



PRINT AND PLAY INSTRUCTIONS

POSTHUMAN SAGA

EXPRESS
EDITION



INTRODUCTION

Welcome to the **Posthuman Saga Print and Play edition**. This document will help you get all of the stuff you need to get playing as fast as possible. This booklet contains everything you need to print to be able to play a 2 **player version** of Posthuman Saga as well as the **solo version of the game**. You will need to source some stuff yourself, either from other games you own or from bits you have lying around.

But don't worry, follow this guide step by step and you will be up and running in no time.

To get started: Print this whole document **once single sided**, and at **100% size scaling**. Regular paper will do just fine, but if you want to get fancy you can try using something around 300 gsm paper to make it feel like the real thing.

When you have printed it out, read on and we'll take you through the rest.

STUFF YOU WILL NEED

Here's what you are going to need:

1. **A pair of scissors.** If you have some paper cutting device, it can help you to make the cards and tiles a bit more straight, but a good old pair of scissors will do just fine.
2. **11 regular 6-sided dice.** Print the attached dice faces on page 19 and attach the relevant six icons to fit each of the dice. The remaining 2 dice will be used as regular dice so you do not need to attach any stickers to them.
3. You need a number of small cubes to use for various purposes as follows: **6 black cubes** to use as boost cubes, **6 red cubes** to use as generic counters, **2 yellow, 2 black, 2 green** and **2 white cubes** to use as markers on the player board.
4. Most card decks need to be drawn randomly and it's important players do not have an indication of what cards are coming up. We did not include card backs not to complicate the printing further. We thus suggest to print these cards on light card or print them and insert them inside a plastic sleeve with cards having the same background. **Challenge cards** will be drawn, shuffled and re-drawn constantly, so it helps if these are sturdy (ie not printed on standard, light paper).
Other card decks like the **Landmark and Missions** are numbered. To save printing hassle we did not provide the back, but suggest you write their number (shown on the front of all cards) on their back as well for ease of organisation.
5. Posthuman Saga uses a fair few tokens that can be split into three types: resource tokens, numbered tokens and gameplay tokens. The resource tokens can either be printed and cut out or they can be replaced by coloured cubes or other tokens. These are the: **Food, Ammo, Meds, Books, Booze tokens**. There are then two sets of numbered tokens that you can either print and cut out or simply use other numbered tokens you have or write on blank tokens with a marker. These are the **30 story tokens** marked 1 to 30, which go in a draw bag; and the **8 landmark tokens**, numbered 1 to 8, that are placed, face-down on the board. The remaining tokens are gameplay tokens and should be printed out. Of these the scavenge site tokens are particularly important and should be printed and placed in a draw bag. The icons on these are important as forming sequences of these icons on the board scores you points.

6. In the actual game the morning tokens are two sided. For ease of printing you can keep the face-up side of the morning tokens blank.
7. Print out the **character portraits** found on pages 5 & 7 and stick them to a **big disc** or similar component.
8. Finally, some cards and tokens make up “Character packs”. The components for these are on pages 5-8 and should be printed and placed in separate bags as indicated in the rulebook.

That's all you will need, if you have all of this, all that is left is to follow the instructions to cut up and assemble everything - let's turn the page.

