



SURVIVAL MANUAL

NEON DAWN

NEON DAWN

**Adventures in the
Post-Nuclear Limelight**

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NEON DAWN

COMPONENTS



Settlement Boards [4]



Player Boards [4]



Fame Board [1]



Visit Settlement Board [1]



Item Cards [52]



Consumable Cards [36]



Trait Cards [56]



Companion Cards [21]



Mission Cards [36]



Event Cards [36]



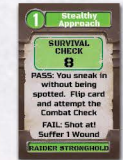
Building Cards [20]



Schematic Cards [20]



Starter Mission Cards [12]



Raider Stronghold Cards [3]

Player Components Bags [4] (blue, green, purple & yellow)

- Aqua Cubes [8]
- Clear Cubes [5]
- Smoke Cubes [12]
- 1 Credit [5]
- 5 Credits [3]
- 10 Credits [2]
- Traditional Pawns [2]
- Bowling Pin Pawn [1]
- Yellow Rings [6]
- Green Rings [6]
- Luck Tokens [3]
- Tracking Discs [5]
(Fame & Reputation)
- Player Board Setup Card [1]
- Player Pawns [2]
w/ Stand [1]



Player Aid Card [1]

General Components Bag [1]

- 10 Credits [5]
- Radiation Counters [12]
- Smoke Discs [3]
- Wound Discs [12]
- Blue Discs [2]
- Green Discs [2]
- Purple Discs [2]
- Yellow Discs [2]
- Clear Cube [1]
- Aqua Cubes [10]
- 4-Sided Die (white) [3]
- 6-Sided Die (yellow) [1]
- 8-Sided Die (blue) [1]
- 10-Sided Die (green) [1]
- 12-Sided Die (orange) [1]
- 20-Sided Die (black) [1]

* Each player component bag stores the listed components. While blue is shown in this example, all Pawns, Discs and the Player Board Setup Card will match the color of the player (blue, green, purple or yellow).

Explored Hexes [99]



Salvage Draw Bag [1]

Contains: Salvage Cubes [65]
(13 of each color; blue, green, purple, yellow & white)



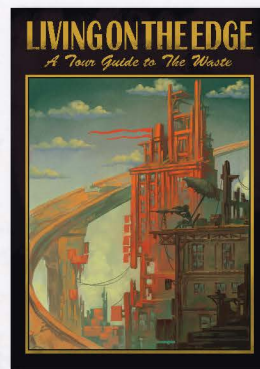
Map Tiles [25]



First Player Tile [1]



Card Box [1] & Dividers [10]



Living On the Edge:
A Tour Guide to the Waste
(200 pg Adventure / Quick Play Book) [1]



Survival Manual
(Rule Book) [1]

* 6 plastic bags have been included, the recommended storage for fast setup and cleanup is shown above. The sixth bag is used to store the Explored Hexes.

INTRO

In Neon Dawn, you take on the role of a celebrity adventurer in the waste, a post-nuclear land steeped in radiation, danger and adventure. While life in the waste comes naturally to you, achieving legendary status takes planning, execution, and significant risk.

Will you become a wasteland legend?

OBJECTIVE

Your goal is to explore and survive the waste, gaining as much Fame as possible. **The player with the most Fame at the end of the game wins!** There are several ways to gain Fame (★) during play, and bonus Fame is awarded at the end of the game (Day of Reckoning) for the Items and Traits a player has acquired. All possible ways to gain Fame are listed below and on the player aid card in each player component bag.

DURING PLAY

Spend 10 CREDITS at THE PUB = 1 ★

Increase REPUTATION with a SETTLEMENT to 5 or 10 = 1 ★ each

Turn In 2x ☼ at THE PUB = 1 ★

Complete a SCHEMATIC = 1 ★

Construct a BUILDING at the BUILDER = 1 ★ (and 1 Reputation 😊)

Some MISSIONS, EVENTS, POINTS OF INTEREST & RAIDER STRONGHOLD can award ★

DAY OF RECKONING

(BONUS FAME, AWARDED AT THE END OF THE GAME - SEE PAGE 16)



Each FAME ICON (★) on a player's ITEM CARDS awards 1 ★



Every 4 STAR ICONS (★) on a player's TRAIT CARDS awards 1 ★

INITIAL SETUP

Each player selects a Player Board of their choice and the matching player components bag. Fame and Settlement Boards are placed at the edge of play area and a clear cube from the general components bag is placed on Round 1 on the Fame Board. Each player places a disc of their color at the edge of the Fame Board.

Place the dice, map tiles, cards, general components, explored hexes, salvage draw bag and the Adventure Book within reach of all players. Select the number of Rounds to be played (5, 10, 15 or 20). Game length is ~60 minutes per player per 5 Rounds.

Tip: A row of 5 cards is placed beneath a Settlement Board when discovered.

Clear Cube



Discs



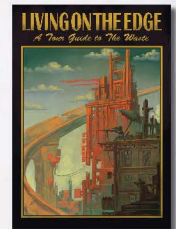
Tip: The play area will grow as the map is explored, so leave space!



Play Area



Tip: Player Boards can be surrounded by cards. Leave a little extra space around them.



PLAYER SETUP

Players take the game pieces listed above from their player component bag and place them on their Player Board as shown. Credits, Player Pawn & a Luck Token are set aside. Not all components in a bag are used for setup, but will be used during the game.

The Player Board Setup Card included in each bag shows this setup. The Player Aid Card lists how to earn Fame on the yellow side, and how Water Rations can be spent on the blue side.



Clear Cubes [5]



**Trophy Racks [2]
(Traditional Pawns)**



**Water Rations [8]
(Aqua Cubes)**

**Action Marker
(Bowling Pin Pawn)**

Tip: Quick Start character builds found on pg 25 are great for learning & teaching Neon Dawn. They also allow you to skip the Create Character draft.



CREATE CHARACTER

Shuffle all decks except Schematics & Raider Stronghold cards. Deal 2 Starter Missions to each player, face down (do not reveal to other players). Draw 2 Items, 1 Consumable, 2 Traits and 1 Companion per player & place face up in the play area for all to see. (Create Character phase can be skipped by using Quick Start Builds on pg 25)

Players roll a **20**. The player with the highest roll purchases any one of the face up cards. The cost (in Credits) is listed inside the triangular coin icon (▲) at the top right of the card. Companions have no cost, but do count as a player's selection. Players may select only one Companion each.

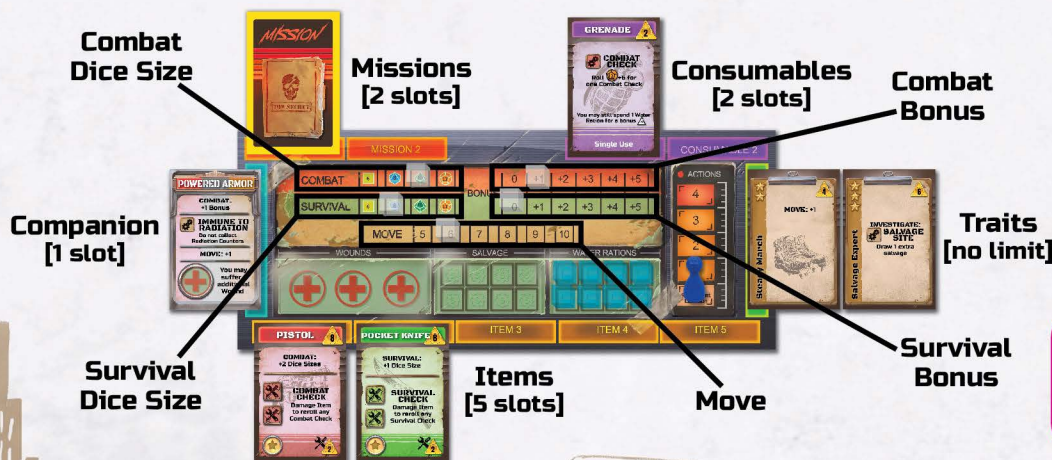
In a clockwise order, each player purchases a card until all players have chosen. The last player to purchase in a round is the first player to choose the next round, giving that player two choices in a row. Players take turns purchasing cards until all player have passed, no player can afford the remaining cards, or all cards have been purchased. A player may choose to pass, but may not purchase more cards after doing so.



