

ARCTIC  
SCAVENGERS  
RECON

RULEBOOK



## RECON EXPANSION

### Story

The world of Arctic Scavengers pits players against one another in an attempt to survive a post-apocalyptic ice age. As the competing tribes developed and grew, headquarters were established for each tribe (supported via the HQ expansion that shipped with the first release). As the tribes evolved further and struggled for dominance, information has become the most valuable currency. In this new world, deception reigns, leading to a need for reconnaissance.

### Contents

- 1 plastic organizing insert /paper inlay
- 140 cards
  - contested resources (CRs) – 14 (7 sets of 2)
  - junkyard (JY) – 8 (2 sets of 4)
  - mercenaries – 109 (2 sets of 20, 8 sets of 8, 1 set of 5)
  - buildings – 6 (2 sets of 3)
  - leaders – 2
  - gang – 1

### New Actions

- **⊘ Cancel** – Interrupts another action such as a recon action. The canceled card and the card performing the cancel action are both discarded.
- **⚡ Instant** – A special type of card. No tribe member is required to grant a benefit.
- **🕒 Recon** – Enables you to peek at cards and gain essential information. Recon rules:
  - Only you may see cards as a result of your recon action. You may not share this information with any other player.
  - Cards are returned in their original order.
  - It may be possible for your recon action to be interrupted through a cancel action or as a result of a *snipe* attack.

### Passive vs Active Abilities

Some cards have active abilities that require you to use their “special action” in lieu of a standard action (*draw, dig, hunt, etc.*). The default assumption is that special text on a card requires you to choose to use the card for its special action (such as a *saboteur’s disarm* action). However, some cards have passive abilities that trigger without initiating an action. These cards will use the keywords “if” or “when” to designate the condition for applying special text. Examples include *cargo sled, hardy scavenger, rogue, and scrappers*.

### Preparing the Junkyard

Some of the modules specifically provide guidance regarding the construction of the junkyard (i.e. adding in *binoculars* or *maps*). In other cases, you will be left to your own devices to determine the junkyard construction. When you do so, it is important to consider the following:

- If you add all tools from the base game, HQ expansion, and Recon, you will severely dilute access to medicine within the junkyard.
- If you select leaders that do not benefit from *refugees* (or you do not have *Humanitarians* in play), then players will be incentivized to trash their *refugees* (further diluting the junkyard).

- Consequently, the following recommendations are provided:
  - Resist the temptation to remove the *junk* cards. That's just part of dealing with the harsh realities post-apocalypse.
  - Removing excess *shovels* and *spears* (for games of less than five players) is a good idea.
  - Adding 8-10 cards to the base junkyard provides a good balance. Try starting with base +2 each of *toolkit*(HQ), *rifle*(HQ), *map*(Recon), and *binoculars*(Recon). Then tweak it from there based on player preference.

## MODULE OVERVIEW

As with the HQ expansion, Recon is broken into modules. The modular design allows players to choose which content they use in a given game.

### Module 1 - Spy Hunter

Recon includes many mercenaries, several of which are designed to work together to produce a web of intelligence and deception.

**Recommendation:** Shuffle the 4 *binoculars* into the junkyard. Put the full stack of *scouting refugees* in play as a separate stack available for hire, but visually separate from the other mercenaries. Select the *spy* and 9 other mercenaries available to hire for a total of 10 mercenary stacks + *scouting refugees*.

#### Spy (tribe member)

- Grants a  action.
  - Peek at up to four cards from one player. Choose the player and the target (building, deck, hand, skirmish force).
  - If there are more cards available than four, then the spying player must select which cards to view in advance (randomly choosing those cards if needed).
  - After completing your spying action, discard the *spy* and *draw* 1 card.
- In a given round, you may use the standard actions OR spying action, but not both.
- The *spy's*  action can be canceled  (such as by a *scouting refugee*).
  - The card that cancels a *spy* can be revealed from committed cards, hand, or *bunker*, regardless of what was being spied upon.
  - If a *spy* is canceled, it is still discarded, and the *draw* of 1 is still performed.
- A *spy* can be *sniped*. Discard the *spy* and *draw* 1 card.

