

A BEGINNER'S GUIDE TO





THE STORY

(For those that care about that sort of thing)

IN THE FUTURE, society as we know it has crumbled and failed.

You are trying to get the world back on its feet. To do that, you are stockpiling supplies in hopes of attracting settlers to come and stay in your settlement. The problem is that you're not the only one. Others have been stockpiling as well, and there's no way to tell if they are friend or foe. Do you believe in fate? Some say it holds the answers, but tempting Fate can be a dangerous game. Do you try to defend your settlement in hopes to wear down your opponents, or do you attack first and pray they don't rebuild? That's a question you'll have to answer yourself.

There's only one person who has the skill to rebuild this broken world... it's YOU!

You know, unless you lose. Then it was probably somebody else.

EXPRESS PLAY



QUICK TIP

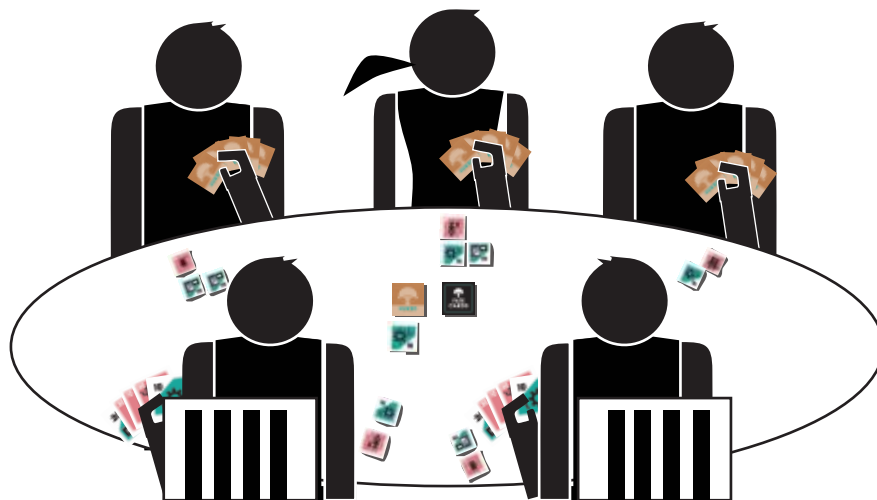
WANT A FASTER GAME? FOLLOW ANY OR ALL OF THESE IDEAS:

1. Team up
2. Teams play to 200 instead of 400
3. Remove 2 NUKE cards before you begin

SETTING UP THE GAME

- STEP 1:** Separate the **NUKED** deck from the **FATE** deck
- STEP 2:** Shuffle both decks. Easiest way for us is a combination of spreading them out and cutting the deck.
- STEP 3:** Deal 5 cards from the **NUKED** deck to every player.

Below is an example of how you can arrange the game that has worked best for us. Feel free to arrange it however works best for you.



GAME PLAY

Game play starts to the left of the dealer.
Once game play has passed the dealer, that is considered a new turn.

Play a single card then draw a single card from the NUKED deck.

If you cannot play a card, you must discard 3 cards and draw 3 new cards from the NUKED deck.

The first player to get 200 points worth of SETTLERS wins the game!*

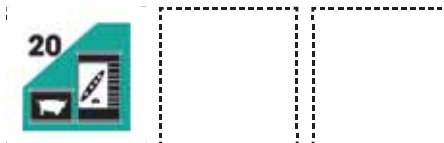
*Teams need to collect 400 points worth of SETTLERS to win.

YOUR SETTLEMENT

YOUR SETTLEMENT IS WHERE YOU LAY ALL OF YOUR PLAYED CARDS.

BELOW IS A GOOD WAY TO ORGANIZE YOUR SETTLEMENT. THIS IS JUST A GUIDE. IT DOESN'T REALLY MATTER HOW YOU ORGANIZE YOUR SETTLEMENT, AS LONG AS EVERYONE AT THE TABLE CAN SEE ALL OF YOUR PLAYED CARDS.

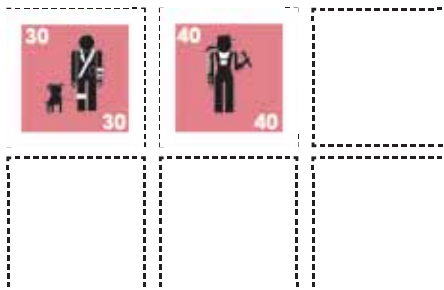
SUPPLIES



YOUR STOREROOM

KEEPING YOUR SUPPLIES TOGETHER MAKES IT EASIER TO KNOW WHAT SETTLERS YOU CAN PLAY

SETTLERS



YOUR BARRACKS

KEEPING YOUR SETTLERS TOGETHER MAKES IT EASIER TO KNOW HOW CLOSE YOU ARE TO WINNING.



