



LUDUS MAGNUS
STUDIO

A character wearing a dark, hooded coat is sitting in a snowy environment. They are positioned next to a dark brick wall. A large, red, rusted metal pipe runs vertically along the wall. On the pipe, there is a circular white object with a black geometric pattern. The character has a small, white, crystalline object on their chin. In the background, a tall, white, rectangular building is visible under a pale sky. The overall scene is cold and desolate.

White Death Day

London, year 49 after the White Death Day (WDD) Mankind is on its last legs; the Purebreds, thanks to their technology, have taken control of what remains of a world broken by frost. Apparently benevolent overlords, who have revealed themselves and seem willing to help, give us a ray of light... or at least that's what we hope for.

The Purebreds, for fear of losing control over the few survivors, try to turn hope into terror, speak of impostors, of aliens who came to conquer the earth.

They come to blame them for the great catastrophe that struck us almost fifty years ago.

But we resist, someone will rise from the ice and snow to help us.

I have almost reached the end of my life cycle, but I have instructed Abraham as best I could, he will guide you through the curtain of lies that the Purebreds try to raise before their interests.

Follow him.

Infiltrate the Scrappers who are seeking resources in Old London.

There you will come into contact with the Purebreds and with other factions of survivors. Look for as much information as possible, and be prepared: the day of awakening is near.


For the Awakening!

Jean



 Welcome to Old London, dear citizens.

You are asked to find as many technological materials
● and old energy cells ▲ as you can by rummaging
in the snow, on the rooftops and in the apartments. In
return, we will give you food rations and medicines.

Some of our vehicles  will be given to support you.
Problems will not be tolerated, and we will always be
there to supervise your work.

The Game

The game is set on a modular board subdivided into areas called Ground and Roof Regions.

The **Scrappers** of your group will have to try to move on the board using their Feats to collect as many materials as possible (Scrappers are your Faction's workers who search the city far and wide for pieces of valuable scrap.) You will find two types of resources: **Technology** items and **Energy** Cells, represented in the game by tokens. These materials can be used to buy items in various **Markets**, in order to improve your skills, or kept until the end of the game to convert them into food and medicine **Supplies** (victory points).

At the end of each turn you will be asked to satisfy the Purebreds' requests, through public **Missions** that everyone can undertake if the prerequisites are met.

Powerful Purebreds' Drones will be assigned to help you, but beware of your opponents, they could get them and use them against you.

Each game lasts 4 turns, each of them structured into several phases.

At the end of the 4 turns, the player with the most Supplies will win the game.

Components & Game Setup



Old London

- Districts (16 tiles)
- Common Bridge Tokens (2)
- Call Tokens (4)
- Drone Miniatures (4)
- Resources (60 Technology tokens and 40 Energy Cell tokens)
- Candy Boost Tokens (16)

Outposts and Markets

- Outposts (15 tokens and 15 plastic cubes)
- Outposts Market Boards (4)
- Market Cards (48)
- Feats Tokens (18)

Purebreds' Missions

- Mission Board (1)
- Mission Cards (12)
- Turn Marker (1)
- Supply Board (1)
- Purebreds' Pads (4)

The Factions

- First Player Token (1)
- Faction Cards (32)
- Mission Tokens (16)
- Faction Supply Tokens (4)
- Constructions Tokens (36)
- Champion Cards (4)
- Champion Miniatures (4)
- Scrapper Miniatures (60)
- Reference Cards (4)

1. Old London

Like the other capitals of the world-before-the-cold, even the glorious London has capitulated under the devastating blows of the New Ice Age. The ancient buildings and skyscrapers of the city are now carcasses that lie in the White Desolation. Old London is a graveyard, but it is not uninhabited...

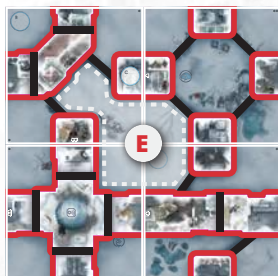


District - 16 tiles

Each District has two distinct types of Regions, the Ground **(A)** and Roof **(B)** Regions. Each tile is dual layered for a 3D effect. **NOTE: the image shown farther below shows 4 Districts.** On the back of each tile you will find: the number of players in which this tile is used **(C)**, and the unique code ID of that tile **(D)**.



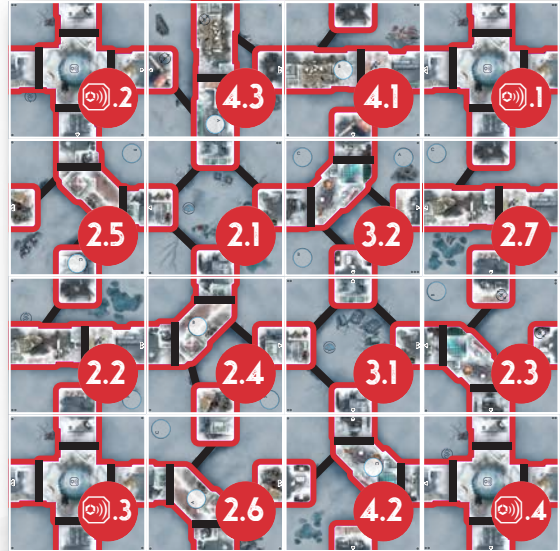
- Regions on the same level (Ground or Roof) are divided by graphic elements on the tiles (in the example: **black lines**) and are considered **Adjacent** (note: all Roof Regions are considered Adjacent, although there is a difference in height in the cardboard).
- Linked Regions on the same level, belonging to two connected Districts, are considered the same Region **(E, dashed)**.
- Regions separated by their level (on the example: **red lines**) are considered Adjacent only for Drones movement and for some special Feats (see page 24). For all other units, a Ground Region and a Roof Region are considered adjacent only if linked with an Elevator.
- Two Roofs linked by a Bridge are considered Adjacent.



On each District tile you will find all the information you need to set up the game, i.e. where to place the Resource tokens, the Call tokens (to get the Purebreds support vehicles), and where to place the generic Bridges. You will also find the icons of the Refuges and generic Elevators, usable by each player.