*Example 1: Carol uses a spy to peek at Sarah's committed skirmish cards. Since Sarah does not have access to a scouting refugee or guard anywhere in her available cards, Carol will succeed in the spying attempt, viewing up to four committed cards.*

*Example 2: Sarah attempts to spy on Betty's hand of cards. Betty reveals a scouting refugee, canceling the spy attempt. The spy and scouting refugee are both discarded and both players draw an additional card to replace the spy and scouting refugee, respectively.*

*Example 3: Betty attempts to spy on Linda's committed skirmish cards. Sarah retrieves a sniper team from her bunker and snipes Betty's spy. Discard the spy and draw another card. Discard the sniper team.*

### Scouting Refugee (tribe member)

- Serves as a *refugee* for any actions or game conditions that depend upon a *refugee* card (i.e. tribal leader powers, *Humanitarian gang*).
- Two basic uses:
  - Can modify another tribe member's actions, but cannot initiate such actions.
  - Alternately, can be played to cancel a **♣** action (i.e. *spy*, *binoculars*, or *scout tower*) by alerting the tribe that spying activity is occurring. If this special action is performed, discard the *scouting refugee* and *draw* one card from the top of your deck.
- A given *scouting refugee* can only cancel one action, after which it is discarded and then replaced (*draw* of 1).

*Example: Carol attempts to use her scout tower to gain additional information. The scout tower grants a **♣** action which Sarah cancels **♣** by playing a scouting refugee. Sarah then draws another card to replace the played scouting refugee. Carol then attempts to use a spy to look at Sarah's skirmish force. Since Sarah does not have another scouting refugee and no other player comes to her rescue, this action succeeds.*

*More examples: See spy examples.*

### Binoculars (instant)

- Standard actions
  - Useful in hunting, *binoculars* help you plan your actions.
  - An instant action. Does not need to be equipped and thus does not count as a tribe member's equipment limit.
  - Cannot be discarded through a *disarm* action.
- Special - Grants a **♣** action.
  - Peek at the top card of every pile in play (CR, JY, *engineering schematics*, etc.), returning each card to the top of its respective pile.
  - Only you may see cards as a result of your **♣** action. You may not share this information with any other player.
  - Alternately, the *binoculars* can improve any **♣** action by an additional two cards. Thus, two *binoculars* would allow you to see the top 3 cards of each pile or a *spy* with *binoculars* would allow you to see up to 6 cards from one player.
  - No tribe member is required in order to use the card in this way.
  - Does not need to be equipped by a tribe member when using the special action.
  - This action cannot be interrupted by a *disarm* action but it can be canceled (such as a *scouting refugee* or a *guard*)
- In a given round, you may use the standard action OR use the recon action, but not both.
- As with any card, *binoculars* are discarded after use.

## Module 2 - Liars and Thieves

This module introduces a couple of the deception elements introduced in Recon. The resolution of these cards during the skirmish can sometimes get confusing. It is important to remember that resolution decisions happen in play order (starting with that round's *initiator*) rather than in real-time.

**Recommendation:** Put the *assassin*, *provocateur*, *rogue*, and *guard* in play together as mercenaries for hire. Select 6 other mercenaries for a total of 10 stacks.

### Assassin (tribe member)

- Like the *sniper team*, this mercenary has the ability to *snipe* an opponent's tribe members during resource gathering or the skirmish.
- Unlike the *sniper team*, the *assassin* is restricted to only attacking single-unit tribe members (cards that represent only 1 tribe member).

### Guard (tribe member)

- An inexpensive fighter, similar to a *brawler*.
- Can be used to cancel  any action **outside of the skirmish** which targets your card(s). Examples include spying, sniping or disarming while you gather resources, attacks against your buildings, and etc.
- If you do use the *guard* for his cancel ability, discard him and *draw* a new card from the top of your deck.

### Provocateur (tribe member)

- Standard *draw*  / *fight*  actions.
- Special - Grants a special means of fighting through intimidation.
  - During your turn of the skirmish resolution phase, you may announce an intent to use the number of tribe members you brought to the skirmish as your *fight* score.
  - Count the total size of your force (tribe members you brought, even if they are not fighters) ignoring any tools or other combat modifiers, but including leader and building abilities that increase the size of your force.
  - Use the total force size as your *fight* score.
  - If your *provocateur* gets *sniped*, your *fight* score reverts back to its natural score.
  - *The Gangster* leader ability does not count toward the *provocateur* ability.
- A player in later turn order can *snipe* a *provocateur* in earlier turn order.

