DANIEL PIECHNICK

RADLANDS

RULES OF PLAY V1.0

This rulebook is a living document.

CREDITS

Game Design: Daniel Piechnick

Development: Matt Tolman, Gavan Brown, Adam Wyse

Art: Manny Trembley, Damien Mammoliti, Mr. Cuddington

Graphic Design: Gavan Brown, Gui Landgraf

Rulebook: Adam Wyse, Gui Landgraf

Playtesting: Tony Miller, Matt Tolman, Gavan Brown, Adam Wyse, Paul Saxberg, Carlyn McGeean, Kashton Brown, Malachi Brown, Zephan Brown, Paula Hakkola, Chelsea Birch-Wyse, Jonathan Rawlings, John Heidrich, Amy Hills, Bruno Steppuhn, Duncan Hecht, Gary Gin, Jasen Robillard, Jason D Kingsley, Jenny Wilson, Jenny Zhao, Joel Smart, Justin Bird, Ken Franklin, Kevin Gordon, Kori Joyce, Leanne Hine & Stuart Raven, Nick Angiers, Richard Bruce, Rick May, Rick Moffat, Scott Akkermans, Tyler Lipchen, Zaak Robichaud

OVERVIEW

In Radlands, players will receive a set of three unique camps to protect. You win by destroying all three of your opponent's camps.

The main resource in the game is water. You will spend it to play people and events, and to use the abilities of cards you already have on the table. People protect your camps and provide useful abilities, while events are powerful effects that take time to pay off.

Both players draw cards from the same deck. All cards can either be played to the table or discarded for quick "junk" effects. To win, you will need to manage your cards and water wisely.

GAME TURNS

There are three phases on your turn:

1. **Events** - Advance, and eventually resolve your events.
2. **Replenish** - Collect your **3** *water* discs 💧 for use this turn and draw a card.
3. **Actions** - Put cards into play, discard cards from your hand for an instant junk effect, and use abilities on ready cards.

COMPONENTS

Draw deck   *Camp deck*   2 *Water Silo* cards

Note: Unless otherwise specified, the *draw deck* is considered the default card type when cards or this rulebook refers to "cards", "deck", or "discarding".

2 *Raiders* cards   2 *player aid* cards   6 *water* discs *(white)* with *"not ready"* on back   6 *extra water* discs *(black)* with *"not ready"* on back

GENERAL SETUP

Players sit on opposite sides of the table facing each other. **In the center of the table, accessible to both players:**

1. Shuffle and place the *camp deck* **A**.

2. Place the *extra water* discs (black) **B**.

3. Shuffle and place the *draw deck*, leaving space for a discard pile beside it **C**.
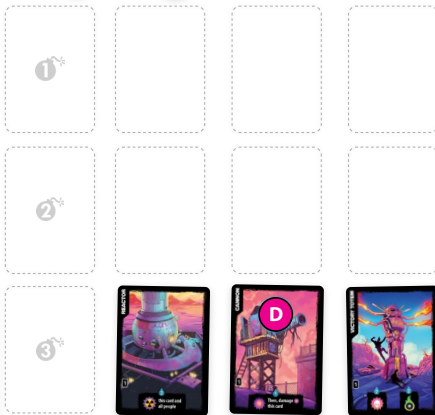
↑ OPPONENT'S PLAY AREA ↑
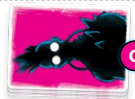
DISCARD PILE

↓ YOUR PLAY AREA ↓

PLAY AREA SETUP

Each player sets up their own play area with the following steps:

1. Draw **6** cards from the *camp deck*.
   For the best possible first experience with Radlands: skip this step and instead, give one player **Garage**, **Railgun**, and **Supply Depot**. Give the other player **Reactor**, **Cannon**, and **Victory Totem**.

2. Place **3** of your drawn *camps* face down in your play area in a row. Leave space for **2** cards in front of each *camp*, where you will be playing *people* cards later. When both players have selected, flip your *camps* face up. Return all unselected *camps* and *camp deck* to the box, they will no longer be used this game.

3. Take a **Water Silo** and **Raiders** card and place them face-up in your play area.

4. Form a supply of **3** *water* discs (white) in your play area.

5. Take a *player aid* card.

6. Draw the number of cards to your hand equal to the total sum of cards shown in the black rectangles on your *camps*.

CARD TYPES

CAMPS

Camp cards have a black border.

