

REMNANTS™

QUICK START GUIDE ON BACK!

Watch the how-to-play video at www.firesidegames.com/games/remnants

Number of Players: 2 to 4
Ages 13 and Up

The world ended some time ago. Our days are dust and sand, and we build what we need to survive from the remnants of the old world. Rope, wood, metal, plastic, and cloth are our treasures now. Some of us have come together to carve out a home, a place to start rebuilding. But there are others who want the same. We have to be quick and clever to get what we need before they do. Surviving the mad creatures that stalk the Badlands and the Raiders who destroy and take without mercy isn't guaranteed. So now we prepare.

OVERVIEW

Remnants takes place in a post-apocalyptic world. Each player builds a compound and fights to survive Raiders and mutant creatures. The game is played in 5 phases: Scavenge, Build, Fight, Heal, and Cleanup. In the Scavenge phase, you send Survivors

into the Badlands to roll dice in a real-time race for Resources. In the Build phase, you take turns spending those Resources to buy weapon, defense, and special development cards that enhance your compound. When threats attack, you'll roll dice and use abilities from cards you purchased to survive. You'll fight a Level 1 threat, followed by a Level 2 threat, and then finally face down the Raider Boss. After the final attack, the game ends and the player with the most Victory points is the winner.

OBJECTIVE

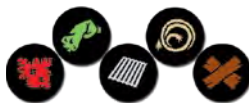
Have the most total Victory points at the end of the game. Victory points can be scored from Development cards, Survivors, Specialists, and Victory points earned from a special Bonus token and fighting threats successfully.

COMPONENTS

1 Game board The center is the desert of the Badlands with cities on the edges.



45 Resource tokens



5 Bonus tokens



37 Development Cards (Defense, Special, Weapon)



2 Survivor/Training Cards



22 Survivor tokens



15 Specialist tokens



9 Badlands Cards



6 Dread Cards (the Raider and Creature threats)



3 Boss Cards



6 Boss Power Ups



4 Player boards



16 Dice



12 Loot tracking cubes
3 each in red, brown, and grey.



1 Dread track cube




1 First Player marker





15 Victory Point tokens In the future, flavor is the most valuable commodity.



GAME SETUP

1. Lay the board where all players can reach it.
2. Place 1 of each Resource type on the board for each player in the game. Place the remaining Resource tokens near the board. This is the Supply. 
3. Draw Bonus tokens equal to the number of players minus 1. Place them face up on the numbered spaces on the board that matches the number of players. Set the remaining Bonus tokens face down near the board.
4. Place the Victory Point tokens in a pile.
5. Shuffle the Badlands cards and place them face down near the side of the board with the Dread track, leaving space for a discard pile.
6. Create the Dread pile:
 - a. Decide on a level of Boss Power Up card to fight. Level 1 is the easiest, and 3 is the hardest. (For your first game, we recommend Level 1.) Choose 1 of the cards from the determined level at random, and place it face down next to the Badlands cards.
 - b. Draw 1 Boss card at random, and place it face down on top of the Boss Power Up card.
 - c. Shuffle the Level 2 Dread cards, draw 1 at random, and place it face down on top of the Boss card.
 - d. Shuffle the Level 1 Dread cards, draw 1 at random, and place this card **FACE UP** on top of the Level 2 Dread card. This is the first threat you face in the game.
 - e. All unused Boss, Boss Power Up, and Dread cards are returned to the box.
7. Place the Dread track cube on the space marked "Start" on the Dread track (on the board).
8. Create the Development grid:
 - a. Place the Level 1, Level 2, and Level 3 Development card decks as the heads of rows near the board.
 - b. Shuffle each of the decks separately.
 - c. Draw 3 of each level, placing them face up in a row, next to their draw decks.
9. Each player takes a player board that represents their compound.
 - a. Each compound starts with a different arrangement of survivors, so players may wish to pick their compound or take one randomly.

- b. Each player takes the appropriate mix of Survivor and/or Specialist tokens as noted on their player board.
- c. Place all Survivors and Specialists healthy side up near your player board. 

10. Place the remaining Survivor tokens face up on the **Survivor card** and the remaining Specialists on the **Training card**. Place both of those cards near the Development grid.
11. Each player takes 3 Loot tracking cubes: 1 red cube for Medicine, 1 gray cube for Screwdrivers, and 1 brown cube for Scrap. Place each cube in its green "0" starting space on the player board. 
12. Each player gets 4 dice.
13. Choose a player to go first, and give them the First Player marker.



HOW TO PLAY BASICS

Remnants is played over 6 Game Turns. Each Game Turn is made up of 5 Phases (Scavenge, Build, Fight, Heal, and Cleanup). All players will complete a Phase together before moving on to the next Phase.