Cut out the cards

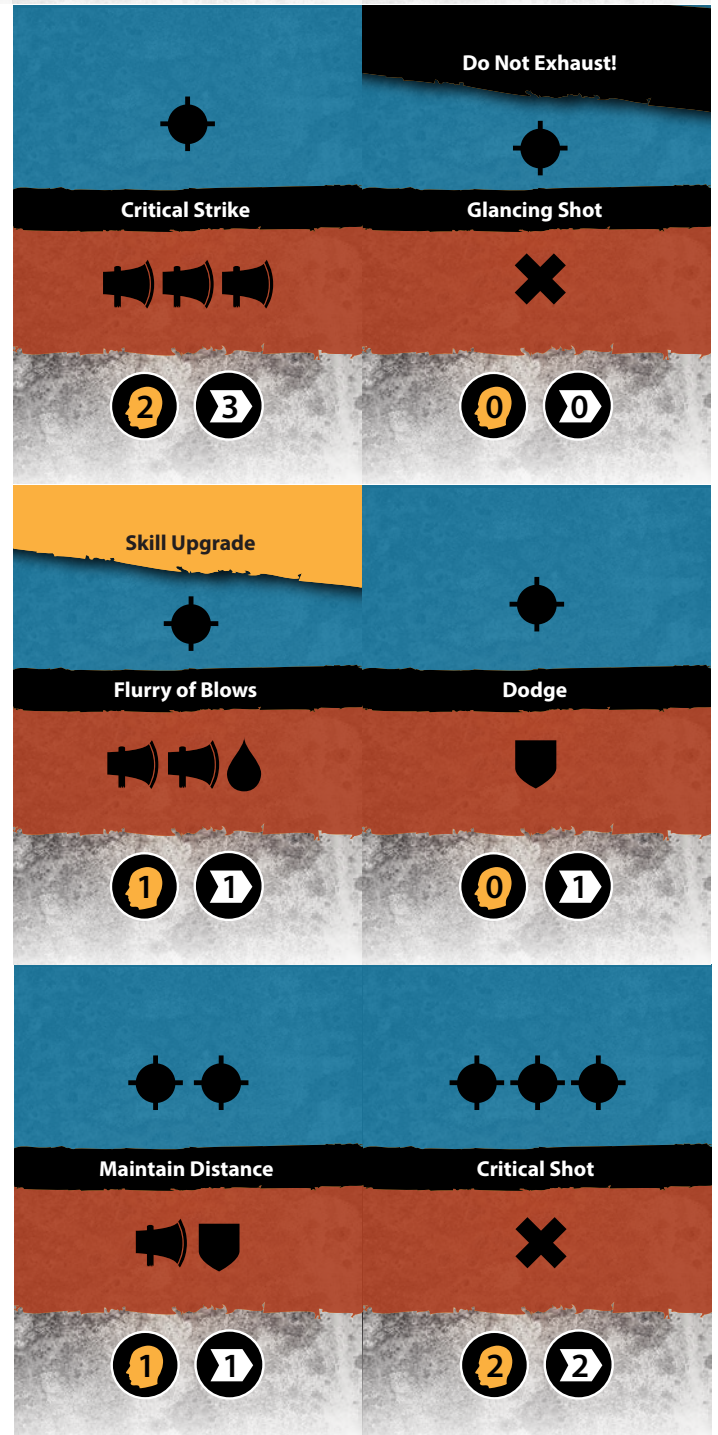


THE CAGE FIGHTER

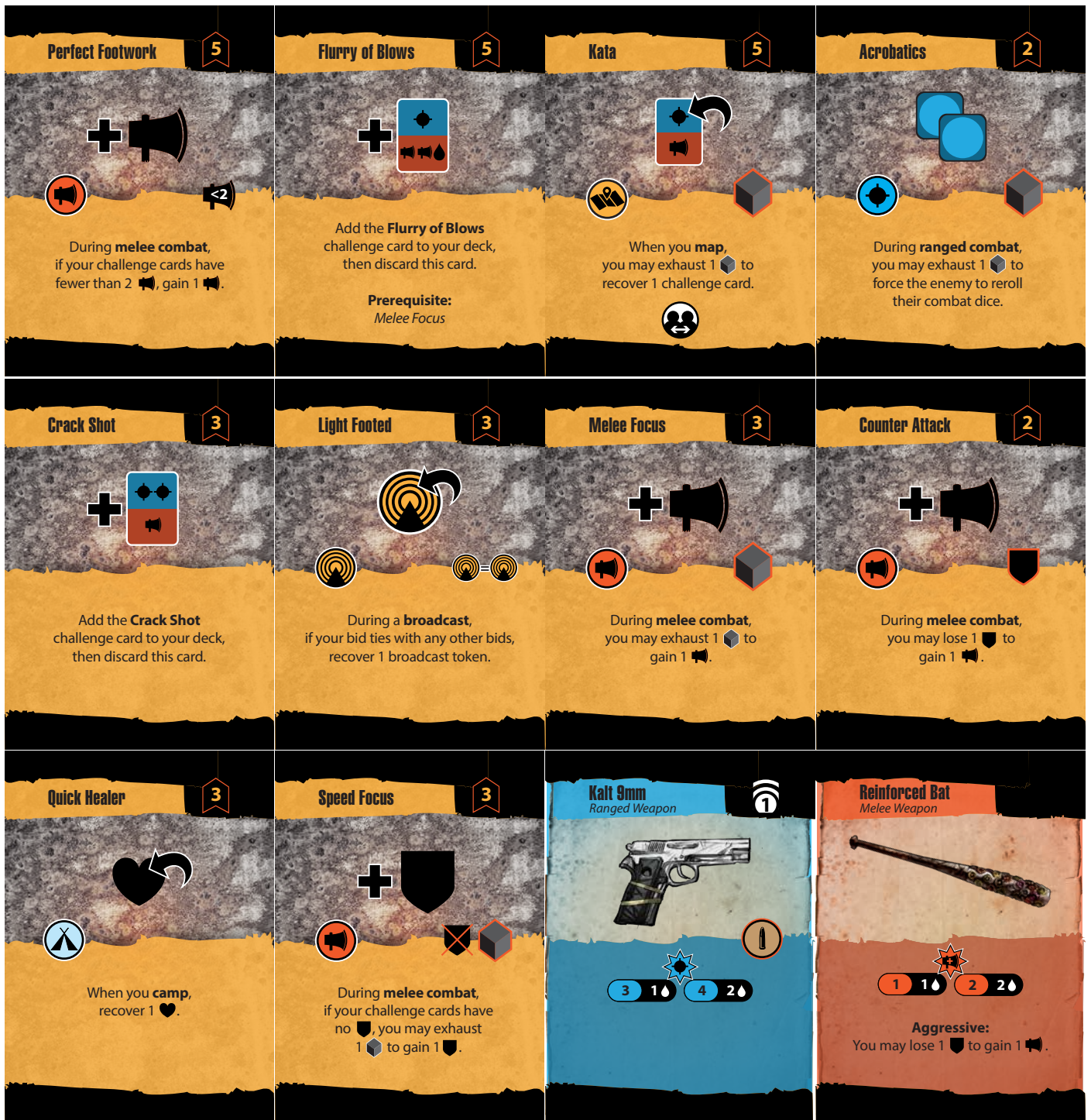
Keep all componets on
this page together



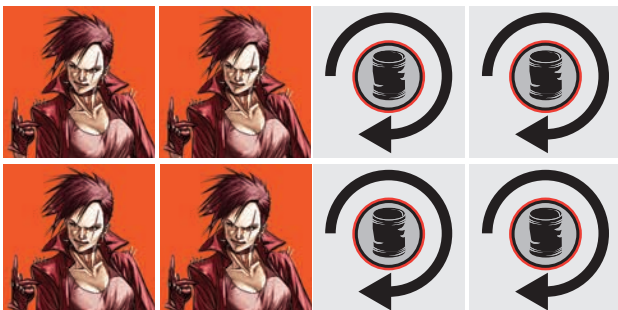
Use the above instead of a mini
and stick onto a token.