1

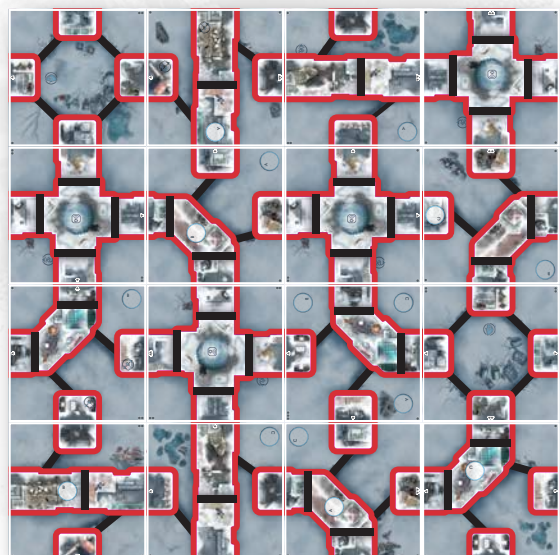
This is a **quick setup** of the 16 **District Tiles** for a 4-player game (pay attention to the correct rotation of the tiles):



See page 21 for a 2 or 3 player game and other District configurations.

After the first games, feel free to create your own District configurations, placing the tiles randomly in position and orientation, remembering that the two starting tiles with the neutral Refuge symbol (☼) cannot be adjacent.

This is a sample of a random configuration:



Common Bridges - 2 tokens



There are 2 Bridges that must be placed at the start of the game in the 2 Districts 2.3 and 4.3, and which will link the Roof regions as indicated by their symbol.

2

Place the **Common Bridges** in the 2 Districts where you find the symbol on the roofs.



4 Call tokens



3

Shuffle the **Call Tokens** and place them randomly in the Districts with the corresponding symbol face up; then reveal them and place the **Drones** in their corresponding starting District.

Drones - 4 miniatures

The Purebreds are the institution that rules over the whole known area. They require Resources (which players will find for them) in exchange for food and medicine. The Purebreds also make 4 Drones available for use during the game. These Drones are connected to a specific faction at the start of the game, but throughout the game other factions can share their control by using specific Market Cards.



Reaper Drone



Transporter Drone



Harvester Drone



Teleporter Drone



Resources - 100 tokens

These represent the materials required by the Purebreds that guarantee food and medicine Supplies at the end of the game (victory points). Resources can also be used to buy cards from the Markets.



60 Technology tokens



40 Energy Cell tokens

4

Place a **Technology** token in the Ground regions for each symbol. Place an **Energy Cell** token in the Roof regions for each symbol. Create a common Reserve with the remaining tokens.





Candy Boost - 16 tokens



5

These tokens provide additional actions, generic Market symbols and Resources.

"Candy Boost sweets are now a rare commodity, the sugar they contain is energizing and helps you face the freezing cold. With that wonderful minty breath they leave, every girl in Old London will fall for you. But for this very reason they are way more precious as a bargaining chip..."

Apu - Merchant of Portobello

Every time a faction suffers casualties, it draws one Candy Boost for each killed Scrapper.

Create a common Reserve of face-down and shuffled **Candy Boost Tokens**, so that they are easily accessible to all players.



2. Outposts and Markets

Hidden from the Purebred, factions of survivors have dedicated themselves to the collection and reconstruction of objects from the old era. These groups of collectors and craftsmen have specialized in the production of many types of objects: Tactics, Logistics, and Machinery. They produce their goods in their Outposts and then sell them in various places where the Black Market trade takes place. Checking these Outposts gives you more influence when you buy at the Black Market.

Outposts - 15 tokens and 15 plastic cubes

Outposts are places where survivors have specialized in finding and creating artifacts, useful to Scrappers in their hard work.



Tactic



Logistic




Machinery

Outposts Markets - 4 boards

These 4 boards represent the Outpost Markets and the Black Market. Each Market Board has its own color to identify the Market cards that will be placed on it.



In the upper area of the Outpost Markets tile, inside the banners, you will find the number of Outposts (symbol: ) (A, B) that must be controlled to be able to purchase the corresponding card. If a player does not match or exceed the indicated number of outposts, he/she cannot buy the corresponding card.

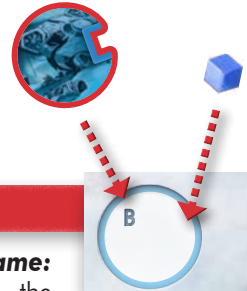


Each card available in the Black Market contains a purchase price in Resource tokens (shown in the upper left of each card). The **Black Market** shows in the top section (inside the banners) the modifiers for the purchase of its cards. After buying the rightmost card in the Black Market row (D), the player receives back a Technology token (this means he/she must have enough tokens to pay the card before receiving the Technology token: this is not a real discount); when you want to buy the leftmost Market card (C), you must instead pay an additional Technology token. When a card is purchased, all cards slide to the right and a new Market Card is drawn.

6

Quick setup for the first game:

Place the red Outposts on the letters "A", the blue ones on the "B" and the green ones on the "C".



Advanced setup for subsequent games: Draw one **Outpost Token** of each color and place them face down on the table. Randomly select three slots in any of the Districts with letters A, B and C. Next, randomly place one of the selected Outposts on each slot, disregarding its letter. Now reveal the three placed Outposts and place the remaining Outpost tokens following the color-letter combination of the remaining three slots.

Then place an **Outpost Cube** of the same color in the slot of each Outpost token.

7

Place the 4 **Market Boards** so that each player can easily reach them.



Market Cards - 36

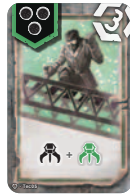
Market Cards are associated to the Outpost Markets:



8 Tactic Market Cards



8 Logistic Market Cards



8 Machinery Market Cards



12 Black Market Cards

The 12 Drone Market cards (👤) do not belong to any specific market:



3 Drone Market Cards



3 Drone Market Cards



3 Drone Market Cards



3 Drone Market Cards

The Market Cards, placed on the Market board, include the following information:

- A.** Majority on an Outpost requirement / Additional Cost
- B.** Cost in Technology and Energy Cell tokens.
- C.** Quantity of Supplies collected at the end of the game.
- D.** Picture
- E.** Actions
- F.** Card Code



The icons used in D.E.I. are explained on pages 16, 18, 20, and 21.