In the **Scavenge Phase** you commit Scavengers to try to get Resource tokens. You'll spend these Resources on Development cards in the next phase, so keep in mind the Resource costs of any cards you want before you start Scavenging!

You roll and re-roll any or all of your dice in a real-time race to get 3 of the same Resource symbol showing. Once you do, 1 Scavenger you committed takes 1 of that Resource. Keep rolling until each Scavenger has a Resource. If you roll 3 stars, you may take a Bonus token, which ends your turn. The Scavenge Phase ends when all the Bonus tokens are taken.

Next comes Looting. Roll 1 die for each Looter you committed. Count the pips showing, and gain that much Loot (Medicine, Screwdrivers, and/or Scrap).

Next comes the **Build Phase**, when you spend the Resources you just claimed (plus any leftover from previous turns and Scrap) to buy Development cards from the grid.

These cards come in 3 types with different purposes and are all worth points at the end of the game:

- **Defenses:** When fighting Dread cards, each  symbol you have on cards you own reduces the health of the Dread card by 1.
- **Weapons:** If Defenses didn't bring the Dread card to 0, you must use Weapons. Roll 1 die for each  symbol you have on cards you own and total the pips. Reduce the health of the Dread card by that amount plus any Screwdriver points you choose to spend.
- **Specials:** These cards have different effects, from generating Resources to getting you extra points at the end of the game.

Every other Game Turn, a Dread card attacks on the **Fight Phase**, when you use your Development cards to fight them.

The **Heal Phase** comes next, allowing you to spend Medicine to heal injured people.

Lastly, refresh tokens on the board during the **Cleanup Phase** before the next Game Turn begins.

On the 6th Game Turn, you fight the Boss, Heal, and then the game ends.



DICE

The dice can be used in two different ways. Each face has 1 symbol: Wood, Metal, Plastic, Rope, Cloth, or Star, as well as 1 to 3 pips. When you roll the dice, you will count either the symbol OR the pip at different steps in the game.



PLAY DETAILS

1. SCAVENGE PHASE

COMMIT SCAVENGERS AND LOOTERS

Each player starts with a Tribe, who collect Resources and Loot and are worth points at the end of the game. There are 2 types of people in a Tribe: Survivors and Specialists. Players decide how to commit their Survivors and Specialists to gain Resources and Loot. (See pp. 4-5 for details.)

- People committed to Scavenging are “**Scavengers**” and allow you to roll dice to collect Resources from the Badlands during the Roll for Scavenging step.
- **Each Scavenger can bring back 1 Resource.**
- Place Scavengers on your edge of the board in the desert section.
- People committed to Looting are “**Looters**” and allow you to roll 1 die during the Roll for Looting step and bring back Loot. Place Looters in your corner of the board in the ruined city section.
- The number of people you can commit to either section is **unlimited**.



SPECIALISTS

Survivors make up most of your starting Tribe and are equally good at Scavenging or Looting. Specialists are better trained and give you a bonus of some kind. (During the Build Phase, you can spend Resources to train a Survivor to become a Specialist. See p. 6 for details.) There are 3 types of Specialists:

- **Scroungers** are skilled at finding items in the Badlands quickly. **Once per Phase**, each Scrounger committed to Scavenging can **claim 1 Resource with only 2 matching dice faces instead of the usual 3**. (See Roll for Scavenging on p. 4.)
- **Haulers** have better endurance and can bring back more Resources from the Badlands. Each Hauler committed to Scavenging can **bring back 2 Resources instead of the usual 1**. **Each Resource must still be rolled for**, the Hauler can just carry more.
- **Rummagers** can always locate more Loot in the ruins of the city. Each Rummager committed to Looting **adds 1 pip to your Looting roll**. (See Roll for Looting on p. 5.)




FLIP TOP BADLANDS CARD AND RESOLVE

Your Scavengers and Looters must venture out into the unknown. Here's where you find out what awaits them. Flip over the top Badlands card and resolve the text. (See p. 10 for details on some of the Badlands cards.)



ADVANCE THE DREAD TRACK

The Dread track shows the approach of threats and acts as a game timer. The Dread track cube begins on the Start space, on the far left.

- **Move the Dread track cube one space to the right.**
- If the Dread track cube moves onto a **blank space**, there is no **Fight Phase**. The threat is simply coming closer.
- When the Dread track cube moves onto a space with the  symbol, the current faceup Dread card has reached your compounds and you **all have to fight it during the Fight Phase** that round.
- During the last round of the game, the Dread track cube moves onto the final space and you **have to fight the Boss** during the Fight Phase that round.



ROLL FOR SCAVENGING


All players who committed at least 1 person to Scavenge gather all four of their dice. When the 1st player is ready, he or she calls out "Scavenge!" and all players roll all their dice to try to claim the Resource tokens from the board.