TRACKING CHARACTER STATS (MADE EASY!)

Purchased cards are placed around the Player Board as shown below. Each card type matches a "slot" along the edge of the board. Record any Combat (red) or Survival (green) Dice Size increases by moving the clear cube one space to the right for each size increase. Record any increases to Move (brown), Combat Bonus (red, right side) and Survival Bonus (green, right side) by moving the clear cube one space to the right for each +1 bonus gained.

Item, Trait & Companion cards can all provide these bonuses and are color coded for Combat (red), Survival (green), Move & miscellaneous (brown), Defensive (grey) and Fame (yellow).



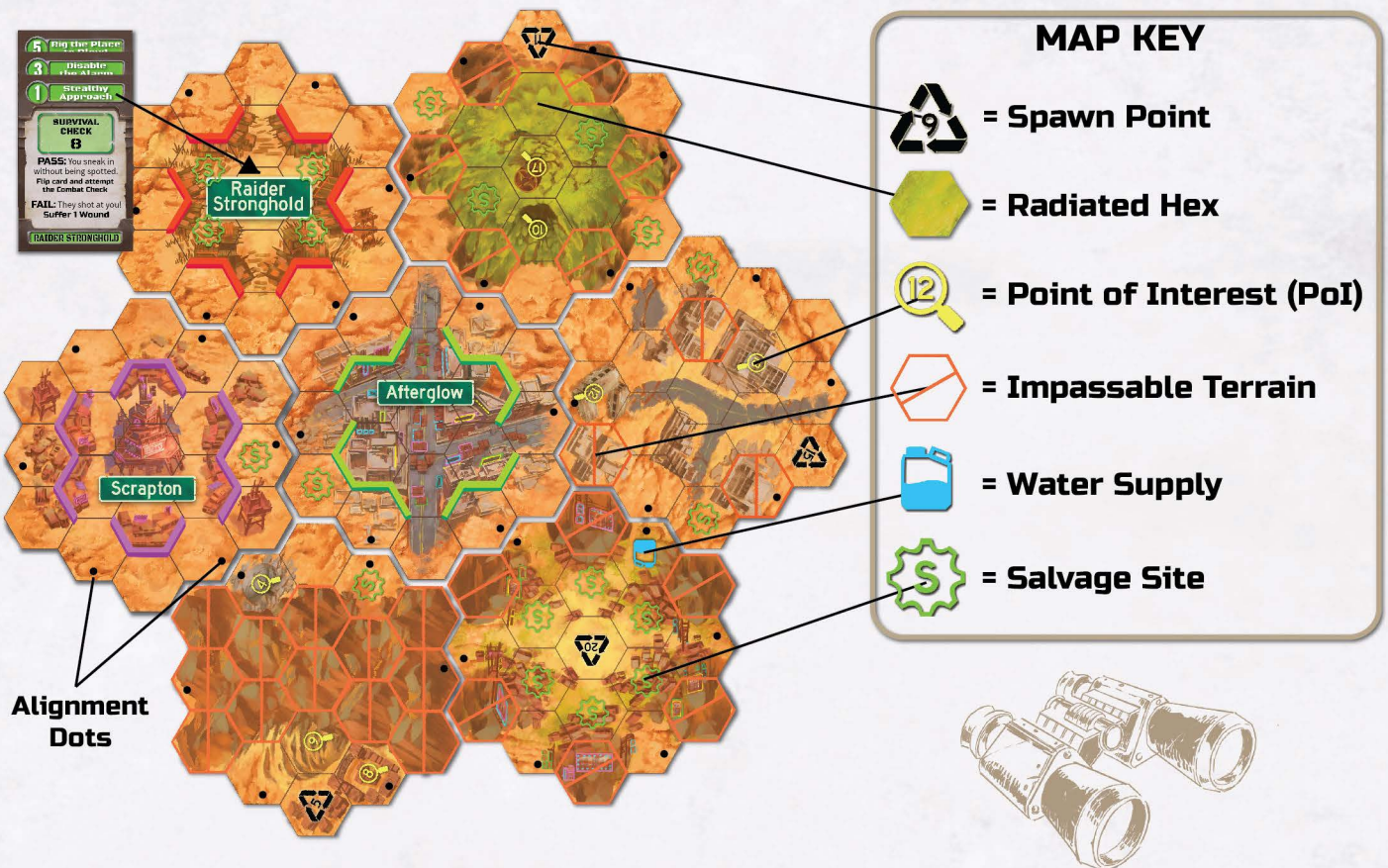
Tip: All Dice Size Increases and Bonuses stack with similar increases.

BUILD THE WORLD

Separate the Settlement map tiles (Afterglow, Scrapton, Searchlight and Sienna Compound), randomly select one and place it the center of the play area. Shuffle the remaining Settlements map tiles back into the remaining map tiles.

The last player to purchase a card in the Create Character phase draws one map tile and places it adjacent to the starting Settlement. A map tile may be placed in any orientation, but the alignment dots must align with the dots on already placed map tiles. The next player places the next map tile. Continue taking turns placing map tiles until six tiles surround the starting Settlement.

If the Raider Stronghold is drawn, place the three Raider Stronghold cards on top of the Raider Stronghold tile, keeping the cards in numeric order with the “1” face up.



SPAWN INTO THE WORLD

The player with the most Credits (having purchased the least) spawns first. To spawn into the world, a player rolls a and places their Player Pawn on the Spawn Point () of the number rolled. If the Spawn Point with the number rolled is not on the map, the player places their Player Pawn on the Spawn Point with the number closest to their roll. If two Spawn Points are equally close to the roll, the player may select which of the two Spawn Points they start on.

Continue clockwise and spawn all players into the world this way. If a Spawn Point is covered by a player, it is no longer available to other players (as if it were not on the map). If there are no Spawn Points available, a player may place their Player Pawn on a hex of their choice within any Settlement map tile in play.

SETTLEMENT SETUP

A Settlement Board is flipped to reveal the gameplay side when the corresponding Settlement map tile is placed on the world map. Reputation (😊) is tracked for each Settlement separately on the Reputation track (😊➡️) of each Settlement Board.

All players start at 1 Reputation with all Settlements on the initial seven map tiles. When additional settlements are discovered, the setup is the same, but only the discovering player starts with 1 Reputation at the newly discovered Settlement.

Draw 1 Companion, 2 Items and 2 Consumables, placing each face up in their slots at the bottom of the Settlement Board. Five salvage cubes are drawn from the salvage draw bag and placed in the boxes at the top right of the Settlement Board.

The salvage cubes may be any color EXCEPT the same color as the Settlement. If any salvage cubes of the same color as the Settlement are drawn, place those back in the bag and draw that many more salvage cubes.

As an example, Afterglow is shown after setup. Note that Afterglow is the green Settlement and therefore does not sell green salvage cubes.



**Building Site
Unlocks (1, 3 &
6 Reputation)**



**Fame Gain
(5 & 10
Reputation)**



**Tip: A special ability opens
up to players at 8 Reputation.
Each Settlement has a
different ability available
for a player to use at any
time it applies (your
reputation precedes you).**

GAMEPLAY

GETTING STARTED

The player with the most remaining Credits takes the First Player Tile. All players must now choose which Starter Mission they would like to keep and discard the other. A Starter Mission may remain face down in a Mission slot, but must be revealed to make and track progress towards completion.



All players choose ONE Starter Mission to keep & discard the other

ROUND SEQUENCE

- 1) **All players spend 1 Water Ration to recharge Actions to 4.** If a player does not have 1 Water Ration or chooses not to spend one, they may only recharge Actions to 3.
- 2) **Players take turns taking 1 Action at a time**, in clockwise order, moving the Action marker on their Player Board down by 1 after each Action is performed. Standard Actions are Move, Investigate, Scout and Visit Settlement. See the “Actions” section on pages 11-15 for a detailed description of each action.
- 3) **When a player has 0 Actions remaining, they may choose to spend 1 Water Ration to send their Companion to visit 1 Location in any open Settlement once per Round.** All player abilities and bonuses apply to this visit, but a Companion may only ever visit 1 Location.
- 4) **If any player has Radiation Counters, they must clear them at the end of the Round by rolling a \triangle_4 .** If the number rolled is higher than the number of Radiation Counters collected, the Radiation Counters are cleared. If the number rolled is equal to or less than the number of Radiation Counters collected, that player suffers 1 Wound and clears the Radiation Counters.



