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# v2.1

Feb 2025

Game:	<b>ARCTIC SCAVENGERS</b>
Publisher:	<b>Rio Grande Games (2009)</b>
Page 1:	<b>Rules summary front</b>
Page 2:	<b>Rules summary back</b>
Page 3:	<b>Recon expansion rules summary front</b>
Page 4:	<b>Recon expansion rules summary back</b>



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# ARCTIC SCAVENGERS

## SETUP

Each player takes an identical **starter deck** of 10 cards: 4 **refugee** cards, 3 **scavenger** cards, 1 **brawler** card, 1 **spear** card, and 1 **shovel** card. Shuffle your starter deck and place it facedown in front of you. Remove any leftover refugee cards from the game.

Sort the remaining cards into **contested resources** , **junkyard** , and **mercenaries** (those with character portraits and a cost).

Shuffle the contested resources cards and place them facedown on the contested resources mat to form the **contested resources deck**. Shuffle the junkyard cards and place them facedown on the junkyard mat to form the **junkyard deck**.

Sort the mercenaries into 8 separate decks, by mercenary type, and place the decks faceup in the play area.

A randomly selected first player takes the **initiator card** and is the **initiator** for the first round.

## 2 PLAYERS

Remove 2 cards of each kind from the junkyard. Eliminate all contested resources peeking.

Skirmishes must be won by 2. If not, place the contested resource on top of the junkyard and then shuffle the junkyard. The number of tribe members in a skirmish is not relevant.

## GAME ROUND

### DRAWING

Discard all cards from the previous round.

Each player draws 5 cards from the top of their deck. Shuffle the discard pile and add it to the deck when your deck becomes exhausted.

**Beginning with the third round**, and continuing for the remainder of the game, the initiator peeks at the top card on the contested resources deck and then returns it to the top of the deck.

### RESOURCE GATHERING

The initiator takes the first action and uses any number of cards to **gather resources**. After you have performed your resource gathering, put all the cards you used into your discard pile to clear your play area. Then announce how many of your cards will remain for the **skirmish**, keeping them facedown (you may bluff by including cards that cannot be used in the skirmish).

Play continues with the other players in clockwise order, each gathering resources and readying for the skirmish.

### SKIRMISH (STARTS ON ROUND 3)

Once all players have taken their resource gathering actions, players simultaneously reveal their remaining cards for the skirmish and a winner is determined.

The winner of the skirmish takes the top card from the contested resources deck and adds it to their discard pile.

The initiator passes the initiator card to the player on their left, starting a new round.

## RESOURCE GATHERING

During this phase, play any number of cards from your hand to your play area in order to add more cards to your deck.

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

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).

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.

### DIG

Draw 1 or more cards from the top of the junkyard deck. You may choose 1 to place in your discard pile and return any other cards to the bottom of the junkyard deck.

The number of cards is determined by the sum of all the **dig numbers** on the card(s) played from your hand.

You may immediately discard *Junk* cards to the bottom of the junkyard (you do not get another dig).



### HUNT

This generates food in the round that can then be used as currency for purchasing a single mercenary card.

The amount of food generated is determined by adding up all hunt abilities played from your hand. You can assign tools to mercenaries to improve their hunt abilities.

### HIRE

This is a **free action** (no card required). Pay the cost on one of the mercenary cards from the faceup mercenary decks and add the card to your discard pile.

There are 2 currencies: **food**  and **medicine** (meds) . *Thugs* can be hired using any combination of food and meds totaling 6 units.

Food is created in realtime using the **Hunt** action. Meds come from medicine cards that must be played from your hand to complete the purchase (they do not require an associated person to spend).

You may only hire 1 mercenary per round.

### DRAW

Draw 1 or more cards from your deck, adding them to your hand. Multiple cards may be combined to draw several cards.


### TRASH

This is a **free action** (no card required). Take any number of cards from your hand and add them to the junkyard supply deck. Do not draw cards from your deck to replace these cards.

### Special actions

Some cards may grant special actions that can be used during the resource gathering phase.

### Using tools

Each player starts with 2 **tools** : a *spear* and a *shovel*. You can find additional tools by digging in the junkyard.

Tools cannot perform actions on their own; a **tribe member can use only one tool** that enhances the value of the action the tribe member is performing.

Using a tool does not grant a tribe member an ability that the tribe member cannot inherently perform. A card must have a base ability to improve it with a tool.