Rolling for Resources happens in "real-time," meaning that players **do not take turns** rolling their dice. Once the Roll for Scavenging step begins, all players continuously roll their dice, collecting tokens until the step ends.

- **Re-roll any or all of your dice** at any time when trying to match symbols.
- When you have the same Resource symbol showing on **at least 3 of your 4 dice**, you may claim **1 token** by calling out the name of the Resource (such as, "Cloth!"), picking it up from the desert **OR** the Buried area, and placing it on a Scavenger.
- After you claim a token, **you must pick up and re-roll all 4 of your dice** to continue.
- You **do not HAVE to** claim a token if you roll 3 of that symbol and do not want that Resource.
- Once you claim a token, you may not put it back.
- **The total number of Resources you can claim** is equal to the number of Scavengers you committed. **Each Scavenger can claim 1 Resource**. (Haulers can claim 2 Resources.)
- If 2 or more players call out the same type of token and there are not enough of that token type remaining, **the first player to touch the token claims it**.



ENDING THE STEP - BONUS TOKENS

- The Roll for Scavenging step **immediately ends when all the Bonus tokens are claimed**.
- You can claim a Bonus token any time you have rolled at least 3 of the bonus Star symbols .
 - Once you collect your 1 Bonus token, **you cannot roll dice or collect any more tokens** this step.
 - The Bonus token is placed on the Bonus area of your player board.
 - You can claim a Bonus token even if all your Scavengers have Resources. Bonus tokens don't need to be "carried."
- If the **player without a Bonus token** has at least 1 Scavenger that has NOT claimed a Resource, they can claim 1 (and ONLY 1) of any Resource remaining on the board. (The Hauler's second space does count.)
- Most Bonus tokens can be played any time after you claim them. See p. 9 for more details.



ROLL FOR LOOTING

Roll 1 die for each Looter you committed. (This step does not need to be done in turn order.)

- Roll the dice only once this step. There are no rerolls.
- Total the number of pips shown to see how many Loot points you gain.



- Each Rummager you committed to Looting adds 1 to your total.

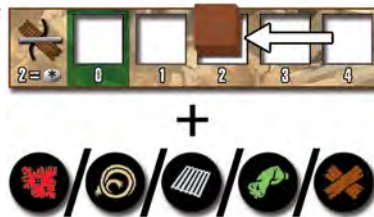
- You may spend Screwdriver points now. **For every 2 Screwdriver points spent, add 1 to your Loot total.**



- For each point of Loot you gain, you may increase 1 of the 3 types of Loot shown on your player board.
 - Move the Loot cube of your choice up on its track by **1 space**.
 - Split Loot points any way you wish between the 3 types of Loot.
 - You **cannot exceed the maximum** limit of each Loot track. Any extra Loot points leftover are lost.

Loot There are 3 types of Loot: Medicine, Screwdrivers, and Scrap.

- **Medicine** is spent to heal Injured people **during the Heal Phase**. (See p. 8 for details)
- **Screwdrivers** are spent to add 1 to your roll.
 - Move the Screwdriver Loot cube down 2 spaces to **add 1 to your die roll** when counting pips.
 - You can add to **ANY** roll that counts pips, no matter what Phase of the game you are in (**Roll for Looting** step, **Fight Phase**, etc.).
 - You may spend as many of your Screwdriver points as you wish on your turn.
- **Scrap** is spent to generate a Resource of any kind.
 - Move the Scrap Loot cube down 2 spaces to **claim one Resource of your choice from the Supply**.
 - You can spend Scrap to claim a Resource during any Phase.
 - You may spend as many of your Scrap points as you wish.



BURY LEFTOVER RESOURCES

1. Any Resource tokens that are in the Buried section in the center of the board are removed and returned to their Supply piles.
2. Any Resource tokens remaining on their indicated spaces on the board are moved to the Buried section.
3. Resources in the Buried section **may be claimed** by players during the next Roll for Scavenging step.



ENDING THE PHASE

Remove your Scavengers, Looters, and claimed Resources from the board, arranging them near your player board.

2. BUILD PHASE

During this Phase, spend your Resources to buy Development cards that enhance your compound. (Development Cards are described in general on p. 6 and in detail on pp. 10–11.)

- Beginning with the 1st player and proceeding in clockwise order, each player takes a turn **spending Resources to buy 1** of the face up Development cards or **acquire/train Survivors**.
- Buying continues until no one has enough Resources to buy anything OR everyone passes.
- Any Resource can be played for the * symbol.
- Players can **spend 2 Scrap** to generate 1 Resource of any kind.
- Place any purchased Development cards in front of you. (You can stack cards of the same type, keeping their effects visible.)
- **Replace the card you just bought** by flipping over the top card from the deck of the same level as the card you bought and placing it face up in the empty spot.
- Cards that you buy are **usable right away**. (See pp. 10–11 for details.)