Cut out the cards



Cut out the tokens



Cut out the cards

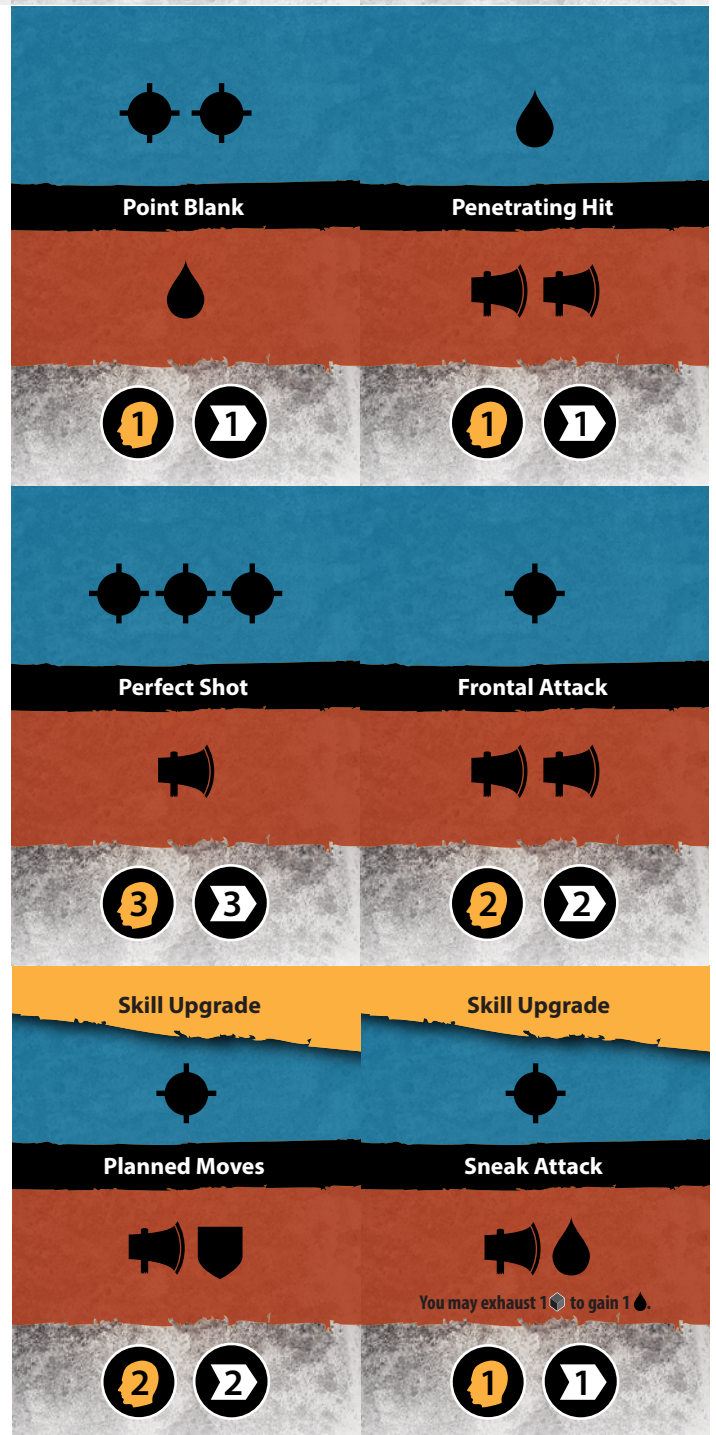


THE SCAVENGER

Keep all componets on this page together

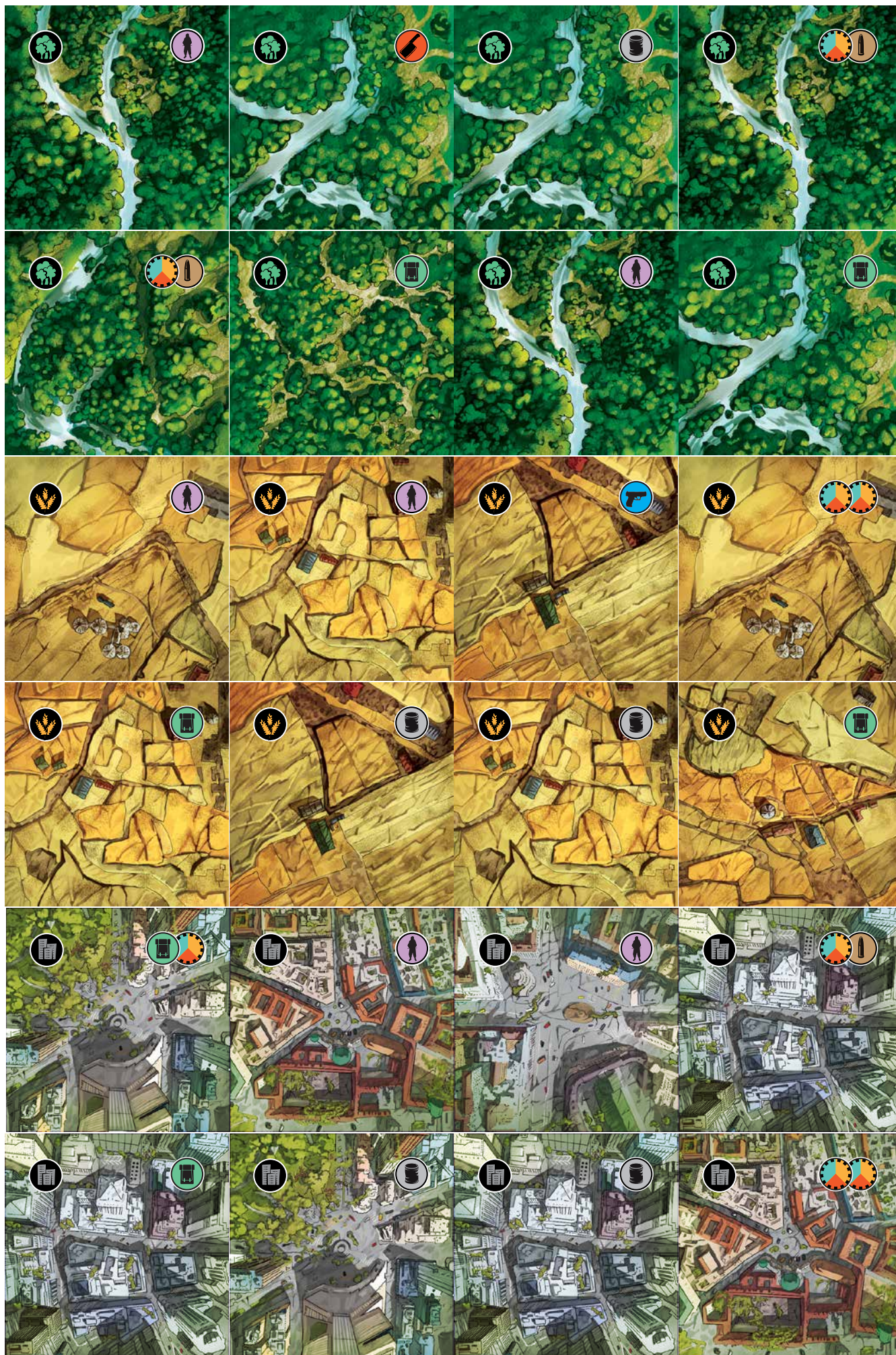


Use the above instead of a mini and stick onto a token.

