

# WASTELANDER

A CARD GAME OF POST-APOCALYPTIC SURVIVAL

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# BASIC CONCEPTS, WINNING THE GAME

*WASTELANDER* is a competitive card game that simulates the struggle for survival in a post-apocalyptic Earth, and is best suited for 3-5 players. In terms of gameplay, *WASTELANDER* plays very similarly to Steve Jackson Games famous *Munchkin* franchise.

Players in a game of *WASTELANDER* take on the role of characters wandering a post-apocalyptic wasteland. These player-characters compete to acquire **Survival Points (SP)** by combat, evasion, trade, and diplomacy. Player-characters begin with 0 SP, and compete to reach 10 SP. **When a player-character reaches 10 Survival Points, she wins the game.** If two or more players achieve 10 Survival Points at the same time, all players who do so win the game simultaneously. **Player-characters can never have fewer than 0 SP; if a player with 0 SP is instructed to lose SP, she instead remains at 0.**

## GAME COMPONENTS

The *WASTELANDER* core set comes with two decks of cards, the **Wasteland Deck** (176 cards) and the **Loot Deck** (120 cards). The cards of each deck have distinct rear artwork- Wasteland Deck cards feature artwork of a wasteland settlement, and are labeled "Wasteland Deck"; Loot Deck cards feature artwork of a legless apocalyptic vagrant with a shopping cart full of gear, and are labeled "Loot Deck". When setting up the game, these decks must be shuffled separately and kept in separate piles.

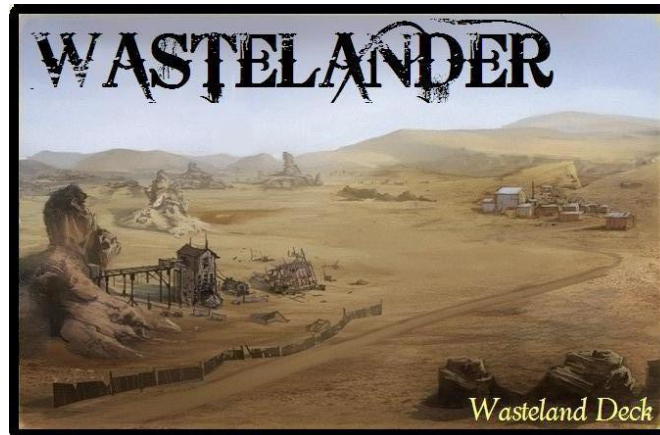
First, and most importantly, *WASTELANDER* uses various dice rolling mechanics to settle conflicts. **It's crucial for gameplay that players have at least a single d6 (six-sided die).** Players may also want multiple extra d6s to keep track of ammo counters remaining on ranged weapons.

Besides the core set of cards, this rulebook, and a d6, players may consider the following optional components for easier play. Player-Characters have three statistics in *WASTELANDER* (as well as accumulated SP) that must be adjusted and kept track of throughout the game. This can either be done using pen/pencil and paper, electronic note pads (iPhones, Droids, etc.), or, best of all, using a number of d10s or d20s (ten or twenty sided dice).

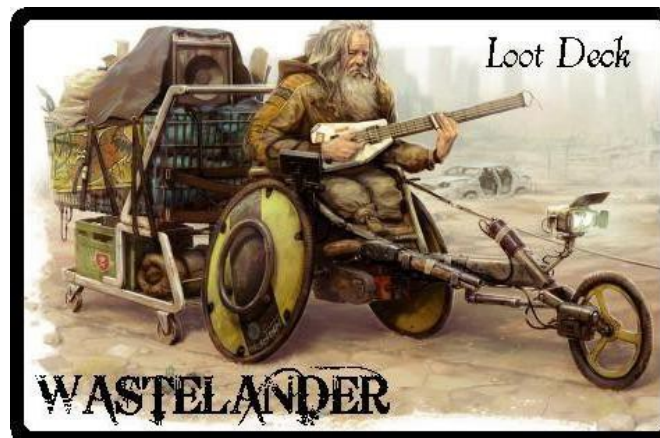
# CARD TYPES

As mentioned in the previous section, *WASTELANDER* is made up of two separate piles of cards: the **Wasteland Deck** and the **Loot Deck**.

Cards in the Wasteland Deck have the following rear artwork:



And cards in the Loot Deck have this rear artwork:



Cards belonging to each respective deck are kept in distinct piles during the game, and each Deck has its own corresponding discard pile (i.e.: **Wasteland Deck Discards** and **Loot Deck Discards**). Within the two broad Deck categories, there are a number of distinct card types that operate and are used in different ways in-game. The following sections illuminate each individual card type, their functions and uses.

## WASTELAND DECK CARD TYPES

The Wasteland Deck represents the game-world itself, and all the creatures, human enemies, places, and events that characters in the *WASTELANDER* world will encounter. The Wasteland Deck is made up of the following card types.



## Character Traits

These cards represent the various skills, professions, and talents that player-characters can develop and accumulate in their wasteland adventures. Unlike weapons and armor, Character Traits don't use hand or body slots, and don't require "equipping". However, in the interest of game balance, **player-characters are limited to a total of 5 Character Traits in play at a single time.** If a player-character has 5 Character Traits and wants to use another, she must discard a Character Trait already in play. Character Traits can be traded from players' hands (as with all other cards), but they CANNOT be traded from the table once a player-character uses or "learns" a given trait. Unlike gear and other items, **player-characters can play and change Character Traits AT ANY TIME, even during an encounter!**

To the right are two sample Character Traits from the Wasteland Deck:

## Creature Modifiers

These are basically single-use character traits for the hostile critters and human enemies that player-characters encounter. All Creature Modifiers are usable only during a single encounter, and are discarded after they are used when the relevant encounter ends. These Modifiers are colorful descriptors that modify not only the name of critters and human enemies they target, but also the statistics of the target creatures.