*Group leaders* do not count as a tool when counting equipment limits. A *refugee* combined with a *group leader* becomes capable of dig or hunt. A *tribe family* enhanced by a *group leader* can attack or hunt.


### Shuffling the junkyard

When players use the Trash action, or skirmishing for a contested resource ends in a tie, cards are added to the junkyard. Place them facedown on top of the junkyard and then shuffle the entire junkyard deck.

## SKIRMISH PHASE

Resolve a skirmish by starting with the initiator, who declares any actions performed by their units (eg, *saboteurs* and *sniper teams*).

Play then passes to the next player clockwise, who declares actions for their units (provided that they were not sniped or disarmed by the previous player). This continues until all skirmish actions have been resolved.


**The sum of the fight  values on your cards represents the strength of your attack.** All rules related to tool usage also apply to tools used as weapons during the skirmish.


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 their discard pile without revealing it to the other players.

On a tie, each player sums the number of people involved in the skirmish (including *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. On a further tie, the skirmish is a deadlock; place the top card from the contested resources pile into the junkyard deck without looking at it and shuffle the deck.

## SABOTEURS AND SNIPER TEAMS

A *saboteur* or *sniper team* may be used during the resource gathering phase or the skirmish phase.

Play a *saboteur* from your hand (or from the cards you commit to a skirmish) and declare the attack to prevent one another player from using a single tool card .


Play a *sniper team* from your hand (or from the cards you commit to a skirmish) and declare the attack to force one another player to discard a single person card .

After a snipe action is performed, the sniped player may rearrange his available tools as desired.

If played during the resource gathering phase, the *saboteur* or *sniper team* card is discarded after use.

## WINNING

When the final contested resource card has been won, the game ends.

Each player counts the total number of **tribe members**  in their deck. The winner is the player with the largest tribe.

On a tie, the tied player with the most contested resource cards wins. On a further tie, the tied player with the largest number of cards in their deck wins.

On a further tie, the tied players share the victory.

## HEADQUARTERS EXPANSION

### MODULE 1: MEDICS, TOOLS, AND GANGS

Set up the game as normal.

Add the deck of **medic cards** alongside the other mercenary cards.

Shuffle the 8 new **junkyard cards** into the junkyard deck (ignore the special ability of the *toolkit*).

Place the *gearheads* and *pharmers gang cards* next to the mercenary stacks.

#### Medics

Medics have a draw of 1, can be played from the hand during a hire action to represent 1 med, and can also be played from the hand to save another tribe member card from a *sniper* attack (they can even be used to save another player's tribe member from sniper attack).

#### Save action

Protects a tribe member or leader from a snipe attack.

#### Tools

The **rifle** is good at hunting and fighting.

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

Once all of the contested resources have been gathered, gangs form alliances with players as follows:

**Gearheads:** Determine 'Most tools' by adding up all the cards with a tool icon from each player's deck. Break ties by counting the total number of tools that are contested resources.

**Pharmers:** Determine 'Most Meds' by adding the total 'meds' value of all *pills* and *medkits* in a player's deck. Break ties by counting the total number of medics.

**Masons** Determine 'Most buildings' by adding the total number of completed and enabled buildings each player has in their headquarters. Break ties by adding up the total number of engineers.

### MODULE 2: ENGINEERS AND BUILDINGS

Set up the game as you did for module #1.

Add the stack of **engineer cards** alongside the other mercenary cards.

Shuffle the 12 **building cards** and place them facedown next to the junkyard deck.

Place the *masons* card (masons) next to the other **gangs**.

The special ability of the *toolkit* can now be used (since it works with buildings).

#### ENGINEERS

Engineers can dig in the junkyard for resources, but the primary use of their dig action is to dig in the **engineering schematics deck** (they are the only mercenary capable of doing so).

Other cards with a dig ability can be combined with the engineer to improve engineering schematics digging.

## BUILDINGS

You can use engineers to construct buildings at your headquarters. They take time to build, but once built offer you strategic advantages.

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 1 card to build and return the others to the bottom of the engineering schematics deck.
4. Place the new building card faceup in your play area.
5. Draw cards from your deck equal to the building's **build time** and place them facedown on top of the new building to represent the **build timer**.
6. Place the engineer card in your discard pile.
7. At the start of your 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 your hand to accelerate construction on 1 building. Each tribe member played can remove 1 card from a building that is under construction. If wielding a *toolkit*, 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 0 cards stacked on it, it is complete and immediately goes into effect.

#### Building types

**Armory:** Up to 2 tools stored under this card may be retrieved at any time (except during the skirmish). 1 or 2 cards may be placed in this building at a time.

