

Fallout

NEW CALIFORNIA

COMPONENTS



12 MAP TILES



6 SCENARIO SHEETS



5 PLASTIC FIGURES
6 CHARACTER CARDS
5 CHARACTER S.P.E.C.I.A.L. TOKENS



6 ENEMY TOKENS



25 WASTELAND



22 SETTLEMENT



19 VAULT



32 QUEST CARDS



9 SPECIAL CARDS

66 ENCOUNTER CARDS



26 LOOT CARDS



21 ASSET CARDS



8 UNIQUE ASSET CARDS



7 PERK CARDS



6 FACTION TOKENS



6 QUEST MARKERS



6 CAPS TOKENS

EXPANSION OVERVIEW

War. War never changes. Throughout human history, violence has remained a constant factor on planet Earth. As our civilizations advanced, so did our ability to destroy. This progress culminated in the atomic age, an age of technological wonders fueled by access to the secrets of nuclear power. But as time wore on the need for resources became ever greater, and eventually the very thing that created the age of wonder ended it in a flash of atomic fire.

But that was then. If you spend all your time now worrying about those poor schmucks from a hundred years ago, you won't notice the angry deathclaw breathing down your neck! Humankind has risen from the ashes of the old into a weird world full of danger and—if you are brave or foolish enough—opportunity. Just keep this in mind: war never changes.

The *FALLOUT: NEW CALIFORNIA* expansion provides additional characters, items, enemies, map tiles, and two new scenarios for *FALLOUT: THE BOARD GAME*, including all-new, cooperative-scenario rules. Also included are expanded scenario sheets for the four core game scenarios, which are used to play those scenarios with *FALLOUT: NEW CALIFORNIA* quests and map tiles.

NEW COMPONENTS

This expansion contains many components that can be combined with components from *FALLOUT: THE BOARD GAME*.

CARDS

To expand your game, add the new asset, loot, unique asset, and perk cards into their respective decks from *FALLOUT: THE BOARD GAME*. These cards are used regardless of which scenario you choose.

The encounter and quest cards can also be combined with their base-game counterparts; it is recommended that you keep these cards organized by number to make finding them as fast and easy as possible. However, you may find it useful to keep the card library from *FALLOUT: NEW CALIFORNIA* separate from that of *FALLOUT: THE BOARD GAME* to make it easier to find specific cards while playing the new scenarios.

FALLOUT: NEW CALIFORNIA cards can be identified by the expansion icon in the bottom-left corner (or bottom-right corner for perk cards).



SURVIVORS

FALLOUT: NEW CALIFORNIA includes five new survivors (and their corresponding figures and starting S.P.E.C.I.A.L. tokens). All of these survivors may be selected for play during step 7 of setup (Choose and Place Survivors), regardless of which scenario you choose.



Important: When playing as the Mister Handy survivor, make sure to take both Mister Handy starting character cards!

TOKENS

Combine the faction, enemy, and quest marker tokens from *FALLOUT: NEW CALIFORNIA* with those from *FALLOUT: THE BOARD GAME*. These tokens are used regardless of which scenario will be played.

FALLOUT: NEW CALIFORNIA enemy tokens can be identified by the expansion icon on the enemy's title bar.



MAP TILES AND SCENARIOS

FALLOUT: NEW CALIFORNIA includes 12 new map tiles which are used in conjunction with all of the and map tiles from *FALLOUT: THE BOARD GAME* to create the maps for the two new scenarios and for the four expanded scenarios. The expanded scenarios can be identified by the word "Expanded" in the title line of the scenario sheet. When playing the **non-expanded** scenarios from *FALLOUT: THE BOARD GAME*, do not use any of the map tiles from the *FALLOUT: NEW CALIFORNIA* expansion.

FALLOUT: NEW CALIFORNIA map tiles can be identified by the expansion icon in the lower-left corner of the map tile.

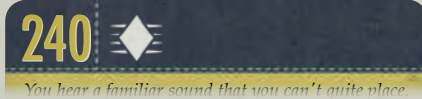


ADDITIONAL RULES

Some game effects in **FALLOUT: NEW CALIFORNIA** introduce new rules, which are detailed in the following sections.

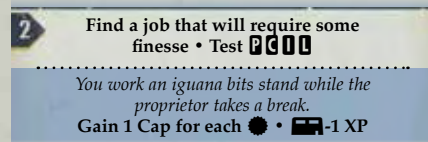
◆ CARDS

Some game effects reference a card number preceded by an icon (◆). This icon indicates that there are multiple unique copies of that card and that only one of them is to be used. For example, if setup instructions state “◆: 240,” choose one of the cards numbered 240 at random and shuffle it into the appropriate encounter deck before adding any other cards.



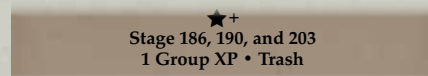
TESTS

Some game effects may instruct you to perform a test with no specific difficulty number (for example, “Test 0000” in the image below). For these tests, you want to get as many ● results as possible. The game effect will instruct you how to resolve the test based on the number of hits rolled.



GROUP XP

The “New California” scenario features a new type of reward called “Group XP.” When any player gains a Group XP reward, each survivor gains the indicated amount of XP.



ENEMY ABILITIES

Several enemies have new abilities, which function as follows:

➡ **Fast:** When this enemy moves, it moves up to two spaces toward the nearest survivor instead of one.

● **Caps:** After a survivor kills an enemy, that survivor gains Caps equal to the enemy’s level.

“NEW CALIFORNIA” RULES

The “New California” scenario included in this expansion uses a different set of rules than the standard scenarios. The “New California” scenario sheet includes a quick reference to remind players of the scenario rules; the complete rules can be found below.

SETUP

During setup of the “New California” scenario, players **do not** draw agenda cards; influence is not used to win the game. Additionally, all of the agenda cards are used to create the agenda deck for this scenario, regardless of player count.

VICTORY AND LOSS

During this scenario, victory and loss conditions are different from that of a standard game. Survivors do not win or lose individually. Instead, the survivors as a group win when the ★ power token reaches the final space of the power track. Conversely, the survivors as a group lose when the ♥ power token reaches the final space of the power track. The survivors will move these tokens back and forth along the power track by gaining agendas and completing the main scenario quest.

KILLED

During this scenario, when any survivor is killed, advance the ♥ power token one space toward the final space of the power track in addition to the other effects of a survivor being killed.

END OF THE ROUND

While playing the “New California” scenario, when the final agenda card is drawn and the agenda deck is reshuffled, the ★ power token is **not** advanced. The ♥ power token is still advanced as normal.

AGENDAS

During this scenario, when a survivor gains an agenda, it is immediately discarded and one of the following effects is resolved based on the name of the agenda card:

“Freedom” (★) **Agendas:** Advance the ★ power token one space toward the final space of the power track.

“Security” (♥) **Agendas:** Move the ♥ power token one space toward the first space of the power track.

Other Agendas: The survivor who discarded the agenda chooses to resolve either of the effects listed above.

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