# ARCTIC SCAVENGERS

## RULEBOOK

# ARCTIC SCAVENGERS

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|---|---|---|---|
| players: | 2 – 5 | learning: | 5 – 10 minutes |
| preparation: | 3 minutes | game length: | 45 – 60 minutes |
| age: | 13+ | | |

## Contents – Basic Game

- 1 rule booklet
- 1 rule summary
- 1 junkyard mat
- 1 contested resources mat
- 1 initiator card
- 149 playing cards
  - 20 refugees
  - 69 mercenaries *(10 brawlers, 8 hunters, 8 saboteurs, 8 scouts, 5 group leaders, 5 sniper teams, 5 thugs, 20 scavengers)*
  - 46 junkyard cards *(7 junk, 4 multitools, 4 nets, 6 spears, 4 pickaxes, 6 shovels, 6 medkits, 9 pills)*
  - 14 contested resources *(2 wolf packs, 2 grenades, 2 sled teams, 2 field crews, 6 tribe families)*

## Contents – HQ Expansion

- 1 expansion rules summary
- 1 engineering schematics mat
- 1 storage cover
- 49 playing cards
  - 12 buildings *(3 each of bunkers, armories, pharmacies, hydroponic gardens)*
  - 10 tribal leaders
  - 8 junkyard cards *(4 rifles, 4 toolkits)*
  - 8 medics
  - 8 engineers
  - 3 gangs *(1 each of the Gearheads, the Pharmers, the Masons)*

## The Story

In the year 2097, the entire earth was enveloped in a cataclysmic climate shift plunging the globe into another ice age. Over 90% of the world's population was eliminated, driving the survivors to band together into loose communities and tribes.

Each player is the leader of a small tribe of survivors. Resources, tools, medicine, and mercenaries are all in scarce supply. Each tribe is pitted against other tribes in a fight for survival. The players build up their tribes, skirmish against other players' tribes, and can even bluff on the way to victory.

The leader who gathers the largest tribe will win the game!

## Game Play Overview

Players work to build their tribes as large as possible by *hiring* mercenaries, scavenging junk piles and winning skirmishes against other players' tribes. Each tribe member card in a tribe represents the number of people shown on the card. The player with the largest tribe (most people) at the end of the game is the winner.

## Anatomy of an Arctic Scavengers Card

The cards are designed to make it easy to identify the different types of cards, make sorting and game setup quicker, and facilitate faster decision-making during the game. Additionally, the

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game ships with a plastic organizing insert and inlay which supports all cards from the original release (base and HQ expansion) as well as Recon.

card type ————

card title

supply pile icon or card cost

standard action ————
**1**

card actions ————
**3**

action modifier ————
**+2**

disabled action ————

number of tribe members ————
**1**

some cards have special instructions here

expansion marker icon
blank = basic game
star = HQ expansion

special actions or instructions

## Understanding the above card anatomy

Green labels in the above graphic indicate something that is always present on a card. Red labels indicate something that may or may not be present, depending on the card. Gray labels are used to describe the sub-types of card actions.

**Every card** has a type (person, tool, medicine, etc.), title, image, and actions. Standard actions can be performed by this card alone, action modifiers must be combined with another card, and disabled actions cannot be used. **Some cards** will be sorted based upon supply pile icon, others by card title. **Some cards** have other identifiers (instructions, cost, and number of tribe members represented by the card).

## Before your first game

Use the box inlay to understand how cards are organized (most by title, some by type). Unwrap the cards and sort them according to the inlay categories and place them in the corresponding insert for storage.

## Game Preparation

Arctic Scavengers can be played by 2 to 5 players. Each player takes an identical starter deck representing her tribe. That deck consists of 10 cards:

- 4 *refugee* cards
- 3 *scavenger* cards
- 1 *brawler* card
- 1 *spear* card
- 1 *shovel* card

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Return any additional *refugee* cards to the box. They will not be used in this game. Sort the remaining cards into three categories: *contested resources* (✊), *junkyard* (⬡), and mercenaries. Shuffle the *contested resources* cards ✊ and place them face-down on the ✊ mat to form the *contested resources* pile. Shuffle *junkyard* cards ⬡ to form the *junkyard* pile and place them face-down on the ⬡ mat. The remaining cards (*Scavenger, Brawler, Hunter, Saboteur, Scout, Group Leaders, Sniper Team, Thugs*) are the mercenaries. Sort them into 8 separate stacks, by mercenary type. Place them face-up on the playing surface in separate stacks.

Each player shuffles her deck of 10 cards and places it face-down in her play area. Randomly select a player and hand her the *initiator card*. This player will serve as the *initiator* for the first round.