NUKED



**NUKED:
WARMONGER**

BASICS

ON YOUR FIRST TURN:

1. Lay down a supply card. Draw a card. That's your turn.



PLAYING A SUPPLY FIRST USUALLY MAKES THE MOST SENSE

OR you could:

2. Play and SWARM or NUKE in your hand.*

This assumes your turn isn't the first move of the game. If someone Nukes an empty table, does it make a sound?

3. Play a BUNKER.

DON'T HAVE A CARD YOU CAN PLAY? DON'T WORRY.

IF YOU DON'T HAVE A CARD YOU CAN PLAY CHOOSE 3 CARDS FROM YOUR HAND AND DISCARD THEM. DRAW 3 NEW CARDS FROM THE NUKED DECK. THAT'S YOUR TURN.



ON YOUR NEXT TURN YOU CAN:

1. PLAY ANOTHER SUPPLY



THIS WOULD GIVE YOU MORE SUPPLIES TO USE LATER

2. PLAY A SETTLER CARD

(EQUAL OR LESSER VALUE THAN YOUR PLAYED SUPPLY)

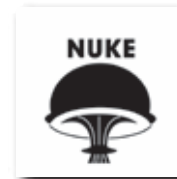


DISCARD YOUR ORIGINAL SUPPLY CARD



PLAY A SETTLER OF EQUAL OR LESSER VALUE

3. PLAY AN ATTACK CARD ON ANOTHER PLAYER'S SETTLEMENT



OR



4. PLAY A BUNKER CARD



ONCE YOU'VE PLAYED, DRAW A CARD AND YOUR TURN IS OVER.



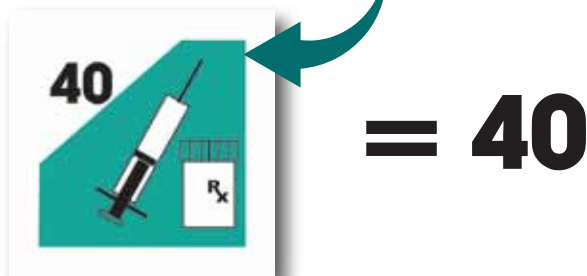
SUPPLIES

THESE ARE THE **AQUA** CARDS.
THEY HAVE DIFFERENT SUPPLIES ON THEM.
THINK OF THESE LIKE MONEY.

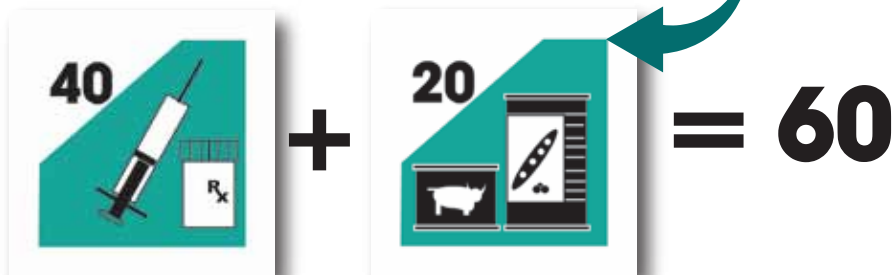
YOUR SETTLERS CAN'T MOVE IN WITHOUT ENOUGH
SUPPLIES. YOU MAY HAVE TO SPEND MORE THAN
YOU WANT FOR A SETTLER IF YOU'RE DESPERATE.

SUPPLY CARDS

PLAYING SUPPLY CARDS:



You collect supplies by laying the a **SUPPLY** card on the table. You can have as many supplies as you want in your settlement.



On your turn, if you lay down a **SUPPLY** card, it is added to the total number of supplies you have.

Collect supplies to attract settlers



SUPPLIES



NUKED

SETTLERS

SETTLERS

THESE ARE THE **PINK** CARDS.
THEY HAVE PEOPLE OR ROBOTS ON THEM.
THESE ARE THE ONLY POINTS THAT REALLY MATTER.

YOU CAN'T REBUILD THE WORLD IN YOUR
GLORIOUS IMAGE WITHOUT SETTLERS. YOU ALSO
CAN'T WIN THE GAME WITHOUT THEM EITHER.