= Radiation Counter

- 5) **Replace any missing Items, Consumables & salvage cubes on Settlement Boards.**
- 6) **Pass the First Player Tile to the next player and move the Round counter on the Fame Board up by one. Begin the next Round of play, starting at step 1 in the Round Sequence.** If you have completed the final Round (5, 10, 15 or 20 - decided earlier), go to the Day of Reckoning section on page 16 to score bonus Fame and determine a winner!

NEON DAWN

ACTIONS




MOVE


Players may move up to the number of hexes listed in the Move row of their Player Board. It is normally not possible to move through impassable terrain or Settlement walls (treated as impassable terrain), but there are some Companions, Items, Traits and Consumables that allow a player to do so. A player that can move through impassable terrain may also Investigate through Settlement walls.

Players collect 1 Radiation Counter per radiated hex traveled through, or when performing the Investigate action on a radiated hex. If 4 Radiation Counters are collected by a player within 1 Round, they immediately suffer 1 Wound and clear all Radiation Counters.



A player may spend 1 Water Ration to EMPOWER one Move action with +1 Move.


INVESTIGATE


Investigate a Salvage Site , a Point of Interest (PoI) , a Water Supply , a Mission, an Event or the Raider Stronghold. A Player's Pawn must be on or adjacent to the hex they wish to investigate.

If a Salvage Site, PoI or Water Source is successfully investigated, that hex is covered by an Explored Hex () . Flip the Explored Hex to the radiated side if the hex it covers is radiated.

SALVAGE SITE

Roll a  and draw that many salvage cubes from the draw bag, and collect a  . Place the salvage cubes in the Salvage section of the Player Board (or on a card that provides additional salvage cube storage).

Salvage can be used to build Buildings, complete Schematics, or can be sold for Credits. The  is placed on a player's trophy rack and represents coordinates for large scrap that would require a team to break down. Settlements' Salvage Depots are interested in these map coordinates.




A player may carry up to six .

A player may spend 1 Water Ration to EMPOWER the Investigate Salvage Site action to reroll the  . A player may spend any number of Water Rations this way.

12 POINT OF INTEREST 12


When a player Investigates a Point of Interest, another player opens the Adventure Book to the tab indicated by the number within the icon. Read the initial description and follow the instructions in the Adventure Book.

If there is a Combat Check or Survival Check, a player must pass the check to collect the reward listed under PASS. If there is no check listed, it is automatically considered a success and the FREE reward is collected.

A player also receives a  for successfully investigating a Point of Interest. The  is placed on a player's trophy rack and represents a story of adventure to be told at the Pub. A player may carry up to six .

A player may spend 1 Water Ration to EMPOWER Combat Checks and Survival Checks to roll a bonus . See "Combat and Survival Checks" section on page 18 for more information on Checks.

WATER SUPPLY


A player may fill their Water Rations at no cost, and gains 1 Luck Token ().

MISSIONS, EVENTS & THE RAIDER STRONGHOLD



Mission, Event and Raider Stronghold cards are placed on top of map tiles, and prevent access to all Salvage Sites, Poles and Water Sources on that tile until all cards have been successfully completed and removed.

These types of cards often require passing Combat Checks or Survival Checks to successfully complete the card. If there is no Check listed on the card and no other success condition specified, it is automatically considered a success.

If a Mission or Event is placed on a map tile that contains a Player Pawn, that player may attempt the Mission or Event immediately as a free action. If there are multiple Player Pawns on the tile, the players roll a  and the highest roll gets the opportunity to attempt the Mission or Event.

If the first player fails to complete the Mission or Event, the next highest roll has an opportunity to resolve it, and so on. If the Mission or Event is not successfully completed by any player, it is placed on the map tile, blocking access to other Investigate options until cleared.



If a Player Pawn is at the edge of the explored map, they may choose the Scout action.

The **player draws a map tile and places it** adjacent to the hex their Player Pawn is on. The black alignment dots on the new map tile must align with dots on existing map tiles.

If the **Raider Stronghold** is drawn, place the three Raider Stronghold cards on the tile in numeric order and the player may immediately attempt the first card.

If a **Settlement** is drawn, the corresponding Settlement Board is flipped to reveal the gameplay side and the new Settlement is set up (page 9). **The discovering player gains 1 Reputation with all open Settlements, and may visit 1 Location in the new Settlement.**

All player abilities and bonuses that apply to the Visit Settlement action apply to this visit, including the ability to visit additional Locations.

For any other tile, draw an Event card. The scouting player must attempt to resolve the Event. If successful, they immediately receive the reward listed. If unsuccessful, the Event is placed on the map tile that was just explored.

A player may spend 1 Water Ration to EMPOWER the Scout action to draw 1 additional Event card. One Event is selected, the other is discarded.

VISIT SETTLEMENT

If a Player Pawn is located within a Settlement (middle 7 hexes of a Settlement map tile), that player may perform the Visit Settlement action.

They may visit 3 Locations within the Settlement. The Locations are listed below and are tracked on the Visit Settlement Board with 3 smoke discs. If a player is able to visit additional Locations, use a disc(s) of their color in addition to the 3 smoke discs.

A player may take advantage of all available options at all Locations selected, in any order they wish (including moving back and forth between selected Locations).

When visiting a Settlement, a player may use the abilities of the Companion(s) available at that Settlement during the visit, in addition to the abilities of their own Companion.



Smoke Discs for Tracking Locations within a Settlement

WATER SUPPLIER


At the Water Supplier, a player may pay 1 Credit to completely refill their Water Rations.


If no Water Rations are available, there is a water shortage and Water Rations can not be refilled until some become available.

Fill All  for 

GENERAL STORE

At the General Store, a player may swap their current Companion for a Companion at this Settlement. When doing so, the player's previous Companion is placed in the available slot in the Settlement.

A player may also buy Items and Consumables for the cost in the credits icon  (top right).

Items can be repaired for the cost in the repair icon  (bottom right) to remove all damage.

Items and Consumables may also be sold at the General Store. Items are sold for half the cost and Consumables are sold for 1 Credit.

 Swap Companion	Buy Items  COST	Sell Items  1/2 COST	Consumables Buy  COST	Consumables Sell  1	Repair Item(s)  COST
--	---	---	---	--	---

SALVAGE DEPOT

At the Salvage Depot, a player may purchase salvage from the top right of Settlement Board for 1 Credit each (yellow, purple, green and blue), and 3 Credits per white.

A player may also sell salvage for 3 Credits per white cube, 2 Credits per cube of same color as the Settlement being visited & 1 Credit for any other cube.

Finally, a player may turn in 2 Salvage Site tokens (green rings) for 1 Reputation.

Buy / Sell      each ( for same color as settlement)	Buy / Sell   each	2x  = 
---	--	---



MISSION BOARD

At the Mission Board, a player may request a new Mission to draw 2 Mission cards & select one. A player may only request one new Mission per Mission Board visit, but may visit multiple times by placing additional discs on the Mission Board.

A player may also turn in completed Missions for the reward listed on the Mission card plus 1 Luck Token. Any Reputation rewarded is gained with the settlement the Mission is turned in at.

 	Request New Mission (draw 2, select 1)		Turn In Completed Mission	for	Listed Reward (bottom of card)	+	
---	--	---	----------------------------------	-----	--	---	---

DOCTOR

At the Doctor, a player may heal all Wounds for 1 Credit, or purchase Pre-War Enhancement Shots (Trait rolls) for 5 Credits each.

