



Arctic Scavengers + HQ (2015)

2-5 Players

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Duration: Play until contested resources gone. 30 - 60 minutes.



Setup

- Give each player a starter deck of 4 **refugee**, 3 **scavenger**, 1 **brawler**, 1 **spear**, 1 **shovel** card. Return remaining refugees to box. Players shuffle deck of 10 cards and place face-down in play area.
- Sort by category: **contested resources** , **junkyard** , and **mercenaries**. Shuffle contested resources and junkyard cards and place on boards. Sort the mercenaries into 8 different stacks by type and place face-up.
- Pick start player, award **initiator card**
- **2p**: remove 2 of each kind from junkyard, no peeking at contested resources, win skirmish by 2
- No skirmish until the 3rd round
- **HQ Mod 1 – Medics, Tools, Gangs**: Add stack of medic cards with other mercenary cards. Shuffle in 8 new junkyard cards. Place *Gearhead* and *Pharmer* gang cards next to mercenary stacks.
- **HQ Mod 2 – Engineers & Buildings**: Add stack of engineer cards with other mercenary cards. Shuffle the 12 building cards and place face-down next to junkyard. Add the *Masons* gang card. Players can use the *special ability* from the toolkit.
- **HQ Mod 3 – Tribal Leaders**: Shuffle tribal leader cards and deal 2 to each player, they keep 1 and place it face-up
- **HQ Mod 4 – Dirty Deeds**: no setup, but 2 new rules. *Saboteur* can disable a building [turn face-down], *Sniper Team* can wound a **Tribal Leader** [turn face-down] until a med is applied.



- Play until contested resource pile is depleted. Shuffle junkyard whenever cards are **added**. Discard pile should be face-up [tuck junkyard acquisitions under other cards being discarded].
- **Buildings** can never be used during skirmish. Use on your turn only [exception: Bunker].

End Game & Scoring

- When the contested resource pile is depleted, the game is over.
- **Gangs**: Award gangs to players who best meet their needs [tools, meds, buildings]
- Largest tribe wins. Tie: most contested resources, then most cards

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Game Play

Draw Phase:

- Discard all cards from previous round [possible exception: *Hardy Scavengers*]
- Draw 5 cards from deck [shuffle discard pile and add to deck if exhausted]
- Starting in 3rd round, initiator peeks at top card on contested resource pile and returns it to pile

Resource Gathering Phase:

- **Buildings**: remove 1 card from each of your Buildings under construction
- The **initiator** takes 1st action & uses any # of cards to gather resources. Can take each action 1x and use each card for only 1 action [then discard]. Some cards grant special actions [disarm, snipe].
- Tools  can add to ability of a tribe member but does not grant an ability they can't perform [1 tool per Member]. **Saboteur** and **Sniper** can be played on opponents turn to make them discard a tool or tribe member [discard after use]. **Tribal Leader**: wounded by Sniper – turn over. Opponent can redeploy attached cards if desired.
 - **Dig** : draw cards from junkyard pile = # of dig icons on played cards. Player may choose 1 [or 0] to put in discard pile, return rest to bottom of junkyard pile. **Engineer**: 1x per turn draw from schematics pile, choose 0 or 1, place face-up in play area, then place cards = build time  face-down on building. Return rest to bottom of pile. Engineer goes to discard pile.
 - **Draw** : draw cards from deck = # of draw icons on played cards.
 - **Hunt** : generate food. Can assign tools to improve hunt ability. Sum food generated and use to hire mercenary.
 - **Hire**: take 1 mercenary card from a face-up pile if you have food  and medicine  requirements, place in discard pile. **Tribal Leader**: draw tribal leader cards = food #. May replace leader.
 - **Trash** : free action, take any # of cards from hand and add to junkyard, shuffle junkyard. Do not replace cards from hand.
 - **Cancel** : negate an action that targets your cards
 - **Heal** : discard 1 medicine to reactivate wounded **Tribal Leader**
 - **Recon** : peek at up to 4 cards of another players hand, deck, skirmish force, or building. Discard the *Spy*, draw 1 card from deck [even if *Spy* was sniped or canceled]
 - **Save** : protect any tribe member or **Tribal Leader** from a sniper attack
 - **Build** : remove 1 card from Building per tribe member [then discard], enhance with toolkits.
 - **Repair** : discard a tribe member to reactivate a disabled Building
 - **Store/Retrieve**: use the bunker, armory, or pharmacy to store face-down & retrieve cards later.
- The player announces how many cards he will keep for the skirmish. Play continues clockwise, with each player gathering resources and announcing # cards until all have taken turn.

Skirmish Phase [Round 3+]:

- Reveal remaining cards for skirmish. Starting with **initiator** declare and take actions, clockwise.
- **Saboteur** – 1 opponent discards 1 tool , **Sniper** – 1 opponent discards 1 tribe member . After using ability, Saboteur/Sniper cannot be used to also fight, but tribe member count for tie breaker.
- Fight strength = sum of fight values  + tools. Winner takes top card from contested resources pile, adds to discard pile. Note: a fight of 0 beats no fight value at all.
- Tie: 1st player in turn order with surviving *Rogue* wins [even if not tied], else highest # of people wins [bottom corner]. If still tie, put top resource card in junkyard without looking at it, shuffle junkyard.
- If you have a surviving *Provocateur*, your fight value = total # tribe members in skirmish
- If you lose or tie, any *Hardy Scavengers* in the skirmish go back in your hand [still draw 5]
- Discard played cards and pass initiator card to left, start new round