Buying a Market Card

The Market becomes available to players when they only play 1 of their 2 allowed cards in a Turn Phase (see page 17). You may then purchase any Market Card in the Market by paying its cost, which is the sum of the resources indicated on the card (B) plus those the additional cost / the required Majority indicated on the corresponding banner of the Market Board (A).

When a Market Card is bought, slide the remaining cards to the right and turn over a new card from the corresponding deck, making it immediately available to the next player.

8

Shuffle all **Drone cards** and randomly divide them into 3 groups of 4 cards each. Add these 3 groups one for each **Market deck** and shuffle the resulting 3 new Market decks. **Under no circumstances should Drones be added to the Black Market.**

4 random (👤)



4 random (👤)



4 random (👤)



8 Tactic Market Cards



8 Logistic Market Cards



8 Machinery Market Cards

Draw and place in the corresponding slots, the Market decks and put face up the first 3 cards from each Market deck.



Place the **Black Market Board** and its deck, then draw 3 cards, as you did for the other Markets

Feats - 18 tokens

The control of the Outpost will give the players permanent abilities. These abilities will continue if you lose the control of the Outposts.



9

Create a Reserve with the **Feats sokens** divided by color.

3. Purebreds' Missions

The control that the Purebred exercise over the factions of survivors is also expressed through the Missions entrusted to them. To constantly put them in competition, and to prevent them from joining together under a single flag, the Purebreds give all factions the same missions, promising everyone the same reward.

Missions Board - 1

Here you will find the Purebreds' assignments, the way to get Supplies (victory points) and win the game.
On the Missions Board you will find different sections:



- A.** Slots for players' Mission tokens
- B.** Mission cards slots, row 1
- C.** Turn numbers
- D.** Mission cards slots, row 2
- E.** End Game Supplies

10

Place the **Mission Board**.



Missions Cards - 12

These cards represent the missions assigned by the Purebreds to trade in for food and medicine Supplies (see page 20).



- A.** Duty to fulfill
- B.** Supplies on time
- C.** Supplies on a later turn

11

Randomly draw 8 Missions from the **Mission Cards** (see **Optional Rule #1**) and put them face-up on the board.

Optional rule #1 No choices

To increase the level of players' interaction, select only 4 Mission cards, one per turn, using only Mission Board row 1.



Turn Marker - 1

It is used to keep track of the current turn on the Mission board (see Picture).



12

Place the **Turn Marker** on the slot number 1.



Supply Board - 1

Game effects that will immediately earn a faction Supplies will cause its marker to rise on this tile's numbered spaces. At the end of the game additional Supplies will be assigned by moving the tokens to determine the final ranking.

13

Place the **Supply Board**.



Purebreds' Pads - 4

14

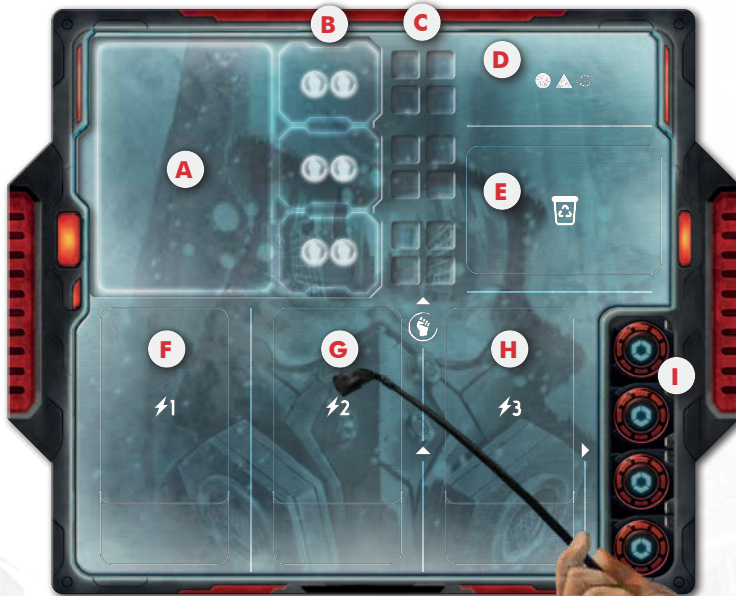
These pads are used to hold all the material a player needs during the game.

These are the slots:

- | | |
|--------------------------------------|--------------------------------|
| A. Champion card | E. Recycle Bin |
| B. Feats Tokens | F. Phase 1 Market Cards |
| C. Outpost Cubes | G. Phase 2 Market Cards |
| D. Resources and Candy Boosts | H. Phase 3 Market Cards |
| | I. Mission Tokens |

Each player takes a **Purebred's Pad** (from now on: Pad) and two Resources from the Reserve to place on the Pad on space provided **(D)**:

1 Technology token and **1 Energy Cell token**.



Purebred

In the days following the white death and in later years, only one faction seemed to be prepared for what was happening. The Purebred arose from the ashes of civilization and imposed their undisputed will, thanks to their technology and determination. Little is known about the birth of this real caste. It is rumored that they were soldiers who took advantage of the chaos to take power. Or, that they were born from one of the largest corporations of the old world,

Achab Corporation. Even before the catastrophe hit, this megacorporation had become an economic power, thanks to the high-tech products launched on the market. Products that changed everyone's lifestyle in a few years and forced the technology to jump forward by centuries. Whatever the truth, they now govern what remains of the world from their fortified citadels and their capital, exploiting their superior technology and military training. If you are one of them, you're lucky. If you are not one of them, you are one of the many survivors of the frozen lands. You will be destined to suffer their will in the hope of obtaining citizenship and becoming one of them.