SETTLER CARDS

PLAYING SETTLER CARDS:



You collect settlers by laying a **SETTLER** card down on the table and discarding the corresponding **SUPPLY** card or cards that match or exceed the amount on the **SETTLER** card.



Spend supplies to move in Settlers



NUKED

OFFENSE CARDS

SPECIALTY CARDS

THESE ARE THE BLACK AND WHITE CARDS.

OFFENSIVE AND DEFENSIVE CARDS THAT LET YOU DESTROY THE COMPETITION OR PROTECT YOUR SETTLEMENT.

OFFENSIVE CARDS

The SWARM and NUKE cards are used offensively.



The SWARM card is played against any another player's supplies, and destroys any supplies that the target player has in their settlement. Only a player who is currently Bunkered can avoid the SWARM card.



The NUKE card is played against any other player's entire settlement, and destroys all the supplies and all of the settlers the target player has in their settlement. A player who is currently Bunkered is immune to the NUKE. A TRUCE card will negate the NUKE, but it must be played when the NUKE is played. If a NUKE is ruined by a TRUCE, then both players draw a new card and it is the next player's turn.



DEFENSE CARDS

SPECIALTY CARDS

THESE ARE THE BLACK AND WHITE CARDS.

OFFENSIVE AND DEFENSIVE CARDS THAT LET YOU DESTROY THE COMPETITION OR PROTECT YOUR SETTLEMENT.

DEFENSIVE CARDS

The TRUCE and BUNKER cards are used defensively.



The TRUCE card is played when you are attacked by another player's NUKE card, negating the attack and saving your settlement. TRUCE only works with NUKES. TRUCE cannot be used against SWARM. There is no negotiating with bugs. (See Starship Troopers for more information.)



The BUNKER card is played preemptively. Place the BUNKER card on or next to your settlement. The BUNKER prevents your settlement from NUKE and SWARM cards for a single round. Once it is your turn again, discard the BUNKER card and play any SETTLER card from your hand without spending your supplies.



NUKED

FATE CARDS

FATE CARDS

THESE ARE THE BLACK AND **AQUA** CARDS. THESE ARE KEPT SEPARATE FROM THE REGULAR DECK FATE CARDS CAN BE PULLED BY ANYONE NOT BUNKERED, AT ANY TIME, ONCE PER ROUND.

IF YOU'RE DOWN ON YOUR LUCK, ONE OF THESE MIGHT BE A GAME CHANGER. IT MIGHT PUT YOU OUT OF YOUR MISERY TOO.

FATE CARDS



At any time during the game, a player may draw a card from the FATE deck. The player then reads the card aloud and follows the directions on the card. Regular game play may pause during this, but not always. A player may draw a FATE card only once per round. Once game play has passed the DEALER, the game round has started over.



=



A player who is BUNKERED may NOT draw a FATE card. They have no need for FATE, they have steel and concrete. Let's hope that's enough



FATE CARDS

REMEMBER

Any card you lay down in front of you is in play.
Think of it as your settlement.

If a fate card tells you to discard a card, it will be
from the settlement.

The cards in your hand are just possibilities, they
haven't been played yet. If a fate card says to
switch hands with another player, you would trade
the cards in your hand with the cards in their hand,
not those in your settlement.

If a fate card tells you to switch places, you lay your
hand down and get up, leaving your settlement
and hand behind, and move to another seat. The
order of turns is based on the seat, not the player,
so if you just went but traded seats with a player
who would be next to go, it is now your turn.

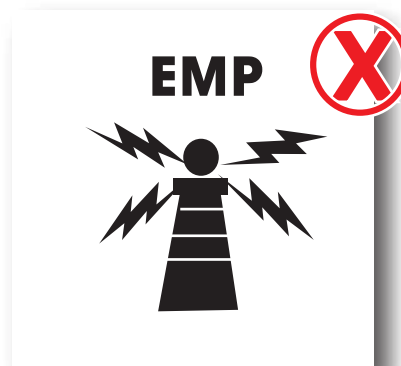
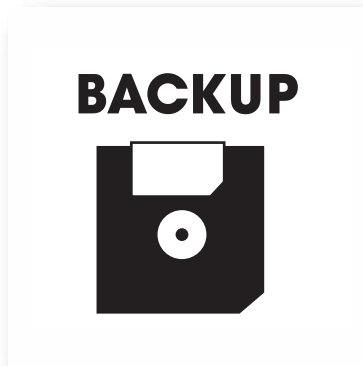


NUKED:
WARMONGER

WARMONGER DEFENSE CARDS

The **BACKUP** and **RADAR** cards are used defensively

BACKUP



The **BACKUP** card is played when you are attacked by another player's **EMP** card, negating the attack and saving your settlement's **ROBOTS**, including the **ROBOT MOTHER**. **BACKUP** only works to save your own **ROBOTS** from the **EMP**.