*Example: When resolving the skirmish, Betty (the initiator this round) decides to use her provocateur's special ability. She brought only two cards: combat medics (four people) and a provocateur (one person). Since the total is five, she announces her use of the special ability. Assuming her provocateur is not sniped, then her fight  score will be five for this round.*

### Rogue (tribe member)

- Standard *draw*  / *fight*  actions.
- Special - Grants a special skirmish win condition.
  - If a skirmish ends with a tie for highest *fight*  score, the first player in turn order with a *rogue* in the skirmish automatically wins the contested resource.
  - Only a tie for highest *fight*  score is considered, not the number of tribe members. The *rogue* ability constitutes a higher order of precedence than the number of tribe members brought to the skirmish.
  - It is not necessary that the player using the *rogue* be involved in the tie. Any two players with identical *fight*  scores trigger the potential for a *rogue* win condition for ANY player in the skirmish. At this point, the number of tribe members in the skirmish is not relevant.
  - The *rogue's* ability to steal the CR is passive. You do not need to give up the *rogue's* *fight*  in order to steal the CR.
- Your *rogue* can be targeted by a *snipe* action.
- Only the first *rogue* action can be successful per round (resolved in turn order). Multiple players cannot successfully use this action.
- A player in lower turn order can *snipe* a *rogue* in higher turn order.

*Example 1: In a four player game, Carol chooses to not commit any cards to the skirmish. Sarah has the highest *fight*  score and Betty and Linda are close behind. In this case, the *rogue* ability does not trigger. During skirmish resolution, Linda uses a *saboteur* to disarm one of Sarah's tools. This causes Sarah and Betty to tie for first, at which point Linda's *rogue* steals the CR without a *fight*.*

*Example 2: In a different skirmish, the same scenario is about the play out. This time, Sarah pre-emptively uses her *sniper* team to block Linda's potential use of her *saboteur*. Linda's *rogue* is irrelevant this time since there is no way to force a tie.*

## Module 3 - Expanding the Ranks

This module introduces the remaining mercenaries from Recon as well as two new buildings.

**Recommendation:** Add the *schematics pile* (from HQ) and the two new buildings (*portable decoys* and *scout tower*). Put the *courier*, *drill sergeant*, *scrappers*, and *tinker* in play together as mercenaries for hire. Select 6 other mercenaries for a total of 10 stacks. Finally, substitute *hardy scavengers* in place of the standard *scavengers* during player setup.

### Courier (tribe member)

- Has a powerful *draw*  ability.
- When you perform a *draw*  using a *courier*, you must discard two of the drawn cards.
- Even if other cards are used to augment the *draw*  ability, only two of the drawn cards must be discarded per *courier* played.

### Drill Sergeant (tribe member)

- Standard *dig*  / *fight*  actions.
- Special – Retrieve two cards from the discard pile and shuffle them into your deck. Then draw the top two cards from your deck.

- This draw is distinct from the standard *draw*  action.
- This draw is not modifiable.
- If you have no cards in your discard pile, you still draw two.
- If you have no cards in your deck, then both cards retrieved from the discard will form your new deck.
- Using the *drill sergeant* in the skirmish will NOT permit you to add new cards to your skirmish force.

### Hardy Scavenger (tribe member)

- Similar to a standard *scavenger*, the *hardy scavenger* is a jack-of-all-trades, master-of-none. Unlike the standard unit, the *hardy scavenger* has a 0 for *draw* and *fight*. Thus, modifiers are required to make those actions useful.
- The *hardy scavenger* (*HS*) has a special ability which triggers only at the end of a skirmish in which the player does not win. If you send *HS* into the skirmish and you either lose or tie, then any *HS* units you sent are returned to your hand at the end of the round.
- Even if one or more *HS* units return to your hand, you still perform a standard *draw* action at the start of the next round.

### Scrappers (tribe member)

- When you perform a *dig*  using *scrappers*, you have choices to make:
  - You may perform your entire *dig*  from the top or the bottom of the pile.
  - When you return cards to the pile after digging, you may choose to return cards to the top or bottom of the pile.
- You still only retrieve one card from the set of cards you collect.
- When you return cards you may choose to return some to the top and others to the bottom.