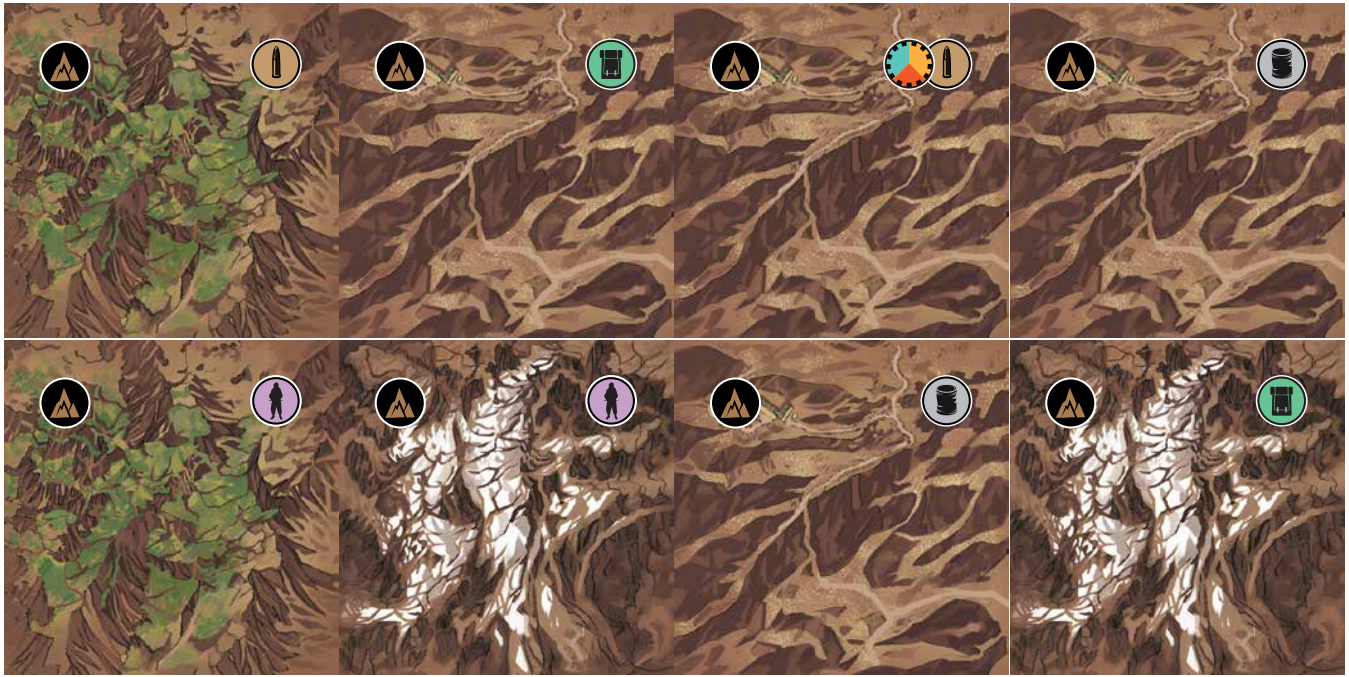


<p>Planned Moves 3</p> <p>Add the Planned Moves challenge card to your deck, then discard this card.</p>	<p>Scavenger 4</p> <p>When you forage, if you succeed at a mind challenge, take 1 .</p>	<p>Meditate 2</p> <p>When you forage, recover 1 .</p>	<p>Trapping 3</p> <p>When you map, you may exhaust 1 to take 1 .</p>
<p>Defensive Stance 2</p> <p>During melee combat, you may exhaust 1 to force the enemy to reroll 1 combat die.</p>	<p>Outsmart 3</p> <p>During melee combat, if your attack value is less than zero, gain 1 .</p>	<p>Shooting Focus 4</p> <p>During ranged combat, you may exhaust 1 to gain 1 .</p>	<p>Seasoned Scavenger 3</p> <p>When you forage, you may exhaust 1 to take the standard loot of another terrain type instead.</p> <p>Prerequisite: Scavenger</p>
<p>Surveyor 3</p> <p>At the end of a broadcast, you may exhaust 1 and discard 1 scavenger site from your hand to draw 1 scavenger site from the bag.</p>	<p>Sneak Attack 5</p> <p>Add the Sneak Attack challenge card to your deck, then discard this card.</p> <p>Prerequisite: Scavenger</p>	<p>Kalt 9mm Ranged Weapon</p> <p>3 1 4 2</p>	<p>Hunting Knife Melee Weapon</p> <p>1 1 2 2</p> <p>Balanced: You may exhaust 1 to gain 1 .</p> <p>Carver: You may take 1 instead of the normal kill rewards.</p>





Cut along the edgess



Genghis Kaz
Mutant Boss

5

0 2 2 3

Frenzied: During each round of melee combat, if this enemy rolls 2+ results they roll all results once. If your mind is 4+, ignore this effect.

2 = 2

Three-and-a-Half
Mutant Boss

5

1 1 2 2 3 3

Marksmen: During ranged combat, this enemy rerolls all results once.

Tactical Cover: During ranged combat, if your mind is 4+, you may exhaust 1 to reduce this enemy's by 1.

2 = 2

Buzznitu
Mutant Boss

3

1 2 2 3

Charge: During the first round of melee combat, if your speed is less than 4, this enemy reduces your by 1.

Weak Spot: During each round of melee combat, if your mind is 4+, you may exhaust 1 and lose 1 to gain 1.

2 = 2

Cut out the tokens





Cut along the line



MAP

Recover 2 broadcast tokens **-OR-** refresh the terrain and scavenger sites in the map queue.

Then take a **paired** terrain and scavenger site from the map queue.



You may place any number of **terrain** into empty zones adjacent to the terrain you occupy. You may then place **scavenger sites** on the terrain you occupy and any adjacent terrain.



TREN

Move or march, then resolve a **combat encounter**.

If you survive, gain the **reward**. Then you may place a **mission token** on the terrain you occupy (if there is not one there already).

Combat Encounter = select  + draw 



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Combat Encounter = select  + draw 



CAMP

Place your **camp token** on the terrain you occupy. You may now spend up to 4 **recovery points**.



Recovery points can be spent to recover health, morale, fatigue, boosts, broadcast tokens, and random challenge cards.



FORAGE

Move or march, then take the **standard loot** from the terrain you occupy.



Then you may attempt a **mind challenge** (4+). If you succeed, take the **bonus loot** from the terrain you occupy.