For example, if a player is encountering a Radroach, and another player wants to make the encounter more difficult by playing the Creature Modifier "Ferocious...", the critter in the encounter is now a "Ferocious Radroach", and its stats are adjusted according to the text on the modifier card. Likewise, if a player encounters a Warrior, and another player uses a "Posse of..." modifier, the player in the encounter is now faced with a Posse of Warriors.

Any number of Creature Modifiers can be used by any number of players during a given encounter, and their effects are cumulative. For example, if we revisit the above example, once the second player has played "Posse of..." to make the single Warrior a Posse of Warriors, the player having the encounter knows he can't win the encounter. So, that player throws down a "Feeble..." Creature Modifier, making the encounter a Posse of Feeble Warriors, and adjusting the stats accordingly.



Finally, players are not limited to using Creature Modifiers to harm and hinder other players. Certain Creature Modifiers, such as the aforementioned “Feeble...” card, weaken enemies and make them easier to defeat. Such cards are wisely used in one’s own encounters, or used as bartering leverage to help other players-characters.

Following below are two sample Creature Modifier Cards:



## Events

These cards represent the numerous trials and harsh realities of life in the wasteland. These are the mundane and sometimes extraordinary woes that wasteland wanderers endure, such as the need for food and water, getting lost, radiation poisoning, and the degradation of equipment. Any time a player Wanders the Wasteland and turns over an Event card or otherwise draws an Event card face-up, that event affects that player immediately. On the other hand, if a player draws an Event face-down (during the Search the Wasteland phase, for example), the Event card goes to the player’s hand and can be played at any time on another player, Events are very similar to “Curses” in Munchkin, for players who are familiar with that brilliant game.

In such cases where players have Event cards in hand, they can be played on other players at ANY TIME, even during an encounter, to immediately force the target player to suffer the effects.

Following below are two example Event cards:



## Encounters – Critters, Human Enemies, & Places

The final category within the Wasteland Deck actually encompasses three different card types, though they are all similar in function and mechanics. These are the Encounter Cards, which represent all the various beasts, people, and locations a wasteland wanderer might encounter. Critters and Humans function almost identically, so we'll look at them first.

### CRITTERS & HUMANS

**Critters** are the varmints, the creepy-crawlies, and the downright monstrous and mutated. These are the animals and non-human terrors that wasteland wanderers fear and avoid. **Humans**, on the other hand, are the all the other human and humanoid inhabitants of the wastes, the raiders, junkies, warlords, even the occasional peaceful wanderer or isolated hermit.

Any time a player draws a Critter or Human card face-up (Wandering the Wastes, for example), she immediately “encounters” that enemy. In any given encounter, there are three ways players can resolve the conflict: Combat (fighting and killing the enemy), Diplomacy (charming or intimidating the enemy), and Stealth (sneaking around and evading the encounter). The game-play mechanics for these options, and for running away when these options fail, are covered in the section entitled **Resolving Encounters – Combat, Diplomacy, & Stealth**.

Conversely, if a player draws a Critter or Human face-down (e.g.: Searching the Wasteland), that card is put into her hand. Critter and Human cards in-hand may be played during the “Look for Trouble” phase (described later), or may be played with a “Random Encounter” card on another player’s turn to force the target player to encounter the Critter/Human.



In resolving encounters with enemies, Critters and Humans have three statistics which relate to the three statistics that all player-characters possess. These are **Combat Skill (CS)**, **Hostility (HOS)**, and **Perception (PER)**. Combat Skill is identical to player-character Combat Skill, and represents how gifted the Critter or Human is in fighting and killing. Hostility is the opposite of player-character Charisma, and represents how unfriendly and pugnacious the Critter or Human is. Perception is the opposite of player-character Evasion, and represents how aware of its surroundings the Critter or Human is (and so, how likely it is to detect stealth player-characters).

Each Critter and Human enemy also has a **Loot value** in the lower right corner of the card, which indicates how many cards players draw from the Loot Deck if they successfully win an encounter by Combat or Stealth (not by Diplomacy).

Finally, Critters and Humans also share another stat called **Bad Stuff**. Bad Stuff is the effects of losing an encounter with a given Critter or Human and failing to run away. **In any encounter, any involved player who loses the encounter and fails to run away immediately suffers the Bad Stuff of EACH critter and/or human in the encounter that he fails to run away from.**

Following below are a sample Critter and a sample Human:



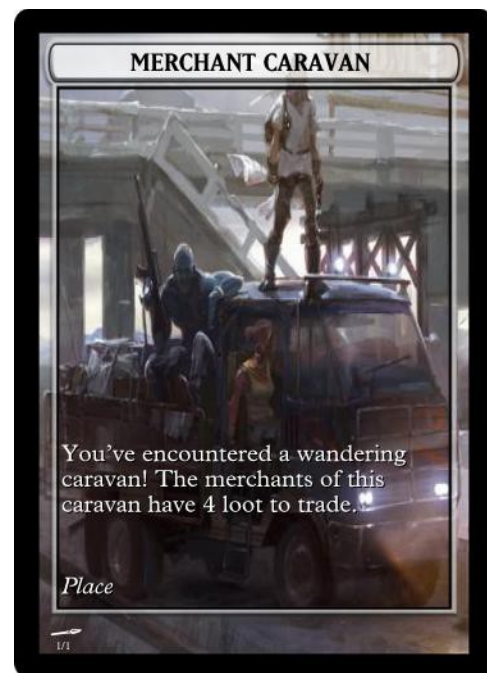
## PLACES

Places are all the various locales wastelanders might visit in their wanderings. These include inhabited places, such as tribal villages and wasteland settlements, wandering merchant caravans, and the ruins of Old World towns and cities. Certain places (like homesteads, caravans, and tribal villages) will have Loot to trade to wanderers who happen upon them, while ruins of towns and villages offer opportunities for plundering the treasures (i.e.: Loot) of the Old World.