	Heal All Wounds			Buy Trait Roll (see pg 20)		each
---	------------------------	---	---	--------------------------------------	---	------

PUB

At the Pub, a player may spend 4 Credits to buy a round of drinks to gain 1 Reputation, spend 10 Credits to throw a party to gain 1 Fame, or share epic tales of adventure by turning in 2 Pol tokens (yellow rings) for 1 Fame. A player may purchase as much Reputation and Fame as they can afford, as well as turn in as many Pol tokens as they are able to.

Buy 		each	Buy 		each	2x  = 
--	---	------	--	---	------	---

BUILDER

At the Builder, a player may spend 3 salvage cubes of the same color as the Settlement (or white) to construct a Building. A Building Site must be available and unlocked (at Reputation 1, 3 & 6) to do so. Even in the waste, it takes connections and pull to get the permits needed to construct a building with your name on it! Gain 1 Fame and 1 Reputation for constructing a Building.

When constructing a Building, draw 2 Building cards, select one and place it on any open and unlocked Building Site in the Settlement. The bonus or ability listed on the Building card is available to any player that visits that Settlement.

A player may also turn in incomplete Schematics for 1 Reputation. Any salvage cubes on a Schematic turned in this way are lost.

Spend    to Construct a Building (same color as settlement or white)	 	=	 + 		Turn In Incomplete Schematic	=	
--	---	---	---	---	-------------------------------------	---	---

DAY OF RECKONING

After the last Round of play is complete, bonus Fame is awarded for Items and Traits. Bonus Fame is awarded to the player with the least Fame on the Fame Board first, then the next player with the lowest Fame, until all players have received bonus Fame.

Fame icons (★) can be found on all Item cards (bottom left). Each Fame icon awards 1 Fame. 1 Fame is also awarded for every 4 stars (★) a player has on their Trait cards.

After bonus Fame has been awarded, the game is over and the player with the most Fame wins!

THERE CAN BE ONLY ONE

If two or more players are tied for the most Fame, a final showdown will determine the victor.

The player whose Fame Marker is on top selects either Combat or Survival and rolls the corresponding Check. They may use all Items, Consumables, Trait abilities, Water Rations and Luck Tokens until satisfied with their roll (higher is better).

The player whose Fame Marker is below must now roll against the results of the first player's Check, using the same stat (Combat or Survival) that was chosen. A player may use all Items, Consumables, Trait abilities, Water Rations & Luck Tokens to attempt to beat the roll of the first player.

If the second player's roll is lower, the second player suffers 1 Wound. The second player starts the next round by selecting Combat or Survival and rolling against the next player that was tied (the first player if only two players are tied).

If the second player's roll is equal to the first player's roll, no Wounds are suffered. The first player again selects Combat or Survival and rolls against the next player that was tied (second player if only two players are tied).

If the second player's roll is higher, the first player suffers 1 Wound. The first player starts the next round by selecting Combat or Survival and rolling against the next player that was tied (second player if only two players are tied).

If a player suffers all of their Wounds, that player has been beaten in the showdown. This continues until only one player remains. That player is the winner!

Example:

Three players have tied after the Day of Reckoning.

Player 1 chooses Combat and rolls a '12'
Player 2 is only able to roll a '10', so player 2 suffers 1 Wound.

Player 2 then selects Survival and rolls an '11'.
Player 3 is able to roll a '13' by using their Survival Guide Consumable,
so player 2 suffers 1 Wound.

Player 2 has filled their Wounds and is defeated.

Player 3 chooses Combat and rolls a '14'.
Player 1 rolls a '12' and suffers their last Wound.

Player 3 is the winner!

Tip: Use everything available to you during the showdown. You won't have another chance to use it. This determines the winner of the game!

GENERAL RULES

The remaining rules are listed alphabetically, but may be needed in any order, as player choice determines the situation a player finds themselves in. Reading through all of the rules is recommended, but during play, it is fastest to simply read the section needed at that time.

ABILITIES

Players gain abilities from Items, Consumables, Traits & Companions. The trigger for the ability is listed next to the icon, and the ability can be used at any time it would apply.

The color of the icon indicates when the ability is useful. The color key is shown below.



**COMBAT
CHECKS**



DEFENSE



**VISIT
SETTLEMENT**



**SURVIVAL
CHECKS**



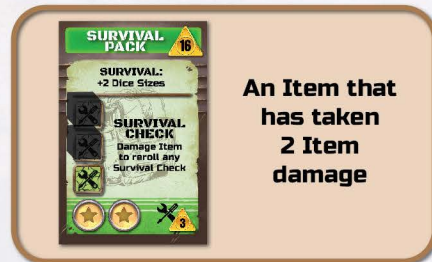
**WORLD
MAP**



**SPECIAL
USE ANY TIME
APPLICABLE**



ITEMS



**An Item that
has taken
2 Item
damage**

Most Item abilities require a player to “Damage Item” to activate. When the ability is used, place a smoke marker cube on one of the Item ability icons. When all ability icons are covered, that ability is not available until the Item has been repaired.

A player still receives the static bonuses for an Item and the bonus Fame awarded at the end of the game, regardless of damage.



**A reusable ability granted by a
Trait (left) and a Trait ability
covered by a smoke cube (right)**



**TRAITS
& COMPANION**



The gear shaped icon is found on many Traits and Companions, and is an ability that can be used repeatedly. These abilities are not covered when used, as Item abilities are, unless the card specifically states otherwise.

There are some Trait abilities that are covered with a smoke cube and the cube is only removed when the player gains a new Trait. The card explains this as well.

CONSUMABLES

The gear shaped icon can also be found on Consumables. Consumables are either Single Use and discarded after use, or good for multiple uses.

When a Consumable ability with multiple uses is used, place a smoke cube over one of the ability icons. If there are no ability icons visible, the Consumable is discarded.



**A Single Use Consumable (left)
and a Three Use Consumable
with 1 use expended (right)**

COMBAT & SURVIVAL CHECKS

Missions, Events, Points of Interest and the Raider Stronghold may require Combat Checks and Survival Checks. When a player faces a Combat Check, consult the Combat row of the Player Board (red background) and for a Survival Check, consult the Survival row (green background).

The player selects the appropriate dice (color and size indicated on Player Board), rolls and adds the bonus listed on the Player Board to the number rolled. If the total is equal to or greater than the listed Check difficulty, the player passes the Check!

You may spend 1 Water Ration to EMPOWER a Combat or Survival Check to add a bonus  to the roll, adding the results of both dice together.

If the result is less than the difficulty required, the player fails the Check. On a Combat Check, if no FAIL result is listed, the standard FAIL is "Suffer 1 Wound". A player may attempt a Combat Check again after failing and suffering the consequences (if it doesn't say 'Single Attempt'), but they must spend another Water Ration for each round of combat that they wish to empower their roll.

If a player does not wish to continue combat, they may flee after suffering the FAIL consequences. If a player flees from a Combat Check, the Action required to attempt the check has still been spent. Some Combat Checks list special rules preventing a player from fleeing.

Survival Checks are different in that a player always has only a single attempt. A player may still use rerolls and other abilities on a Survival Check or 'Single Attempt' Combat Check, but once the FAIL consequences have been suffered, they may not continue to attempt the Check.

Most Survival Checks and 'Single Attempt' Combat Checks list a FAIL consequence, but if no FAIL consequence is listed, no penalty is suffered outside of spending the Action required to attempt the Check.

LUCK TOKENS & REROLLS

Luck Tokens and many cards grant rerolls. A reroll allows a player to roll all of the dice from the original roll without spending additional resources (such as a Water Ration), but the player must keep the new results (or spend more resources to reroll again).

Luck Tokens can also be used to add a +1 to any dice roll. Multiple Luck Tokens may be spent this way on a single roll.

Luck Tokens are discarded after use. A player may carry up to 3 Luck Tokens at once.

MISSIONS

Missions can be accepted at the Mission Board Location when a player or Companion visits a Settlement. When requesting a Mission, draw 2 Mission cards and select one. If the Mission card specifies where to place the card, follow the instructions on the card.

“Place Mission on matching (or nearest) map tile” refers to the Spawn Point number on the tile. If the player’s **20** roll matches a Spawn Point in play, the Mission is placed on that map tile. Otherwise, it is placed on the map tile with the Spawn Point number closest to the roll. If two Spawn Points are equally close, the player placing the Mission may select which of the two map tiles to place it on.