### When Playing with only Two Players
- Remove two cards of each kind from the *junkyard* (i.e. 2 *junk*, 2 *medkit*, 2 *pickaxe*, etc.)
- Eliminate all *contested resources* peeking
- The number of tribe members a player brings to a skirmish is no longer relevant
- Skirmishes must be won by 2. If not, then it is a tie and the players place the *contested resource* on top of the *junkyard* and then shuffle the *junkyard*

## PLAYING THE GAME

Each round of Arctic Scavengers has three phases, played in the order shown below:

### Drawing Phase
1) Discard all cards from the previous round.
2) Each player draws 5 cards from the top of her deck, shuffling the discard pile and adding it to the deck when her deck becomes exhausted.
3) Beginning with the **third round**, and continuing for the remainder of the game, the *initiator* peeks at the top card on the *contested resources* pile and then returns it to the pile.

### Resource Gathering Phase
4) The *initiator* takes the first action and uses any number of cards to gather resources.
5) The *initiator* announces how many of her cards will remain for the skirmish.
6) Play continues with the other players, in clockwise order, and they execute steps 4 and 5.

### Skirmish Phase (Round 3 and following)
7) Once all players have taken their resource gathering actions, players reveal their remaining cards for the skirmish and a winner is determined.
8) The winner of the skirmish takes the top card from the *contested resources* pile and adds it to her discard pile.
9) The *initiator* passes the *initiator card* to her left-hand opponent, starting a new round.

The game continues like this until the *contested resource* pile is depleted.

### No Skirmish until the Third Round

The game begins with two rounds of resource gathering (*digging* in the *junkyard*, *hunting* for *food*, and *hiring* mercenaries). In the first two rounds, there is no skirmishing. This allows each player to get a solid foundation prior to skirmishing over the *contested resources*. The *initiator card* remains with the first player for rounds 1-3. Thereafter, it moves to the *initiator's* left at the start of each subsequent round.

### Peeking at the Contested Resources

Beginning with the third round, the *initiator* looks at the top card of the *contested resources* pile. The player does not reveal this card to the other players. After looking, the player returns the card, face-down, to the top of the pile. This provides the first player of each round with special insight regarding what resource will be contested during the skirmish phase.

### Gathering Resources

The first phase of each round involves gathering resources. There are three primary resource gathering actions: *dig, hunt,* and *hire*. *Dig* allows the player to retrieve cards from the *junkyard*, *hunt* enables the player to get *food* (used as currency during that round), and *hire* uses a combination of *food* ❗ from *hunting* and *medicine* ✚ (i.e. "*Meds*") from the player's hand to serve as currency for *hiring* mercenaries to join the player's tribe.

### Announcing Cards

Players save cards not used for resource gathering for the skirmish. After a player has performed her resource gathering, she puts all cards already used in her discard pile to clear her play area. She then places her remaining cards in her play area, face down, and announces the number of cards she is taking to the skirmish.

### Bluffing

Sometimes a player has additional tools that cannot be used, or *refugee / tribe family* cards that have no tools. The player should carry these into the skirmish anyway. This presents an apparently stronger hand to her opponents and may impact the decisions that they make.

### Winning a Skirmish

When resolving a skirmish, the player with the highest *fight* score wins. Several factors affect a player's *fight* score: each player totals the attack abilities of each of her tribe members, adding the modifiers, and factoring in special actions such as *disarm* and *snipe* (explained later).

### Winning the Game

When the *contested resource* pile has been depleted, the game is over. The winner is the player who has built the largest tribe. Players determine the size of their tribes by counting the number of tribe member icons on the lower left corner of every card in their decks. If there is a tie, then the player among those tied with the most *contested resource* cards is the winner. If there is still a tie, the player among those tied with the largest number of cards in her deck is the winner.

If there is still a tie, the tied players rejoice in their shared victory.

### Key Concepts

Arctic Scavengers uses a handful of basic rules. Detailed rules will follow, but these form the core rule set.

- A player may take multiple actions in a round
- A player may only perform a given action (*dig/hunt/draw/hire/*etc.) once per round
- A player may use multiple cards to increase the potency of an action.
- Once a player has used a card to perform an action, she may not perform another action with that same card.
- A player must combine cards like tools, *group leaders,* and any card with a modifier (e.g. +1, +2, +4) with another card that has the base ability.
- A player may only use one tool card for any tribe member, even if that tribe member represents multiple people.
- When a player needs to *draw* more cards than are available in her deck, she first draws all cards from her deck, then shuffles her discard pile to create a new deck and continues.

## GAME DETAILS

Now that you understand the game flow, this section describes in detail the various actions that are available and the game scenarios that players are likely to encounter.

### Resource Gathering Phase

During this phase, each player plays any number of cards from her hand in order to add more resources (cards) to her deck. Gathering starts with the player that has the *initiator card* (lying in her play area) and play continues in clockwise order.