They have a name, an initial card draw amount **(A)**, and have one or more abilities and /or a **[** trait **] (B)**.

PERSON

A *person (people)* card has a white border. They are played in columns front of your *camp* cards, at most **2** per column.

People have a name, a *water* cost **(C)**, a junk effect **(D)**, and may have one or more abilities **(E)** and / or **[** traits **] (F)**.

[CARD TRAITS]

Card traits **(G)** are found on some *camps* and *people*, surrounded by green brackets **[ ]**, printed on a white background.

They are active for all people who are not currently damaged. They are **always** in effect on *camps* not yet destroyed (even if they are damaged).

🔋 PUNKS

A *punk* is a person with no abilities, represented by a facedown card drawn from the top of the deck.

When damaged, a *punk* is immediately destroyed, and returned to the top of the deck facedown (do not look at it).

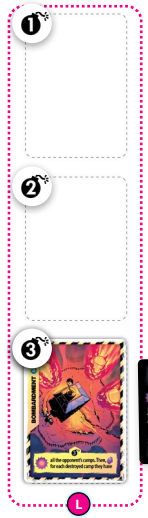**Remember:** *Punks* are *people,* too!

EVENTS

Event cards can be identified by their striped border.

Events have a name, a water cost (H), a junk effect (I), an event effect (J), and a numbered bomb 💣 icon (K) that determines where it is placed in your event queue (L) when played.

PLAY AREA

EVENT QUEUE: Each player has an event queue (L) made up of **3** spaces. The **3** space is in line with your *camps*, with the **2** and **1** spaces in front. The event queue is a countdown timer, where each space represents the number of turns until an *event* is resolved.

COLUMNS: *People* cards (including *Punks* ⚥) are played to the table in front of your *camp* cards. A *camp* and all *people* in front of it are considered a "column" (M). A column may contain a maximum of **2** *people*.

UNPROTECTED: One of your *people* or *camps* that does not have at least one of your *people* in front of it (N).

WATER DISCARD: Some actions may require you to spend *water* discs that are not placed onto a card. When this occurs, place them into a general *water* discard (seperate from the *extra water* supply) beside the *draw deck*. Also do this when a card with *water* discs on it is discarded.

EFFECT ICONS

☢ DESTROY

Destroy the specified card(s).

- When a *person* is destroyed, discard it.
- Destroyed *camps* are flipped to their destroyed side Ⓐ.
- A destroyed *punk* is returned facedown on top of the *draw deck* (don't look at it).

✹ DAMAGE

Damage a person or camp.

- A damaged card is turned sideways.
- If it is damaged again, destroy it.
- A damaged *person* is **not ready**.
- A damaged *punk* is destroyed.

Important: Unless otherwise specified by text, the target of damage must be an unprotected card in a column of your choice.

☠ INJURE

Same as damage, but only applies to *people*.

↻ RESTORE

Rotate one of your damaged cards upright. If it is a *person*, mark it as **not ready** ●.

◆ DRAW

Draw a card from the *draw deck*.

⚲ GAIN PUNK

Place the top card of the *draw deck* into play, facedown in any column. It is a *person* with no abilities.

✚ EXTRA WATER

Gain **1** *extra water* disc to spend this turn. At the end of your turn, return *extra water* discs to the supply in the center of the table.

Extra water discs are not limited by the supply (borrow *water* discs from your opponent if necessary).

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RAIDERS

Play or advance your Raiders event.

- If your **Raiders** *event* is not already in the event queue, place it on the **2**✳ space.

- If your **Raiders** *event* is already in the event queue, advance it **1** space forward. If it is already on the **1**✳ space, resolve the *event*. The **Raiders** *event* cannot be advanced forward in this fashion if another *event* already occupies the space in front of it.

When the **Raiders** *event* resolves, your opponent chooses one of their camps to be damaged, then put your **Raiders** card back in your play area.

Strategy Tip: Raiders are one of your **core** damage dealers! They can damage *camps* even when they are protected.

TURN SEQUENCE

To determine start player, flip a *water* disc. If it lands water side up (💧), the flipper chooses the start player. Otherwise, the other player chooses.