As with Critters and Humans, when a Place encounter is drawn face-up (e.g.: Wandering the Wasteland), the acting player immediately encounters that Place, and resolves any and all effects of the encounter (such as trade or scavenging). Once the effects of encountering a Place are resolved, the Place is discarded into the Wasteland Deck discards.

Conversely, if a player draws a Place face-down (e.g.: Searching the Wasteland), the Place goes to his hand. Place cards in-hand may be played during the “Look for Trouble” phase.

Following below are two sample Place cards:





# LOOT DECK CARD TYPES

Whereas the Wasteland Deck is all the people, places, and events that comprise the wasteland, the Loot Deck represents all the junk within the wastes. This includes weapons, armor, tools, provisions, and drugs, as well as tactics. The Loot Deck is made up of the following card types:

## Armor

These cards represent all the various forms of protective gear that wastelanders wear, whether it be heavy-duty metal armor or stylized tribal sports pads adorned with feathers and paint. **At any given time, a player-character may only wear (i.e.: “equip”) a single armor card. Players may change their armor at any time EXCEPT DURING AN ENCOUNTER with a Critter or Human.**

As with all Loot Deck cards, Armor cards have a **Caps value** shown in the lower right corner. This value is used when selling and bartering goods, which is described in a later section. Armor cards also have various entries for how they affect player-character stats. All armors give a bonus to CS when worn, and many give bonuses and/or penalties to CHR and EVA as well. When a player-character wears an Armor, her stats are adjusted according to the Armor’s bonuses/penalties.

Following below are two sample Armor cards:



## Gear

These cards represent tools, disguises, and non-armor outfits that wastelanders might utilize in their travels. Unlike Armor and Weapons, players are not limited in the number of Gear cards they can carry and use (unless otherwise noted on individual cards, such as the Toolbox). Gear cards provide a number of interesting benefits, including bonuses to player-character stats and other more unique abilities.

As with all cards in the Loot Deck, Gear cards have a **Caps value** in the lower right corner. This value represents how much the gear is worth, and is used in bartering and selling goods, which is covered in a later section. As with Armor and Weapons, **Gear can be equipped/changed at any time, EXCEPT DURING ENCOUNTERS with Critters or Humans.**

Following below are two sample Gear cards:



## Provisions

These cards represent the essentials of life and the luxury commodities of the wasteland, including food, water, cigarettes, booze. Most Provision cards can be used and discarded to cancel the effects of certain cards. Food, for example, can be used/discarded to cancel the effects of Hunger! cards, Duct Tape can be used to cancel the effects of Wear & Tear!, and so on. Smokes don't have any particular use (beyond pacifying Fiends), but they are a valuable and desired wasteland commodity.

As with Tactics cards, and unlike Armor, Gear, and Weapons, Provisions are usable only once and are discarded upon use. Like all other cards in the Loot Deck, they have a **Caps value**, and can be bartered and sold (discussed later).

Following below are two sample Provision cards:



## Tactics

Physical objects aren't the only valuable commodities in the wasteland- ideas and strategies are also of great worth. Tactics cards represent cunning ruses, clever traps, and one-use items such as grenades, nets, and Molotov cocktails.

As with all Loot Deck cards, Tactics have a **Caps value** in their lower right corner, which is used in barter and selling of goods. Unlike most other Loot Deck items, Tactics aren't reusable or equippable. All Tactics are usable only once, and are discarded upon use. Many Tactics cards give immediate bonuses or penalties to hostile encounters when they're used, although some others have unique non-encounter effects.

Unlike other Loot Deck cards, Tactics cards also may NOT be discarded to meet the effects of Wear & Tear! or Sandstorm! cards, or any other card that forces a player to discard items. Like other Loot Deck cards, Tactics may be traded and bartered.

For players familiar with *Munchkin*, Tactics cards are nearly identical to usable only once potions.

Following below are two sample Tactics cards:



## Weapons

No game of post-apocalyptic conflict and survival would be complete without an arsenal of killing tools. Weapons cards are just that. A variety of weapons can be found in the wasteland, including close-quarters melee weapons and all manner of ranged ballistic weapons.