There is no limit to the number of actions that a player can take during the resource gathering phase, although **no action may be taken more than once.**

### Dig

The player draws one or more cards from the top of the *junkyard* pile. The player **may** choose one to place in her discard pile and returns any other cards to the bottom of the *junkyard* pile. The number of cards is determined by the sum of all the *dig* numbers displayed on the card(s) played from the player's hand. As with other actions, *draw* may only be used once per round.

*For example: Natalie plays a brawler card in her play area and declares a dig action. Since a brawler has a dig value of 1, Natalie draws one card from the junkyard and chooses to place it in her discard pile rather than returning it to the bottom of the junkyard. If Natalie were to also play a shovel, then the combined dig score would be 3, as shovel adds 2 to dig. Thus, Natalie would draw 3 cards from the junkyard, select one or zero to keep (place on her discard pile) and return the other cards to the bottom of the junkyard.*

### Draw

The player *draws* one or more cards from her deck, adding them to her hand. Multiple cards may be combined to *draw* several cards. As with other actions, *draw* may only be used once per round.

*For example: Anna plays a scout with a draw of 2 and a sled team with a draw of 2 in her play area. This combination enables Anna to draw 4 cards from her deck and add them to her hand. Anna could also play two scavengers and a scout to yield the same result.*

### Hire

The *hire* ability is a free action (no card is needed to grant this action) in which a player takes a mercenary card from the face-up piles of cards. The player must be able to pay the cost displayed on the card. There are two currencies: *food* 🍗 and *medicine* ➕. *Food* is created in real-time using the *hunt* action (described below). *Meds* are provided in the form of *medicine* cards 🔲 that must be played from the players hand in order to complete the *hiring* of a mercenary. *Medicine* cards do not require an associated person to spend. **Each player may only *hire* one mercenary per round, and the player immediately adds the card to her discard pile.**

### Hunt 🪓

The hunt ability generates *food* during the round that can then be used as currency for hiring a single mercenary card. The amount of *food* generated is determined by summing all hunt abilities played from the player's hand. The player can assign tools to the mercenaries to improve their hunt abilities.

> *For example: Natalie plays two scavenger cards and a spear card. Each scavenger has a hunt of 1 and the spear grants one of those scavengers an additional hunt of 1. Her combined hunt score is 3. Natalie can now spend 3 food this round to hire a mercenary card.*

### Trash

The trash ability is a free action (no card is needed to grant this action) that allows a player to take any number of cards from her hand and add them to the *junkyard* supply pile. The player **does not** draw cards from her deck to replace these cards. The *junkyard* pile is shuffled any time new cards are added.

### Special Actions

Some cards may grant special actions that can be used in place of or to enhance a standard action. Examples include *saboteur* (*disarm* another player's tool) and *sniper team* (*snipe* another player's tribe member).

### Shuffling the Junkyard

Throughout the course of the game, players may add cards to the *junkyard*. This can occur when players use the *trash* action (see above) or when skirmishing for a *contested resource* (see below) ends in a tie. When cards are added to the *junkyard*, players place them face-down on top of the *junkyard* and then shuffle the entire *junkyard* pile. Players do not shuffle the pile when returning cards to the *junkyard* during a *dig* action. Only **adding** cards initiates a shuffle.

### Using Tools ✖️

Each player starts with two tools – a *spear* and a *shovel*. Players can find additional tools by *digging* in the *junkyard*. Tools cannot perform actions on their own (these are inanimate, objects after all). A tribe member can use a single tool that enhances the ability of the action the tribe member is performing. Using a tool does not grant a tribe member an ability that she cannot inherently perform.

> *For example: Anna could combine her scavenger (dig 1 / draw 1 / fight 1/ hunt 1) with a shovel (fight +1 / dig +2) to achieve a dig of 3. If Anna would prefer to use her scavenger to hunt, the shovel could not be used to improve the scavenger's hunt value, since the shovel does not have the hunt ability. Thus, Anna could not use the shovel this round to dig unless she has another tribe member card (perhaps a refugee) capable of digging that could use the shovel.*

### Playing Multiple Cards

Playing multiple cards for an action improves the results. This could involve playing multiple people or people with tools. The total of all ability values played is used to perform that action (provided that the total is 1 or greater).

### Taking Multiple Actions

Although many cards support multiple actions, once a card has been played for a given action it cannot be used for another action during that round. During Resource Gathering, cards are discarded after use. During the Skirmish phase, cards are discarded at the end of the round.

> *For example: if Natalie plays a refugee card, this can be used to either dig in the junkyard or hunt for food. Under no circumstances could she use the card for both actions.*

### Face-up Discard Pile

Each player's discard pile should be face-up, to distinguish it from the draw pile. Additionally, when hidden cards are acquired (retrieved from *junkyard* or won in a skirmish), it is recommended that these cards be tucked behind the other cards that are being sent to the discard pile during that same round. This preserves the hidden information until these cards are revealed during game play.

