

THE WASTELANDERS 2048

FORAGE, SCAVENGE, RECRUIT, ASSAULT,
PROTECT, SURVIVE



SURVIVAL GUIDE

COMPONENT LIST



36 DYNAMIC EVENT CARDS IN THE
STYLE OF OREGON TRAIL BASED ON
REAL LIFE EVENTS EXPERIENCED WHILE
IN THE SERVICE.



36 WASTELANDER RECRUITMENT
CARDS THAT INCLUDE TYPES
SUCH AS VETS, SOLDIERS,
MEDICS, HOBOS, GAMERS,
ETC.



54 PLACEMENT CARDS
FEATURING UNIQUE WATERCOLOR
ART THAT ALLOWS FOR TRULY
IMMERSIVE PLAY.



108 ITEM CARDS THAT CAN BE
SALVAGED THROUGHOUT THE
CITY RANGING FROM NEAR
USELESS WEAPONS LIKE BRICKS TO
ELITE WEAPONS LIKE SNIPER RIFLES.

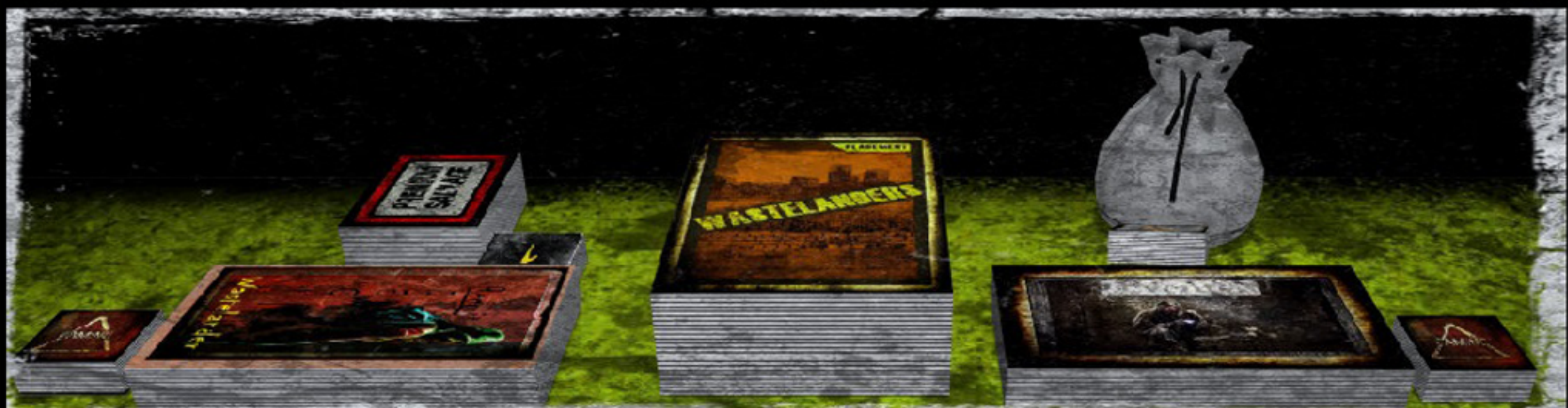
32 CARD STANDS
IN TOTAL



20 SIDED 6 SIDED



GAMESETUP



GAMEPLAY SETUP

Each player rolls the 20-sided die. The player with the highest roll becomes the dealer. The dealer gives each player 5 food tokens with the number 1 on them and places them on the table right in front of the player. This is the start of their Inventory Storage location.

Then deal 4 Placement cards and 1 Wastelander card to each player. These go into their hand. The remaining cards are set aside to draw from.

Now each player picks one Placement card from their hand and sets it in front of them and places a Wastelander card on top. After the first Placement Card has been placed, all others must build off of it by touching another Placement Card in some way.

Important Notes

For Casual Play Inventory is Combined and kept with the player, and always accessible to Wastelanders.

For Hardcore Play Inventory is Individual, and kept with the Wastelander, and items can only be swapped between co-located Wastelanders.

Placement cards make up a modular board that is populated as the game progresses in a kind of grid like fashion. The playing area is the pre-determined location those placement cards will be confined to.

The Famine Token is a visual representation placed on a placement card to signify food can no longer be foraged from that spot.

Placement cards have two types of Bonuses, passive and active. Passive bonuses occur regardless to the player located there. Active bonuses require the use of an action phase.

Wastelanders of different teams do not have to fight each other if co-located.

Co-located Wastelanders can pass items and food between themselves.

STARTING THE GAME

1. DRAW PHASE - Draw one Placement card to put into your hand.

2. PLACEMENT PHASE - You may place as many new Placements, so long as you have the cards to play in your hand. You **MUST** place a Placement Card if you have four or more Placement cards in your hand.

3. MOVEMENT PHASE - You can move each individual Wastelander once per turn onto any adjacent Placement Cards.

4. EVENT CARD PHASE - When you have your fourth turn of play and beyond, if you move any of your Wastelanders, you **MUST** draw 1 Event Card and do what the card says immediately. Wasteland cards are directed at the current active player, unless the card specifically states “Global”.

