# THE PIONEERS PROGRAM

You are the leader of a new settlement created as part of the Arc's pioneers program. The pioneers are mankind's last hope of taking back the wasteland. You will have to decide which survivor can best serve as your deputy each turn, as leader it is down to you whether to invest your time into new town growth, planning, venturing into the wastes or researching how to live in this harsh new world. Your choices will see you celebrated or forgotten, your town thrive or die, humanity rise from its ashes or fade away a mere foot note in Earth's long history.

## GAME OVERVIEW AND AIM

The aim of the game is to gain **victory points**. These can be gained in diferent ways such as attracting personalities to your town, upgrading your HQ, perfoming special actions or by completing research projects. Players may choose to expand rapidly by building structures but need to ensure they have enough food production to feed everyone and enough military power to defend their growing town. Others may take a slower approach exploring the wastes or making plans to enable them to respond to whatever the world has left to throw at them.

## RESOURCES

Players can gain:

- Food
- Credits
- Response tokens

A player can store a maximum number of resources in their resource pile dependent on town size (see **Town Size** on page 7):

⬛ = 6          ⬛ = 8          ⬛ = 10

Certain cards can also store resources, the type of resources that can be stored are specified on the card. For example the Grain Silo (pictured right) can only store food.

If town size and so the resource pile decreases the player must immediately choose and discard an appropriate number of resources.

**GRAIN SILO**
STRUCTURE
12
CAN STORE 5 FOOD

## PLAYER MAT

These include:

1. An area for your HQ
2. Where to place structures, items/personalities and your survivor
3. Reference info
4. Possible actions
5. Resource pile (certain cards can also become an extension of your resource pile).

The player mat and cards played 'in town' form your **town**.

## SURVIVOR CARD

A new survivor is selected each round during Step 3, each survivor has:

1. Survivor number for turn order, highest first
2. Name
3. Combat modifier (added to dice rolls)
4. Special skill

## STRUCTURE CARDS

Players start with a **Small HQ** (see page 7). Other structures are found in the market deck and can be bought and played in **Step 1** (see page 5).

Structures played in town are placed in a row to the right of your HQ.

Each structure may have:

1. Structure name
2. Production
3. Maintenance cost
4. Special effect

## MARKET DECK & WASTE DECK

Cards can be purchased from the market or drawn from the waste deck as an action in **Step 1** (see page 5). Cards are taken into a player's hand and can then be played for one response token. Played personality and item cards are placed face up in a row to the right of the resource pile on the player mat.

## PROJECT DECK

There are always two project cards face up for players to research. All project cards have one victory point.

Each project card has:

1. Name
2. Benefits
3. Project value

Multiple players can place research tokens on a card (see **4. Research** on page 5) but when one player has a number of their research tokens on the card equal to the project value they place the card underneath their player mat, take its benefits and all research tokens on it are returned to the respective players. A new card is now drawn from the research deck to replace the researched card.

**Note: Completing the Arc's research projects is a way to win favour and gain victory points, remember to move your victory marker when claiming one.**

*Here, Purchasing Power and Way of the Wastes are available to research.*

*Toby (the Green player) has placed three research tokens on Purchasing Power, while Odin (the Red player) has placed two research tokens on it.*
*Odin has placed three tokens on Way of the Wastes, along with Gordon (the Blue player) who also has three tokens.*

# SETTING UP

Each player chooses a **player mat**, which determines their player colour.

Place the matching coloured **small HQ** card on each player mat, this is the first structure in their town. Next take the **player token** and **research tokens** of their colour, and place their coloured **victory token** on the victory point track.

On the board form the market by placing six cards from the **market deck** to its right hand side, face up. Place the turn, round and victory point markers at the start of their trackers. Shuffle the Arc alarm tokens and place them face down under round 5, 6 and 7. Place two **project cards** face up above the market.

Shuffle the 3 **alarm tokens** and place them red side up under the turn spaces 5, 6 and 7.

Place the **turn** and **round tokens** on their respective tracks.

Players begin with two **credit** and two **response tokens** in their **resource pile** (on your **player mat**).

Players randomly draw a **survivor card**. The player with the highest survivor number, will take the first action, then the next highest and so on. A survivor's special skill and combat modifier has no effect in the first round.

Each player draws three cards from the **market deck** and two from the **wastes deck**, they each pick one and can keep it in their hand or play it into their town for free, (cards can only be played for free in the set up) event and attack cards cannot be played during set up. Next pass the other four, unpicked cards, to the player on their left. All pick one from the cards passed to them by their neighbour and then pass them on again. The third time they pick one card and the remaining two unpicked cards are discarded.

*The Project Deck*

*Wastes Deck*

*Survivors Deck*

*Market Deck*

*Player's Towns*

*In this example, the players have completed setting up and commence their first round with Step 1: Actions.*

*Gordon (the Blue player) will take his action first as he has the highest number on his survivor card. Odin (the Red player) will take the second action, as his survivor card is next highest, leaving poor Toby (the Green player) until last.*

# A GAME ROUND

Three steps form a game round; **actions**, **maintenance** and **turn order**.