4. The Factions

Several factions of survivors have sprung up in the icy moor, working to stay alive and obtain the citizenship of the Purebred. Some of these groups arose spontaneously to take advantage of group work. Others are communities that survived to the New Ice Age, remaining hidden for years in safe places.



Corvo

First Player Token - 1

15

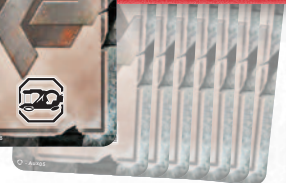


Each player chooses his/her Faction, starting with the oldest player, who also takes the **First Player Token**.

Each player takes all the components relative to the chosen faction:

Auxilia

The group in closer contact with the Purebred caste can count on their support in exchange for information and tasks to be performed. Their leaders are cunning and ruthless, ready to do anything to keep the caste's favor.



Faction Cards - 32

16

Each Faction has its starting set of 8 cards.

Among the 8 Faction cards, one of them is dedicated to using a specific drone, associated with the Faction at the start of the game.

Supply Tokens - 4

17

1 token for each faction to mark their Supplies on the appropriate tile.

On the opposite side you will find +40 in the event that a player passes 40 VP; in this case turn the token and start again from 41.

Put the Mission Tokens on the 0 of the Supply Board.



Mission Tokens - 16

18

Each player has 4 Mission tokens to indicate the Missions completed during the game (see page 20).

Each player puts their **Faction Supply Token** on their Pad.

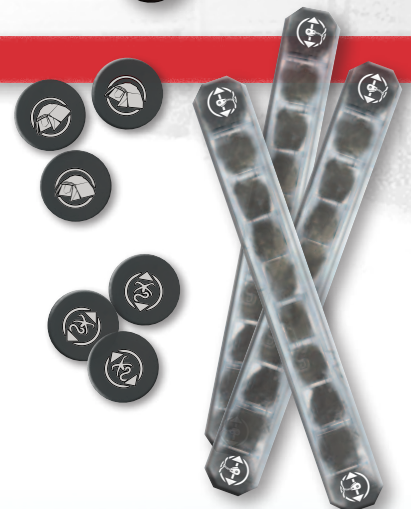


Constructions

19

Each player has 9 Construction tokens to be used during the game: 3 Refuges (🏠), 3 Bridges (🌉) and 3 Elevators (🛗).

Each set has the color of the faction it is paired with, and only the owner can place them and then use them during the game. **Refuges** allow you to place new Scrappers, while the **Bridges** allow the Scrappers to move between two non-adjacent Roof regions; the **Elevators** allow you to move from the Ground to the Roof regions and vice versa.





Abraham



Aria



Z-13

Ravagers



This group, which welcomes any desperado in need, is in touch with the Rebels, although no one can confirm it for fear of infuriating the Purebred. Many of their leaders are actually rebel agents with a secret mission to complete.

Refuge 42

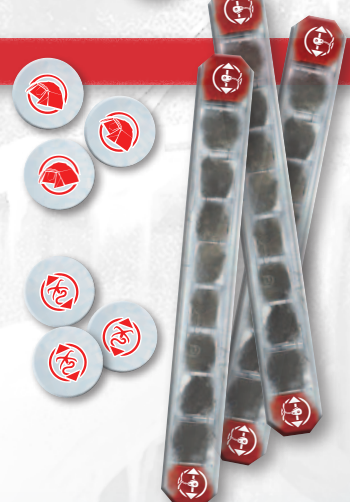
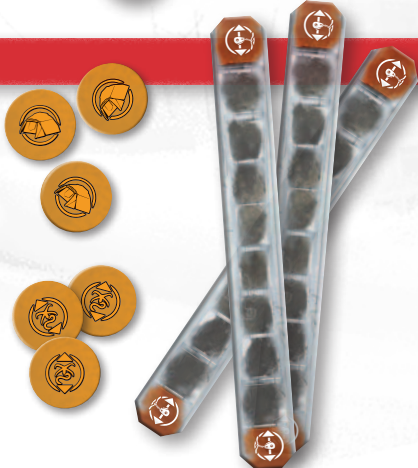


Heirs of all the citizens of London who escaped the White Death hiding inside underground shelters, these survivors can count on technological devices from the past and the knowledge they have passed on. Their leaders always have a few surprises for those who hinder them.

Farm Z



The genetic experimentation laboratory-bunkers called "Farms" host scientists, support staff and other people who have found refuge here. To lead the expeditions outside, the Scientists always pick one of their test subjects...



Champions - 4 cards

20

Each player has 1 Champion, for all intents is a Scrapper, with two exceptions:

- Can't be killed.
- Has a Unique Special Ability.

Put the Champion Card on its slot on the Pad.



Champions - 4 miniatures

21

Players place their first miniatures in generic **Refuges**, as follows:

- **First player:** 1 Scrapper on a Refuge and the Champion on the other.
- **Second player:** 1 Scrapper on each Refuge and the Champion on one of the two.
- **Third player:** 2 Scrappers on a Refuge and 1 Scrapper with his/her Champion on the other.
- **Fourth player:** 2 Scrappers in each Refuge and the Champion on one of the two.



Scrappers - 60 miniatures

Each player has 15 Scrappers miniatures of their own color, representing the Scrappers who gather under a faction and try to clean up Old London's districts.

Feats - 18 tokens

22

Each player draws randomly and places 1 **Feat token** for each color on his/her Pad (see **Optional Rule #2**).

Players can check their tokens to verify which Feats can be unlocked during the game, taking care to keep them secret from other players until they are unlocked.

Optional rule #2 Feats Draft



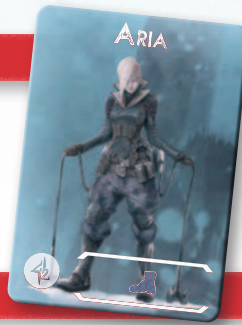
To better control the game strategy, it is possible to draft Feat tokens instead of randomly picking them. Place all Feat tokens grouped by color on the game board. The last player picks 1 token of his/her choice from one of the groups (for example Red); then, proceeding counterclockwise until reaching the first player, the other players pick a Feat from the same group. Repeat the process for the other two groups (Blue and Green).