RADAR



The **RADAR** card is played against another player's settlement, allowing you to look at that player's hand. The **RADAR** cannot penetrate a **BUNKERED** settlement, so any player with a played **BUNKER** is **NOT** affected.

DEFENSIVE



NUKED:
WARMONGER

WARMONGER WAR CARDS

WAR CARDS are exclusive to the **WARMONGER** expansion pack. The **BOMBER**, the **AA** and the **ROBOT MOTHER** all have different game mechanics, which are explained below.

BOMBER

The **BOMBER** is an attack card, played on an enemy settlement. Placing the **BOMBER** on another player's settlement constitutes your turn.



On your next turn, you may spend supplies in your settlement to destroy a **SETTLER** or **MILITIA** in the enemy settlement. The same rules for **SUPPLIES** and **SETTLERS** apply, so you may combine **SUPPLIES** to destroy a higher value **SETTLER** or **MILITIA**.

You may move the **BOMBER** to another settlement, but that will end your turn. The **BOMBER** may stay on an enemy settlement even if you don't attack with it on your turn.

The **BOMBER** may be destroyed by the **AA** card. If the **BOMBER** is on a settlement that is **NUKED**, it is destroyed if the **NUKE** is successful.

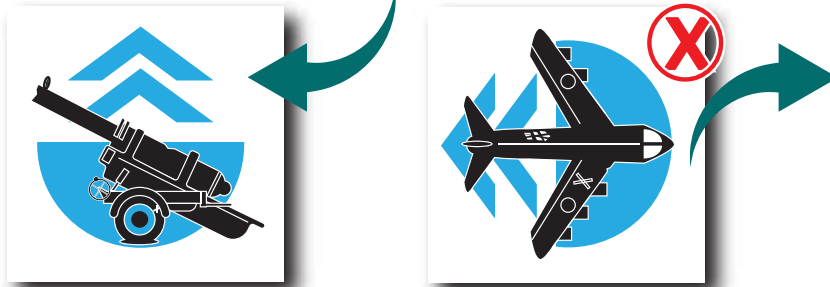
More than one **BOMBER** may be played on a single settlement.



WAR CARDS

AA (Anti Aircraft)

The AA is a defense card, played against BOMBER cards.

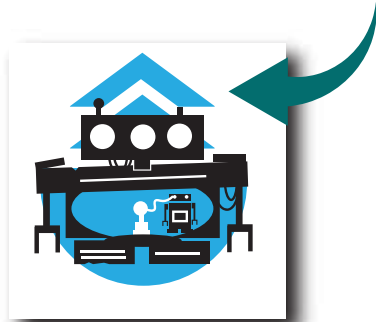


The AA card will eliminate all BOMBERS from a single settlement. The AA may be played to eliminate the BOMBER from someone else's settlement if you are not being attacked by the BOMBER, but why help them? I guess you've got your reasons.

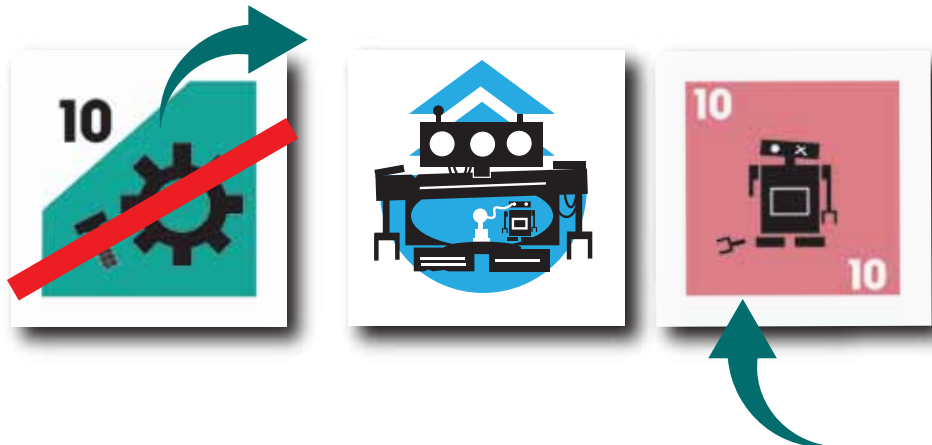
ROBOT MOTHER

The ROBOT MOTHER is a collection card.