## STEP 1: ACTIONS

Players have two turns each, taking their first in order (determined by survivor number, highest first). They may make one of the four actions as well as play any number of cards from their hand at a cost of one response token per card (even cards gained this turn can be played). They can also activate any cards during their turn. Only one personality can be played into each town each round.

Then, once everyone has had a turn, they move the turn marker to two and take their second turn in order (they can make the same action again). Some game effects allow additional turns and these are also taken in order, a maximum of three turns can be taken in Step 1.

4 possible actions or a pass

### 1. Market

Pay in credits for a card from the market at the following costs from closest to the market deck 5, 4, 3, 2, 1, 0 and take it into your hand.

### 2. Wastes

Take the top card from the wastes deck into your hand.

### 3. Plan

Take response tokens based on your town size (see **Town Size** on page 7):



### 4. Research

Small towns pay one response token and place a research token on their chosen project. Medium towns can pay up to two response tokens and large towns up to three to place the equivalent research tokens.



### Pass

On your turn before doing anything else you may place your player token on the nearest available slot to the market deck. Your turn is over and you may not take another turn this round following a pass.

At the end of Step 1 when no further turns are available, if a card remains in the last slot (cost 0) of the market discard it, then (whether there was a card left in the last slot or not) all remaining cards in the market are moved to the right and the empty slots are replenished from the market deck. Return the turn marker to one.

## STEP 2: MAINTENANCE

Cards in your town may have a production and or maintenance cost (See **Structure Cards** on page 3, cards in the player's hand do not count). These are the food, credit or response tokens that they produce or require to be spent in maintenance.

1. Take the resources your town produces from the central stores and create a production pile, this is seperate from your resource pile and has no limit.

2. Food (remember response tokens can be used in place of food tokens) can now be sold or bought, one trade per player per round, with the central stores at the following rates:

| 3 food for 1 credit | 5 food for 2 credit |
|---|---|
| 7 food for 3 credit | 1 credit for 2 food |

3. Choose whether to pay the maintenance costs of a card by placing the required tokens on it. These can come from the production pile or your resource pile.

4. If you don't or can't pay a card's maintenance cost then it is immediately removed from your town. Resources placed on cards for maintenance are now returned to the central stores.

5. Any resources left in your production pile can now be placed in your resource pile if there is space or discarded.

## STEP 3: TURN ORDER

In order players place their player token under the nearest available slot to the market deck (if they haven't already), then return their survivor cards. Players now choose a new survivor card in an order based on the player tokens, nearest to the market deck first, and take back their player token.

Finally move the round marker to the next round on the round tracker.

## HOW MANY ROUNDS?

At the start of the fifth, sixth and seventh round an alarm token is flipped over. When the active Arc alarm is revealed the next round will be the last and the game will end.

For example, at the start of the sixth round **if** the active Arc alarm is revealed then round seven will be the last round.

The game may also end earlier if a player meets the winning conditions (see **Winning** on page 6).

**1:** This town produces 4 food: HQ=1, 2 Farms=2, Pig Pens=1. It also produces 2 response tokens: Theresa=1 and Training Grounds=1; and 1 credit: Medium HQ. These are placed in the production pile.

**2:** The player now chooses whether to trade food with the central resources.

They trade 3 food for 1 credit leaving them with 1 food. They must now pay maintenance.

**3:** They pay their remaining 1 food towards the Training Grounds' maintenance costs and also deduct a credit from their production pile.

This would leave them without a food token for Theresa's maintenance costs. They would ordinarily have to use a response token in the place of a food token or discard her but as they have an RV they do not have to pay her maintenance costs.

**4:** The maintenance was paid for all cards and so none are removed from the town. Tokens placed for maintenance are returned to the central resources.

**5:** The remaining 2 response tokens and 1 credit are added to the town's resource pile.

> **Note: There are better rates for selling more food, saving up to sell at once generates more credits.**



### REFERENCE

**MARKET COSTS**

**TRADE RATES**
(one trade per player during Step 2)

**RESPONSE TOKENS**
Can be spent:
1. In the place of a food token
2. To play a card from your hand
3. To perform a reroll
4. As a +1 modifier to combat rolls

**TOWN INFORMATION & RESOURCE PILE**

SMALL 1-4    MEDIUM 5-6    LARGE 7+

**1. MARKET** Buy a card from the Market
**2. WASTES** Draw a card from the Wastes deck
**3. PLAN** Generate Response Tokens
**4. RESEARCH** Place Research Tokens, one per Response Token

**MEDIUM HQ** STRUCTURE

**TRAINING GROUNDS** STRUCTURE
ONCE PER ROUND MAY ADD 1 TO OTHER PLAYERS COMBAT VALUES PRE ROLL IF THEY PAY YOU ONE OF THEIR RESOURCES

**PIG PENS** STRUCTURE
DISCARD FOR 3 FOOD

**FARM** STRUCTURE
**FARM** STRUCTURE

**THERESA** PERSONALITY
ADD 1 TO COMBAT ROLLS VS VIRALZ

**RV** ITEM
IGNORE THE MAINTENANCE COSTS OF ONE PERSONALITY

## WINNING

Certain cards or special actions will provide **victory points** (see 1 on the card to the right) whilst in your town, which can be lost if the card is removed from your town, and other cards' special effects may provide you with a permanent **victory point**.