Reference Cards - 4

23

Each player gets 1 Reference Card.





Now you are ready to play!





Year 21 after the WDD

Purebred Scientists studying the GENESIS wreck under the ice.

Game Rules

Each game is divided into **4 Turns**, each of them containing the following 4 Phases:

- 1 1° Action Phase
- 2 2° Action Phase - Unlock Feats
- 3 3° Action Phase - Missions
Clean-up Phase

Starting with the First Player, all players perform their 1° Action Phase in turn order. This completes 1 round of 1° Action Phases. Then proceed to a new round of 2° Action Phases (Unlock Feats), again in turn order. Then complete a round of 3° Action Phases (Missions) in turn order, and then a Clean-up Phase for each player.

At the end of all phases, the turn ends and the First player token is passed to the player to the left (clockwise) of the current First Player."

Majority Rule



In DEI many Actions can be performed only if a player has "Majority" in the Region affected by the action itself.

Majority is a numerical value determined by the sum of the Scrappers present in a given Region (each Scrapper counts as 1), the Champion (counts as 1), plus any modifiers deriving from Feats or Skills of the Champions (*note that to apply these modifiers you must have at least one Scrapper in the Region*).

The player with the highest Majority in a given Region will be able to perform the following actions; otherwise, even if you play your Faction/Market cards, you will not be able to perform these actions.

Actions which need Majority:



Move: to enter a Region where Scrappers of other Factions are placed, you need Majority.



Collect: to collect Supplies in a Region, you need Majority in it.

Tie



There may be situations where the Majority in a Region is shared by tied players. In such cases, no one has Majority for that Region.

Outpost Garrison



Some Missions require only the presence of a player's Scrapper in Outpost Regions. This means that to be activated, it is sufficient to have only one unit in them and it is not necessary to hold the Majority.

Supremacy



You have the Majority in a Region where Scrappers of other players are present.

Majority on an Outpost

A player who has a Majority in a Region containing an Outpost, claims its control by placing his/her colored cube on his/her Pad, next to the Feat token of the same color.

If a player loses Majority in a Region with an Outpost in favor of another player, he/she gives the other player one of his/her cubes of the same color.

If a player leaves a Region with an Outpost, and there is no other player in the Region, the Outpost is considered abandoned, and the player places the cube back in the slot of the abandoned Region's Outpost. This also happens in the case of a Tie.



Player Turn

⚡ 1° Action Phase

During the Action Phase each player, one at a time starting from the First Player, plays 2 Faction / Market cards.

Placing and playing cards:

The first card must be placed in the lower part of the relative Action Phase on the Pad (1), after which the Actions are performed.

Repeat the same procedure for the second card, but on the upper space of the relative Action Phase on the Pad (2).



Actions:

- The Actions on a card can be performed in any order, not necessarily in the order shown (this also applies to those Market Cards where two pairs of symbols are separated by a "+").
- The player may renounce the execution of some or all of the Actions indicated on the card played.

Market:

You can play one of the two cards in each action phase face down on the Pad. If so, you can immediately purchase from one of the Markets (see page 9). If the face-down card is the first to be played, the card bought at the Market can be immediately played as the second one of the Phase.

Optional rule #3 Planning



To increase interaction players keep their Cards in their hands without revealing them to other players. At the beginning of each Action Phase, all players plan two cards on for their Pad, after which they will be revealed following the turn order. As usual, one of the two cards can be kept covered to buy from the Markets.

⚡ 2° Action Phase – Feats

This phase is identical to the 1° Action Phase, but with this addition after its completion:

Unlocking Feats

If there are at least 2 Outpost cubes of the same color on the Pad, the Feat of the corresponding color is unlocked, flipping its token.

The Feat remains unlocked for the rest of the game regardless of the loss of the Outpost cubes.



⚡ 3° Action Phase – Missions

This phase is identical to the 1° Action Phase, but with this addition after its completion:

Completing Missions

The player must assign one of his/her 4 Mission tokens (A) to one of the Purebred Missions.

To do this, choose the mission to be carried out, and move one of the Mission Tokens from the Pad to the space provided on the Mission Board (B), in the column of the turn to which the mission belongs (it is not possible to place the token where there is already a token of yours).

Mission on time

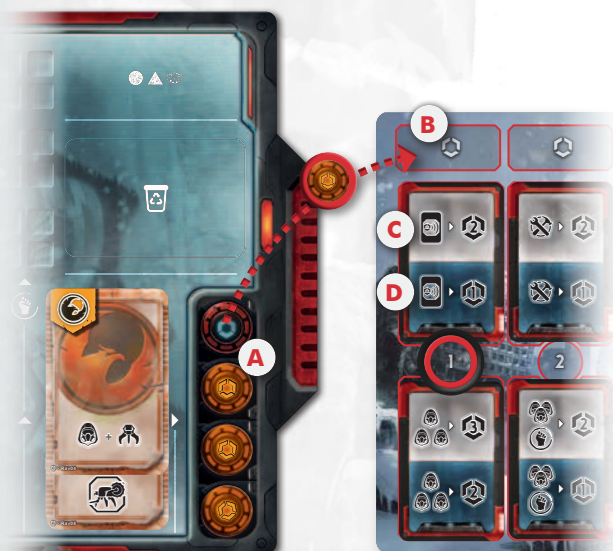
If the chosen Mission is of the current turn column or of a column of one of the next turns, you must consider the top part of the Mission Card (C).

Mission on a later turn

Conversely, if the chosen Mission is in the column of a previous turn, you must consider the lower part of the Mission Card (D).

Supplies

Supplies earned with the Missions are counted immediately on the Supply Board.



Mission Cards in detail:

Collected Technologies

You gain 1 Supply for each Technology token in your Reserve, or 2 Supplies for every 3 Technology tokens if the Mission is completed on a later turn.



Collected Energy Cells

You gain 2 Supplies for each Energy Cell token in your Reserve, or 3 Supplies for every 2 Energy Cells if the Mission is completed on a later turn.