If the Mission states that it is placed on a map tile adjacent to a Settlement, the player may place it on any map tile that is adjacent to any Settlement tile.

Missions may not be placed on Settlement map tiles, as Settlements are strong enough to handle their immediate area.

If there are no instructions for placement, the Mission is placed in one of the Mission slots on the top left of the Player Board.

Missions that have been placed on the board require an Investigate Action to attempt to complete. Once a player has completed the Check, the Mission is moved to a Mission slot on the top left of their Player Board. If a Mission has different completion conditions than a Combat or Survival Check, they are listed on the Mission card.

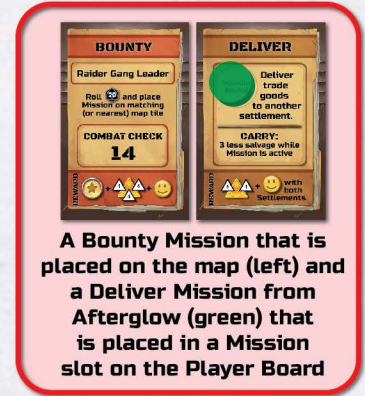
Any player may complete a Mission that is placed on the map, even if they were not the player that placed it.

A player may discard a Mission from their Player Board at any time for no reward.

COLLECTING MISSION REWARDS

Completed Missions are turned in at the Mission Board Location. The reward listed on the Mission card and 1 Luck Token are claimed when the completed Mission is turned in.

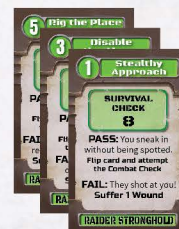
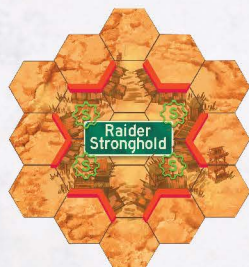
A player may turn in a Mission at any Settlement (except the Mission Source Settlement for “Deliver” Missions). Any Reputation rewarded is gained with the Settlement the Mission was turned in at.



RAIDER STRONGHOLD

The Raider Stronghold offers challenging Combat & Survival Checks with excellent rewards. Three sequential Raider Stronghold cards are placed on the Raider Stronghold map tile when it is placed (1, 3 and 5 will be “face up”).

Each card requires successful completion of both a Combat & Survival Check to claim the reward listed. If either Check is not completed successfully, the card is reset to the Survival Check side (1, 3 or 5) and placed back on the Raider Stronghold map tile. When a player completes a card, they immediately receive the rewards and remove the card from the game.





RADIATION



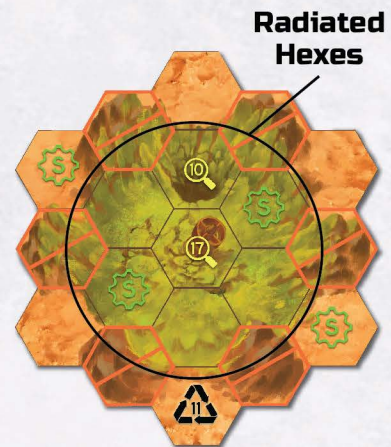
Radiated hexes are shaded in green radioactive haze.

Collect 1 Radiation Counter for each radiated hex a Player Pawn moves into. Collect 1 Radiation Counter for each Investigate Action performed on a radiated hex.

If a player collects 4 Radiation Counters, that player suffers 1 Wound and clears all Radiation Counters.

If a player has any Radiation Counters at the end of the Round, they must roll to clear the Counters. Roll a . If the result is higher than the number of Radiation Counters the player has, clear all Radiation Counters. If the result is equal to or lower, the player suffers 1 Wound and clears all Radiation Counters.

Some Items, Companions and Traits allow a player to stop collecting Radiation Counters. Iodine Pills (Consumable) can be used to clear Radiation Counters at any time.



SCHEMATICS



A Schematic for Barbed Wire Mic (left) and the completed Barbed Wire Mic Item (right)

Schematics can be obtained as rewards or may be available for sale during play. With a Schematic, a player can craft a powerful Item or Consumable.

Schematics are completed by filling all of the salvage slots shown on the card. Salvage can be placed in a slot of the same color at any time, but once placed, it may not be removed. White salvage is considered wild and can fill any slot.

When the Schematic has been completed, return the salvage cubes to the salvage draw bag and flip the card.

Schematics are slotless until completed, then become an Item or Consumable. **Completing a Schematic awards 1 Fame.**

TRAIT ROLLS

Trait rolls can be purchased in a Settlement at the Doctor Location for 5 Credits, and are also available as rewards throughout the game.

Roll a . If the result is equal to or higher than the number of stars (★) on the your existing Traits, draw 2 Trait cards and select one. If a 20 is rolled on the , it is an automatic success and 3 Trait cards are drawn, one is selected. If the roll result is lower, gain 1 Luck token.

Remember to remove any smoke cubes from existing Traits when gaining a new Trait.

A player may spend 1 Water Ration to EMPOWER at Trait Roll to roll a bonus .



WATER RATIONS & EMPOWERING ACTIONS



Water Rations are a powerful tool in the harsh waste. They can be refilled in a Settlement at the Water Supplier Location or by Investigating a Water Supply hex.

Spend 1 Water Ration at the start of each Round to recharge to 4 Actions. If a Water Ration is not spent, recharge to 3 Actions. Also, the following Actions and rolls can be empowered by spending 1 Water Ration.

SPEND 1 WATER RATION TO EMPOWER

MOVE

+1 to Move on one Move Action

SCOUT

Draw an additional Event card & select one

INVESTIGATE A SALVAGE SITE

Reroll; may be used any number of times

COMBAT & SURVIVAL CHECKS

Add a  to your roll

TRAIT ROLLS

Add a  to your roll

When a player has 0 remaining Actions, they may spend 1 Water Ration to send their Companion to 1 Settlement Location once per Round.

1 WATER RATION ALSO USED FOR

RECHARGE ACTIONS

At start of each Round

SEND COMPANION TO A SETTLEMENT


When a player has 0 remaining Actions

Tip: Water Rations are easy and inexpensive to refill, so use them often, but don't run out.

WOUNDS & DEATH

Daily life in the Waste is challenging and death is a common occurrence. There are many dangers that can result in a player suffering a Wound. While it is possible to prevent a Wound with certain Items and Consumables, if not prevented, the player places a red disc over a Wound icon.

If a player fills all Wound icons available to them (3 on the Player Board, but can be increased with Traits and Companions), their character has been killed.

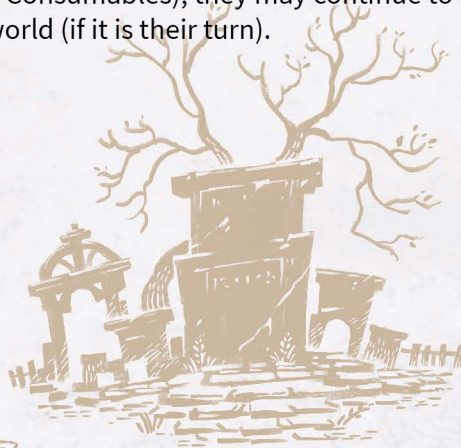
However, death is not the end of the adventure. When a player's character is killed, they lose all remaining Water Rations. They roll a  and place their Player Pawn on the corresponding Spawn Point (or the closest number) as they did when they spawned into the world.

If the player still has options available to them (such as Consumables), they may continue to use them after spawning back into the world (if it is their turn).



= CHARACTER DEATH

Tip: Don't be afraid of death! It's not as bad as it sounds. It is completely possible to recover from a character death and win the game. A clever player could even use the respawn to their advantage!



GAME MODES & VARIANTS

Neon Dawn offers two game modes, Adventure and Quick Play. The Adventure mode offers a story rich experience, while Quick Play saves some time by cutting out the story.

There are also several variants included to provide a play experience customized to your preferences. Single Player tweaks the setup slightly to allow for a one player game, Player vs Player allows players to attack each other, and Powerful Builds offers players more control over the cards drawn in the Create Character draft.