Players take turns until one player has destroyed all their opponent's *camps*. **On your turn, perform all of the following phases in the order listed:**

1. EVENTS

If you have an an event in the **1**✳ space, resolve its effect and discard it. Then, advance all events in your queue 1 space forward.

2. REPLENISH

Collect your **3** *water* discs 💧 for use this turn. Then, draw a card. *Water* is never carried over from previous turns, so you will always begin the Actions phase with **3** *water*. **Exception:** the start player collects **1** *water* disc 💧 (instead of 3) on their **first** turn only.

3. ACTIONS

Perform any of the following actions, in any order, any number of times:

- **Play card**
- **Draw card**
- **Junk card**
- **Take Water Silo**
- **Use ability**

Zero-cost cards & abilities: Some cards & abilities have a cost of 0 water. Whenever you use a 0-cost ability, or play a 0-cost card, mark it as **not ready** with an *extra water* disc showing the pink dash ➖.

Actions cleanup: When you are done performing actions, return all *water* 💧 and *extra water* 🔵 discs to their respective supplies.

PLAY CARD (PERSON)

Play a *person* card from your hand in front of any one of your *camps* (even a destroyed *camp*). **When playing a person:**

- Place *water* discs Ⓐ onto the card equal to its cost shown in the top left Ⓑ.
- The turn a *person* is played, it is **not ready**.
- If there is already a *person* in that column, place the new *person* in front Ⓒ or behind Ⓓ the existing *person*. When a *person* behind another is destroyed, move the *person* in front back toward the *camp*.
- Each column can contain a maximum of **2** *people*. If you have 6 people in play, you may not play any more people.

Strategy Tip: Place your more valuable *people* behind, so that they are not left unprotected.

In front   Behind

PLAY CARD (EVENT)

Play an *event* card from your hand to your event queue in the space corresponding to the bomb icon above its yellow effect box.

When playing an event:

- Place *water* discs Ⓔ onto the card equal to its cost shown in the top left Ⓕ.
- A ⓪ *event* is not placed in the queue. Instead, resolve its effect immediately and discard it and the water required to play it.
- Only one card can occupy each space of your event queue. If that space is already occupied by another *event*, you must put the new *event* in the first available space behind (up to space ❸).

Example: If a card already occupies your ❷ space, you may only play a ❷ *event* in the ❸ space Ⓖ. If those spaces are full, you may not play it.

DRAW CARD

Pay **2** *water* 💧 and draw a card.

JUNK CARD

Discard a card from your hand and receive the junk effect related to the icon (see "Icon Effects": pg 6) pictured in the top left corner of the card Ⓗ.

Note: When you junk the Water Silo, return it to your play area instead of discarding it.

TAKE WATER SILO

Pay **1** *water* 💧 to take your **Water Silo** into your hand. The **Water Silo** may be junked to gain an *extra water*.

- When you junk the **Water Silo**, return it to your play area instead of discarding it.
- You may keep the **Water Silo** in your hand across multiple turns.

Strategy Tip:
Any unspent *water* is lost, so if you have **1** remaining *water* that is not useful, consider performing the **Water Silo** action.

If you have **2** remaining, consider the Draw Card action.

USE ABILITY

Use an ability on one of your **ready** *camps* or *people* in any column.

Abilities and their costs are found in black boxes 🔵 at the bottom of the card.

When using an ability:

1. Check to ensure the card is **ready** (see "**ready**" section to the right).

2. Pay *water* 💧 🔵 onto it equal to the cost of the ability you are using.

3. Resolve all text and effect icons in the ability box.

- After using an ability on a card, the card is **not ready**. If the ability's cost is 0, place a **not ready** 🔴 disc on it ⚫.
- A card's ability can affect cards in **any column**, not just its own.
- When ability text uses the word "Enemy", it refers to your opponent's *people*, **not their camps**.

READY

IS MY CARD "READY"?

Camps: A face-up *camp* is **always ready**, unless you have used one of its abilities this turn (a damaged camp can still be ready).

People: A *person* is **ready**, unless:

- It was played **this** turn
- It was restored 🔄 **this** turn
- One of its abilities was used **this** turn
- It is damaged 💥

Note: Generally speaking, a card with *water* discs on it is **not ready**.

ROXLEY