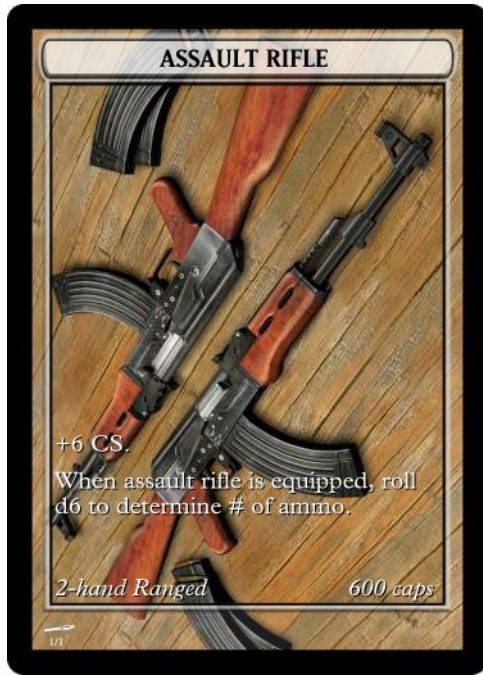
Weapon cards have a unique stat in the lower left corner which indicates how many hands they require to use, and what type of weapon they are. This is either 1-handed or 2-handed, melee or ranged. Player-characters have only two hands with which to hold weapons, meaning they can hold a single 1-handed weapon, two 1-handed weapons, or a single 2-handed weapon.

As with all Loot Deck cards, Weapon cards have a **Caps value** in their lower right corner, which is used when bartering and selling goods. All Weapons also give various bonuses to player-character CS, effective whenever they are equipped. **Players may change (equip/unequip) weapons at any time, EXCEPT DURING ENCOUNTERS with Critters or Humans.**

Most ranged weapons also require ammunition (**Ammo**) to be used in encounters. When such weapons are first equipped, the equipping player rolls a d6 to determine how much ammo (i.e.: how many uses) the weapon has remaining. When a ranged weapon that requires ammo is used in a combat encounter, one of its remaining ammo counters is used and depleted. If a ranged weapon has no ammo remaining, it can't be used in combat encounters and no longer gives a CS bonus to the wielder. Only a single ammo counter is used per each encounter no matter how many critters/humans are encountered.

Following below are two sample weapons:





## SETUP & BEGINNING PLAY

To start playing **WASTELANDER**, both decks must be well shuffled. Each Deck should be kept distinct from the other, with room for both a Wasteland Deck discard pile and a Loot Deck discard pile.

Then, each player draws 2 cards from the Wasteland Deck and 2 from the Loot Deck. Since Character Traits, Armor, Weapons, and Gear can be played/equipped at any time, players may play such cards before the first turn of the game begins. Players roll any die to determine who goes first (d6, d10, whatever), with the highest roll taking the first turn.

**Player-characters begin the game with 0 Survival Points, 1 Combat Skill (CS), 1 Charisma (CHR), and 1 Evasion (EVA).** Players should note all these stats, either by writing them down or through the use of dice, coins, or other counters.

## OPTIONAL QUICK START

Players who desire a quicker game may opt to draw 4 cards from each deck, rather than the standard 2.

# TURN ORDER & TAKING TURNS

Once the Decks are shuffled and players have drawn their starting hands, the first player begins her first turn. This section elaborates on how turns progress in a game of *WASTELANDER*.

## o. FREE ACTIONS

At any time during his turn (unless otherwise noted), a player may take any number of *free actions*. These actions include adding/removing/changing *character traits*, adding/removing/changing *armor, weapons, or gear*, playing *events*, trading cards with other players, or using other free actions as indicated on specific cards (for example, using the Metal Detector).

## i. WANDER THE WASTELAND

When a player begins his turn, he first draws the top card from the Wasteland Deck **face-up**. This is called **Wandering the Wasteland**. If the card drawn is an *Encounter* (Critter, Human, or Place), the acting player resolves that encounter immediately. If the card drawn is an *Event* (Hunger!, Thirst!, Radiation!, etc.), the acting player resolves the Event immediately. If the card drawn is a *Character Trait* or *Creature Modifier*, the acting player takes that card into hand and moves on to EITHER step 2A or 2B.

If a player has an encounter (Critter, Human, or Place) in this step, once the encounter is resolved the player's turn is effectively finished (except for Free Actions). Once a player has an encounter in the Wander the Wasteland step, she CANNOT proceed to Step 2A or Step 2B.

However, if a player does NOT have an encounter in this phase, she must then move on to one of the following steps. Again, **a player who doesn't have an encounter in the Wander the Wasteland phase must choose to EITHER 2A Search the Wasteland OR 2B Look for Trouble, but NEVER BOTH!**

## 2A. SEARCH THE WASTELAND

A player who doesn't have an encounter when they Wander the Wasteland may opt to Search the Wasteland. This is done by drawing the top card of the Wasteland Deck **face-down**. No matter what type of card a player draws in this step, it is always taken into hand and is not revealed to other players. Encounters and Events drawn in this phase don't affect the acting player,

If a player chooses this step after the Wander the Wasteland step, she CANNOT also move to step 2B, Look for Trouble. Likewise, if a player moves from the Wander the Wasteland step to step 2B, she CANNOT perform this step.

## 2B. LOOK FOR TROUBLE

If a player Wanders the Wasteland and does NOT have an encounter, she may skip Searching the Wasteland and instead Look for Trouble. To do so, the acting player must have a Critter, Human, or Place in hand, and must then play one such card. Whenever a player Looks For Trouble, when she plays the relevant

Critter, Human, or Place, that encounter takes place immediately and must be resolved.

Once a player Looks For Trouble and resolves a conflict, her turn is effectively finished (except for Free Actions). Again, any player who opts to Look For Trouble CANNOT also Search the Wasteland.

## RESOLVING ENCOUNTERS - COMBAT, DIPLOMACY, STEALTH, & TRADE

As mentioned in the preceding sections, there are three types of encounter in *WASTELANDER*: Critters, Humans, and Places. The first two, Critters and Humans, are known collectively as **Hostile Encounters**, as these creatures and foes present threats to the well-being of the players-characters. Places, on the other hand, are **Non-hostile Encounters**, because they represent locales to be explored or inhabited places that provide opportunities for trade and barter. This section details how to resolve encounters of both kinds.