Drone Cards

You gain 2/1 Supplies for each Drone Card owned (including the starting Drone Card of your Faction).



Constructions in play

You gain 2/1 Supplies for each Construction you have in play.



Scrapers in play

You gain 3/2 Supplies for every 3 Scrapers you have in play.



Controlled Outposts (generic)

You gain 2/1 Supplies for each Outpost cubes on your Pad.



Controlled Outposts (specific)

You gain 3/2 Supplies for each Outpost cubes on your Pad of the indicated color.



Garrisoned Outposts

You gain 2/1 Supplies for each Outpost you Garrison.



Optional rule #4 Confrontation

Mission are completed by players at the end of the 3° Action phase of ALL players following the turn order. This includes also the End game Supply Count. This rule increases the players' level of interaction and their way of planning moves.

Optional rule #5 Rebel

Players are not forced to select a mission at the end of the turn, so that at the end of the game they will complete less than 4 missions, but during the game they will have more choice between the remaining actions.

Clean-up Phase

During this Phase, all players must:

1. Move Faction/Market cards which are face-down on the Pad to the Recycle Bin (these cards will no longer be available for the rest of the game, except in the final point count).
2. All Faction/Market Cards played face-up go back to the player's hand.
3. The player who started the turn passes the First Player token to the Faction's controller to his/her left.
4. The Turn Marker is shifted to the next number along the line on the Mission Board.

After this phase, a new game turn begins.

If you are playing the last turn, the game ends after this phase and you proceed to the Supply count.

End Game

Supply Count



At the end of each player's 4° Turn (or at the end of all players' turns with Optional rule "Confrontation"), he/she will count his/her own Supply to determine the winner of the game.

Each player will gain:

Outposts

1 Supply for each controlled Outpost.

Feats

1, 3 or 6 Supplies, based on the number of Feats unlocked.

Technology tokens

1 Supply for each 2 tokens owned.

Energy Cell tokens

1 Supply for each token owned.

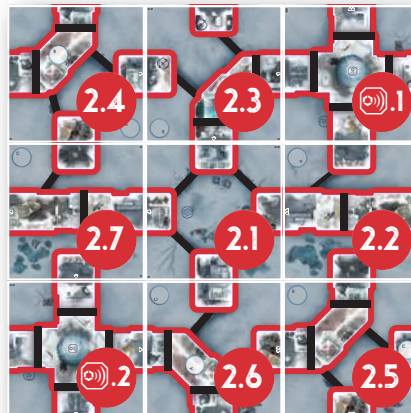
Victory

After the end of the 3rd Action Phase of the last player, all players following the turn order will count the Supplies shown on the **Market Cards** in their possession, including those in the Recycle Bin.

This will determine the final score and the winner.

2-player game

This is a **quick setup** of 9 **District Tiles** for a 2 players game (pay attention to the correct rotation of the tiles):



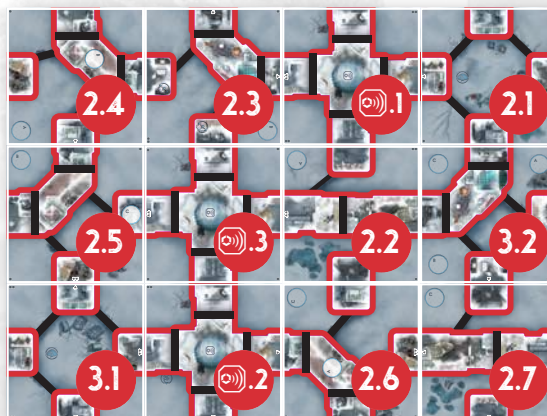
Players deploy all their starting units in the Region of the only common Outpost on the map, and apply the following changes:

Drones - The Drones in play will be only those of the respective factions. Furthermore, the Drone Cards related to unused Drones must be removed before mixing them with the other Market Cards.

Reaper Drone - You can Kill up to 2 Scrappers (but not a Champion) of the opponent in the same Region you are in, if so, you get a Supply for each Killed Scrapper plus 1 Candy Boost (only 1 Candy Boost per use). You cannot Kill your own Faction's Scrappers in this way.

3-player game

This is a **quick setup** of 12 **District Tiles** for a 3 players game (pay attention to the correct rotation of the tiles):



In a 3-player game apply the following rules:

Drones - The drones in play will be only those of the respective factions. Furthermore, the Drone Cards related to unused Drones must be removed before mixing them with the other Market Cards.

4° Turn - The First Player Marker at the beginning of the 4° Turn goes to the disadvantaged player (the one with fewer Supplies).

If you are using the "Confrontation" Optional Rule, the First Player marker goes to the player to the left of the disadvantaged player (so that the disadvantaged player is the last to play).

Actions

Basic Actions

Faction/Market cards will activate a series of Actions, i.e. basic Actions, such as Move, Collect or Construct Refuges. Below you can find the complete list of basic actions:



Enlist - You can deploy a Scrapper, moving it from your Reserve to a Region with a Refuge, yours or Common, with no need for Majority.

It is never possible to use your opponents' Refuges. If you have no Scrappers in your Reserve, you can take them from your Scrappers already placed.



Move - You can move any number of Scrappers from one Region to another Adjacent Region.

You are not required to move all the Scrappers placed in a Region all together, you can also split the groups for each Movement Action.

Unless otherwise indicated by a special rule, you may move to a Region only if you have Majority in the destination Region or you will obtain Majority with the Movement.



Collect - You can collect one Resource, if available, from the selected Region by placing it in your Reserve. Unless otherwise indicated by a special rule, you can collect in the selected Region only if you have Majority.



Construct - This action allows you to place on the gameboard Refuges, Elevators and Bridges using a Construction token from your reserve.

You can Construct:

- In a Region without Majority, you just need the presence of at least one Scrapper or your Champion.
- In the same Regions where another Construction is already placed.
- If you have no more Construction tokens in your Reserve, in this case you can recover one of yours already placed on the map.

You cannot use your opponents' Constructions, just yours and the Common ones.



