from the pool or draws from the top of the Spoils deck. If no players bid, each player pays a Salvage Coin and draws an Action card. Repeat the process until each player has 10 Spoils cards.

## NO MAP VARIANTS

### ON A MISSION

**Players:** 1  
**Type:** Solo, No Map  
**Time:** 1 hour solo

*The Council has assigned you a mission. Put together your Party and complete that Mission.*

#### OBJECTIVE

Successfully complete the Mission. If your Party fails the Mission or if your Party is killed, the Scenario is lost.

#### SETUP

- Use the **Party Time** alternate setup
- Don't use the First Player Sheet or Map
- Draw 3 Mission cards with Skill Checks.

#### RULE ADJUSTMENTS

##### Encounter Deed:

Draw and attempt an Encounter card. This Deed may only be performed 3 times.

##### Mission Deed:

Attempt one of the Mission cards:

**Success:** The Scenario is won.

**Failure:** The Scenario is lost.

### DUEL

**Players:** 1-2  
**Type:** Competitive, No Map  
**Time:** 20 minutes

*Both you and a rival faction have appealed to the Council of Towns to resolve ownership of a contested resource. The Council has prescribed an entertaining solution: a trial by gladiatorial combat! Assemble a party and meet in the valley where blades will determine ownership once and for all.*

#### OBJECTIVE

Win a Melee-Only PVP against an opposing faction. A solo player draws a random NPCM to Duel.

#### SETUP

- Use the **Party Time** alternate setup.
- Don't use the First Player Sheet or Map.
- Ranged weapons may not be taken during the Market action.

#### RULE ADJUSTMENTS

##### Gladiatorial Encounter:

This event counts as a Gladiatorial Combat.

##### PVP:

After setup, PVP starts. The victor wins the Scenario.

### FOR THE GOLD

**Players:** 1-12  
**Type:** Competitive, No Map  
**Time:** 1 hour

*With the new Factions joining the Council of Towns, a set of competitions have been set up to entertain everyone, provide an opportunity to get to know one another, bring home some good stories, and perhaps even build a little wealth.*

#### OBJECTIVE

Win competitions to gain Salvage Coins. The Faction with the most Salvage Coins at the end is the victor!

#### SETUP

- Each player uses **Party Time** alternate setup.
- Any remaining Salvage Coins are discarded at the end of setup.
- Don't use the First Player Sheet or map
- Draw a Random NPCM to compete against the players

#### RULE ADJUSTMENTS

Each Character will perform their assigned Solo Skill Check in order of Character Crowns. Each Party will select a Character to perform the Medical Skill Check:



After each Solo Skill Check, the Party with the most Successes gains 3 Salvage Coins. If there is a tie, each of the Parties that tied for greatest number of success gains 2 Salvage Coins.

##### After the Skill Checks:

After the final Skill Check, the Party with the most Salvage Coins is victor. If there is a tie, roll for random Skill Check to perform to break the tie. Continue performing random Skill Checks until there is victor.



# THE 13TH FACTION

**Players:** 1

**Type:** Campaign, Solo Variant 3

**Time:** 4 Hours

After spending the last week successfully fighting off the latest raider incursion on your small community, you enjoy a drink (or three) at the local bar. Looking around at your injured brethren, you realize it is time to establish a safe home for your people.

## OBJECTIVE

Perform the Scenarios and obtain 20 Prestige or 80 Town Health to be accepted into the Council of Towns.

## RULE ADJUSTMENTS

- All cards, Town Technologies, Town Health and Prestige carry over between Scenarios.
- Your Faction may use any Town Play Mat, but has no Faction Perks.
- Skip the Town Events Phase until the start of the Pandemic.

## PERFORM THE FOLLOWING SCENARIOS IN ORDER

### 1. On a Mission (Page 18):

**Success:** The Council looks forward to working with you again.

**Failure:** Campaign ends. Disheartened, your Party disbands and returns to farming.

### 2. Sigma Bunker Hunt (Page 4):

**Success:** Place a Special Mission chip on the Mission location where you found the Sigma Bunker. This is your Starting Town Location. You have a new secure base of operations.

**Failure:** Campaign ends. Your Party fails to secure a new location for your people. Your community is devastated by raiders. Sigma Corporation takes in the meager remnants of your small band.