### HOSTILE ENCOUNTERS - CRITTERS & HUMANS

Any time a player draws a face-up Critter or Human card, she immediately has an encounter with that creature/foe. As soon as the encounter begins, the acting player must choose one of three methods for resolving the encounter. These are: **Combat**, **Charisma/Diplomacy**, and **Evasion/Stealth**. Each of these three methods uses one of the three player-character statistics. Combat uses **Combat Skill (CS)**, Charisma/Diplomacy uses **Charisma (CHR)**, and Evasion/Stealth uses **Evasion (EVA)**. In almost every hostile encounter, players are wise to choose the method that corresponds to their highest stat, as that is how they are most likely to succeed. Once a player chooses a method, there's no going back and no changing minds, so choose wisely!

Regardless of the method chosen, the acting player and all other players may play *Tactic* and *Creature Modifier* cards at any time during any encounter. Acting players may also change their *Character Traits* during hostile encounters, but **MAY NOT** change *Armor*, *Weapons*, and/or *Gear* during hostile encounters.

Any time an encounter ends, the critter or human in the encounter is discarded.

#### *Resolving Hostile Encounters by Combat*

Once a player decides to engage in combat, she first totals her Combat Skill (CS) plus all relevant bonuses/penalties. Then, the acting player and all other players may play *Tactics* and *Creature Modifiers* if they choose. Once all players have an opportunity to play *Tactics* and *Creature Modifiers*, the acting player then rolls a d6 and adds the total to her effective CS. Then, another player rolls a d6 and adds the total to the Combat Skill (CS) of the Critter/Human enemy plus all relevant bonuses and penalties. Once dice are rolled, no further *Creature Modifiers* or *Tactics* can be played to affect the combat (unless otherwise noted on a card).

If the acting player's total is higher, she wins the combat. If the Critter/Human enemy's total is higher, the

acting player loses the combat.

**When a player wins a combat, she gains 1 Survival Point (SP) and draws the number of Loot Deck cards face-down as indicated on the Critter/Human enemy card.**

If a player loses combat, she has the opportunity to run away. This is described in detail in a later section. **If a player loses a combat AND fails to run away, she immediately suffers the *Bad Stuff* as indicated on the Critter/Human enemy card.**

### *Resolving Hostile Encounters by Charisma/Diplomacy*

Certain player-characters won't be the combative type, relying instead on their quick wits and silver tongues. Player-characters with high Charisma (CHR) values have the option of settling Encounters by diplomacy rather than combat or stealth. To do so, the acting player adds up her CHR plus all relevant bonuses/penalties from *gear*, *traits*, and *tactics*, then rolls a d6 and adds the result to her effective CHR. Then, another player adds up the Hostility (HOS) of the Critter/Human plus all relevant bonuses/penalties from *creature modifiers* and *tactics*, then rolls a d6 and adds the result to the enemy's total effective HOS.

If the acting player's total is higher, she wins the encounter and successfully **pacifies** the enemy. If the Critter/Human total is higher, the acting player loses the encounter and fails to pacify the enemy.

**When a player wins an encounter by pacifying a Critter/Human, she gets 2 Survival Points (SP) but NO LOOT.** However, a pacified Human enemy will offer its Loot value in trade to the player in the encounter as if it were a *Place* (see the section on *Resolving Place Encounters* below, and the section on *Trade & Barter*).

A player-character who loses an encounter through diplomacy may attempt to run away. See the section below on *Running Away* for more information. **If a player both loses a diplomatic encounter AND fails to run away, he immediately suffers the *Bad Stuff* as indicated on the Critter/Human enemy card.**

### *Resolving Hostile Encounters by Evasion/Stealth*

Still other player-characters will be inclined toward a silent, subtle, sneaky approach. Players with high Evasion (EVA) values have the option of resolving Encounters by means of Stealth. To do so, the acting player adds up her EVA plus all relevant bonuses/penalties from *gear*, *traits*, and *tactics*, then rolls a d6 and adds the result to her effective EVA. Then, another player adds up the Perception (PER) of the Critter/Human plus all relevant bonuses/penalties from *creature modifiers* and *tactics*, then rolls a d6 and adds the result to the enemy's total effective PER.

If the acting player's total is higher, she wins the encounter and successfully **sneaks around** the enemy. If the Critter/Human total is higher, the acting player loses the encounter and fails to pacify the enemy.

**Any time a player successfully wins an encounter by sneaking around a Critter/Human,**



she gains 1 Survival Point (SP) and draws the number of Loot Deck cards face-down as indicated on the Critter/Human card.

If a player fails an encounter by failing to sneak by a Critter/Human, she has the opportunity to run away (as described in the following section). **If a player fails to sneak by a Critter/Human AND fails to run away, she immediately suffers the Bad Stuff listed on the relevant card(s).**

### *Running Away*

Regardless of a player's choice of method for resolving Encounters, if a player loses an encounter he then has the opportunity to **Run Away** from the Critter/Human. This is done by rolling a d6 (six-sided die). **On a roll of 5 or 6, the player successfully runs away from the encounter and suffers no negative effects (though their turn is still effectively finished). Otherwise, the player fails to run away and immediately suffers the Bad Stuff on the relevant Critter/Human card.**

In the event a player is encountering multiple enemies and he loses the encounter, he must roll to attempt to run away from EACH critter/human. Any failed rolls result in immediate Bad Stuff. Any time multiple players lose an encounter together (when a player Asks for Help and gets it), EACH player must individually roll to run away from EACH critter/human in the encounter.