*Example: You perform a dig using scrappers, a scavenger, and a shovel for a total dig of 6. You find pills, a rifle, two spears, and two junk. You choose to keep the rifle (place in discard pile), put the two junk cards on top of the junkyard (to mess with another player's dig) and return the remaining cards to the bottom of the junkyard.*

### Tinker (tribe member)

- A lighter weight version of the *engineer* (cheaper and weaker abilities).
- The *tinker* permits you to *dig*  in the *engineering schematics* pile. However, with only a digging modifier, you will need to pair up with another tribe member that has a base *dig* ability.
- Any tribe member with a base *dig* ability (even a standard *refugee*) can team up with a *tinker* to *dig* in the *engineering schematics* pile.
- *Tinkers* do not contribute to the tie breaker when competing for *The Masons* gang (ties are broken by number of *engineers*).

*NOTE: When playing with the tinker, you may find it helpful to add in the toolkit to the junkyard*

### Portable Decoys (building)

- Increases the size of your force at the skirmish for the purpose of tie-breaking or leveraging special abilities like the *provocateur*.
- For every 2 cards you bring to the skirmish (tribe members, tools, medicine, etc.) increase the effective size of your skirmish force by 1 (round down, no half credit).

### Scout Tower (building)

- Discard 1 card to activate your tower.
- Select any two piles (*CR, JY, schematics, leaders, etc.*) as your target.
- Peek at the first two cards for each target and return them in their original order.

## Module 4 - Randomized Contested Resources

This module deals exclusively with the *contested resources* pile, and thus can easily be combined with any other module.

We have got a full set of 14 CRs (2 copies each of 7 different types) to spice up the rewards for skirmishing. This permits you to either cherry pick your rewards or introduce a bit of mystery by selecting a random set of 14 CRs to fight over.

**Recommendation:** Shuffle all 28 CRs together into one pile (the 14 original plus the new 14 in Recon). *Draw* the top 14 and use those for the game.

**Alternate:** Choose 1 copy of each CR (7 from the base game and 7 from Recon).

### Cargo Sled (tool)

- Standard *dig* / *hunt* actions.
- The special ability kicks in when digging. You have the option of keeping an additional tool or medicine from the set of cards you retrieved from the junkyard. If you find two tribe members or instant cards in the junkyard, you may keep only one. The additional card you get with the *cargo sled*, must be medicine or a tool.

### Combat Medics (tribe member)

- Carries medicine like a *medic*.
- Can save against a *snipe* attack AND *fight* in the same round.

### Demolition Team (tribe member)

- Standard *dig* / *fight* actions.
- Alternately, their special ability can be used to reset the build timer on one under-construction building. Afterwards, draw two cards.

### Tear Gas (instant)

- Used only in the skirmish.
- This card's use is declared during your turn within the skirmish phase.
- It does not need to be equipped by a tribe member and it cannot be disarmed.
- When a player uses *tear gas*, one opponent tribe member is targeted. The targeted tribe

member's fight  score (or fight  modifier) is set to 0.

- This is not a *snipe* attack, and thus cannot be blocked by a *save* action.
- *Tear gas* is not effective against a *provocateur* (cumulative tribe member count is used).
- *Tear gas* can indirectly counter a *rogue* by breaking a tied skirmish.

### Tribal Hunters (tribe member)

- Just like the *tribe family*, comes in a 2-person, 3-person, and 4-person variety.
- Unlike the *tribe family*, these groups are dedicated hunters and have a minor fight.

## Module 5 - The Kitchen Sink

Here's the remaining content introduced by this expansion.

### Humanitarians (gang)

- Select a full stack of 20 *refugee* cards and make them available for *hire* in addition to the 10 mercenary stacks you choose to select.
- Awarded based upon number of cards with the "*refugee*" keyword in the title (those you start with, find in the JY, and hire).
- There is no tie-breaker. In the event of a tie, this gang is not awarded.

*NOTE: Either refugee stack will work (refugee or scouting refugee), however, the recommended setup is to use standard refugees in your starting tribe and scouting refugees available to hire. If you choose to make standard refugees available for hire, a hire action must still be used, but no food is required.*

### Map (instant)

- An instant action. Does not need to be equipped and thus does not count as a tribe member's equipment limit.
- Cannot be discarded through a *disarm* action.
- Play this card to retrieve a tribe member you have just used and apply them to another action this same round. This enables a card to participate in a second action this round (a *map* helps this tribe member get to the *junkyard* AND the hunting grounds, for example).
- Does not permit an action to be performed more than once (i.e. one *draw*, *dig*, *hunt*, etc.).

### The Swindler (leader)

- Discard 1 *refugee* to reduce the cost of hiring by 1 food  or discard 2 *refugees* to reduce the cost of hiring by 1 medicine .
- This special action can only be performed once per turn.