GAME MODE: ADVENTURE


When playing in Adventure Mode, Points of Interest (PoI) are resolved through the Adventure Book, “Living On the Edge: A Tour Guide to the Waste”. Another player (or even observer) opens the Adventure Book to the tab number indicated by the PoI icon and reads the initial description.

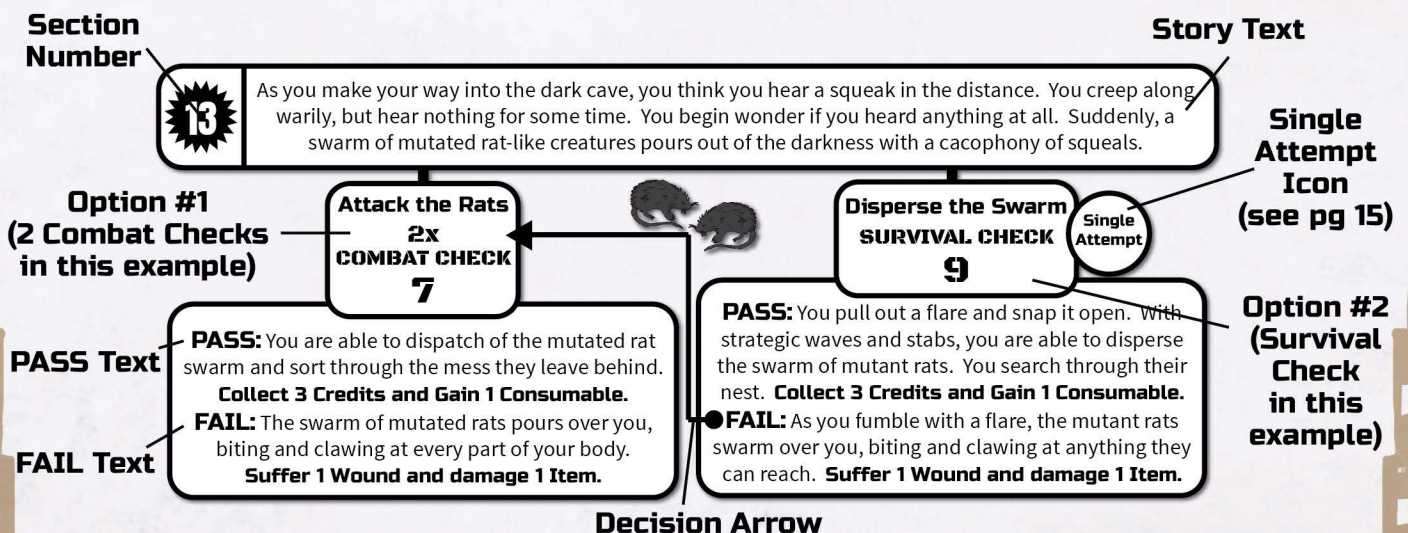
Each numbered tab has a picture of that specific PoI. The picture is located on the back of the Adventure Book when

fully opened. This makes it easy to show players the picture while reading the PoI description aloud. Accents and overly dramatic readings are highly encouraged and definitely add to the play experience!

1 - A CAVE

You see a cave opening, mostly obstructed by dry, twisted weeds somehow clinging to life. Animal tracks crisscross the dirt at the mouth of the cave, disappearing into the darkness within and fading into the dead brush to either side. **Roll a  (d20) to see what happens.**

Each PoI has 20 possible outcomes detailed in the Adventure Book tab with the corresponding number. The description text instructs the player to roll a  to see what happens. The reader navigates to the section of the number rolled and reads the story text and options. As an example, section 13 for PoI 1 - A Cave is shown below.



A Combat Check or Survival Check will often be required, or if a player is lucky, they will get a free reward! (Listed as FREE instead of PASS)

If multiple options are listed, the reader reads the text for all options. In the example above, the reader would say, “You can Attack the Rats with 2 COMBAT CHECKS of 7 or you can Disperse the Swarm with a SURVIVAL CHECK of 9, single attempt”. Do not read the PASS or FAIL text aloud until the player has selected an option and attempted the required Combat or Survival Check(s).


If the player succeeds, the PASS text is read aloud. The bolded reward is collected along with a yellow ring for successfully completing a Pol (a story to tell at the Pub). If the player fails, the FAIL text is read aloud and the player suffers the bolded consequences.

If there is no FAIL text, the standard FAIL for a Combat Check is “Suffer 1 Wound”, while a FAIL for a Survival Check doesn't result in further consequences beyond the Action spent on the failed attempt.


If there is a Decision Arrow, a player may choose to leave after suffering the FAIL consequences, or they may choose to attempt the option the arrow is pointing to. Often times it is possible to fight your way out of a situation if others option don't work out. However, the reader does not tell a player if there is a Decision Arrow until the FAIL text is read.

GAME MODE: QUICK PLAY

Players may choose to skip the Point of Interest (Pol) stories to speed the game. For Quick Play, flip the Adventure Book to the Quick Play cover. When a player Investigates a Pol, open the Quick Play book to the tab with the same number shown inside the Pol icon on the map.

Inside is an encounter table. The player rolls a  and finds the encounter on the chart with the number rolled. The encounter lists the options, necessary checks, rewards and consequences.

Encounter Number



Attack the Rats
2x
COMBAT CHECK
7

PASS: 3 Credits & 1 Consumable
FAIL: 1 Wound & damage 1 Item

Option #1
(with rewards & consequences)

Disperse the Swarm
SURVIVAL CHECK
9

PASS: 3 Credits & 1 Consumable
FAIL: 1 Wound & damage 1 Item

Option #2
(with rewards & consequences)

VARIANT: SINGLE PLAYER

Neon Dawn can be played solo and the play experience is very similar to a multiplayer game. In a single player game, the player attempts to obtain a Fame objective based on the length of the game.

Reaching the Fame objective ensures a comfortable retirement (you win!), 5 Fame over the objective means enduring celebrity status (strong victory!) and reaching 10 Fame over the objective means you will never be forgotten by the dwellers of the waste (legendary victory!). Fame objectives listed below.

In a single player game, the Build Character phase is modified. Draw 3 Items, 2 Consumables, 3 Traits, 2 Companions and 2 Starter Missions, placing all face up.

You may purchase 2 Items, 1 Consumable and 2 Traits, as well as select 1 Companion. Select one of the Starter Missions before taking your first Action.

At Points of Interest, you will need to read the description, section and options for yourself.

ROUNDS	WIN	STRONG	LEGEND
5	15	20	25
10	25	30	35
15	35	40	45
20	45	50	55

VARIANT: PLAYER VS PLAYER

Player versus player (PvP) is an optional rule set. Using PvP rules, players are able to use an Action to attack other players within the same map tile or on an adjacent hex.

If a player's Player Pawn is on a Settlement map tile, they may not be attacked. There is still some law and order in the more civilized areas of the waste.

The attacker chooses Combat or Survival and rolls for the selected skill, using their listed Dice Size and Bonus. The roll counts as a Combat or Survival Check (whichever was selected) and the attacker may use a Water Ration (to add a Δ_4), any Items, Consumables, Traits or Luck tokens on the roll.

When the attacker is satisfied with the roll (or is out of rerolls), the defender must make the same type of check. The defender attempts to roll equal to or higher than the attacker.

On a tie, neither player wins and the Action is over.

Otherwise, the player with the higher roll wins, and is able to steal 1 Water Ration, 1 Credit, or 1 salvage cube (of winner's choice) from the other player, or damage one of the losing player's Items. The player that lost the skirmish also suffers 1 Wound.

If a player is able to kill another player, they gain 1 Fame for doing so.

During the Create Character phase, all players receive 2 Consumables face down at no cost. Do not add Consumables into the initial draft.

All Consumables enter play face down with the PvP rule set. Consumables sold in Settlements are also placed face down and can be purchased (without looking) for 1 Credit each. This allows players to hide some information from each other, making others think twice before blindly attacking.

A multiple use Consumable must be revealed once used to track the remaining uses.