### Skirmish Phase

Once all the players have completed their resource gathering actions, the skirmish phase begins. All players simultaneously reveal the cards that they have saved for the skirmish. The sum of the *fight* values from all of a player's cards represents the strength of that player's attack. All rules related to tool usage also apply to tools used as weapons during the skirmish phase (see 'Using Tools' above).

Skirmishes are resolved by starting with the *initiator* and having her declare any actions performed by her units (including saboteurs and sniper teams). Play then passes to the next player in clockwise order to declare actions for her units (provided that they were not sniped or disarmed by the previous player). This continues until all skirmish actions have been resolved. Then the total remaining *fight* values are summed and the player with the highest *fight* value wins. The winning player draws the top card from the *contested resources* supply pile and adds it to her discard pile without revealing it to the other players.

When cards are played during the Resource Gathering phase, they are discarded after use. During the Skirmish Phase, all cards remain until the end of the round, even if a special power is activated (e.g. *saboteur* or *sniper team*).

### Resolving Ties During the Skirmish

In the event of a tie, each player sums **the number of people** involved in the skirmish (this includes refugees and tribe families that may not be directly contributing to the *fight* score) and the player with the most people involved wins the skirmish. **If players are still tied, then the skirmish is considered a deadlock.** In this case, the players place the top card from the *contested resources* pile into the *junkyard* pile without looking at it. The players shuffle the *junkyard* and the round ends. The player with the *initiator card* passes it to the left to begin a new round.

# CARD DETAILS

👊 = contested resource     ⬡ = junkyard     🃏 = starting card

## Mercenary Cards

**brawler**   🃏   A flexible unit with an emphasis upon *fighting*.

**hunter**     A unit that can *hunt* or *fight*.

**group leaders**     A multi-purpose unit that can increase the effectiveness of one other unit by modifying an action.

**saboteur**     A specialized attack unit that renders one opponent's tool (the *shovel*, *spear*, *wolf pack*, *grenade*, etc. is discarded) as ineffective for that round. **This card may be used during the resource gathering phase OR the skirmish phase.** The *saboteur* is used to attack one other player and prevent her from using a single tool (the attacking player must declare the attack). The player plays the card from her hand or from the cards committed to the skirmish. If this skirmish has not started, the *saboteur* card is discarded after use.

**scavenger**   🃏   A weak, but flexible unit.

**scout**     A flexible unit that can *draw* or *fight*.

**sniper team**     A specialized attack unit that renders one opponent's tribe member (the mercenary, *refugee*, or *tribe family* card is discarded) ineffective for that round. If multiple players are involved in a skirmish, the sniper can target only one single opponent's card (rather than one card per opponent). **The sniper team may be used during the resource gathering phase OR the skirmish phase to *snipe* an opponent's card.** This action is played from the player's hand or from the cards committed to the skirmish. If the skirmish has not started, the *sniper team* card is discarded after use.

**thugs**     A flexible unit that is highly proficient at *fighting*.

## Other Tribe Member Cards

**field crew**   👊   A flexible, multi-purpose unit.

**sled team**   👊   Enables a player to draw more cards from the deck or contributes to *fighting*.

**tribe family**   👊   Represents 3-5 people (very important for winning the game). Can equip tools to *fight* or *hunt* or can be used during the skirmish to break a tie.

**refugee**   🃏   A weak unit that can *dig* or hunt if equipped with a tool. May also help break a skirmish tie.

## Tool Cards

These cards modify actions, they cannot grant actions.

**grenades**    ✊     An extremely potent *fighting* tool

**multitool**   ⬡     A flexible tool that can modify actions

**net**   ⬡     Hunting tool with limited *fight* modifier

**pickaxe**   ⬡     Fighting tool with limited *digging* modifier

**shovel**   ⬡/🂠   Digging tool with limited *fighting* modifier

**spear**   ⬡/🂠   Fighting tool with limited *hunting* modifier

**wolf pack**   ✊     Powerful *hunting* and *fighting* tool.


## Medicine Cards

Medicine is played from the player's hand as currency to complete a *hire* action.

**medkit**   ⬡     Provides two *meds* when *hiring* mercenaries

**pills**   ⬡     Provides one *med* when *hiring* mercenaries

# FREQUENTLY ASKED QUESTIONS

## The Junkyard and Tools

**What are you supposed to do with junk cards?**
Sometimes players *dig junk* out of the *junkyard*. Players do not have to hold onto these cards. They may immediately place them at the bottom of the *junkyard* (they do not get another *dig*).