Finally, players may also run away from encounters that they're winning. This will most likely be exceedingly rare in **WASTELANDER** games, but it IS permissible for players to attempt to run away from encounters they're winning. However, if a player does so and fails the attempt, he immediately suffers the Bad Stuff for all failed rolls and can't go back and attempt to win the encounter.

### *Encountering Multiple Enemies*

Sometimes, multiple critters/humans will be encountered at the same time. When this happens, the stats of all enemies involved are added together as if they are a single entity. If the players involved in the encounter can't win, each player must attempt to run away from each critter/human. Any time a player fails a roll to run away, she immediately suffers the Bad Stuff on the relevant critter/human card. Also, when a player wins against multiple enemies, that player gains 1 SP for EACH critter/human defeated (2 SP if they player wins with diplomacy) AND a number of face-down Loot Deck cards as indicated on each enemy card.

When multiple enemies are encountered, the acting player still chooses a single method of resolving that encounter (Combat, Diplomacy, or Stealth), and the choice applies to all enemies present. Players can't choose two or more different methods for resolving encounters with multiple enemies.

### *Asking for Help*

Any time a player can't win an encounter by himself, he may **Ask For Help** from the other players. Only a single player may be chosen to help a player in an encounter, and once she agrees to help another player, the helpful player is locked into the encounter and can't withdraw.

When a player agrees to help another, their stats are added together for the encounter as they are acting as a single unit (as with encountering multiple enemies). If the players win, they EACH gain SP for defeating

the enemy/enemies, but only the ACTING player draws Loot cards. Players who ask for help may offer to share Loot with whomever helps them, but they're not obligated to. Often, the incentive of gaining SP will be enough to garner help, although in more competitive **WASTELANDER** games, helpful players will demand Loot rewards as well.

When a player helps another, if they can't win the encounter, they must EACH attempt to run away from EACH enemy involved, and suffer the Bad Stuff from each failed roll.

## *Summary of Resolving Hostile Conflicts*

1. Decide which method of resolution to use: Combat (2A), Diplomacy (2B), or Stealth (2C)
- 2A. **COMBAT:** Player's CS  $\pm$  modifiers +d6 VS. Critter/Human's CS  $\pm$  modifiers + d6
  - Win (*Defeat* enemy) = +1 SP & # of Loot listed on card
  - Lose = attempt to run away (3)
- 2B. **DIPLOMACY:** Player's CHR  $\pm$  modifiers + d6 VS. Critter/Human's HOS  $\pm$  modifiers + d6
  - Win (*Pacify* enemy) = +2 SP & NO Loot
  - Lose = attempt to run away (3)
- 2C. **STEALTH:** Player's EVA  $\pm$  modifiers + d6 VS. Critter/Human's PER  $\pm$  modifiers + d6
  - Win (*Sneak around* enemy) = +1 SP & # of Loot listed on card
  - Lose = attempt to run away (3)
3. **RUN AWAY:** Roll d6
  - 1-4 = Fail, suffer Bad Stuff
  - 5-6 = Successfully run away, no negative consequences

## **NON-HOSTILE ENCOUNTERS - PLACES**

Sometimes when wandering the wasteland, a player encounters an inhabited settlement or some ruins of the Old World. When a player encounters a **Place**, the process for resolving the encounter is much different than resolving hostile conflicts, and depends on the type of place encountered.

### *Resolving Encounters With Settlements – Trade & Barter*

When a player encounters a *Tribal Village*, *Homestead*, *Wasteland Town*, or a *Merchant Caravan*, she is presented with the option of trading with the inhabitants of that place. As soon as an encounter of this type happens, the acting player immediately draws a number of face-up Loot Deck cards as indicated on the Place card and lays them out on the table. These are the Loot items that the encountered settlement has for trade.

A player in such an encountered can **Trade** for any or all of the items the settlement offers. To do so, she must offer (discard) Loot Deck cards equal to or exceeding the Caps value of all Loot she wishes to trade for. For example, if an acting player wants two items that total 900 caps, she must trade (discard) at least 900 caps-worth of her own Loot Deck cards, whether they're *armor*, *weapons*, *gear*, *provisions*, or *tactics*.

**Players who encounter settlements may also Trade Loot cards for Survival Points! To do so, a player who encounters a settlement may gift (discard) 1000 Caps-worth of Loot to**

**gain 1 Survival Point (SP). If a player has enough Loot to discard 2000 Caps-worth, they may gain 2 Survival Points (SP), and so on.**

Such trades (Loot for SP) cannot be done for other Loot as well; the Loot discarded must be for SP alone. This mechanic represents that helping wasteland tribes and settlements to thrive also increases an individual character's likelihood of survival, not only by building contacts and alliances, but by helping communities prosper.

When a player in an encounter with a settlement is done trading, any Loot cards not traded for are shuffled back into the Loot Deck, and any Loot cards that the player traded are discarded. Then, the encounter is finished, as is the player's turn.

### *Resolving Encounters With Ruins*

The other type of place a player can encounter is the ruins of the old world, either the *Ruins of Small Towns* or *Ruins of Cities*. When an encounter of this sort begins, the acting player rolls a d6 (six-sided die) and compares the results to the card's text, then draws a number of Loot Cards as indicated on the card. Once the player draws Loot cards, she has finished exploring the ruins and the encounter, and her turn, is finished.