VARIANT: POWERFUL BUILDS

Powerful builds removes the randomness from the Create Character draft. Rather than drawing random cards, each player has an opportunity to select the cards they would like to add to the draft. This variant is compatible with solo and PvP variants, and is recommended for more experienced players that are familiar with the cards and options available to them.

Before placing the cards for the initial draft, deal two Starter Missions to each player. Players roll a Δ_{20} and the player with the highest roll selects one deck (Items, Consumables, Companions or Traits). The next highest roll selects from the remaining decks, and so on until all players have a deck.

Players may select one Companion or Consumable, and two Items or Traits, depending on the deck they have chosen. Place selected cards face up in the center of the play area for the draft.

All players pass their deck to the left and choose from the new deck they receive (cycle decks in as needed with fewer players). Continue until all players have chosen from all decks.

This leads to powerful builds available in the draft. Otherwise, the game plays the same.

QUICK START BUILDS

Players can skip the initial Create Character phase and instead search the decks for the cards listed under any Quick Start Build below. These are strong starting builds, excellent for learning and teaching the game. Each build includes 1 Starter Mission, 1 Companion & 40 Credits worth of Items, Traits, Consumables and coin.

THE ADVENTURER

MISSION: "I Like Shinies"
COMPANION: Powered Armor
ITEMS: Pistol, Crowbar
TRAITS: Street Smarts, I Get Thirsty
CONSUMABLE: Survival Guide
STARTING CREDITS: 16

Experiences the most mini adventures and story.

THE INVENTOR

MISSION: "The Inventor"
COMPANION: Scientist
ITEMS: Pistol, Armored Vest
TRAITS: Tinkerer, Well Read
CONSUMABLE: Schematic
STARTING CREDITS: 16

Can complete several Schematics with planning.

THE SCAVENGER

MISSION: "One Man's Trash..."
COMPANION: Salvage Runner
ITEMS: Canteen, Knife
TRAITS: Water Diviner, Happy Go Lucky
CONSUMABLE: Schematic
STARTING CREDITS: 16

Gathers salvage very well and has a few options on how to spend it.

THE PROFESSIONAL

MISSION: "The Professional"
COMPANION: Bounty Hunter
ITEMS: Shotgun, Combat Armor
TRAITS: Tactical Thinker, Go Getter
CONSUMABLE: Grenade
STARTING CREDITS: 8

Focuses on hunting bounties, strong Combat emphasis.

THE BUILDER

MISSION: "The Builder"
COMPANION: Local Law
ITEMS: Backpack, Hiking Boots
TRAITS: Master Builder, Salvage Expert
CONSUMABLE: Preserved Food
STARTING CREDITS: 11

Gather salvage with some extra mobility and build buildings.

THE ROCKSTAR

MISSION: "Living the Life"
COMPANION: Robot Assistant
ITEMS: Knife, Crowbar
TRAITS: Well-Prepared, Ridiculously Lucky
CONSUMABLE: Raider Intel
STARTING CREDITS: 15

Gain 5 Reputation with 2 Settlements however you can.

THE EXPLORER

MISSION: "Wanderlust"
COMPANION: Scout
ITEMS: Rifle, Survival Pack
TRAITS: Trailblazer, Born Explorer
CONSUMABLE: Doctor's Bag
STARTING CREDITS: 1

Explore the world, completing Events and growing the map.

THE CAPITALIST

MISSION: "Good Consumer"
COMPANION: Black Marketeer
ITEMS: Pistol, Pocket Knife
TRAITS: Always Prepared, Strong Back
CONSUMABLE: Trail Mix
STARTING CREDITS: 16

Buy and consume to gain an edge on the competition.

THE RISK TAKER

MISSION: "Living On the Edge"
COMPANION: Mercenary
ITEMS: Pistol, Survival Pack
TRAITS: Heightened Instincts, Thick Skin
CONSUMABLE: Doctor's Bag
STARTING CREDITS: 5

Take big risks, and fall a little short (a few times).

THE VIGILANTE

MISSION: "Peacekeeper"
COMPANION: Protege
ITEMS: Shotgun, Pocket Knife
TRAITS: Steady March, Impossible? More Like I'm Passible
CONSUMABLE: Survival Guide
STARTING CREDITS: 16

Keep the raiders in check by clearing their stronghold.

THE MOVIE STAR

MISSION: "Movie Star Famous"
COMPANION: Exotic Dancer
ITEMS: Survival Pack, Fashionable Clothes
TRAITS: Martial Artist, Winning Smile
CONSUMABLE: Grenade
STARTING CREDITS: 0

Gain max Reputation (10) with one Settlement.

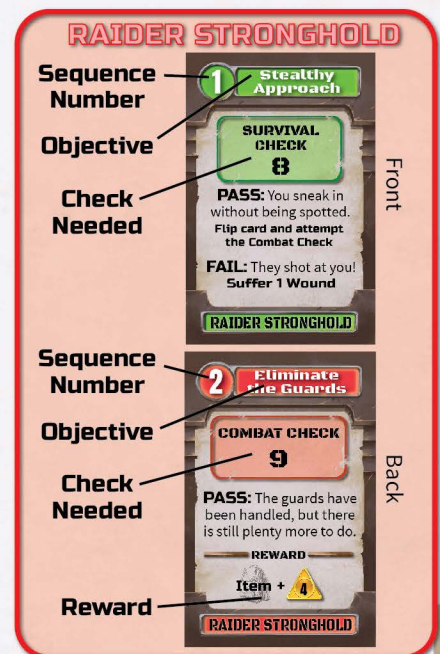
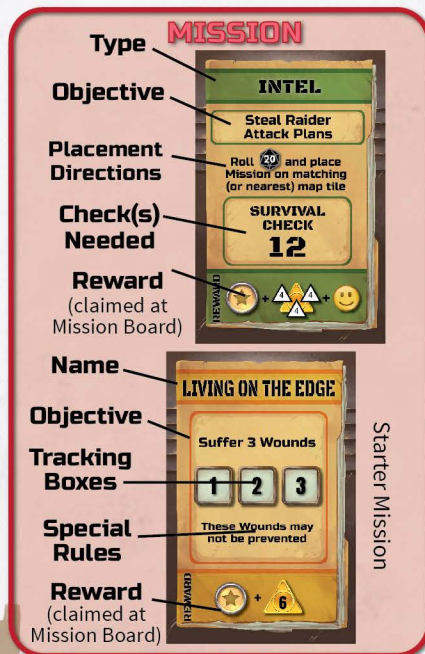
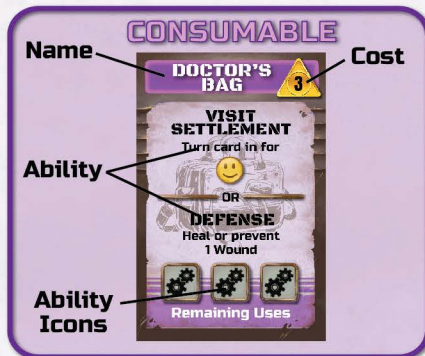
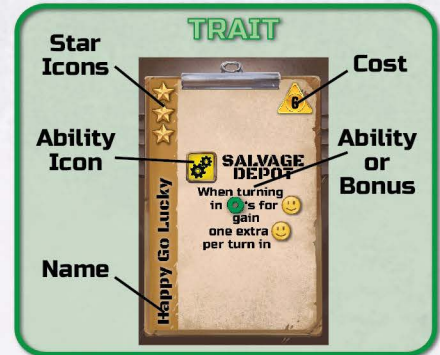
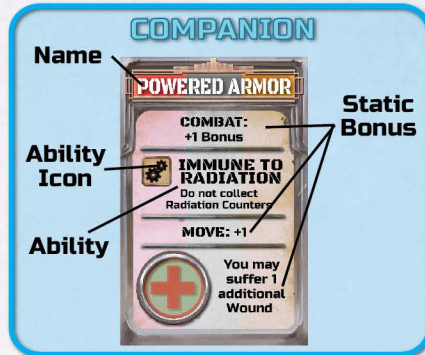
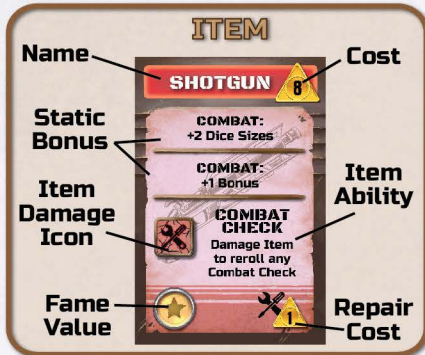
THE RENEGADE

MISSION: "A Newer, Better Me"
COMPANION: Motorcycle
ITEMS: Climbing Pick, Radiation Mask
TRAITS: Weigh the Alternatives, Run Circles Around 'Em
CONSUMABLE: Lucky Horseshoe
STARTING CREDITS: 11

Mobility and powerful movement based Trait abilities.