Each time a player gains a **victory point** their victory point marker is moved up the score tracker and placed on top of any markers already there. If they lose a victory point their marker is moved back down the score tracker and placed under any markers already there. The player whose token is furthest along the score tracker and on the bottom is the winner if the game ends.

The first player to get a combined total of four and still have them at the end of the same game round is the winner and the game is over.

**DIMITRO** PERSONALITY
IF RAIDED, OPPOSING PLAYER CANNOT FORCE YOU TO DISCARD A STRUCTURE

> **Note: Even if players get to four in the same round and still have them at the end of the same game round the winner would be the player to get them first.**

## RESPONSE TOKENS

Can be spent whenever applicable to:

- Replace a food token
- Play a card from a player's hand
- Before a combat roll to add a +1 modifier per response token spent
- Perform a reroll (must reroll all dice)

## DICE ROLLS & ATTACK CARDS

Dice rolls use two D6 dice and are made when players play an **attack** card on an opponent (see right). Their role is now over and the defender must try to equal or exceed the **difficulty** number on the card.

Each survivor has a combat value, this is a modifier that is applied to the defending player's rolls.

Before a roll the defender calculates any modifiers to the roll and decides whether to play or activate any cards (remember, it costs one response token to play a card from the hand).

The defender also chooses whether to spend response tokens to modify their roll: +1 per response token.

Rolls plus modifiers that equal or exceed the **difficulty** are a success and nothing happens; those that are below the **difficulty** a failure and the outcome of a failure, as detailed on the card, are followed.

In the result of a failure the defending player may spend a response token to reroll both dice. They keep the same modifier as for previous rolls.

## ATTACK CARDS

Attack cards can have:

1. Name
2. Difficulty
3. Outcome of a failure



## SPECIAL EFFECTS, ACTIVATIONS AND DISCARDS

Most cards' special effects are always in effect. Others can be activated during a player's turn, multiple times unless stated. Event and attack cards are discarded once they have been resolved.

## PLAYING CARDS

Cards can **only** be played during your turn in **Step 1: Actions** (see page 5) and cost one response token to play. Any number can be played except personality cards which are limted to one per round per town.

There are some item cards however that can be played at different times as denoted on their card. Certain item cards can be kept in the hand, secret from other players, and played when needed, for instance Reinforced Walls could be played from the hand the moment of losing a structure to prevent it happening (a response token is still needed to play it).

## RAIDS

Raids are a slightly different dice roll involving two players and are resolved, when a player plays a raid or planned raid on an opponent, as follows:

1. Defender spends any response tokens for a +1 modifier and plays or activates any cards.
2. The defender now rolls, may use any rerolls and adds their modifiers, this is the difficulty for the attacker.
3. The attacker now spends any response tokens for a +1 modifier and plays or activates any cards.
4. The attacker now rolls, may use any rerolls and adds their modifiers.

**Note: In raids the defender sets a difficulty for the attacker. Then the attacker tries to equal or exceed that difficulty number.**

5. If the total of the attacker's roll and modifiers equals or exceeds the difficulty number set by the defender they can:

   **a.** Choose a structure to discard from the defender's town.

   **or**

   **b.** Choose two resources from the defender's town's resource pile and put them in their own.

## TOWN SIZE

The size of your town is determined solely by the number of structures in it, including your HQ.

| Town Size | Small | Medium | Large |
|-----------|-------|--------|-------|
| Structures | 1-4 | 5-6 | 7+ |

Town size has an effect on the size of your resource pile, the plan and research actions, the difficulty of some attack cards and your HQ.

## HEADQUARTERS

Headquarters cannot be discarded from a town. HQs are automatically upgraded or downgraded when a town changes size.

**Every** time a medium town becomes a large town the player has a choice of two large HQs: martial or civil. This choice cannot be changed whilst a town remains large.

1. Name
2. Production
3. Player colour (card borders)
4. Town size
5. Special effect



**Note: With immediate effect when a town changes size its HQ is changed, victory points and any special effects are gained or lost.**

## ROUND OVERVIEW

### STEP 1 ACTIONS

- Take a turn in order making a single action and play or activate any number of cards (only one personality card per town per round).

- Repeat for a second turn. If any players get a third do these in order.

- Replenish the market and replace the turn marker.

### STEP 2 MAINTENANCE

- All players calculate production.

- Trade or store food (one trade per player per round in Step 2 only).

- Decide whether to pay maintenance for cards in your town or discard them.

### STEP 3 TURN ORDER

- In order place player tokens (if haven't already).

- Return survivor cards.

- Select new survivor cards in player token order (nearest to market deck first).

- Take back player tokens.

- Move the round marker to the next round on the round tracker.

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