**Can group leaders, or snipers carry tools?**
No. A card must have a base ability in order to improve it with a tool.

**Can wolf packs operate independently?**
The *wolf pack* cannot since it is a modifier card (notice the *+fight* / *+hunt*). Also note the tool icon in the upper-left corner.

## Hunting and Hiring

**How much does it cost to hire thugs?**
*Thugs* can be *hired* using any combination of *food* and *meds* totaling 6 units.

**Can I use a hunting tool to improve the medicine score on my Medic or a Medkit to improve the hunting of one of my mercenaries?**
No. They line-up visually because they both relate to the *hiring* phase, but you cannot modify one with the other.

**Do I need to use a tribe member to carry Pills or Medkit when hiring a Hunter?**
No. You can basically "rattle the pills" and a *hunter* will come running and join your tribe. Play your medicine card during the *hire* action, no human required.

## Fight Value of 0

**What happens if everyone has a fight value of 0, but one person has more tribe members at the skirmish?**
Ties are broken in 3-5 player games based upon number of people brought to the skirmish.

**What happens if one player brings a fight Value of 0 and everyone else brings NO FIGHT at all (Refugees, tools, etc.)?**
A *fight* value of 0 is superior to no ability to fight at all. The player with a *fight* of 0 would win in this case.

**What happens if no one brings any fight value and everyone ties for the number of people brought to the skirmish?**
It is a tie. Place the *contested resource* on the top of the *junkyard* and shuffle it.

## Person, People, Cards

**When breaking ties for skirmishes, do you count cards or total people?**
Total people (look in bottom corner of card for value).

**What determines the 'largest' tribe for scoring at the end of the game?**
Each tribe member card represents one or more people. Add up the total VALUE of each card.

**Can group leaders abilities stack? (i.e. +2 +2 +2....)**
Yes, you can play multiple *group leaders* to modify a single base ability (think of it as "micro management").

**Do group leaders count as a tool when counting equipment limits?**
No. A tribe member card could use a tool AND have *group leaders* increase their action.

**Can group leaders enhance a tribe family or refugee?**
Yes. A *refugee* combined with a *group leaders* card becomes capable of *dig* or *hunt*. A *tribe family* enhanced by *group leaders* can attack or *hunt*.

## Snipers and saboteurs

**What can a saboteur disarm?**
Any card with a tool icon ✗.

**What can a sniper team attack?**
*Sniper teams* can only attack people (i.e. card with a person icon ⊟ in the upper-left).

**What happens to the tools held by sniped people?**
After a *snipe* action is performed, the sniped player may rearrange the available tools as desired.

> *For example: Sarah's brawler is holding a grenade (+3 fight) and gets sniped by Carol. Sarah also has a scavenger in play holding a spear (+2 fight). The scavenger drops the spear in favor of the grenade.*

**Can a sniper team take out a multi-person tribe member card?**
Yes.

**Can snipers/saboteurs that are set apart for a skirmish be taken into hand and played on an opponent's turn when he is gathering resources?**
Yes, cards set apart for a skirmish are considered to be in hand, and can be retrieved and played as instants during an opponent's *hunt/hire*, *dig* or *draw* action. Remaining cards are then re-committed to the skirmish or discarded.

**Can sniper/saboteurs played during the resource gathering action of another player's turn be used again on your own turn for resource gathering or the skirmish?**
No, they are discarded immediately after use, and you do not redraw to replace the card.

**Can a sniper/saboteur played during a resource gathering action be countered with another sniper?**
No, they are resolved as instants, occur immediately, and can't be prevented (unless a card like *medic* specifically counters the action).

**If a player has been sniped or sabotaged while resource gathering, is he still required to use or discard the other cards he played for hunting/hiring, digging, or drawing?**
No, only the card that was *sniped/disarmed* is discarded. All other cards involved in that action can be taken back into hand and re-purposed to perform a different *hunt/hire*, *dig* or *draw* action or to do something else entirely.

**Can a sniper/saboteur played during the skirmish be countered with another sniper?**
Yes, although each player in turn order (beginning with the *initiator*) only gets one opportunity to activate their *snipers/saboteurs,* which are implemented immediately upon activation.

**If the saboteur is used to disarm an opponent's equipment during a skirmish, does it still contribute a fight value of 1 in the skirmish?**
No, it is used either to *disarm* or to *fight* in the skirmish, but not both.

**When snipers/saboteurs are involved in a skirmish and used for their special effect, do their tribe members still count toward the number of people for breaking ties?**
Yes, they are not discarded immediately after being used, and still contribute tribe members for the tiebreaker.