Construct a Refuge - You can place one of your Refuge tokens in a Region containing at least one of your Scrappers or your Champion.



Construct a Bridge - You can link two Roofs of the same District separated by a Ground Region. One of the roofs you want to link must contain at least one of your Scrappers or Champions. The bridge's owner now considers these two Roofs that are linked by a Bridge to be Adjacent.



Construct an Elevator - You can link a Ground Region to a Roof Region, separated by a building perimeter. The Ground or Roof you want to link must contain at least one of your Scrappers or Champions. The Elevator's owner now considers these two linked Regions to be adjacent.



Advanced Actions

Normally, Market Cards you buy indicate a bigger number or a different combination of Actions. Some of these Actions have the same color as the Market where they can be purchased. Advanced Actions include:



Copy - you can Copy the full effect of a card which has already been played in this Turn.



Collect Supplies - You immediately gain the indicated Supply value.



Collect Technology / Energy Cell - You immediately collect the indicated Resources, taking them from the Common Reserve.



Actions per Outpost - You can perform the indicated Action a number of times equal to the number of corresponding controlled Outposts. If there are multiple actions available, you can choose a different Action for each Outpost of said color you control.

Advanced "Tactic" Actions (red)



Move - Same effect as a "Move" Action, but you can Move in a Region occupied by opponents' Units, ignoring Majorities.



Enlist - Same effect as a "Enlist" Action, but you can perform it in any Region where you have at least one Scrapper.

Advanced "Logistic" Actions (blue)



Move - Same effect as a "Move" Action, but you can Move as if you used an Elevator (you can move from a Ground to a Roof Region or vice versa as if they were Adjacent).



Collect - Same effect as a "Collect" Action, but you can immediately exchange the collected Resource for another one of your choice, taken from the Common Reserve.

Advanced "Machinery" Actions (green)



Enlist - Same effect as a "Enlist" Action, but you can also place in the Region a Resource from the Reserve (Technology in the Ground Regions and Energy Cell in the Roof Regions).



Collect - Same effect as a "Collect" Action, but you immediately gain an additional Technology token for each Resource (of whatever type) you Collect.

Drones



Some Faction / Market cards allow you to activate Purebreds' Drones (they are considered Drone Cards, symbol:)

Movement

- For Drones' movements Ground and Roof Regions are considered Adjacent.
- Each Drone can move up to 2 Regions each time it is activated, it can also choose not to move at all.
- Some Drone Cards offer bonuses to their movement, normally +1 or +2.
- The order is: Movement and then Special Skill.

Multiple Drones may occupy the same Region.



Harvester Drone - You can Collect up to 2 Resources from the area where you are, whether they are Technology or Energy Cells, ignoring Majorities.



Transporter Drone - You can Enlist up to 2 Scappers in the Region you are in, ignoring Majorities.



Teleporter Drone - You can move up to 2 of **yours** Scappers from the Region where you are to any Region on the board: 1 or 2 Scappers to Ground regions (even in 2 different Ground regions), or only 1 Scrapper to a Roof. This Move ignores Majority Rule.



Reaper Drone - You can Kill a single Scrapper (but not a Champion) per each Faction in the same Region you are in, if so, you get a Supply for each Killed Scrapper plus 1 Candy Boost (only 1 Candy Boost per use). You cannot Kill your own Faction's Scappers in this way.

Candy Boost



These tokens add an Action to a card played on the Pad, to do this they must be placed on the card just played (maximum one per card).



Enlist



Construct a Refuge



Move



Construct an Elevator



Collect



Construct a Bridge



Take 1 Technology



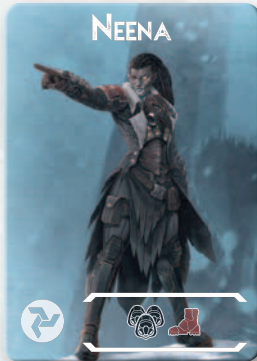
Counts as an Outpost of any color during a Market purchase and for the Market Cards with "Actions per Outpost".

Champions' Special Skills

Each Champion has his own special skill.

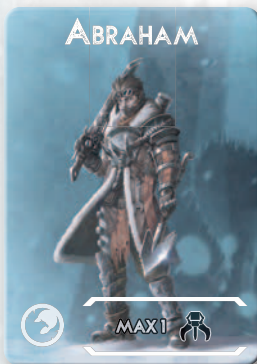
Champions cannot be removed from the game in any way; they move like normal Scrappers and always count for the Majorities.

Champions do not count for Missions that require the presence of a certain number of Scrappers.



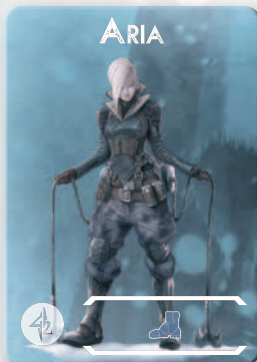
Auxilia: Neena "Corvo"

Whenever Corvo (and her group) performs a Movement Action, she can always move ignoring the Majorities. Also when Corvo (and her group) moves to a Region where she does not have a Majority she can make an additional Movement Action.



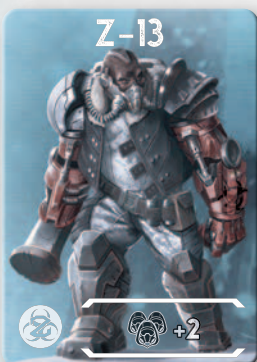
Ravagers: Abraham

At the end of each of your Action Phases, you gain a "Collect" Action in the Region where Abraham is. This Action can be performed ignoring the Majority Rule.



Refuge 42: Aria

When Aria performs a "Move" Action, she considers Grounds and Roofs as Adjacent (but only for herself).



Farm-Z: Z-13

In order to establish Majority in a Region containing Z-13, add +2 to the total of his Faction (for a total of 3)

Tactic Feat Tokens



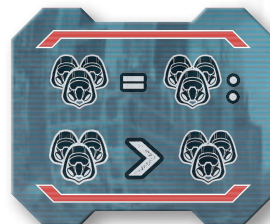
Bombing

To establish Majorities, your Bridges add +2 to your total on the Ground they cross.