TIP: When paying Resources, putting the spent Resource tokens on their board spaces speeds up the Cleanup Phase. Once the correct amount of spaces is filled, place any other spent Resource tokens in their Supply piles.

BUILD PHASE CONTINUED

- All Development cards can only be used once per Phase.

- To use a Development card, rotate the card 90 degrees to show it has been exhausted.



- A Resource generated by a card must immediately be spent. You do not take an actual token for Resources generated this way, and the Resource IS NOT saved between buying turns.

- You may acquire a new Survivor by paying the cost and taking a Survivor token from the Survivor card, adding that token to your Tribe.



- You may train a Survivor to become a Specialist by paying the cost listed on the Training card and trading in a Survivor.

- Return 1 of your healthy Survivors to the Survivor card. (You cannot train an injured Survivor.)

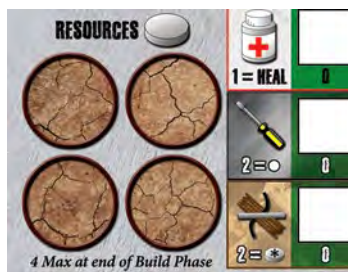


- Choose the Specialist you want from the Specialist card, and add that token to your Tribe.

- The number of people you can have in your Tribe is only limited by the number of tokens in the game.
- If you cannot afford a purchase or do not wish to buy anything at this time, you may pass. (You may get another chance to buy during this Phase.) After all players have had the opportunity to buy, another round of buying begins. Buying continues until all players have passed, then the Phase ends.

ENDING THE PHASE

- If you have unspent Resources left over at the end of the Build Phase, you may keep up to 4 of them on the Resource section on the left side of your player board. Any unspent Resources beyond that are lost and returned to the Supply.



DEVELOPMENT CARDS

These are the weapons, defenses, and special structures you build using the Resources you gathered. They come in 3 levels, with Level 1 being the lowest cost with the most basic effects and Level 3 being the highest cost with enhanced effects. All Development cards can only be used once per Phase.

All Development cards have these common elements:

Name: What the card is called.



Cost: The Resources needed to buy this card. (* can be any Resource.)

Type: Identifies whether the card is a Weapon, Defense, or Special.

Effect: What this card does. (See pp. 9–10 for details on cards.)

Victory Points: The number of Victory points the card is worth at the end of the game.

Defense cards are used to protect you from Dread cards. During the Fight Phase, before you roll dice, total the number of symbols on all your cards and reduce the Health of the Dread card by that amount.



Weapon cards are used to fight Dread cards. During the Fight Phase, total the number of symbols on all your cards and roll 1 die for each symbol. Total the number of pips rolled to compare against the fight value of the Dread card. The more dice you roll, the better your chances of defeating a Dread card.



Special cards give you various bonuses. Some generate or convert Resources. Others reduce the cost of Defense and Weapon cards, and some give you ways to make Victory points at the end of the game.



3. FIGHT PHASE

When the Dread track cube is on a fight space, the threat has reached your compounds and a battle begins. (NOTE: There is no Fight Phase on the first turn of the game.) Starting with the first player, each player must fight the Dread card at full health on their own. All Dread cards have an effect that happens to all players before, during, or after the battle.

Health → 8

Name → PLAGUE WOLVES

Type: Specifies if this Dread card is a Raider or Creature.

Effect: What this card does. (See p.11 for details on cards.)

Win: The reward you receive if you defeat this card.

Level/Victory Points: The Level of the Dread card. Also, the points you will earn if you defeat this card.

Loss: The penalty you pay if you cannot defeat this card.

1. **Use your Defenses.** Total the number of symbols on the Defense cards you wish to use. Subtract that amount from the Dread card's starting health.



- Some cards can give you bonuses, but each card can only be used once per Phase.
- If this brings the Dread card to 0, you have survived the attack, but this is **NOT counted as a win**. (You gain no Victory points or Reward for surviving the Dread card but not defeating it.)

2. **Fight with Weapons.** If the Dread card still has health remaining, you may fight it with your Weapons. Total up all the symbols on all the Weapon cards you wish to use. **Roll 1 die** for each symbol and total the number of pips. Subtract that amount from the current health of the Dread card.



• You may also boost your fight by spending Screwdrivers. Move the Screwdriver Loot cube down 2 spaces to **add 1 to your die roll**. (Not using Weapons? You can still use Screwdrivers.)



- Some cards give you bonuses, rerolls, or even extra dice to roll. Each card can be used only once per Phase, so use them wisely!

NOTE: If you ever need to roll more than 4 dice, simply total the result of the first 4 dice and then add any additional rolls.