Mind Challenge = select  + draw 



FORAGE

Move or march, then take the **standard loot** from the terrain you occupy.



Then you may attempt a **mind challenge** (4+). If you succeed, take the **bonus loot** from the terrain you occupy.

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MISSION VPS
2 players / Team Versus



RECON OBJECTIVES: 2 players / Team Versus

1st

2	2	3	5
Sterilizing Unit	Amp System	Purification System	Solar Farm

RECON OBJECTIVES: Solo


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RECON OBJECTIVES: Solo

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Communications Pylon
Landmark

2



You stumble upon a tangle of rusted metal rods and dishes, and you wonder whether you can get a better signal with its extended reach.

During a broadcast, if your bid ties with any other bids, you may discard this card to win the tie.



Workshop
Landmark

5




There is something oddly reassuring about bumping into a genuine craftsman in these chaotic times. He's willing to trade one of his upgraded guns for one of yours.

While at this landmark, you may discard this card and 1 ranged weapon card to draw 2 ranged weapon cards, then choose 1 and discard the other.

Kommune Clinic
Landmark

3




The symbol of the Kommune hangs on a limp flag attached to the clinic's walls. The idea of mutants and humans mingling is already dubious; and subjecting yourself to their care might not be the best idea, but do you have much of a choice?

While at this landmark, you may discard this card to recover 2 ♥ or discard 1 mutation card.

Resistance Bunker
Landmark

4




The bunker is embedded in the cliffside, with no entrance in sight. With the hope of shelter on the other side of those imposing concrete walls, you search for a way in.

While at this landmark, you may discard this card to recover 1 ● and place your camp token on this terrain.

Watch Tower
Landmark

8




The blocky stone tower rises like a giant's molar from the undergrowth beneath, a testament to the excellence of Baroque engineering.

While at this landmark, you may discard this card to take 1 terrain from the map queue.

Blacksmith's Forge
Landmark

6



The smell of heated metal reaches your nose before the building even comes into view. While not exactly pleasant, it's somehow comforting.

While at this landmark, you may discard this card and 1 melee weapon card to draw 2 melee weapon cards, then choose 1 and discard the other.

Training Dojo Landmark



Posters of imposing men and practicing students still hang on the walls. The place has been ransacked, but there's enough training equipment left to make for a good session.

While at this landmark, you may discard this card to recover 1 challenge card.

Hunting Stand Landmark



Foliage and thick creepers have wound their way around the wooden structure, making the vantage point even harder to spot than it originally was.

At the start of a combat encounter, you may discard this card to draw 2 enemy cards, then choose 1 and discard the other.

Seed Vault

3C

The Seed Vault isn't what you expected. Plush lounges surround bright, sunken gardens lush with blooming greenery. There's wood panelling and polished metal everywhere you look. It's enough to make you forget the state the world is in. The multinational team of researchers gives you a warm welcome and spends the rest of the day talking about their impressive board game collection as much as their genetic research. Still, you learn enough to understand that they're on the verge of an important breakthrough in mapping mutant gene patterns. There's an air of hope that's contagious.

Place your camp token on this terrain when you complete your mission objective. Then draw a mutant boss card; you may resolve the encounter when you trek.



Cryotank Repairs

3B

When you reach the outpost, a scruffy teenager runs out to meet you at the gate and hands you a note: "The Seed Vault has just blown one of their cryotanks. Their engineer has sent us details of the parts they need and where to find them. See if you can grab them on the way."

Trek in mountain terrain that contains a lab scavenger site. If there is no mission token on that terrain, place your side mission token there and score 2 VP.



Biblioteka Universalis

1C

The Biblioteka's massive ceilings are adorned with paintings depicting scenes of Renaissance battle. Books line the walls from floor to ceiling. Devlin guides you up a wooden spiral staircase to a small door, nearly concealed behind stacks of yellowed documents. Inside is a study with a massive desk covered in open notebooks and ink sketches of mutants. He breaks into a lecture on mutant society, explaining how most of the mutants you've met on your journey are but unstable, faltering steps on an evolutionary path. The actual enemy are their leadership, the Evolved, who look mostly human aside from their uncanny purple eyes. A new fear creeps over you as the repercussions of what he says sink in...

Place your camp token on this terrain when you complete your mission objective. Then draw a mutant boss card; you may resolve the encounter when you trek.



Hypo Hideout

2C

The entrance to the bunker is in the gut of a narrow ravine that cleaves a hill in two. But, before you get anywhere near it, whistles go off all around you and armed figures in yellow hazmat suits are upon you. They gesture for Dr. Damovich to join them. Another hazmat-suited figure, larger and somehow more threatening than the rest, guides you to a nearby cave with a concealed mouth, then hands you a neatly handwritten paper: "We'll be in touch with the Fortress, as agreed. Your mutation-infested body can rest in the cave as long as you want, but don't come closer than that or we'll forget you're a friendly. —Inga."

Place your camp token on this terrain when you complete your mission objective. Then draw a mutant boss card; you may resolve the encounter when you trek.



Family Reunion

2B

Dr. Damovich is not the friendliest of characters. After a few hours of subjecting you to the most awkward scrutiny from his bulging blue eyes, Damovich hurriedly and emphatically half-asks, half-orders you to take a detour to an old furniture factory, where his assistant took shelter after they got split up during a mutant raid.

Trek in city terrain that contains a factory scavenger site. If there is no mission token on that terrain, place your side mission token there and score 2 VP.



Devlin's Happy Hour

1B

The grinning face of Devlin the librarian welcomes you at the outpost's gate. After a shower of pleasantries, he takes you to the side and asks for a favour. "A year back I lucked out and found a crate of old Glenhamar Whisky. Stashed it away in an old junkyard for a rainy day. Well, this is that rainy day, my friend. I don't know if I'll make the journey back without a little liquid courage."

Trek in forest terrain that contains a junkyard scavenger site. If there is no mission token on that terrain, place your side mission token there and score 2 VP.



Light Rain Event



The sky hangs heavy, grey and low. A constant drizzle soaks into your bones and cuts visibility all the way down to the tip of your nose. The further you trudge, and the more you look down the road ahead, the more miserable you feel.

When you map, lose 1 ●.

Leave this card in play until the next event card is drawn.



If you have an insightful follower, ignore this effect.