The ROBOT MOTHER is played on your own settlement.



On your next turn, you may spend supplies in your settlement to steal ROBOT SETTLERS or ROBOT MILITIA from other players settlements. The same rules for SUPPLIES and SETTLERS apply, so you may combine SUPPLIES to steal a higher value ROBOT SETTLER or ROBOT MILITIA.



ROBOTS who are inside BUNKERED settlements are NOT affected by the ROBOT MOTHER.

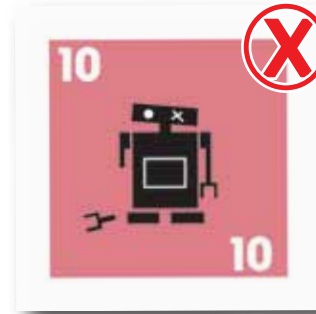
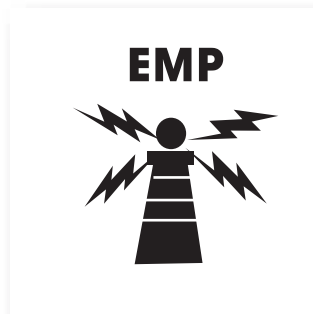


NUKED:
WARMONGER

WARMONGER OFFENSIVE CARDS

The EMP and any MILITIA can be used offensively.

EMP



The EMP is played against all settlements, including your own. The EMP destroys all played ROBOT SETTLERS, ROBOT MILITIA and ROBOT MOTHER cards unless a BACKUP card is played for a particular settlement. Because you cannot play more than one card at a time, the player who initiates the EMP card is always affected.

The EMP is very strong, so even BUNKERED ROBOTS are affected.

The BOMBER card is NOT affected by the EMP card. Why you ask? I don't know. Shielding? It flies too high? Wooden parts? We may never know.

MILITIA (OFFENSE)



The MILITIA card can be spent to destroy a SETTLER of equal or lesser value from another player's settlement. A BUNKERED settlement is immune to a MILITIA attack. Also, MILITIA see each other as brothers in arms, regardless of what settlement they are in, so they only attack SETTLERS, and would never destroy other MILITIA.

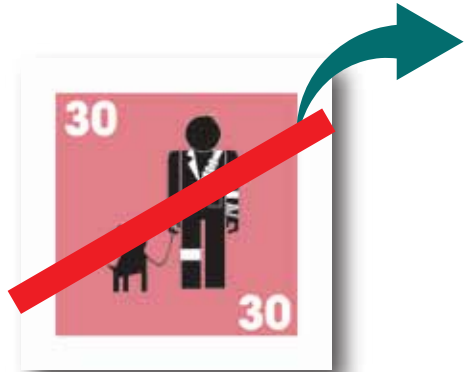
OFFENSIVE

WARMONGER MILITIA CARDS

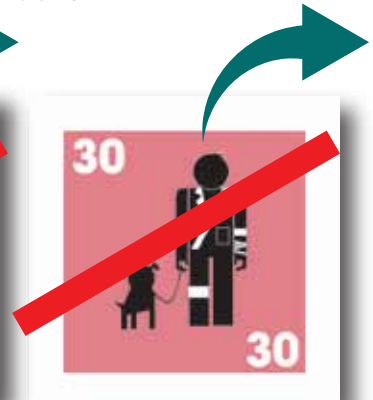
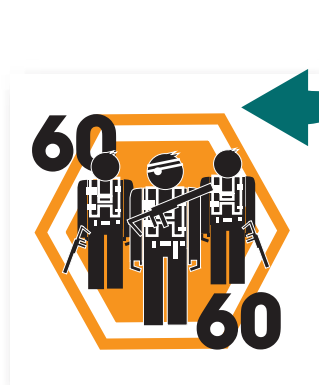
MILITIA INFORMATION

1. MILITIA still count towards your Settlement total
2. MILITIA are not affect by FATE CARDS that refer to SETTLERS, only to those that refer to MILITIA
3. MILITIA can be used offensively.

PLAYING MILITIA



You collect MILITIA by laying a MILITIA card down on the table and discarding the corresponding SETTLER card or cards that match or exceed the amount on the MILITIA card.



If you want to play a MILITIA card that costs 60 points, but you only have a 50 SETTLER and a 30 SETTLER card in your settlement, you may add those settlers together (80 SETTLERS) to play your 60 MILITIA, but the remaining difference is lost, so beware of spending too much for a MILITIA.

MILITIA are tough, but a NUKE will turn them to ash.