5. ACTION PHASE - During your action phase you can do any 1 of the 5 listed below, each individual Wastelander is allowed to perform one action per turn on the placement location they are individually located on:

- **A) RECRUIT** – To Recruit, you have to have placed a new Placement this turn and had moved a Wastelander onto it and state the intention to recruit. You then roll the 20-sided die, if you roll an 8 or higher the recruitment is successful and you now draw 1 Wastelander from the Wastelander deck and immediately put the Wastelander in play under your control on any placement you already have Wastelanders on.
- **B) FORAGE** – Forage can only occur on a Placement card that has not been marked by a Famine Token. To Forage, you must first move a Wastelander onto a non-Famine Placement and state the intention to forage. Then roll the 6-sided die, and collect the die value in Food Tokens from the Food Token pile that has been set aside and add it to your inventory. Then place a Famine Token on top of the foraged Placement card. For example, if you were to roll a 4, you would take 4 Food Tokens from the Food Token Pile and place them in your inventory storage location and place a famine token on top of the Placement Card.

- C) SALVAGE – To Salvage, you state the intention to Salvage and pay a food cost of 1. Then roll the 20-sided die, if your roll is if the roll is a 3 or lower, the Wastelander is killed and discarded. If the roll is an even number 4-16, draw an item from the item deck. If the roll is any number between 17-20 draw two items. If using casual inventory the items are placed in the players hand to be traded and equipped at during the appropriate phase as a community inventory that is always accessible. If using hardcore rules, the inventory is individual and the items are placed with the Wastelander.
- D) CONTROL – To Control, you state the intention to use the Active Control Bonus of a Placement. IE, on a Courthouse it states “ACTIVE – Draw up to maximum 4 allowed placement cards. Passive Control Bonuses are granted without needing to use the action phase of a Wastelander so long as the placement is occupied.
- E) Assault – The assault phase is explained fully in the next section

6. EQUIPMENT/TRADE PHASE - After the action phase is completed items can be equipped to your Wastelanders or traded between inventories. Equipment is physically placed in the card stand along with the Wastelander the item is being equipped to.

7. FEED/STARVATION PHASE - During this phase for every Wastelander you control, you must discarded one food token – your Wastelander has now eaten.

If you don't have enough food tokens then you have to make the hard decision of who starves to death. Remove and place any Wastelanders who die into the graveyard. 'Each Wastelander consumes 1 food from the inventory.' 'If no food tokens are available in the inventory, the Wastelander starves. With casual inventory, the player chooses who starves, in individual inventory the Wastelander with no more food in its own inventory starves.

8. DISCARD PHASE- This is where you get rid of all items/food tokens over your Inventory Storage maximum. (See page 7 to determine your maximum storage)

GOING TO BATTLE

Assault – Use a Wastelander(s) action phase to assault another players Wastelander(s)(Defender) that are in range of the assaulter(s). Each Wastelander participating in the attack rolls the 20-sided die. The rolls are added together along with any offensive modifiers. Which are:

Event Permanents -



Character Bonuses -

Item Stats -



This total is the strength of your group's attack.

DEFENDING

The Defender(s) are the Wastelander(s) being assaulted. All Wastelanders start the game with 1 Defense. This value is modified by also using Item Stats, Character Bonuses and Event Permanents. Each Defending Wastelander rolls the 6-sided die. Each individual roll is then multiplied by total individual Defense, and then all Attack Modifiers are added to that

number. All Defending Wastelanders then have their individual totals added together. This total is the strength of your group's defense.

WINNING THE BATTLE

The battle winner is the person(s) with the highest number.

The Wastelanders with the lower total are all killed and placed in the graveyard. Any items equipped to them are given to the victor. If a Battle ends in a tie, the tie is decided in favor of the attacker.

Use of Guns in Battle – The use of a firearm offers a sizable bonus in the Wastelands. Depending on the firearm, it provides a “Range” bonus that allows a Wastelander to attack other Wastelanders from a distance. Range refers to the amount of Placement cards between them.

Melee
Range



If a Wastelander with a firearm attacks a Wastelander on another Placement card who does not have a firearm, and therefore does not have a range bonus, the Wastelander defense total only allows him to dodge the attack and not kill the other team's players on a successful defense roll. If you do have a gun with enough range to hit your attacker you can still kill them on a successful defense roll.

INVENTORY STORAGE

Casual Inventory – Group Every player can hold up to 5 items in their inventory. For each additional Wastelander they control, they increase it by 5

more. For example, if you have 3 Wastelanders in your control you can hold up to 15 items. Each unit of food takes up 1 inventory slot.

Hardcore Inventory – Individual Each Wastelander can hold up to 5 items in their inventory. This number can be modified with equipment. Wearable equipment counts against inventory. Each unit of food the Wastelander carries takes up 1 inventory slot.

EQUIPPING YOUR WASTELANDER

Equipment will specifically state if it is 1H (One-Handed) or 2H (Two-Handed). Wastelanders may have two 1H items or one 2H item equipped, a piece of armor, a helmet, and a backpack-like item. Equipped items do not count as inventory. The left value represents Attack, and the right value represents Defense. If an item says INV it means equipping the item adds to the Player's inventory. For example if your Wastelander has a backpack equipped. It has an INV of 3 so this will increase your total number of Inventory Storage by 3 items.

Items are equipped to your Wastelanders by physically inserting them into the card stand of that Wastelander along with the Wastelander Card.

WINNING THE GAME – SURVIVE

Be the last player with any Wastelanders left alive. From the very start of the game it is a struggle. Resources are finite and dwindle quickly as the game progresses. It is a battle against time, the elements, and each other to remain alive.