**Bunker:** Up to 3 tribe member cards stored under this card may be retrieved at any time (except during the skirmish). Up to 3 cards may be placed in this building at a time.

**Hydroponic Gardens:** Generates 1 food each round (in the same way as a hunt, though this is not affected by hunting-related modifiers) to be used as part of a hire action. Food does not accumulate from round to round.

**Pharmacy:** Up to 2 medicine cards (*pills* or *medkit*), but not tribe members such as *medic* stored under this card may be retrieved at any time (except during the skirmish). 1 or 2 cards may be placed in this building at a time.

#### Using buildings

Buildings may usually 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*.

During your turn, you may place cards into the *bunker*, *armory*, or *pharmacy*, or cards may be retrieved from these buildings.

Once you have committed cards to the skirmish, you cannot place cards into a building or add cards from a building to the skirmish.

Once you have committed cards to the skirmish, no change may take place in those cards except when using a *saboteur* or *sniper team* from the committed cards to interrupt another player's resource gathering.

#### Store action

Take 1 or more cards of a given type from your hand and place them, facedown, under a completed building.

Do not exceed the building capacity or violate its type.

#### Retrieve action

Take 1 or more cards from an active building and place them in your hand. This action can occur any time during a round as long the skirmish has not been initiated.

### MODULE 3: TRIBAL LEADERS

Set up the game as you did for module #2.

Shuffle the **tribal leader cards** and deal 2 facedown to each player.

Each player looks at their 2, places 1 faceup in their play area, and removes the other from the game.

#### Tribal Leaders

##### Butcher / Cannibal / Fanatic

Cards 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

Require 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 used 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

Set up the game just as you did for module #3.

#### 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 indicate it 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 person 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 tribe leader**, wounding him (turn the leader's card over to indicate he or she is injured).

This removes the leader's advantage until a *med* is applied against the leader to heal him.

# ARCTIC SCAVENGERS

## RECON EXPANSION

### 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

You may peek at cards. Only you may see cards as a result of your recon action and you may not share this information with any other player. Cards are returned in their original order. The recon action may 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. However, some cards have passive abilities that trigger without initiating an action. These cards use the keywords **if** or **when** to designate the condition for applying special text.

### PREPARING THE JUNKYARD

If there are no specific instructions in the module for construction of the junkyard, 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).


Resist the temptation to remove the junk cards. Remove excess shovels and spears (for games of less than 5 players), and add 8-10 cards to the base junkyard for a good balance. Try starting with base +2 each of *toolkit* (HQ), *rifle* (HQ), *map* (Recon), and *binoculars* (Recon); then adjust according to player preference.

### MODULE 1: SPY HUNTER

#### Recommended setup

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 4 cards from spy player. Choose the player and the target (building, deck, hand, skirmish force).

If there are more cards available than 4, 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 . 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.

#### Scouting Refugee (tribe member)

Serves as a *refugee* for any actions or game conditions that depend upon a *refugee* card (ie. *tribal leader* powers, *Humanitarian gang*).

Can modify another tribe member's actions, but cannot initiate such actions.


Alternately, can be played to **cancel a  action** (ie. *spy*, *binoculars*, or *scout tower*). If this special action is performed, discard the *scouting refugee* and draw 1 card from the top of your deck.


A given *scouting refugee* can only cancel 1 action, after which it is discarded and then replaced (draw of 1).

#### Binoculars (instant)

An instant action. Does not need to be equipped and does not count as a tribe member's equipment limit. Discarded after use.

Cannot be discarded through a disarm action.

**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. No tribe member is required in order to use the card in this way.

Alternately, the binoculars can improve any  action by an additional 2 cards. Thus, 2 *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.

This action cannot be interrupted by a **disarm** action but it can be canceled.

In a given round, you may use the standard action *or* use the recon action, but not both.

### MODULE 2: LIARS AND THIEVES

Remember that resolution decisions happen in play order (starting with that round's initiator).

#### Recommended setup

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)

May **snipe** an opponent's tribe members during resource gathering or the skirmish. The assassin may only attack cards that represent only 1 tribe member.

#### Guard (tribe member)

Can be used to cancel any  action **outside of the skirmish** which targets your card(s).

If you use the *guard* for his cancel ability, discard him and draw a new card from the top of your deck.

#### Provocateur (tribe member)

During your turn of the skirmish resolution phase, you may announce that you are using the *provocateur*'s special ability.