REFERENCE

CARD LAYOUTS



NEON DAWN

SYMBOLS & TERMINOLOGY

Ability Icon



A reusable ability available to a player. Many cards grant abilities. The color of the icon indicates when the ability is useful.

Action

Move, Investigate, Scout, Visit Settlement

Bonus (Combat/Survival)

The number added to a Combat or Survival roll when attempting a Check.

Credit



The currency of the waste. Used to purchase almost everything.

Credit Rewards



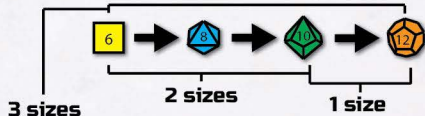
The icons show the number of 4-sided dice to roll & add the results together for the number of Credits awarded. (1, 2 or 3 dice)

Dice



Dice Size

Denotes progression in the Combat and Survival rows of the Player Board.



Explored Hex



Small hex tile used to cover Pol, Salvage Site & Water Source hexes after successful investigation.

Fame



The objective of the game, obtain as much as possible!

Fame Board

Tracks player Fame & current Round.

Hex



One hexagon on a map tile; it costs 1 movement per hex traveled.

Impassable Terrain



Hexes that players are normally unable to move through.

Item Damage



Damage to an Item tracked by covering the icon with a smoke cube. Damage is removed by repairing the Item. The color indicates when the ability is useful.

Location

A place that can be visited when using the Visit Settlement action

Luck Token



Spend to reroll any roll or add +1 to any roll. Multiple Luck Tokens may be used on a single roll. A player may not have more than 3 Luck Tokens.

Map Tile (or Tile)

An entire section of map; revealed by the Scout Action & numbered by the Spawn Point on the tile

Mission Source

A space for a disc on a Deliver Mission. A disc of the same color as the Settlement the Mission was accepted from is placed in this space, the player may not turn Mission in there.

Player Board

Chosen by each player at the start of the game; tracks all character abilities & stats.

Point of Interest (PoI)



20 different places to investigate, each with 20 possible outcomes; the Adventure Book provides story for each possible outcome.

Point of Interest Token



A yellow ring collected when a PoI or Event is completed successfully. Two tokens can be turned in at the Pub Location for 1 Fame. Represents stories of adventure.

Radiated Hex



A map hex that is green in color; collect a Radiation Counter when moving onto a radiated hex or performing the Investigate Action on a radiated hex.

Radiation Counter



Tracks amount of radiation a player is exposed to. If a player collects 4 Radiation Counters, immediately suffer 1 Wound and clear all Counters.

Repair Icon



The cost to repair all damage on an Item when repairing at the General Store.

Reputation



Gained with Settlements for Missions, Events & Pols, Salvage Site token (green ring) turn-ins, discovering a Settlement, incomplete Schematic turn-ins & bought at the Pub.

Reroll

Roll all dice over and use new result.

Salvage Cube

A cube drawn from the salvage draw bag when a player is told to draw salvage. There are 5 colors (blue, green, yellow, purple & white). White is "wild" when a specific color is needed (for Schematics & Buildings).

Salvage Site



When Investigated, roll a 4-sided die & draw the number rolled of salvage cubes.

Salvage Site Token



A green ring collected when Investigating a Salvage Site. Two can be turned in at the Salvage Depot for 1 Reputation. Represents the big salvage that is too large to carry, but the coordinates can be reported back to a Settlement to send a salvage team.

Settlement Board

Tracks all stats related to one Settlement, including the Companion for hire, & the Items, Consumables & salvage cubes for sale; also tracks players' Reputation with the Settlement & the Buildings built there.

Spawn Point



A hex present on all map tiles that are not a Settlement or the Raider Stronghold; used to randomly place Player Pawns and Missions.

Visit Settlement Board

Shows all Locations in a Settlement & lists the options at each Location; tracks the Locations that have been visited.

Water Ration



Represented by an aqua cube & stored on Player Board; used to recharge to 4 Actions each Round and to empower Actions.

Water Supply



A map hex that allows a player to fill Water Rations & gain 1 Luck Token by investigating.

Wound



An injury suffered. Place a red disc on one red cross on the Player Board when a Wound is suffered. When all are filled, a character has been killed.

QUICK REFERENCE

ROUND SEQUENCE

- 1) **All players recharge Actions**
Spend 1 = 4 Actions; Spend 0 = 3 Actions
- 2) **Players take 1 Action at a time**
In clockwise order, moving Action Counter down by 1 for each Action taken
- 3) **If player starts Turn with 0 Actions**
May spend 1 to visit 1 Location in any open Settlement once per Round
- 4) **Clear Radiation Counters**
Roll
if roll > # Rad Counters: no Wound
if roll < or = # Rad Counters: 1 Wound
- 5) **Round Maintenance**
Replace any missing cards or salvage cubes on Settlement Boards
- 6) **Next Round or End of Game**
Pass the First Player Tile, move Round tracker up by 1. If final Round complete, go to Day of Reckoning (pg 16)

ABILITY ICONS

Icon color indicates when an ability is useful

	COMBAT CHECKS			SURVIVAL CHECKS	
	WORLD MAP			DEFENSE	
	VISIT SETTLEMENT			SPECIAL USE ANY TIME APPLICABLE	

Item abilities damage the Item when used

VISIT SETTLEMENT

WATER SUPPLIER Fill All for 1 <hr/> Buy Item COST Sell Item 1/2 COST <hr/> Buy Consumable COST Sell Consumable 1 <hr/> Swap Companion	GENERAL STORE Repair Item(s) COST <hr/> Buy Item COST Sell Item 1/2 COST <hr/> Buy Consumable COST Sell Consumable 1 <hr/> Swap Companion	SALVAGE DEPOT Buy / Sell 1 each (2 for same color as Settlement) <hr/> Buy / Sell 3 each <hr/> 2x =	MISSION BOARD Request New Mission (draw 2, select 1) <hr/> Turn In Completed Mission for Reward +	DOCTOR Heal All Wounds Buy Trait Roll (see pg 20) each <hr/> PUB Buy each Buy each 2x =	BUILDER Spend (same color as Settlement or white) to Construct a Building (draw 2, place 1) Gain + <hr/> Turn In Incomplete Schematic for (any placed salvage cubes are lost)
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ACTIONS

MOVE	
Move up to the # of hexes listed under Move stat	
INVESTIGATE	
Salvage Site	Roll , draw that much salvage & take 1 green ring
Point of Interest	Open Adventure Book to tab number in Pol icon, if successful take 1 yellow ring
Water Supply	Fill & gain 1 Luck token
Missions, Events & Raider Stronghold	Resolve text of card; attempt Check(s) as required
SCOUT	
Map Tile w/ Spawn Point	Draw & place 1 new map tile (Player Pawn must be at edge of explored map), if the map tile is: Draw 1 Event card & resolve text of card; attempt Check(s) as required
Raider Stronghold	Place 3 Raider Stronghold cards on tile & attempt to resolve first card
Settlement	Setup Settlement (pg 9), gain 1 Reputation with this Settlement and visit 1 Location
VISIT SETTLEMENT	
Visit 3 Locations at a Settlement (Player Pawn must be inside Settlement walls)	

ICONS & MAP KEY

Salvage Site	Point of Interest (PoI)	Impassable Terrain	Fame
Spawn Point	Radiated Hex	Water Supply (Map) or Water Ration	Reputation
		Luck Token	