## SAMPLE ROUND WALKTHROUGH

Sarah draws: *brawler* (*fight* 2 / *dig* 1), *shovel* (*fight* +1 / *dig* +2), 2 *refugees* (*dig* 0 / *hunt* 0), *pills* (*meds* 1)

Sarah performs a *dig* action, using a *refugee* and a *shovel* for a *dig* of 2. She draws two cards from the *junkyard* – a *net* (*fight* 1 / *hunt* 2) and *junk* (nothing). She takes the *net* card, places it in her discard pile, and places the other card on the bottom of the *junkyard*. She clears the playing surface, taking the *refugee* and *shovel* cards and placing them in her discard pile. She then announces that three cards are being reserved for the skirmish (*brawler*, *refugee*, and *pills*) and places these cards face-down on the table.

Carol draws: *scavenger* (*dig* 1 / *draw* 1 / *fight* 1/ *hunt* 1), *spear* (*fight* +2 / *hunt* +1), 2 *refugees* (*dig* 0 / *hunt* 0), *tribe family* (*fight* 0 / *hunt* 0)

Carol performs a *dig* action, using a *scavenger* for a *dig* of 1. She also performs a *hunt* action, using a *refugee* and a *spear* for a *hunt* of 1. She draws 1 card from the *junkyard* (*dig* of 1) and places that card face-down in her discard pile. She then uses the 1 *food* generated by the *hunt* action to *hire* a *scavenger* (cost is 1 *food*) and places this card in her discard pile. This leaves a *tribe family* and *refugee* for the skirmish phase. These cards cannot fight (no attack can be made unless the *fight* total is at least 1). She does not communicate this however. Instead, she bluffs and declares that two cards are going to the skirmish.

Betty draws: 2 *scavengers* (*dig* 1 / *draw* 1 / *fight* 1 / *hunt* 1), *spear* (*fight* +2 / *hunt* +1), *shovel* (*fight* +1 / *dig* +2), *medkit* (*meds* 2)

Betty performs a *hunt* action, using a *scavenger* and a *spear* for a *hunt* of 2. This generates two *food* to *hire* a mercenary card. She also plays a *medkit* card, representing two *meds*. She then initiates a *hire* action, with two *food* and two *meds* to spend on a single *hire*. In this case, she chooses to *hire* a *scout* (*fight* 2 / *draw* 2). She places the *scout* card and all cards played on her discard pile. She then announces that two cards are being reserved for the skirmish (a *scavenger* and a *shovel*) and places these cards face-down on the table.

The skirmish phase begins and each player reveals their cards and combines their *fight* values. Sarah has a *fight* of 2 (*brawler* contributes 2 and *refugee* does not have a fight score). Carol has a *fight* of 0 (*refugee* and *tribe family* have a fight score of zero). Betty has a *fight* of 2 (provided by the *scavenger* wielding a *shovel*). Sarah and Betty are tied with a *fight* of 2. The tie is broken based upon the number of people involved in the skirmish. This tips the scale in favor of Sarah who brought 2 people to the fight (*brawler* and *refugee*).

# ARCTIC SCAVENGERS - HQ

## Basic Premise
The first expansion for Arctic Scavengers introduces the notion of a base camp or headquarters for each tribe. This base camp consists of a tribal leader (complete with special abilities) and the potential to construct buildings that can be used strategically during game play. Additionally, the game introduces alternative victory paths, new mercenaries, new tools, and the addition of the *"engineering schematics"* pile.

## Game Play Overview
This expansion does not dramatically alter the core game mechanics or objectives. All cards and mechanics from the original game are involved, the *contested resources* still represent the game timer, and the winner is still determined based upon amassing the largest tribe.

## Modules
The expansion is organized into modules. Players may want to play the expansion progressively in modules in order to ease into the various new elements the expansion introduces.

### Module #1 – Medics, Tools, and Gangs
1. Set up the game in the standard fashion.
2. Add the stack of *medic* cards alongside the other mercenary cards.
3. Shuffle the 8 new *junkyard* cards into the *junkyard* pile. For now, ignore the special ability of the *toolkit*.
4. Locate the *Gearheads* and *Pharmers*. Place them on the table next to the mercenary stacks.

### Medics (new Mercenary)
Medics are quite versatile. They have a *draw* of 1 (like a scavenger), can be played from the hand during a *hire* action to represent 1 *med* (like *pills*), and they can also be played from the hand to save another tribe member card from a sniper attack (they could even be used to save another player's tribe member from a sniper).

### Save (new Action)

*Save* – protect a tribe member or leader from a *snipe* attack.

### Rifle (new Tool)

A versatile tool that is good at *hunting* and *fighting*. This is the first tool from the *junkyard* to grant a +2 in two categories.

### Toolkit (new Tool)

A *toolkit* can be used to enhance *digging* (either *junkyard* or *engineering schematics*) or can be handed to any tribe member that is used to speed up the *building* process on a building. The *toolkit* enables additional cards to be removed from one building that is under construction.