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. A player in later turn order can *snipe* a *provocateur* in earlier turn order.


The *Gangster* leader ability does not count toward the *provocateur* ability.

#### Rogue (tribe member)

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.

The player using the *rogue* need not be involved in the tie. Any 2 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.

Only the first *rogue* action can be successful per round (resolved in turn order). Multiple players cannot successfully use this action.

Your *rogue* can be targeted by a *snipe* action. A player in lower turn order can *snipe* a *rogue* in higher turn order.

### MODULE 3: EXPANDING THE RANKS

#### Recommended setup

Add the *schematics pile* (from HQ) and the 2 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.

Substitute *hardy scavengers* in place of the standard *scavengers* during setup.

#### Courier (tribe member)

When you perform a draw using a *courier*, you must discard 2 of the drawn cards. Even if other cards are used to augment the draw ability, only 2 of the drawn cards must be discarded per *courier* played.

#### Drill Sergeant (tribe member)

Retrieve 2 cards from the discard pile and shuffle them into your deck. Then draw the top 2 cards from your deck. This draw is distinct from the standard draw action and is not modifiable.

If you have no cards in your discard pile, you still draw 2. 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)

Unlike the standard *scavenger*, the *hardy scavenger* has a 0 for draw and fight. Thus, modifiers are required to make those actions useful.

If you send *hardy scavenger* into the skirmish and you either lose or tie, then any *hardy scavenger* units you sent are returned to your hand at the end of the round.

Even if one or more *hardy scavenger* 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 may perform your entire dig from the top or the bottom of the pile. You still only retrieve 1 card from the set of cards you collect.

When you return cards to the pile after digging, you may choose to return cards to the top or bottom of the pile. You may choose to return some to the top and others to the bottom.

#### Tinker (tribe member)

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.

Tinkers do not contribute to the tie breaker when competing for *The Masons* gang (ties are broken by number of *engineers*).

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

#### Portable Decoys (building)

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 2 piles (CR, JY, *schematics*, *leaders*, etc.) as your target. Peek at the first 3 cards for each target and return them in their original order.

### MODULE 4: RANDOM CONTESTED RESOURCES

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

#### Recommended setup

Shuffle all 28 CRs together into 1 pile (the 14 original plus the new 14 in *Recon*). Draw the top 14 and use those for the game.

Alternatively, choose 1 copy of each CR (7 from the base game and 7 from *Recon*).

#### Cargo Sled (tool)

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 2 tribe members or instant cards in the junkyard, you may keep only 1. 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)

The team's special ability can be used to reset the build timer on one under-construction building. Afterwards, draw 2 cards.

#### Tear Gas (instant)

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*, 1 opponent tribe member's fight score (or fight modifier) is set to 0. This is not a *snipe* attack, and 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)

Comes in a 2-person, 3-person, and 4-person varieties.

### MODULE 5: THE KITCHEN SINK

#### Humanitarians (gang)

**Setup:** 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.

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 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.

#### 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 2 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. It cannot be canceled or otherwise interrupted, and is not modifiable.

### VARIANTS

#### ALTERNATE STARTING HANDS

*Scouting refugees* for *refugees*; *hardy scavengers* for *scavengers*; *guards* for *brawlers*. It is recommended that you not include any mercenaries for hire that are part of the player's starting hands.

#### LEADER DRAFTING

Shuffle all the *leader* cards together and create a new facedown pile next to the other piles.

During the game, players may use the hire action to persuade a *leader* to join their tribe by bribing them with food. 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. You player may take one of the *leader* cards drawn, place it faceup in front of you, and return the others to the bottom of the pile. 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.

You may choose to perform this action at any point during the game, even if you already have a *leader*. When a new set of *leaders* is drawn in this manner, you may choose to take 1 and replace your current *leader* (returning the rest to the bottom of the *leader* pile) or return all such cards to the bottom of the pile.

#### SOLO GAME

##### 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 facedown skirmishes that you must encounter: 1 set of 3 cards, 2 sets of 4, 3 sets of 5, and 1 set of 6. Select 10 mercenaries and lay them out in front of you.

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.

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 facedown 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).

If you win, take 1 card from the opponent's skirmish forces as a prize and place it in your discard pile. If you lose, you must choose 1 card in your skirmish force and set it aside. Whether you win or lose, the opponent's remaining skirmish force is removed from play (thus, each of the seven forces are encountered only once).

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.

You can increase the solo difficulty level by adding in more mercenaries with fight **X** or even *snipe* and removing *tribal families*.