Storage Caches Event



The Resistance hides caches of supplies out in the Wilds to help their agents. The Fortress sends you the coordinates of some caches nearby, just as you are about to break camp. They'll take some time to track down, but might be worth it.

When you **forage**, you may ignore the terrain's standard loot and instead take 2 and one of the following: 2 , 2 , or 1 equipment card. If you do, you may not attempt to take the bonus loot.

Leave this card in play until the next event card is drawn.



If you have a **clever follower**, ignore this effect.

Maddening Whispers Event



Foreign voices echo in your mind, making it hard to concentrate on any task that needs focus. You steel yourself and attempt to block them out.

When you **map**, roll the D6. If the result is higher than your mind, you may take 1 terrain -OR- scavenge site, but not both.

Leave this card in play until the next event card is drawn.



If you have a **clever follower**, ignore this effect.

Perfect Day Event



Clear sky above you, crisp air in your lungs, and the dreamy sound of chirping birds around you. On days like this, you wonder if the mutant apocalypse bringing down human civilization as you knew it might not have been such a bad thing after all.

When you **camp** or **map**, recover 1 .

Leave this card in play until the next event card is drawn.



If you have a **caring follower**, this effect also applies when you forage or trek.

Game Day Event



The head cartographer's obsession with maps is matched only by his passion for chess. He's somehow managed to persuade the Fortress to use their communication network to run text-based chess games every few weeks. It's game time!

When you **camp**, recover 1 .

Leave this card in play until the next event card is drawn.



If you have a **clever follower**, this effect allows you to recover 1 and 1 when you camp.

Slave Train Event



The frequency of Watcher slave trains, which trawl the Wilds for human prey, is on the rise. While the main trains are avoidable if you stay alert, the lightning-fast Tacklers they use as hounds are not so easy to shake...

During **combat encounters**, all mutant enemies gain the following ability:

Pursuit: If this enemy survives the encounter, lose 1 . Do not suffer a mutation from this damage.

Leave this card in play until the next event card is drawn.



If you have a **daring follower**, ignore this effect.

Mutant Fruit Event



As you are about to bite into the juicy apple you've been saving, you notice that it looks... different than it did when you packed it in your rucksack. It seems that the mutants' experiments have extended to plant genes. You inform the Fortress and hope it's not too late to warn others out here in the Wilds.

Immediately discard 1 or suffer a mutation.

Discard this card after resolving it.



If you have an **insightful follower**, ignore this effect.

Sapiens Cleansing Event



With their numbers growing every day, fanatics from the Church of Sapiens scour the lands, hunting for mutants. If there's the faintest sign of mutation on you, too bad — you're marked out for a painful death in the name of the Pure One.

If you have a visible mutation token, immediately suffer 1 or lose 2 .

Discard this card after resolving it.



If you have a **charismatic follower**, ignore this effect.

Thunderstorm Event



Flashes of white stamp your surroundings into your memory seconds before the sound of a bison stampede rolls over you. The majestic dark skies would be inspiring, if you were not out here trudging through what seems like a second apocalypse.

When you **trek**, suffer 1 .

When you **forage**, lose 1 .

Leave this card in play until the next event card is drawn.



If you have a **resourceful follower**, ignore this effect.

Heavy Rain Event



The rain comes down in sheets, beating down on you with every step you take. The road ahead seems longer than ever.

When you **trek**, lose 1 .

Leave this card in play until the next event card is drawn.





If you have a **daring follower**, ignore this effect.

Weapon Upgrade Kit

Equipment



When you exhaust 1  to use a weapon ability, you may place the  on this card instead.

When you **camp**, recover all  on this card.

Maryjane Doll

Equipment



When you suffer a mutation, you may draw 2 mutation cards, then choose 1 and discard the other.

Flashlight

Equipment




When you **forage**, gain 1 success if you attempt a mind challenge for bonus loot.

Camo Gear

Equipment



At the start of a combat encounter, you may exhaust 1  to draw 2 enemy cards, then choose 1 and discard the other.

Compass

Equipment



Your maximum hand size for terrain and/or scavenger sites is increased by 1.

Binoculars

Equipment




When you **map**, you may discard 1 scavenger site from your hand to draw 1 scavenger site from the bag.

Guitar

Equipment



When you **camp**, recover 1 .

Terrain Map

Equipment




Before you **trek**, you may discard this card to swap 1 terrain from your hand for one from the map queue. If you do, discard the paired scavenger site and refresh the map queue.

Medical Kit

Equipment



When you **camp**, recover 1 .

Backpack

Equipment



You may store 1 item, including a heavy item, on this card. You may not have more than 1 Backpack.

Vaccine Pump

Equipment



You may discard this card to discard 1 mutation card.

Vaccine Pump

Equipment





You may discard this card to discard 1 mutation card.

Wolfen Reaver

Ranged Weapon



3 1  4 2  5 3 




Large Calibre:
You may discard 1  to gain 1 .

Pachnikov-Z9

Ranged Weapon



2 1  4 2  5 3 



Full Auto: You may discard up to 2  to gain 1  for each  discarded.



FABS-M5

Ranged Weapon



3 1  4 2  5 3 

Burst:
You may discard 1  to gain 1 .




Red Dot:
You may exhaust 1  to gain 1 .














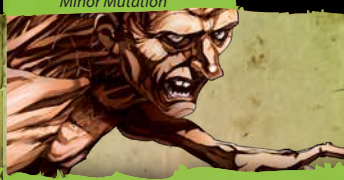
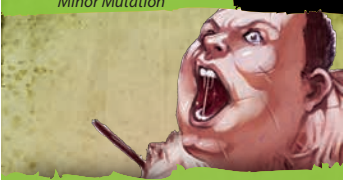

Susini Automatic



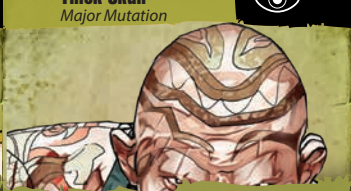





Ranged Weapon



3 1  4 2  5 3 

Full Auto: You may discard up to 2  to gain 1  for each  discarded.