### The Yardmaster (leader)

- Once per round, you may peek at the top two cards of the *junkyard*. Return both cards to the top or bottom of the pile (preserve original card order).
- This action may be taken at any time during the round.
- This action cannot be canceled or otherwise interrupted.
- This action is not modifiable.

### Variant - Alternate Starting Hands

For variety, you may want to experiment with different starting hands. Suggested substitutions are as follows:

- *Scouting refugees* for *refugees* (depending on what leaders you have, this can be challenging as you will find a large number of card modifiers rather than base abilities)
- *Hardy scavengers* for *scavengers*
- *Guards* for *brawlers*

**Recommendation:** With the greater variety of mercenaries offered through the Recon expansion, it is recommended that you not include any mercenaries for hire that are part of the player's starting hands. Thus, if you use *hardy scavengers*, then do not put *hardy scavengers* out for hire.

### Variant - Leader Drafting

To incorporate *leader* acquisition into the game and infuse more choice, there is a variant for drafting leaders during the game rather than at the beginning.

#### Variant Details:

- Shuffle all the *leader* cards together and create a new face-down pile next to the other piles (JY, CR, *engineering schematics*, etc.).
- During the game, players may use the *hire* action to persuade a *leader* to join their tribe by bribing them with food:
  - Food (from *hunting*, buildings, *leader* powers, etc.) is used to bribe *leaders*. For each food generated, the player may draw 1 card from the top of the *leaders* pile.
  - A player may not *hire* more than once per turn. Thus, if you *hire* a *leader*, you cannot *hire* a mercenary that same round.
  - The player may take one of the *leader* cards drawn in this manner and return the others to the bottom of the pile.
  - This *leader* card is then placed face-up in front of the player.
  - All *leader* powers on this card are immediately in effect.
  - Actions that permit peeking at a pile (*binoculars*, *scout tower*, *spy*, etc.) can target the *leaders* pile as well.
- At any point during the game, a player may choose to perform this action, even if she already has a leader. When a new set of leaders is drawn in this manner, the player may choose to take one and replace her current leader (returning the rest to the bottom of the leader pile) or return all such cards to the bottom of the pile.

### Variant - Solo Game

Sometimes you alone are available to scavenge in the arctic. Here's a solo variant for those situations.

#### Setup:

- Shuffle all 28 *contested resource* cards together along with 2 *rifles* and 2 *thugs*. This should form a single pile of 32 cards.
- Break the 32 cards up into 7 skirmishes (face-down) that you must encounter.

- One set of three cards.
- Two sets of four cards.
- Three sets of five cards.
- One set of six cards.
- Select 10 mercenaries and lay them out in front of you like normal.
- You may play with or without a *tribal leader* (but do not select one for the opponents).

### Game Play:

- There is no concept of an *initiator*.
- Every time you shuffle your discard to form a new deck, you must take the top card of your newly shuffled deck and remove it permanently from play. This represents the attrition of your tribe over time.
- There is no forced skirmish phase. On any turn you choose, you may initiate a skirmish:
  - Select one of the available opponents (represented by the face-down stacks of cards).
  - Send as many or as few forces from your hand as you choose.
  - During skirmish resolution, assume the opponent will take the most favorable action (e.g. using *tear gas* on your strongest tribe member).
  - If you win, take one card from the opponent's skirmish forces as a prize and place it in your discard pile.
  - If you lose, you must permanently remove one card from your skirmish force and set it aside. The card you remove is your choice.
  - Whether you win or lose, the opponent's remaining skirmish force should be removed from play (thus, each of the seven forces are encountered only once).
- Play continues until you have skirmished with each of the seven opposing forces.
- Although there is no set timer for the game, you must constantly balance the loss of tribe assets as you cycle through your deck with the risk of losing by going into a skirmish half-cocked.
- After you *fight* in the seventh battle, proceed to scoring.

### Scoring:

- *Contested resource* cards in your tribe count as 2 points.
- All other cards in your tribe count as 1 point.
- Keep track of your points from game to game and try to beat your personal best!

### Difficulty Level:

- You can always increase the solo difficulty level by adding in more mercenaries with *fight* ~~X~~ (*brawlers*, *scrappers*, *thugs*, etc.) or even *snipe* (*assassins* and *sniper teams*) and removing *tribal families* (which dilute the opposition *fight* ~~X~~ scores).

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