- If it is apparent that you **cannot defeat a Dread card** with your current Defenses and Weapons and do not wish to spend Screwdriver Loot, you do not HAVE to fight. You can instead move directly to the LOSS step.



3. Win or Lose

- **WIN** If your Weapons bring the Dread card to 0 health or less, you have defeated them!
 - You get Victory points equal to the level of the Dread card. Victory point tokens are double-sided with 1 point on one side and 2 points on the other.
 - Every Dread card also has a Reward in the bottom left of the card that you claim immediately. Rewards can be Resources, Medicine, Scrap, etc.
- **LOSS** If your Weapons are not enough to bring the Dread card to 0 health or less, you have lost the battle.
 - Every Dread card has a Penalty in the bottom right of the card that you must resolve immediately. Penalties can be injuries, losing Resources, Loot, etc.
 - If you are forced to discard a card that has an effect triggered when discarded, **you DO get that effect**.
 - Discarded cards are **returned to the box**.

ENDING THE PHASE

Once all players have finished their battle with the Dread card and resolved any Rewards or Penalties, the Fight Phase ends.

- **Discard the Dread card, and flip the next card in the Dread pile face up** so all players can see what the next threat is.
 - When the Boss card is revealed, **reveal the Boss Power Up card that is underneath** as well, stacking it so the effect is visible underneath the bottom of the Boss card.
 - If players want to add to the suspense, they can choose instead to **not** reveal the Boss Power Up card until the start of the final Fight Phase.



BOSS FIGHT

When the Dread track cube is on the last space of the track, the Boss has reached the compound and attacks during the Fight Phase.

- The Boss has at least one Boss Power Up card with an effect that comes into play before, during, or even after the battle. (See p. 11 for details.)
- Starting with the first player, each player must fight the Boss at full health on their own.
- Each Boss has a unique special ability:
 - **The Duke** gets a 2nd Boss Power Up card drawn at random. Players can choose either to draw the remaining card of the same level as the Boss Power Up card in play OR to draw from any of the 3 levels.
 - **King Colossal** Players roll one fewer die when fighting King Colossal.
 - **Scream Queen** Players must Injure 2 **different** Specialists before fighting her.
- If you win, take the number of Victory points shown on the card. Bosses do not offer any other Reward.
- If you lose, take the penalty shown on the card.

INJURIES

Your people can be injured by Badlands cards, Dread cards, or even by certain Development cards. Each Survivor or Specialist comes into play healthy, but **when Injured they are flipped over** so their Injured side is face up.



- An Injured person **can still be sent** to Scavenge or Loot.
- Specialists can **NOT** use their special ability if they are Injured.
- If an Injured person is Injured again, **they are killed** and must be returned to the Survivor or Specialist card as appropriate.
- Injuries dealt to people are *normally* applied as **Injury points**.
 - You must spend all the Injury points dealt to you.
 - You may split Injury points between your people in any way you wish.

For example: You have 3 Scavengers and have been dealt 3 Injuries. You can either Injure all 3 Scavengers **OR** deal 2 injuries to 1 Scavenger (killing him) and deal the remaining 1 damage to one of the other Scavengers, keeping another healthy.

- Some cards force you to injure **different** survivors instead of spending points.
- Injured people are **worth no Victory points** at the end of the game.

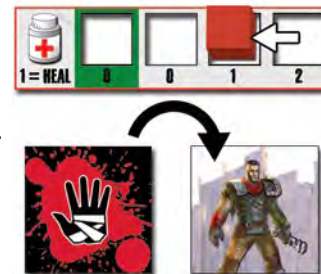
LOSING YOUR TRIBE

When the last person in your Tribe is killed, you are out of the game.

4. HEAL PHASE

HEAL SURVIVORS WITH MEDICINE

- Move the Medicine Loot cube down 1 space to **heal one Injured Survivor or Specialist**, flipping them back over to their healthy side. (NOTE: The first space is worth 0. It takes 2 Loot points to gain the 1st usable point of Medicine. You can never spend below the 0 space.)
- You may spend as many of your Medicine points as you wish on your turn.
- You **do not** have to heal people if you do not want to.



5. CLEANUP PHASE

The game is reset during this phase.

DISCARD UNUSED BONUS TOKENS

All bonus tokens (except the Wanderer) are “use it or lose it” each Game Turn. **Any unused Bonus tokens are discarded at this time.** Create a discard pile. Mix them up to create a new Supply pile when needed.

REFRESH CARDS

Some Development cards provide benefits such as generating Resources or adding dice rolls. They are used once per Phase and are rotated 90 degrees to show they are exhausted. This is the Phase when all cards reset so they can be used again.

- Rotate exhausted cards to be straight up to show they are “refreshed” and ready to use.
- This is also the phase when the **Axe, Club, and Hammer cards generate their Loot.** (See p. 10 for details.)