<p>Tyr Scout Ranged Weapon</p>  <p>3 1♦ 4 2♦ 5 3♦</p> <p>12x Scope: You may exhaust 1 ♦ to gain 1 ♦.</p>	<p>Little Belcher Ranged Weapon</p>  <p>2 1♦ 3 2♦</p>	<p>Flemming Model 10 Ranged Weapon</p>  <p>3 2♦ 4 3♦</p> <p>Clumsy: During ranged combat, you may not use skill cards.</p>	<p>Susini DMR Ranged Weapon</p>  <p>2 1♦ 4 2♦ 5 3♦</p> <p>Burst: You may discard 1 ♦ to gain 1 ♦.</p> <p>Red Dot: You may exhaust 1 ♦ to gain 1 ♦.</p>
<p>Katana Melee Weapon</p>  <p>0 1♦ 2 3♦</p> <p>Finely Crafted: You may exhaust 1 ♦ to gain 1 ♦ or 1 ♦.</p>	<p>Saw Axe Melee Weapon</p>  <p>0 1♦ 2 3♦</p> <p>Slasher: You may exhaust 1 ♦ to gain 1 ♦.</p>	<p>Machete Melee Weapon</p>  <p>1 1♦ 2 3♦</p> <p>Balanced: You may exhaust 1 ♦ to gain 1 ♦.</p>	<p>Parrying Blade Melee Weapon</p>  <p>1 1♦ 2 2♦</p> <p>Reinforced Guard: You may exhaust 1 ♦ to gain 1 ♦.</p>
<p>Spear Melee Weapon</p>  <p>1 1♦ 2 3♦</p> <p>Safe Distance: During melee combat, you may force the enemy to reroll 1 combat die.</p>	<p>Nail Club Melee Weapon</p>  <p>0 1♦ 2 3♦</p> <p>Aggressive: You may lose 1 ♦ to gain 1 ♦.</p>	<p>Heavy Sword Melee Weapon</p>  <p>1 2♦ 2 3♦</p> <p>Slasher: You may exhaust 1 ♦ to gain 1 ♦.</p>	<p>Hand Axe Melee Weapon</p>  <p>1 2♦ 2 3♦</p> <p>Clumsy Slasher: If your attack value is 1+, you may exhaust 1 ♦ to gain 1 ♦.</p>
<p>Bent Spine Minor Mutation</p>  <p>Place this card in an inventory slot, discarding any items that were there. You may no longer place items in that inventory slot.</p> <p>If you do not have a visible mutation token, take one now.</p>	<p>Twitchy Spasms Minor Mutation</p>  <p>You may not march.</p>	<p>Pure Metabolism Minor Mutation</p>  <p>You may not use booze tokens.</p>	<p>Skin and Bones Minor Mutation</p>  <p>Place this card in your heavy inventory slot, discarding any items that were there. You may no longer place items in that inventory slot.</p> <p>If you do not have a visible mutation token, take one now.</p>

<p>Listener Sensitivity Minor Mutation</p>  <p>During a broadcast, if your bid ties with any other bids, take the position of the tied player lowest on the player order track.</p>	<p>Spitter Stench Minor Mutation</p>  <p>Discard 1 follower card. If you do not have any, the next time that you draw a follower card, discard it instead.</p>	<p>Frail Major Mutation</p>  <p>Recovering each ♣ costs you 2 recovery points.</p>	<p>Shrunk Hippocampus Major Mutation</p>  <p>Recovering each ♠ costs you 2 recovery points.</p>
<p>Pinhead Brain Major Mutation</p>  <p>Your maximum hand size for terrain and/or scavenge sites is reduced by 1.</p> <p>If you do not have a visible mutation token, take one now.</p>	<p>Thick Skull Major Mutation</p>  <p>Discard 1 skill card, returning it to your skill deck.</p> <p>If you do not have a visible mutation token, take one now.</p>	<p>Bighead Constitution Major Mutation</p>  <p>Reduce your maximum ♥ by 1.</p> <p>If you do not have a visible mutation token, take one now.</p> <p>You may spend 3 recovery points to discard this card, at any time. When you discard this card, increase your maximum ♥ by 1.</p>	<p>Whisperer's Mind Major Mutation</p>  <p>Reduce your maximum ♣ by 1.</p> <p>If you do not have a visible mutation token, take one now.</p> <p>You may spend 3 recovery points to discard this card, at any time. When you discard this card, increase your maximum ♣ by 1.</p>
<p>When the Nurse joins you, increase your maximum ♥ by 1.</p> <p>Discard this card, and reduce your maximum ♥ by 1, if you get knocked out.</p> <p>Nurse Follower</p>  <p>Caring, Cautious</p>	<p>You may store 1 item, including a heavy item, on this card.</p> <p>Discard this card, and any item stored on it, if you get knocked out.</p> <p>Athlete Follower</p>  <p>Daring, Opportunistic</p>	<p>You never lose more than 1 ♣ from a story encounter or event.</p> <p>Discard this card if you get knocked out.</p> <p>Tattoo Artist Follower</p>  <p>Caring, Clumsy</p>	<p>When you map, you may recover 2 broadcast tokens -AND- refresh the map queue.</p> <p>Discard this card if you get knocked out.</p> <p>Scout Leader Follower</p>  <p>Cautious, Resourceful</p>
<p>During a stat challenge in a story encounter, you may ignore your drawn challenge card and draw a second challenge card instead.</p> <p>Discard this card if you get knocked out.</p> <p>Explorer Follower</p>  <p>Insightful, Tactless</p>	<p>When the Girl joins you, increase your maximum ♠ by 1.</p> <p>Discard this card, and reduce your maximum ♠ by 1, if you get knocked out.</p> <p>Girl Follower</p>  <p>Clumsy, Insightful</p>	<p>During ranged combat, you may discard this card to ignore all ♠ from the enemy.</p> <p>Discard this card if you get knocked out.</p> <p>Fanboy Follower</p>  <p>Caring, Tactless</p>	<p>At any time, you may view the next morning token on the round track.</p> <p>Discard this card if you get knocked out.</p> <p>Researcher Follower</p>  <p>Clever, Reckless</p>

Ultravolent
Human Enemy

3

When you **forage**, recover 1.

Discard this card if you get knocked out.

Charismatic, Opportunistic

1 2 3 3

1 1 1 1

1 1 1 1

Whisperer
Mutant Enemy

3

Voices: Roll the D6. If the result is higher than your mind, lose 2.

