



Lunatic Larry has ate too many mushrooms and has riled up cannibals and bikers around Vicksburg. Stop him from distributing kiloliters of his cult's shroom tea to create an army of hallucinating marauders. One way or another.

Minimum supplies needed Pen and paper to track Stats and other effects and tokens to mark PC and Enemy positions on the map. <i>Only the print edition contains a D10, otherwise you need one.</i>	105 cards total World cards 15 Player Characters 9 Enemies 13 Items 50 Situations 18
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Game Setup

1. Shuffle each card type into their own pile and set the game space up with room for the AREA and ENVIRONMENT cards along with draw and discard piles for each card type but PLAYER CHARACTERS.

2. Randomly pick PLAYER CHARACTERS. Roll for high number to determine PARTY LEADER (determines strategy and draws/distributes ITEMS) who rolls for the PARTY'S TASK on the 'Tasks' table.

The PARTY LEADER assigns the other PARTY ROLES: NAVIGATOR, draws and places WORLD CARDS. LOOKOUT, determines ENCOUNTER ROLL modifiers, makes the roll, reads SITUATIONS and makes rolls not made by other players. SPOTTER, draws and controls the ENEMIES. The oldest player should be PARTY LEADER if all players are new to the game. The NAVIGATOR and LOOKOUT roles should be given to new players.

3. The PARTY LEADER draws and distributes the starting ITEMS and any scaling is noted.

Scaling Table

#PCs	#Items drawn at start	Who Enemies Attack (Tie breaker Stat)	Enemy Stats
1	4	N/A	N/A
2	6	Closest (strongest)	+1 CT, +10 Power
3	8	Slowest (most Items)	+2 CT, +20 Power
4	10	Weakest (most Damage)	+3 CT, +30 Power
5	12	Most Damage (weakest)	+4 CT, +40 Power

Enemies attack the Nearest, Weakest if they are prevented from moving to within range of their preferred target.

4. The NAVIGATOR draws the first WORLD CARD until an AREA is drawn. Another AREA is placed whenever someone reaches GRID on an exit side of an AREA. Drawing an ENVIRONMENT supersedes any previously drawn ENVIRONMENT. DAYLIGHT is the starting condition without an ENVIRONMENT in play.

5. Players put their PLAYER CHARACTER tokens on their starting GRID on the first AREA drawn. They must start on an UNMODIFIED GRID unless all are modified.

Game Flow

1. The ACTION PHASE is the phase in which players move towards their goal for 3 SPEED per GRID, hold position for 0 SPEED, change gear (see the 'Turn Actions & Speed Costs' table), or use ITEMS or SKILLS. ITEMS and SKILLS require the stated SPEED to use. PCs can do as much as they want or have SPEED for. Everyone acts in order of fastest to slowest in or out of combat and no one can hold their actions until later in the ROUND. A WORLD CARD is drawn whenever a PC reaches a GRID on an exit edge where there is not an AREA. Partial GRIDS on the edge count as a full GRID. Go to the ENCOUNTER PHASE.

2. In the ENCOUNTER PHASE, the LOOKOUT determines any ENCOUNTER ROLL MODIFIERS based on PARTY LEADER location and how many -1 ENCOUNTER ROLL counters along with any special ENCOUNTER ROLL modifiers like from BROKE OPEN doors the AREA has. Then they roll a d10, see 'Encounter Roll Results' table, to determine the result. The AREA gets a -1 ENCOUNTER ROLL counter on any result other than 'nothing'.

2b. Nothing result: Nothing happens. Go to the CLEANUP PHASE.

2c. Enemy result: The SPOTTER draws an ENEMY or ENEMIES per the wording on the ENEMY cards and the COMBAT PHASE begins, see 'Combat'.

2d. Situation result: The LOOKOUT draws a SITUATION, reads the bolded text, and tells the PARTY how to complete it if they don't want to walk away. Go to the CLEANUP PHASE after the SITUATION is reshuffled or completed.

2e. Item result: An ITEM has been found. Go to the CLEANUP PHASE.

3. In the CLEANUP PHASE the PARTY LEADER:

a. Tallies any XP earned from defeated ENEMIES or completed SITUATIONS: 3 XP for each NAMED ENEMY or STORY SITUATION, 1 XP each UNNAMED ENEMY or GENERAL SITUATION.

b. Draws and distributes any ITEMS: 4 ITEMS for NAMED human ENEMIES, 2 ITEMS for UNNAMED human ENEMIES, 0 for animals, SITUATIONS state how many to draw. No one can choose to NOT draw ITEMS when told since the ITEM DRAW PILE is the game's TIMER.

PLAYER CHARACTERS can rearrange ITEMS freely between themselves if in the same AREA as the PARTY LEADER during the CLEANUP PHASE. Everything has RANGE and SPEED requirements in all other phases.

Game play returns to the ACTION PHASE after the CLEANUP PHASE.

Combat

Combat begins when an ENEMY is drawn or the PARTY attacks a PASSIVE animal.