PLACE RESOURCES

Make sure there is 1 of each type of Resource token on the board for each player.

- Take Resource tokens from the Supply and place them on their indicated spaces on the board, filling up to the space with the number that matches the number of players.
- If there aren't enough Resource tokens in the Supply, fill all the spaces you can and leave the rest blank. Scarcity is a fact of life in the Badlands.

ADD BONUS TOKEN(S)

Randomly draw facedown Bonus Tokens from the Supply and place them face up on the indicated board spaces that match the number of players.

PASS 1ST PLAYER MARKER TO LEFT

Pass the First player marker to the next player clockwise.

The next Game Turn now begins with a new Scavenge Phase.



ENDING THE GAME

The game ends when all players finish the Heal Phase after fighting the Boss.

SCORING

Players now total up all their points:

- Total all Victory point symbols on all the cards you have.
- Some cards generate Victory points if certain conditions are met. Total those points as well.
- Total the points for the people in your Tribe:
 - 1 point for each healthy Survivor
 - 2 points for each healthy Specialist
 - 0 points for each Injured person
- Total the points showing on all Victory point tokens you have.
- The player with the most points has created the most secure compound and is the winner! If there is a tie, the player with the most people in their Tribe is the winner. If there is still a tie, the player with the most points in Loot is the winner.

TOKEN AND CARD DETAILS

BONUS TOKENS

- Most Bonus tokens are playable any time after claiming them, but some make sense to be played during certain Phases.
- Used Bonus tokens should be put into a discard pile. When the Supply of Bonus tokens runs out, turn the discards face down, and mix them up to create a new Supply pile.



2 Loot Discard this token and gain 2 Loot points of your choice immediately.



Doubler Discard this to claim a 2nd Resource from the Supply that is a duplicate of one of the Resources you claimed during the Roll for Scavenging step.



Wanderer This stranger comes in from the Badlands to help you for 1 turn before disappearing again.

- The Wanderer has no effect the turn you claim him.
- On your next turn, commit the Wanderer token to Scavenging or Looting as if he were one of your people.
- If the Wanderer is injured, discard the token.
- At the end of the Scavenge Phase, after claiming your Resources and/or Loot, discard the Wanderer.
- If you claim the Wanderer on the last turn of the game, he is worth 1 Victory point toward your final score (the same as a healthy Survivor), and counts as a member of your Tribe for tiebreakers.



Wild Discard this token and claim 1 Resource of your choice from the Supply.



Wild Dice Discard this token to roll 1 die. You claim 1 Resource from the Supply of the type shown on the die. If you roll a Bonus star, you may claim 1 Resource of your choice.

BADLANDS CARDS



Nomad Traders Starting with the 1st Player, take turns spending 2 Loot to claim 1 Resource from the Badlands. You can spend 2 of the same type of Loot or any combination of Medicine, Screwdrivers, and Scrap. You may repeat this in turn order.

Wanderers Starting with the 1st player, take turns choosing to either pay 2 Loot and gain 1 new Survivor or Injure 2 **different** Scavengers.

- These injuries CANNOT be distributed as points.
- If you choose to pay 2 Loot, you can spend 2 of the same type of Loot or any combination of Medicine, Screwdrivers, and Scrap.
- Take a Survivor token from the Survivor card and add it to your Scavengers.
- This cannot be repeated.
- If there are no Survivor tokens left, you may take a Specialist of your choice.

DEVELOPMENT CARDS

SPECIALS

Armory At the end of the game, gain 1 Victory point for every 2  symbols you have on your cards. This does **NOT** apply to the “extra”  symbols that some cards can add under certain conditions.





2 Victory points

Grove, Pipes, Sail, Scrap Pile, and Spool can all be exhausted (rotated 90 degrees) once during the Build Phase to generate 1 Resource of the type indicated, which must be spent immediately and cannot be saved.



Rucksack Immediately after the Roll for Scavenging Phase ends, you may claim 1 Resource of your choice from the board. You do not have to have a Scavenger available to hold this Resource, it is extra. If there are no Resources left on the board, do not claim anything.

Gate Exhaust this card once during the Build Phase to buy 1 Defense card at 1 less Resource cost. You choose which Resource to ignore.

Guardhouse At the end of the game, gain 1 Victory point for every 2  symbols you have on your cards. This does **NOT** apply to the “extra”  symbols that some cards can add under certain conditions.



2 Victory points

Lab Exhaust this card once during the Build Phase to convert 1 of your Resources into 1 of any other Resource.

Lookout Tower Once during the Scavenge Phase, after the Badlands card has been revealed, you may redistribute your people between Scavenging and Looting in any way you wish, even returning them to your compound. Then resolve the effects of the Badlands card.