## **TRADE & BARTER BETWEEN PLAYERS**

One of the **Free** Actions a player can take is trading and bartering with other players. Players may trade any card (and any card type) from their hand or from the table for any other card/card types with other players. Players may discuss trades and haggle before cards change hands, and this sort of diplomatic bickering is encouraged. The only exception to this free trade is hostile encounters – no player may ever change/trade/equip/unequip *armor, weapons, or gear* during a hostile encounter.

When players want to trade and it's not their turn, they are encouraged to refrain from interrupting the current player's turn UNLESS their trade is relevant to the current player's situation. For example, if a player is about to win an encounter and achieve 10 SP, two players may want to exchange or gift each other a *Random Encounter* card and a *Critter/Human* to play with in order to stop the current player from winning. This is relevant and permissible. Conversely, as another example, if two players simply want to swap weapons while the current player is taking her turn, they should probably just wait until one of their turns.

# EQUIPPING & CARRYING WEAPONS, ARMOR, GEAR, & PROVISIONS

In the course of a *WASTELANDER* game, players will pick up and use a great many items. It's important for players to understand how to "carry" and "equip" all such items.

## CARRYING & EQUIPPING ARMOR

A player may only "equip" or "wear" one active set of armor at any given time. Whatever armor a player is wearing is played in front of the player on the table. Any armors the player is not wearing but is carrying are either kept in hand or are placed on the table in front of the player and **tapped** (turned sideways) to indicate that they're not in use. A player may have any number of armors on the table tapped, but only one right-side up and in use at any time.

## CARRYING & EQUIPPING GEAR

Unless otherwise noted on a specific card (for example, *Tool Box*), equipping and using gear doesn't require the use of free hands (as with weapons) or body slots (as with armor). Gear is "worn" or "equipped" by placing it on the table in front of a player; gear is NOT "worn" or "equipped" (and so, no effects) if it is in a player's hand. Players may have any number of gear items equipped/worn on the table at any time. Players may also **tap** (turn sideways) gear on the table that they are carrying but not using (for example, wearing the *Flashy Outfit* and carrying tapped the *Pre-war Business Suit*), and may carry any number of such gear.

## CARRYING & USING PROVISIONS

Players may "carry" (put on the table) any number of provisions, and/or may carry provisions in their hands up to their **card limit**. When provisions are used, they are discarded. Provisions cannot be "equipped" like other Loot items.

## CARRYING & USING TACTICS

Tactics may be kept in hand, or they may be placed on the table **face-down** to keep them secret from other players. A player may "carry" any number of face-down tactics on the table. When a tactic is used, it is either played from hand or turn face-up on the table, its effects are resolved and it is then discarded. All tactics are usable only once.

## CARRYING & EQUIPPING WEAPONS

All characters have 2 hands with which to "carry"/"equip" weapons. This means at any given time a character may equip a single 1-handed weapon, 2 1-handed weapons, or a single 2-handed weapon. Any/all weapons a player-character "equips" for their bonus are placed on the table in front of the player. Players may also carry weapons they aren't currently using by putting them on the table **tapped** (turned sideways). Players may also carry weapon cards in their hands up to their **card limit**.



# MISCELLANY: OTHER RULES

This section covers all the other rules that haven't yet been discussed. These rules are smallish, but are still crucial to playing a game of *WASTELANDER*, so be sure to remember them.

## CARD LIMIT

All players are limited to having 4 cards in hand at any given time. Any time a player exceeds his card limit, he must **Give Charity**, by giving all his cards in excess of four to the player (or players) with the lowest SP. If a player with the lowest SP exceeds the card limit, he simply discards cards of his choice down to his card limit. This limit is affected by certain cards and may change during the course of a *WASTELANDER* game. Rather than give charity or discard, players may also play cards from their hands to take their hand size back to their card limit.

## STAT MINIMUMS

No matter what other mechanics or situations happen in a game of *WASTELANDER*, **no player-character or Critter/Human enemy can ever have its stats reduced to less than 1**. This applies to Combat Skill (CS), Charisma (CHR) and Hostility (HOS), and Evasion (EVA) and Perception (PER).

Similarly, **no player may ever have her Survival Points reduced to less than 0**.

## FOOD & WATER TOKENS

A number of cards give players *Food Tokens* or *Water Tokens*. These tokens are used/discarded to cancel the effects of *Hunger!* and *Thirst!* Cards, respectively. They should be represented by a physical token, such as a coin, die, glass counter, or similar object so players don't forget they've got food/water tokens. These tokens have no Caps value, but they can be traded or gifted to other players.

## COMES-INTO-PLAY D6 ROLLS

Certain cards, such as *Human Canvas*, involve rolling a d6 to determine the bonus they grant. When such cards are played, the player using them immediately rolls a d6 to determine their value. However, the d6 roll is only done once and only when these cards come into play. For example, with *Human Canvas*, the CHR bonus is rolled when the trait is first played, and is static for the rest of the time the character has that trait equipped.

The same applies to *Ammo* cards. When they come into play, the player who plays them rolls a d6 to determine how much ammo is left in the stockpile. Once the roll is made, the number of ammo is static until it is used in combat encounters.

Players should use dice, coins, glass counters, or other physical counters to keep track of all cards of this kind that involve d6 rolls when they enter play.

## DECKS RUNNING OUT OF CARDS

If, at any time, either the Wasteland Deck or the Loot Deck runs out of cards, players shuffle the relevant discard pile and that becomes the new deck.