Note any scaled STATS and put the ENEMY(IES) in their start GRID(S) centered on the RED STAR in the same area as the PARTY LEADER.

COMBATANTS take their TURN in order of fastest to slowest. PLAYER CHARACTERS go first if they tie SPEED with an ENEMY. Players decide who goes first if PLAYER CHARACTERS tie.

An ENEMY will not move into a GRID that does DAMAGE. PLAYER CHARACTERS who are in another AREA when combat starts act in their regular order.

COMBATANTS hit on an unmodified d10 roll of 1-6. This is adjusted by any MODIFIERS the attacker and/or defender have. Increasing CRITICAL THRESHOLD increases the chance of extra DAMAGE. Example: A PC with +1 to hit and +1 CT will hit on a 1-7 and do extra damage on a 1-2.

Combat rolls are a CRITICAL SUCCESS on '1' and a CRITICAL FAIL on '10' (succeed or fail no matter what). See the 'Critical Combat Roll and Threshold Effects' table.

Anyone without enough SPEED to attack or use a SKILL has to use SPEED across multiple TURNS to perform the ACTION.

Line of sight applies. A target cannot be attacked if a solid object bisects a straight line between the center of the attacker and defender's GRID.

Combat ROUNDS restart once the slowest COMBATANT has completed their TURN and continues until one group wins, an ENEMY dies at 0 POWER, a PLAYER CHARACTER falls UNCONSCIOUS until REVIVED at 0 POWER, or all PLAYER CHARACTERS ESCAPE.

Losing the Game

Players lose if all PLAYER CHARACTERS are rendered UNCONSCIOUS or if the ITEM DRAW PILE is expended before the TASK is completed.

Winning the Game

Players win if at least one PLAYER CHARACTER completes the TASK.

Additional Rules
<p>Items</p> <p>Most ITEMS take some amount CARRYING CAPACITY to carry. Donned clothing does not count against CARRYING CAPACITY. Weapon and clothing MODIFIERS aren't applied unless the ITEM is being used.</p> <p>MODIFIERS and SKILLS from BOOKS are active while carried. ITEMS that are dropped or can't be carried after being drawn are discarded and lost. ITEMS from UNCONSCIOUS PLAYER CHARACTERS can be taken until the PARTY leaves the AREA before they are discarded.</p>
<p>World Cards</p> <p>Additional AREA(S) are revealed during setup if PLAYER CHARACTERS start on edge GRIDS.</p> <p>AREAS can't be rotated once laid down.</p> <p>ENVIRONMENTS are discarded and the top one is active. The last one drawn stays in play until the end of the game. 'Daytime' with no modifiers is the default start condition with no ENVIRONMENT in play.</p> <p>WORLD CARDS are never reshuffled.</p>
<p>Locked Doors</p> <p>LOCKED doors can be UNLOCKED or BROKE OPEN.</p> <p>'0 RANGE' means the user must be in the GRID in front of the door.</p> <p>Doors can be BROKE OPEN three ways. A Tool Kit can be used on them. A PC can attempt to force them with a 45 POWER CHECK (SPEED 10, RANGE 0). Or PLAYER CHARACTERS can deal them 10 DAMAGE (no attack roll, but SPEED used).</p> <p>UNLOCKED doors are LOCKED when a PLAYER CHARACTER reenters an AREA. Any that are BROKE OPEN stay open.</p> <p>The PARTY has a one time -2 ENCOUNTER ROLL penalty the first ENCOUNTER PHASE after a door is BROKE OPEN.</p> <p>HUMAN ENEMIES have keys to LOCKED doors in the AREA they spawn into and ANIMAL ENEMIES can pass LOCKED DOORS through holes. A door is UNLOCKED while the PLAYER CHARACTERS remain in the Area after a HUMAN ENEMY passes through it.</p> <p>ENEMIES cannot attack through LOCKED doors.</p>
<p>Stat Checks</p> <p>STAT CHECKS are worded 'X Power check' in which 'X' is the number to match or beat.</p> <p>Roll a d10 and add the result to the PLAYER CHARACTER'S POWER or SPEED. They are a CRITICAL FAIL on '1' and a CRITICAL SUCCESS on '10' (fail or succeed no matter what).</p> <p>A roll to determine if there's a CRITICAL FAIL is needed if the STAT is equal to or greater than the target number.</p>
<p>Enemies</p> <p>ENEMIES are not scaled down for lost PLAYER CHARACTERS.</p> <p>ENEMIES are scaled down if taken control of by a PLAYER CHARACTER. They are either reduced to half base POWER (if wounded below half, rounded up) or full base POWER (if not wounded below half).</p> <p>UNNAMED ENEMIES are reshuffled when there are none to draw.</p> <p>ANIMAL STATUS is rolled before combat begins. PASSIVE animals are reshuffled unless attacked. Combat continues normally for AGGRESSIVE animals.</p> <p>All ENEMIES do DAMAGE according to the 'Critical Combat Roll and Threshold Effects' table.</p>
<p>Combat Damage & Effects</p> <p>DAMAGE is assigned as dealt.</p> <p>DAMAGE RESISTANCE cannot reduce DAMAGE below 1.</p> <p>STUNNED targets have +5 TO BE HIT and 0 SPEED.</p> <p>Any PLAYER CHARACTER or ENEMY with SPEED reduced to 0 by any number of effects for a TURN is considered STUNNED that TURN.</p> <p>Any COMBATANT surrounded from 2+ adjacent GRIDS has +2 TO BE HIT by MELEE ATTACKS and -2 TO BE HIT by RANGED ATTACKS.</p> <p>RANGED ATTACKS have -1 TO HIT for each GRID past weapon RANGE.</p> <p>All COMBATANTS must be defeated for a MOB ENEMY to be discarded.</p>
<p>Escaping Combat</p> <p>PLAYER CHARACTERS can ESCAPE by moving to the edge of an exit side of the AREA and using SPEED to move into a GRID in the next AREA. There cannot be any ENEMIES within 2 RANGE of the PLAYER CHARACTER.</p> <p>PLAYER CHARACTERS can reenter the AREA they ESCAPED from.</p> <p>PLAYER CHARACTERS cannot loot UNCONSCIOUS bodies nor get ITEMS for killed ENEMIES if everyone ESCAPES.</p> <p>Reshuffle any living ENEMIES ESCAPED from.</p> <p>ENEMIES do not ESCAPE.</p>
<p>Level Gain</p> <p>PLAYER CHARACTERS start at LEVEL 1 and gain a LEVEL at 4, 10, 18, 28, 40, and 54 XP. Max of LEVEL 7.</p> <p>PRIMARY INNATE SKILLS improve by 1 every LEVEL until 4 (18 XP). Primary ACTIVATED SKILLS increase in chance by 1 every LEVEL until 4 (18 XP).</p> <p>SECONDARY INNATE and ACTIVATED SKILLS start to improve at LEVEL 5 (28 XP) after the PRIMARY SKILL is maxed.</p>