Shed Exhaust this card once during the Build Phase to roll 1 die. Claim 1 Resource from the Supply of the type shown on the die. If you roll a Bonus star, you may claim 1 Resource of your choice.

Training Dummy Exhaust this card once during the Build Phase to buy 1 Weapon card at 1 less Resource cost. You choose which Resource to ignore.

Stockpile Every time you would exceed the maximum limit for 1 type of Loot, gain 1 Victory point. You can only gain 1 Victory point no matter how far you exceed the limit. However, you can exceed the limits on all 3 types of Loot for a maximum of 3 points per Phase.

Tavern At the end of the game, if you have 1 set of each type of healthy Specialist, you gain 4 Victory points. You may **only score this bonus once**, even if you have multiple sets of Specialists.

Workshed Exhaust this card once during the Build Phase to claim a 2nd Resource from the Supply that is a duplicate of one of the Resources you currently have.

WEAPONS

Axe Roll 1 die when fighting. Gain 1 Screwdriver point during the Cleanup Phase.

Club Roll 1 die when fighting. Gain 1 Medicine point during the Cleanup Phase.

Crossbow Roll 1 die when fighting. You may reroll any 1 die during the Fight Phase. You must keep the 2nd result.

Hammer Roll 1 die when fighting. Gain 1 Scrap point during the Cleanup Phase.

Machete Roll 1 die when fighting and add 1 to the result.

Pistol Roll 1 die when fighting. If you roll a pair of pips during the Fight Phase, add 1 to your total one time.

Rifle Roll 2 dice when fighting. If you discard 1 Resource token, roll another die, and add its result to your total. (You may use Scrap to generate the Resource.)

Shotgun Roll 2 dice when fighting. If you Injure 1 of your people, roll another die, and add its result to your total.

Slingshot Roll 1 die when fighting. You may then discard this card to add 2 to your result.

Speargun Roll 1 die when fighting and add 1 to the result. You may reroll any 1 die during the Fight Phase. You must keep the 2nd result.



DEFENSE

Barbed Wire Count this as 1 point of Defense OR discard this card to roll 2 additional dice when fighting.

Barricade 2 points of Defense. If you discard 1 Resource token, add 1 additional point of Defense. (You may use Scrap to generate the Resource.)

Metal Fence 2 points of Defense. If the Dread card is a Raider, add 1 point of Defense to your total.

Metal Wall 1 point of Defense. Roll 1 die. Each pip adds 1 point of Defense to your total.

Netting 1 point of Defense. Discard this card to cancel ALL Penalties from losing a fight.

Shield 1 point of Defense. Exhaust this card to cancel 1 Injury per Game Turn. You can cancel 1 Injury during the Badlands or Fight Phase, but not both.

Wood Fence 2 points of Defense. If the Dread card is a Creature, add 1 point of Defense to your total.

Wood Spikes Count this as 1 point of Defense OR discard this card to immediately gain 2 Resources of your choice from the Supply.

DREAD CARD EFFECTS

Biker Bandits These fast raiders dodge your attacks. If you roll 3 pips on 1 or more die when fighting, you must reroll 1 of those dice and keep the 2nd result.

Gliders These attackers fly over your walls, reducing your total amount of Defense by 1 point.

Plague Wolves These hideous mutations bring disease wherever they go. No injured people can be healed during the Heal Phase of this turn.

Sand Bats Before fighting, all players must decrease their total Loot by 2. This can mean reducing 1 Loot type by 2 spaces or reducing 2 different Loot types by 1 space each.

Turtle Bears Roll 1 less die when fighting.

War Caravan Reduce your total amount of Defense by 3 points. If you lose, discard 1 card of your choice from your compound.



BOSS POWER UPS

LEVEL 1

- **Body Armor** Increase the Boss's starting health by 2.
- **Grappling Hook** Reduce your total amount of Defense by 2.

LEVEL 2

- **Stink Bombs** Before fighting, all players lose 2 Medicine points.
- **Grenades** Before fighting, all players must take 3 Injuries.

LEVEL 3

- **Battering Ram** Before fighting, all players discard 1 Weapon card OR 1 Defense card of their choice.
- **Bodyguard** You must fight the Bodyguard before fighting the Boss. The Bodyguard has 12 health and if you lose, you must take 2 Injuries.

ALTERNATE RULES

Desperate Exchange: You can move any one of your Loot cubes down by 2 points to increase any other type of Loot by 1 space.

Head Start: During Setup, give each player 2 Resource tokens and 1 Level 1 Development card at random.

Surprise Attacks: To add more uncertainty to the combat, do not flip over the Dread card until the start of the Fight Phase.