# OPTIONAL RULES & VARIANTS

This section contains a number of optional rules and variants of play to keep the game fresh and to customize play to the specific desires of play groups.

## HARDCORE MODE

Certain players and play groups may find standard **WASTELANDER** games too easy. For those who desire a more difficult, deadlier, and more realistic experience, try one, several, or all of the following optional tweaks for Hardcore Mode:

- "Wander the Wasteland" twice each turn, flipping two cards and applying them both simultaneously.
- Any time a Critter or Human is encountered, 2 of those critters or humans are encountered instead. This includes enemies introduced by *Random Encounter* cards and special effects, such as those on the *Wrangler* card.
- Players can now only carry the set of armor they're wearing and the weapon(s) they have equipped, and no other tapped weapons or armor on the table.
- Card limit is reduced to 3.
- *Character Trait* limit is reduced to 3.
- Before the game begins, players only draw 1 Wasteland Deck card and 1 Loot Deck card.
- After every combat encounter, roll a d6 for every set of armor and every weapon used in that encounter whether the player won or lost. On rolls of 1, armor/weapons are destroyed (discarded).
- Players no longer gain SP for winning encounters.
- Players now start the game with 10 SP, and lose SP to Bad Stuff as usual.
- Any critter or human enemy who doesn't have "-1 SP" as Bad Stuff now has that in addition to their regular Bad Stuff.
- Any time a player is reduced to 0 SP, he dies and is out of the game.
- When a player dies, her hand is discarded. Then, starting with the player on that player's right and moving anti-clockwise, each player gets to take one Loot Deck card from the cards that player has in play. Any cards left over are discarded.
- When all other players have died, the last remaining player wins.

# COOPERATIVE PLAY

Many players may also want a non-competitive gaming experience in which they all vie for collective survival and mutual well-being. For those who want such a cooperative experience, gaming groups should implement the following rule changes:

- Players share a common pool of Survival Points, starting as usual at 0.
- The entire group of players strive to achieve a number of Survival Points equal to the number of players X 4, at which point they all win.
- At any time during the game, if the players are instructed to lose more SP than they have (i.e.: to go below 0), one of the players dies and is out of the game for each 1 SP deficit below 0. For example, if the players have 1 SP collectively, and an enemy defeats them and they lose 2 SP, 1 player must die. Which player or players die in such cases is left to the players to decide.
- When a player dies, his hand is discarded, and all cards he has in play are also discarded.
- Remove the cards *Filch* and *Raised By Wolves* from the Wasteland Deck.
- Remove the cards *Outmaneuver*, *Sticky Fingers*, *Superior Tactics*, *What Goes Around Comes Around*, and *Wrong Place at the Wrong Time* from the Loot Deck.
- Players take turns as usual, except that ALL players are obligated to help in hostile encounters. This trumps the normal rule that only one player is allowed to help in encounters.
- When any player has a hostile encounter, the statistics of EACH critter and human involved in the encounter must be multiplied by the number of players to compensate for the cooperative force. For example, in a four player cooperative game, one of the players encounters a Thug. Thug's stats are usually CS 1/HOS 3/PER 3, but since there are four players the Thug becomes CS 4/HOS 12/PER 4. This makes up for the group's collective power and represents encountering whole packs or gangs of particular enemies.
- When more than one critter or human is encountered, EACH creature's stats are multiplied by the number of players. For example, in a three player coop game, one player encounters a Wrangler and a giant wasp. Wrangler's stats go from CS 3/HOS 3/PER 3 to CS 9/ HOS 9/PER 9, and the Giant Wasp's go from CS 8/HOS 7/PER 8 to CS 24/HOS 21/PER 24. This brings the enemy side's total stats from 11/10/11 up to a staggering 33/30/33.
- Each turn, the acting player "Wanders the Wasteland" twice, flipping over 2 face-up Wasteland Deck cards and resolving them both simultaneously.
- All Loot gained from encounters is shared, and in general, players should share resources and items in a cooperative game.
- Players may NOT use *Creature Modifiers* or *Tactics* for their enemies (i.e., against the group) unless ALL players reach a consensus that it's wise to do so.
- In encounters, all players should discuss and attempt to reach consensus on the best method of resolution. If a consensus isn't reached, the acting player still has the final say.

## HARDCORE COOPERATIVE PLAY

For a more challenging co-op experience, use the above set of rules for cooperative play as a template, and apply the following changes:

- Any time a Critter or Human is encountered, 2 of those critters or humans are encountered instead. This includes enemies introduced by *Random Encounter* cards and special effects, such as those on the *Wrangler* card. The stats of these enemies are still multiplied by the number of players!
- Players can now only carry the set of armor they're wearing and the weapon(s) they have equipped, and no other tapped weapons or armor on the table.
- Card limit is reduced to 3.
- *Character Trait* limit is reduced to 3.
- Before the game begins, players only draw 1 Wasteland Deck card and 1 Loot Deck card.
- After every combat encounter, roll a d6 for every set of armor and every weapon used in that encounter whether the player won or lost. On rolls of 1, armor/weapons are destroyed (discarded).
- Any critter or human enemy who doesn't have "-1 SP" as Bad Stuff now has that in addition to their regular Bad Stuff.
- Double all SP loss effects from *Events*.
- The goal for winning is now Survival Points equal to 5 times the number of players, rather than 4.

## CONTACT INFO & LEGAL CRAP

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Please feel free to contact me with gratitude, endless praise, and kind remarks as to my character. Creative criticism's good too. Reach me through the following media:

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