### 3. Wrecking Ball Run (Page 2):

**Success:** Gain 1 Prestige and 5 Town Health. Upon winning the race, the Council recognizes your Party's resourcefulness and skill. However, they are still skeptical of the long-term viability of your new community.

**Failure:** Lose 2 Prestige and 10 Town Health. Embarrassed by your poor performance, the youth of your community join other factions for better opportunities.

### 4. Pandemic (Page 5):

The Council has pooled all of their resources to fight off this devastating disease. Your community has been contacted as part of this effort.

**Success:** Gain 1 Prestige and 5 Town Health. The Council establishes your town as a 13th Faction to consolidate the small communities.

**Failure:** Lose the Campaign. The Council is in chaos and the pandemic is out of control. The survival of humanity is in question.

### 5. Operation: Anvil (Page 12):

Just as the Factions are rebuilding their supplies after the pandemic, the sky starts to fall and you are once again called to help the Council.

**Success:** Gain 1 Prestige and 5 Town Health. All Radiation chips that were Ground Zero locations are now Radiation hexes.

**Failure:** Lose the Campaign. The Council is no more. Only small communities survive. Eventually your descendants will form a new Council.

### 6. Mercenary Rebellion (Page 6):

Upon hearing that the Council is forming a new Faction, the Mercenaries form a tenuous alliance in a bid to take the 13th seat by force.

**Success:** Gain 1 Prestige and 5 Town Health. If you have 20 Prestige or 80 Town Health, you win your seat on the Council. If you don't, proceed to Failure. With your help the rebellion is put down and your place on Council is secured.

**Failure:** Your community is destroyed by raiders. After many days of negotiation the Council begrudgingly gives the 13th seat to the Mercenaries in exchange for peace. While your party is negotiating with the Council for the seat, a local gang with the support of Mercenaries razes your small town and the bunker is handed over to Sigma Corporation. Forced to run, your party roams the wastes in search of a new home.



# SECURING THE COUNCIL

**Players:** 1 to 4 Players  
**Type:** Campaign  
**Time:** 3 Hours per player

*Defend the Council's interests and build up infrastructure to help bring the Fallen Land one step closer to its former pre-war glory.*

## OBJECTIVE

Perform the Scenarios below.

## RULE ADJUSTMENTS

- Town Health and Prestige carry over between Scenarios.

## PERFORM THE FOLLOWING SCENARIOS IN ORDER

### 1. The Draft or Bidding War (Page 17):

*Form your Parties from volunteers looking to make a name for themselves.*

### 2. Wrecking Ball Run (Page 2):

*Participate in the first annual Wrecking Ball Run.*

**Success:** Gain 1 Prestige and 5 Town Health. Upon winning the race, the Council recognizes your Party's resourcefulness and skill.

**Failure:** Lose 2 Prestige and 10 Town Health.

*Your shame hurts far worse than your broken bones and many wounds.*

### 3. Pirate Radio (Page 7):

The Council orders the Factions to work together to take down the pirate radio network, before the towers are fortified making the interference a permanent feature of the Fallen Land.

**Success:** Each player gains 2 Salvage Coins for each tower destroyed.

*The Council gives you a bounty for your efforts to take down the towers.*

**Failure:** The Towers remain. Replace the Town Defense chips representing the Towers with Psychological Damage chips. Parties may not move into hexes around these Towers. The pirate radio stations are heavily fortified and here to stay.

### 4. Council Network (Page 8):

*Form a network to secure the lines of communication between the Factions.*

**Success:** The radio towers stay in place at the end of the Scenario. All hexes in range of a Radio Tower only cost one movement. The Network is a sustained success for everyone involved.

**Failure:** Remove All Radio Towers. Each Faction pays 20 Salvage Coins. Spoils and Action cards may be sold to pay this cost. If a Faction is unable to pay they lose the Campaign. The network fails to maintain a connection. Eventually scavengers cannibalize the towers.

### 5. Trail Blazers (Page 3):

*After securing communication between the Factions, the Council has commissioned roadways to connect the towns and bring prosperity to all.*

The road system stays in place at the end of the Scenario. Each Faction gains 1 Prestige per crate transported to their Town.

### 6. Atlantic Trade (Page 11):

*Start a trading route with the old world across what was once called the Atlantic Ocean. Deliver a package from each Faction. If the Carrier leaves without a package the Scenario is lost.*

**Success:** Draw 1 Spoils and an Action card for each package delivered. You have shown the robustness of the road system.