### Gangs (new Game Concept)

Three gangs are introduced in this expansion. Each gang is watching the struggle for survival amongst these various tribes from a safe distance. Once all of the *contested resources* have been gathered, then these tribes will choose to form an alliance with whichever tribe best meets their needs. Each gang is motivated by different things (tools, medicine, buildings). Winning a gang could easily make the difference in a closely contested game.

*The Gearheads* "Most tools" is determined by adding up the quantity of cards with a tool icon from each player's deck. Ties are broken by counting the total number of tools that are *contested resources*.

*The Pharmers* "Most meds" is determined by adding the total '*meds*' VALUE of all medicine cards (based upon card type) from each player's deck. Ties are broken by counting the total number of *medics*.

*The Masons* "Most buildings" is determined by adding the total number of completed and enabled buildings each player has in their headquarters. Ties are broken by adding up the total number of *engineers*.

### Module #2 – Engineers and Buildings

1. Set up the game just as you did for Module #1.
2. Add the stack of *engineer* cards alongside the other mercenary cards.
3. Shuffle the 12 building cards together (indicated by the building icon ![building icon] in the upper-left corner) and place them face-down next to the *junkyard* pile (they form a 3rd pile of cards next to the *junkyard* and *contested resources* piles)
4. Add the 3rd gang card (*Masons*) next to the other 2 gangs.
5. Players can now use the 'special ability' from the *toolkit* (since it works with buildings).

### Engineers (new Mercenary)

*Engineers* can *dig* in the *junkyard* for resources, but the primary use of their *dig* action is to *dig* in the *engineering schematics* pile (in fact, they are the only HQ mercenary capable of such *digging*). Other cards with a *dig* ability can be combined with the *engineer* to improve *engineering schematics digging*. Much like the *junkyard*, only 1 card may be selected as a result of a *dig* in the *engineering schematics* pile. The player places this card face-up in her play area to represent a construction project for a building that is currently underway. The player draws the number of cards from the top of her deck equal to the building's *build time* ![clock icon] and places them face-down, without looking at them, on top of the building. This represents the *build* timer. Finally, she places the *engineer* and any cards used to *dig* into her discard pile.
To learn more about buildings, see 'Buildings' below.

## Buildings (new Game Concept)

Players can use *engineers* (see above) to construct buildings at the player's headquarters. These buildings take time to *build*, but once built offer the player strategic advantages in certain areas.

## Constructing Buildings

The process of constructing a building is as follows:

1) Play an *engineer* card
2) Use the *engineer's dig* (combined with any modifiers) to *draw* cards from the *engineering schematics* pile equal to the *dig* value
3) Select a maximum of 1 card to *build* and return the others to the bottom of the *engineering schematics* pile
4) Place the new building card face-up in your play area
5) *Draw* cards from the player's deck equal to the building's *build time* and place those face-down on top of the new building
6) Discard the *engineer* card
7) At the start of the player's next round, remove 1 card from each building that is under construction
8) Starting with the round following the initial building placement, additional tribe members (and *toolkits*) may be played from the player's hand to accelerate construction on one or more buildings. Each tribe member played can remove 1 card from a building that is under construction. If wielding a *toolkit*, then 2 additional cards may be removed. Tribe members that work on construction projects may not take any other actions that round and are immediately discarded.
9) Once a building has zero cards stacked on it, it is complete and immediately goes into effect.

## Building Types

| | |
|---|---|
| **Armory** | Enables up to two tools to be *stored* under this card to be *retrieved* at any time (except during the skirmish). One or two cards may be placed in this building at a time. |
| **Bunker** | Enables up to three tribe member cards to be *stored* under this card to be *retrieved* at any time (except during the skirmish). Up to three cards may be placed in this building at a time. |
| **Hydroponic Gardens** | Generates 1 *food* each round to be used as part of a *hire* action. *Food* does not accumulate from round to round. |
| **Pharmacy** | Enables up to two *medicine* cards (*pills* or *medkit*, but not tribe members such as *medic*) to be *stored* under this card to be *retrieved* at any time (except during the skirmish). One or two cards may be placed in this building at a time. |

## Using buildings

Typically, buildings may only be used during a player's turn. Buildings may never be used during the skirmish. During another player's turn, the only building which a player may access is the *bunker*.

*For example: a sniper team could be retrieved from a player's bunker and used during another player's turn in order to interrupt that player's resource gathering action.*

During a player's turn, that player may place cards into the *bunker, armory,* or *pharmacy.* Likewise, cards may be *retrieved* from these buildings. Once a player has committed cards to the skirmish, no cards may be placed into a building by that player nor can cards that come out of a building be added to the skirmish set. Once a player has committed cards to the skirmish, no change may take place in those cards except for the case of using a *saboteur* or *sniper team* from the committed cards to interrupt another player's resource gathering.