Fortress

To establish Majorities, your Refuges add +2 to your total in the Regions where they are placed.



Field Knowledge

When Majorities are established, in case of a Tie you have Majority.



Trojan Horses

When you need to establish a Majority in a Region containing any Drone you can add +1 to the total.



Extreme Remedies

If you don't have Majority in a Region, you can use a "Collect" Action to Kill a Scrapper (but not a Champion) owned by an Opponent. The owner of the Killed Scrapper gains a Candy Boost Token.



Caravan

You can move your Refuges with "Move" Actions, as if they were Scrappers. They can move as a Group, together with other units.

Logistic Feat Tokens



Field Engineer

When you construct a Bridge or an Elevator, you immediately gain 2 Movement Actions.



Sky Boots

When you play a "Move" Action, add one extra Movement.



Drop Pod

When you construct a Refuge you can also choose Regions that do not contain your Scrappers.



Underground Shortcut

All Regions with a common Elevator or your own Elevator are considered adjacent for "Move" Actions of your Scrappers and Champions.



Outnumber

If all your Scrappers are deployed on the gameboard, your "Enlist" Action can also be used as a "Move" or "Collect" action.



Remote Drive

All Drones you activate add +1 to Move.

Machinery Feat Tokens



Exploitation Camp

When you use a "Collect" Action in a Region with one of your Elevators, you can immediately exchange 1 Technology collected for 1 Energy Cell.



Alternative Energy

Once per Action Phase, you can pay a Technology Resource instead of 1 Energy Cell as part of the cost of a Market Card.



Delivery Bot

Once per Action Phase, you can use 1 Energy Cell to Buy without having to play any cards.



Deep Excavation

You can use 1 "Collect" Action to place 1 Resource in a Region containing at least one of your Scrappers (Technologies in the Ground Regions, Energy in the Roof Regions).



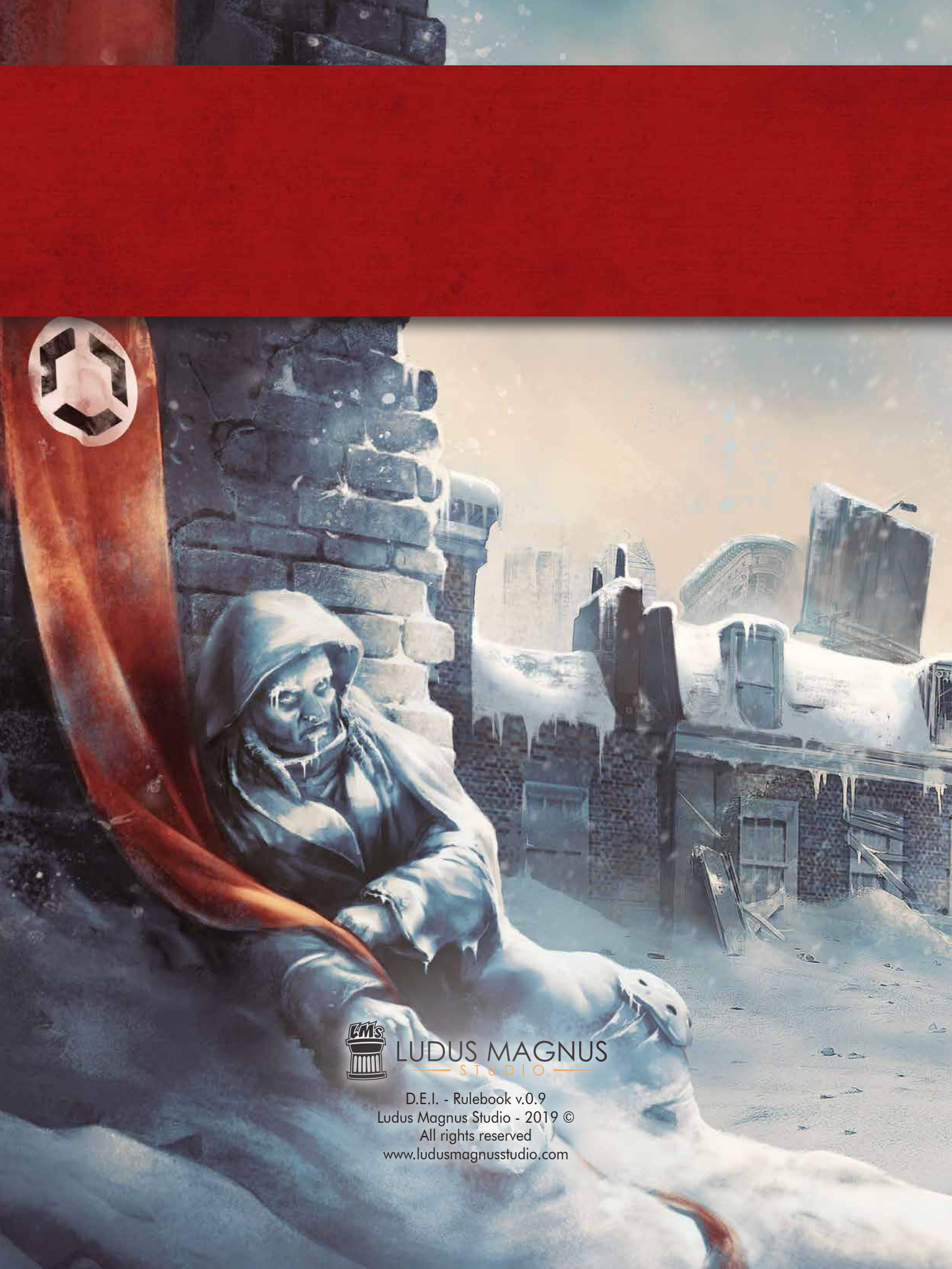
Low Energy Remote Control

When you buy a Drone Card, the cost is reduced by 1 Resource of your choice.



Trading Post

Gain 1 Supply every time you buy a Market Card.



LUDUS MAGNUS
STUDIO

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