Tables

Turn Actions & Speed Costs

Action & Notes	Speed Cost
Attacking, using an ITEM, or attempting an ACTIVATED SKILL.	Stated SPEED.
Donning/doffing clothing	Head-4, Torso-7, Hands-5, Legs-10, Feet-8, Pack-6
Drop any ITEM but donned clothing.	0
ESCAPE	10, +1 per ENEMY, see 'Escaping Combat'
Equip/unequip weapon or Misc. ITEM	1
Melee, kick, 2 DAMAGE, 1 RANGE, 1 CAP or less of ITEMS equipped	10
Melee, punch, 1 DAMAGE, 1 RANGE, 1 CAP or less of ITEMS equipped	8
Melee, SPECIAL ATTACK, 1 CAP or less of ITEMS equipped	Stated SPEED.
Put an ITEM in another PC's inventory or take an ITEM from an UNCONSCIOUS PC. 1 RANGE.	2
Run once per COMBAT PHASE. +50%, rounded up, SPEED for 1 TURN that can only be used to move or ESCAPE.	N/A

Encounter Roll Results

0 or less: Nothing
 1-3: Draw an ENEMY
 4-10: Draw a SITUATION
 More than 10: Draw an ITEM

Critical Combat Roll and Threshold Effects

1: CRITICAL HIT. Always hits. Roll a d10.
 1-4: x1.5 DAMAGE, rounded up.
 5-8: x2 DAMAGE and target KNOCKED BACK 1 GRID.
 9: x3 DAMAGE and target STUNNED 1 TURN.
 10 or more: INSTANT DEATH, reduced to 0 POWER.

2-9: x1.5 DAMAGE, rounded up.
Examples: +1 CT gives extra DAMAGE on a 1-2.
 +2 CT gives extra DAMAGE on a 1-3.

10: FUMBLE. Always misses. Roll a d10.
 1 or less: Nothing.
 2-6: Wild miss and can't attack again that TURN.
 7-9: Trip and have -6 SPEED.
 10 or more: Weapon damaged and has -1 CRITICAL THRESHOLD.

Tasks

1: **Mapmaker:** Scout for Vicksburg by revealing all the Areas.
 2: **Who's the Boss?:** Gain 12 XP.
 3: **Post-apocalyptic Adventure Time:** Complete 8 Situations.
 4: **That Mofo:** Kill Joe Mofo, Biker Soldier, and Biker Scout.
 5: **Bad Tea:** Defeat Larry by bribing him from combat or by killing him or by completing 3 of 4 Story Situations.
 6: **How the Story Goes:** Defeat Larry by completing 3 of 4 Story Situations.
 7: **Kill the Head...:** Kill Larry.
 8: **Grilled Cannibal:** Kill Xoroth, Hunt Master, Cannibal Soldier, and complete Farm Fire.
 9: **The Nighttime is the Right Time:** Kill Larry and the Cult Soldier and complete Solar Trouble.
 10: **Warlord Hunt:** Kill Larry, Xoroth, and Joe Mofo.

Post-apocalyptic Escapades
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