**Failure:** The Campaign is lost. Your efforts were admirable, but you have disappointed the Council.

### 7. For the Gold (Page 18):

*The Council is looking for a new Chairperson. They are holding a competition to determine which Faction has the strongest Party.*

**Success:** You are Chairperson of the Council. You have represented your Faction well and proved yourself to be the leader the Council needs.



## VARIANTS

### SHORT GAME

#### OBJECTIVE

The Short Game has the same rules as the normal game except the game ends when a player achieves either **10 Prestige** or **55 Town Health**. The short game end points are marked midway on the map's two Victory Tracks.

If a player wins the Short Game but everyone would like to continue playing, game play can simply continue towards the normal end game conditions of **20 Prestige** or **80 Town Health**.

### TIMED GAME

*Fallen Land is an epic game, but sometimes time constraints don't allow for a complete game. This is one option to solve the time issue.*

#### OBJECTIVE

The length of the game is agreed on by all participating players and a timer is set. Leave enough time for the player to finish their Turn. When the clock runs out, the current player finishes their Turn and the player with the most Town Health and/or Prestige wins.

### RONIN

**Players:** 1-6

**Type:** Variant

**Time:** Add 15 minutes per player

*Your small compound of survivors was recently overrun and razed to the ground by a massive band of roving Eaters. Those sadistic cannibals...Those damn freaks...They killed everyone you ever loved and everything you cared about. Luckily, a few of you managed to escape. You ran as the screams of your neighbors and friends faded into the night. Now it's time to set out and find a new home, perhaps even build a better one. For now though you're just wandering Ronin, guns for hire.*

#### SETUP

- Solo games use Solo Setup and rules.
- Players don't start with a Town Play Mat
- Parties use a random Party marker placed on a random 2d10 location.

#### RULE ADJUSTMENTS

##### Parties without a Town:

Parties without a Town cannot gain and lose Town Health or Prestige.

##### Claim a Town on a Neutral Faction:

A Party without a Town that has successfully completed a City/Rad Encounter card may then claim a Town Play Mat, Party Marker, Town Technologies and Perks. All bonus Prestige and Town Health are then applied from Spoils, Action, and Character cards that they possess.

### PROJECT GOD'S HAMMER

**Players:** 1-6

**Type:** Variant

**Time:** No change

*Project God's Hammer is a malfunctioning A.I.-enabled missile satellite. A solar flare has reactivated God's Hammer and it has initiated the Scorched Earth Protocol. The Council is looking into a way to shut it down. Hopefully the satellite runs out of missiles before life becomes even more unbearable for you and the other survivors of the Fallen Land.*

#### SETUP

- Solo games use Solo Setup and rules.

#### RULE ADJUSTMENTS

##### Effects Phase:

A nuke detonates at a random number location, determined by rolling 2d10.

##### Ground Zero Hex:

All hexes marked by a Radiation chip are considered a Ground Zero hex, regardless of how it received it.

- Any hex touching a Ground Zero hex is impassable.
- Any Party on or adjacent to a Ground Zero hex is killed.
- Any Missions or Point of Interest chips are Destroyed and not placed back on the map.
- Starting Town Locations next to Ground Zero hexes are destroyed.
- A player's town caught 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.
- If all players' Starting Town Locations are destroyed then the Scenario is lost.



## OPTIONAL RULES

### HARSH REALITY

*The Fallen Land is an unforgiving place and the winds of time have not been kind. The best salvage is hard to find (or sold at a premium), and there just isn't enough of the good stuff to go around. It's tough enough to just get what your Faction needs, let alone gather what is needed to build new Town Technologies.*

#### SETUP

- The Bank has one less of each Town Technology for sale than the number of players. Place the remaining Town Technologies back in the box.

#### RULE ADJUSTMENTS

##### Town Technologies:

Destroyed or sold Town Technologies are returned to the Bank, allowing them to be purchased by players.

Tier 2 Town Technologies (TT) count as 2 for availability purposes. A Tier 1 Town Technology can only be upgraded to Tier 2 if there is a Town Technology of the same type in the Bank. Move a Town Technology of the same type from Bank to the box. When a Tier 2 TT is downgraded to a Tier 1 TT, add one Town Technology of the same type from the box to the Bank.

### VETERAN GAME

#### OBJECTIVE

Attain both 80 Town Health and 20 Prestige.