CREDITS

Game Design: Justin De Witt, Matthew O'Malley, Ben Rosset

Graphic Design and Layout: Justin De Witt and Sam Simons

Illustration: John Ariosa, Victor Pérez Corbella, Mateusz Wilma

Editing: Anne-Marie De Witt

Playtesters: Natalie Ayerdis, Ariel Barkhurst, Maxx Batterton, Peter Batterton, Jason Brecht, Jeff Brecht, Joe Brecht, John Burns, Neal Carter, Edgar Fisher, Hector Flores, Rhea Friesen, Stephanie Hagadorn, Stan Hodge, Dane Jackson, Karina Kantosky, Chris Maka, Alonzo Persinger, Camille Persinger, David Persinger, Jackson Persinger, Dillon Pittman, Jarred Prejean, Heidi Ruenes, Kyle Schmidlin, Hunter Shelburne, Monica Shier, Sam Simons, Caroline Soper, Neal Tibrewala, Ben Warms, Nathan Warms, Rich Warms, Carl Wolf, Molly Wright, Tom Wright, James Zuniga

© 2018 Fireside Games, LLC. Remnants and all game and company logos and slogans are trademarks or registered trademarks of Fireside Games, LLC. P.O. Box 151164, Austin, TX 78715. All rights reserved. No part of this product may be reproduced without permission from the publisher. Please retain this information for future reference.

For more information, visit www.firesidegames.com.

More ways to bring fun home!

Swag! **Promos!** **Merch!**

Check out all the goodies!
<http://www.firesidegames.com/shop>

REMNANTS QUICK START GUIDE

In *Remnants*, players compete to gather resources and build their compounds while fighting off mutant creatures and Raiders.

SETUP

Give each player a Player board, 4 dice, Loot tracking cubes. Each player takes Survivors and Specialists per their Player board.

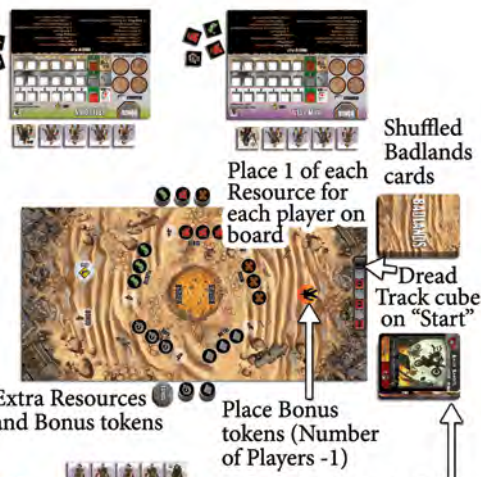
Development Grid
Level 3 Level 2 Level 1



Survivors and Specialists

Victory Point tokens

Give out First Player Marker



1. SCAVENGE PHASE

In turn order, commit people as Scavengers (Desert for Resources) and Looters (City for Loot).

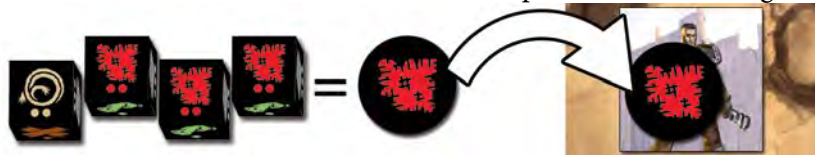


Flip Badlands card and resolve.

Move Dread track cube 1 space.



All players roll (and reroll) dice at the same time for Resources. 3 of the same face = claim that Resource and place it on a Scavenger.



Roll 3 ★ to claim a Bonus token and end your Scavenging.

Scavenging Phase ends when all Bonus tokens are claimed. (Player without Bonus gets 1 remaining Resource from board if they have a Scavenger available.)

Roll 1 die/Looter and move Medicine, Screwdriver, and/or Scrap tracking cubes up 1 space for each pip rolled.



Move remaining Resources to "Buried" section (and discard any already there).



2. BUILD PHASE

In turn order, spend Resources to buy Development cards. (2 Scrap = 1 Wild Resource)



3. FIGHT PHASE

If Dread track cube is on a ★ space, all players fight the Dread card.



Defend! Count up your symbols, and subtract that number from Dread card's health. Dread health 0 or less = 0 Rewards + 0 VP + 0 Penalties.



Fight! Count up your symbols, roll that number of dice, adding up pips. Subtract that number from Dread card's remaining health. (2 Screwdrivers = +1 pip)



Dread card health 0 or less = Rewards + VP



Dread card health 1 or more = Penalty

4. HEAL PHASE

1 Medicine = heal 1 person (optional)



5. CLEANUP PHASE

- Refresh cards, place new Resources and Bonus tokens on board.
- Pass 1st player marker to left and start new turn at Scavenge Phase.

Game ends after the Heal Phase following the fight against the Boss.

Total points:

Development cards (including bonuses), Victory Point tokens, healthy Survivors (1 pt), and healthy Specialists (2 pts). Player with the most points wins!