The *hydroponic garden* comes into effect each round and generates *food* in real time in much the same way that a hunt of 1 generates *food* (although it does not involve *hunting* and thus does not benefit or suffer from *hunting*-related modifiers).

### Store (new Action)
Take one or more cards of a given type from your hand and place them, face-down, under a completed building. Do not exceed building capacity or violate type. A player may do this multiple times in a turn.

### Retrieve (new Action)
Take one or more cards from an active building and place them in your hand. This action can occur any time during a round so long as the skirmish has not been initiated.

## Module #3 – Tribal Leaders
1. Set up the game just as you did for Module #2.
2. Shuffle the tribal leader cards together, and deal two, face-down, to each player. From those two, each player keeps only 1 to represent her tribal leader (players may look at them to decide). The card that is kept is placed face-up in the player's play area for everyone to see. The other card is set-aside as it will not be used this game.

### Tribal Leaders (new Game Concept)
The introduction of tribal leaders provides players with a unique capability that no other player in the game will have. A leader might grant special abilities to a tribe's refugees, provide unique protection against certain kinds of attacks, or grant the player other advantages. At the start of the game, each player chooses one tribal leader (out of two provided to her) to lead the tribe to victory. The selection of a tribal leader may have a profound impact upon strategy and game play.

**Butcher / Cannibal / Fanatic**
Cards that are removed from play cannot return to the game and do not count toward final scoring.

**Butcher / Cannibal / Sergeant at Arms**
These leaders can use their special abilities without the need for playing a *refugee*.

**Excavator / Fanatic / Gangster / Mentor / Organizer / Peacemaker / Ranger**
Requires the use of a *refugee* to utilize the leader's special ability.

**Butcher / Cannibal / Fanatic / Mentor / Organizer / Peacemaker**
These leaders grant abilities that can only be utilized once per round.

**Excavator / Gangster / Ranger / Sergeant of Arms**
These leaders grant abilities that are always in effect and could impact multiple cards in a given round.

## Module #4 – Dirty Deeds

1. Set up the game just as you did for Module #3.
2. Add two new rules.

### NEW SABOTEUR ABILITY:

A *saboteur* may attack a building that is completed and disable it, rendering it unusable (flip the building's card over to reveal its back, indicating that the building is disabled). If a building is disabled, its abilities cannot be used and cards cannot be added or removed from the building. To repair the building, a tribe member card must be played from the player's hand to work on the building and then immediately discarded.

### NEW SNIPER TEAM ABILITY:

A *sniper team* may attack a tribal leader, wounding him (turn the leader's card over to indicate the tribal leader is injured). This removes the leader's advantage until a *med* is applied to the leader to heal him.

# HQ FAQ

## Tribal Leaders

**Several of the leaders require you to "Play a Refugee". What does that mean exactly?**
Place a Refugee from your hand, on the table, and discard it immediately for the benefit granted by your leader (i.e. *Peacemaker*, *Mentor*, *Fanatic*, etc.).

**Does the Organizer allow you an additional draw action?**
No. If you use the *Organizer's* ability, that will be your only *draw* action for this round.

**When can the Fanatic's special ability be used?**
During another player's resource gathering OR during the skirmish (same as a *saboteur* or *sniper team*).

**What cards can be targeted by the Fanatic's special ability?**
Any card played from a player's hand (person, tool, medicine), but not a building.

## Buildings

**How many build actions can I perform each round?**
You may start one new building each round and you also are allowed to continue building on any / all buildings in your base that are in-progress (i.e. remove 1 card from each of your buildings).

**When you hire an engineer, do you get to start a building immediately?**
No, the *engineer* goes into your discard pile. When they cycle back into your hand, then you may use them to *dig* in the *engineering schematics* pile to *build* a building.

**Can the food from Hydroponic Garden being used by itself or does it require a tribe member to perform a hunt action as well?**
As with medicine, food that is auto-generated can be used independently to satisfy the resource requirements of your *hire* action.

**Are you limited to one store and one retrieve action when using the Bunker and Pharmacy buildings?**
*Store* and *retrieve* do not suffer from the limitation of standard actions. Thus you can freely *store* and *retrieve* as often as you like during your own turn.

**Can you pull a sniper team or saboteur from a Bunker to use against another player?**
You may do so during resource gathering, but once you have committed cards to the skirmish, no additional cards may be contributed to the fight.

## Credits and Acknowledgements

This game could not have been made possible if it were not for the time, energy, and commitment of friends, family, consultants, and the fantastic array of playtesters that were willing to play the game over and over and provide feedback and fresh insight.

For resources, updated rules, and information regarding expansions, visit our website:
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