#### SETUP

- The Bank has one less of each Town Technology for sale than the number of players. Place the remainder Town Technologies back in the box.

#### RULE ADJUSTMENTS

##### Town Technologies:

Destroyed or sold Town Technologies are returned to the Bank, allowing them to be purchased by players.

Tier 2 Town Technologies (TT) count as 2 for availability purposes. A Tier 1 Town Technology can only be upgraded to Tier 2 if there is a Town Technology of the same type in the Bank. Move a Town Technology of the same type from Bank to the box. When a Tier 2 TT is downgraded to a Tier 1 TT, add one Town Technology of the same type from the box to the Bank.

##### Action Cards:

Players may not sell Action cards to the Bank.

##### Hand Size:

Players may have up to eight Action cards in their hand, instead of the normal hand size of seven cards.

### EXPERT GAME

*This is an incredibly cutthroat, realistic, and exciting way to play. Players don't know what will happen with the cards' Success or Failure. This is Jon's favorite way to play Fallen Land--the way it was truly meant to be enjoyed!*

#### OBJECTIVE

Attain both 80 Town Health and 20 Prestige.

#### SETUP

- The Bank has one less of each Town Technology for sale than the number of players. Place the remainder Town Technologies back into the box.

#### RULE ADJUSTMENTS

##### Town Technologies:

Destroyed or sold Town Technologies are returned to the Bank, allowing them to be purchased by players.

Tier 2 Town Technologies (TT) count as 2 for availability purposes. A Tier 1 Town Technology can only be upgraded to Tier 2 if there is a Town Technology of the same type in the Bank. Move a Town Technology of the same type from Bank to the box. When a Tier 2 TT is downgraded to a Tier 1 TT, add one Town Technology of the same type from the box to the Bank.

##### Action Cards:

Players may not sell Action cards to the Bank.

##### Hand Size:

Players may have up to eight Action cards in their hand, instead of the normal hand size of seven cards.

##### Missions and Encounter Cards:

Have the player to the right of the active player draw the Encounter and Mission cards for them. They also:

1. Give the player the **Scavenged Salvage Coins** from the Bank as listed on the card.
2. They read the **Directions** and **Skill Checks** to the player.
3. While the player is rolling and calculating their Skill Checks, they read the **Main Text** of the story out loud. The **Success** and **Failure** portion of the card are not read out loud or disclosed until after the Skill Checks result in Success or Failure. Only the Success or the failure portion is read to the active player, not both.
4. This method is more exciting and allows the active player to focus on the Skill Checks and listen to the story, without it influencing any decision making and without knowing how it will end!

## SOLO FIRST PLAYER SHEET

The solo game set up is identical to regular setup with a few changes highlighted in red.

### SOLO GAME SETUP

1. Lay out the game map, decks of cards and chip trays. Place the top card of each deck into the discard pile. **Remove cards with the Red Dot next to their titles from the Action, Encounter, and Mission decks. Set them aside.**
2. Roll 2d10 (1-100) for each of the 7 Mission location and place it on the numbered hex on the map. Re-roll duplicates.
3. Roll 1d12 to determine your Faction.
4. Receive your Faction chips, Party Marker, Starting Town Technology chips, and any items for your **Faction Perks**.
5. Place a Faction chip on your **Starting Town Location** and your Party marker on top of it. Place a Faction chip on the 30 Town Health and 1 Prestige Victory Tracks labeled "Begin."
6. Draw 6 Character cards, 10 Spoils cards, 3 Action cards, and 10 Salvage Coins.
7. Set up and equip your Town Play Mats. Attach 5 Characters to their numbered **Character Crowns** at the bottom of each Play Mat. The sixth Character is placed face down in their **Town Roster**. Equip Spoils cards to the Character cards without exceeding their **Carrying Capacity**. Equip chips and other items to your town.
8. Place the **Turn Marker chip** on the 1 Town Health square on the map.

### SOLO RULE ADJUSTMENTS

Use the standard game play rules with the following rule adjustments.

#### Faction Perks:

Faction **Perks** that require another Faction grant your faction the bonus, the other Faction is ignored. Perks that affect other Parties are unusable.

#### Auction House Sub-Phase:

Draw three Spoils cards and place them face up. These may be purchased for their Salvage Coin value. Discard the rest.

#### End Turn Phase:

Continue being the First player.