1 2 3 3

1 1 1 1

1 1 1 1

Tackler
Mutant Enemy

3

Pursuit: If this enemy survives the encounter, lose 1. Do not suffer a mutation from this damage.

1 2 3 3

1 1 1 1

1 1 1 1

Seeker
Mutant Enemy

3

Seeker Sights: During ranged combat, results, they reroll both dice once.

1 2 3 3

1 1 1 1

1 1 1 1

Lisener
Mutant Enemy

2

Befuddle: Roll the D6. If the result is higher than your mind, lose 1. If the result is at least double your mind, lose 2 instead.

1 2 3 3

1 1 1 1

1 1 1 1

Urban Ganger
Human Enemy

2

1 1 1 1

1 1 1 1

1 1 1 1

Wild Dogs
Human Enemy

2

Pack: During this encounter, draw your primary challenge card randomly instead of choosing it. Do not exhaust it at the end of the encounter.

1 2 3 3

1 1 1 1

1 1 1 1

Pinhead
Mutant Enemy

4

Slow: During melee combat, if your speed is 4+, gain 1.

1 2 3 3

1 1 1 1

1 1 1 1

Blindhead Trapper
Mutant Enemy

2

Tangle: If this enemy gained during ranged combat, you may not use during melee combat.

1 2 3 3

1 1 1 1

1 1 1 1

Doomsayer
Human Enemy

2

Demoralize: Roll the D6. If the result is higher than your mind, lose 1.

1 2 3 3

1 1 1 1

1 1 1 1

Twichy
Mutant Enemy

2

Pursuit: If this enemy survives the encounter, lose 1. Do not suffer a mutation from this damage.

1 2 3 3

1 1 1 1

1 1 1 1

Hammerhead
Mutant Enemy

2

Breaker: During melee combat, this enemy reduces your by 1.

1 2 3 3

1 1 1 1

1 1 1 1

Hoarier
Human Enemy

2

Peaceful: At the start of this encounter, you may discard this card and draw a new one. If you discard this card, you will this enemy, lose 1.

1 2 3 3

1 1 1 1

1 1 1 1

Mansfield
Mutant Enemy

3

Slow: During melee combat, if your speed is 4+, gain 1.

1 2 3 3

1 1 1 1

1 1 1 1

Guru
Follower

1

When you **forage**, recover 1.

Discard this card if you get knocked out.

Charismatic, Opportunistic

1 2 3 3

1 1 1 1

1 1 1 1

Splitter
Mutant Enemy

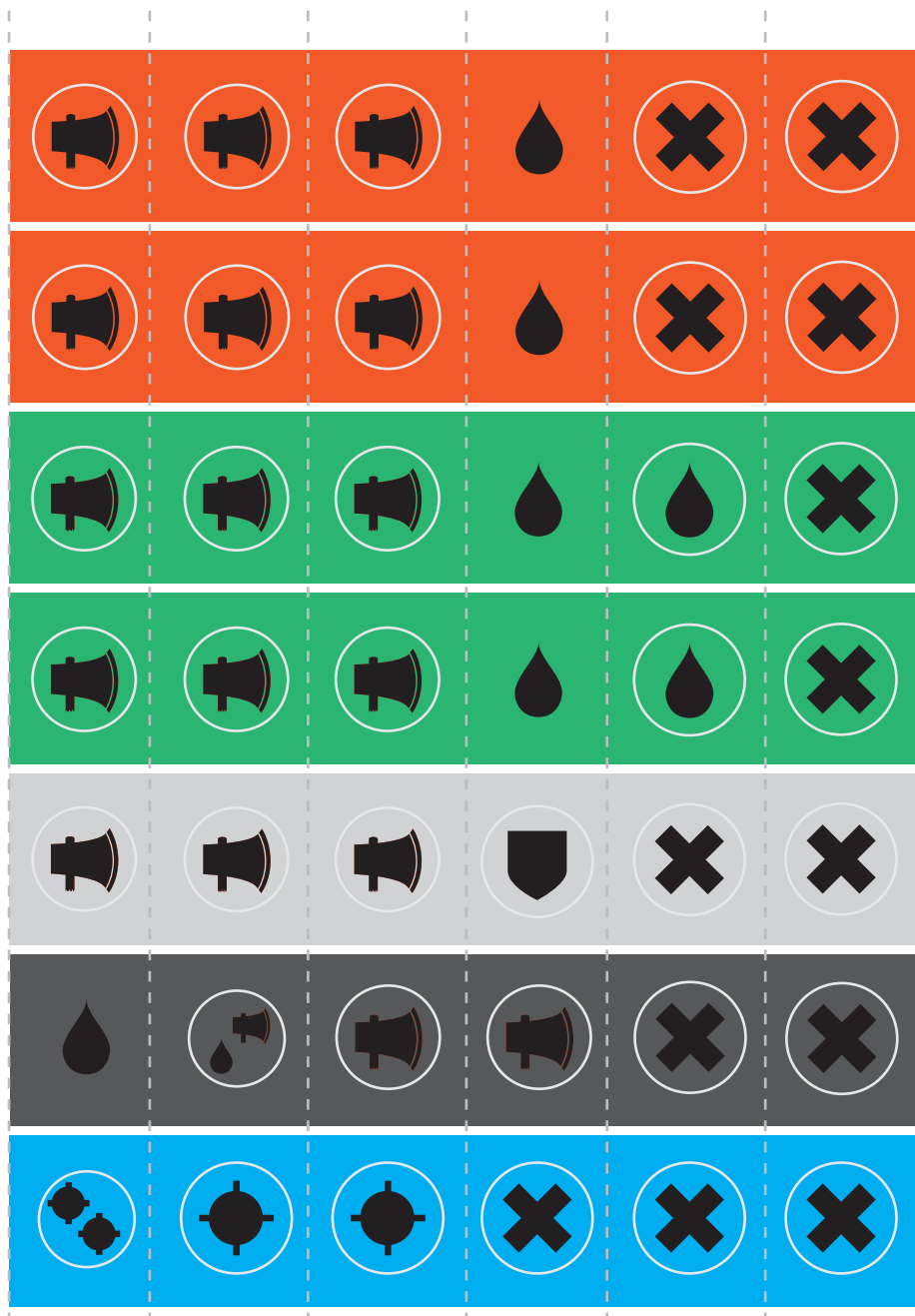
2

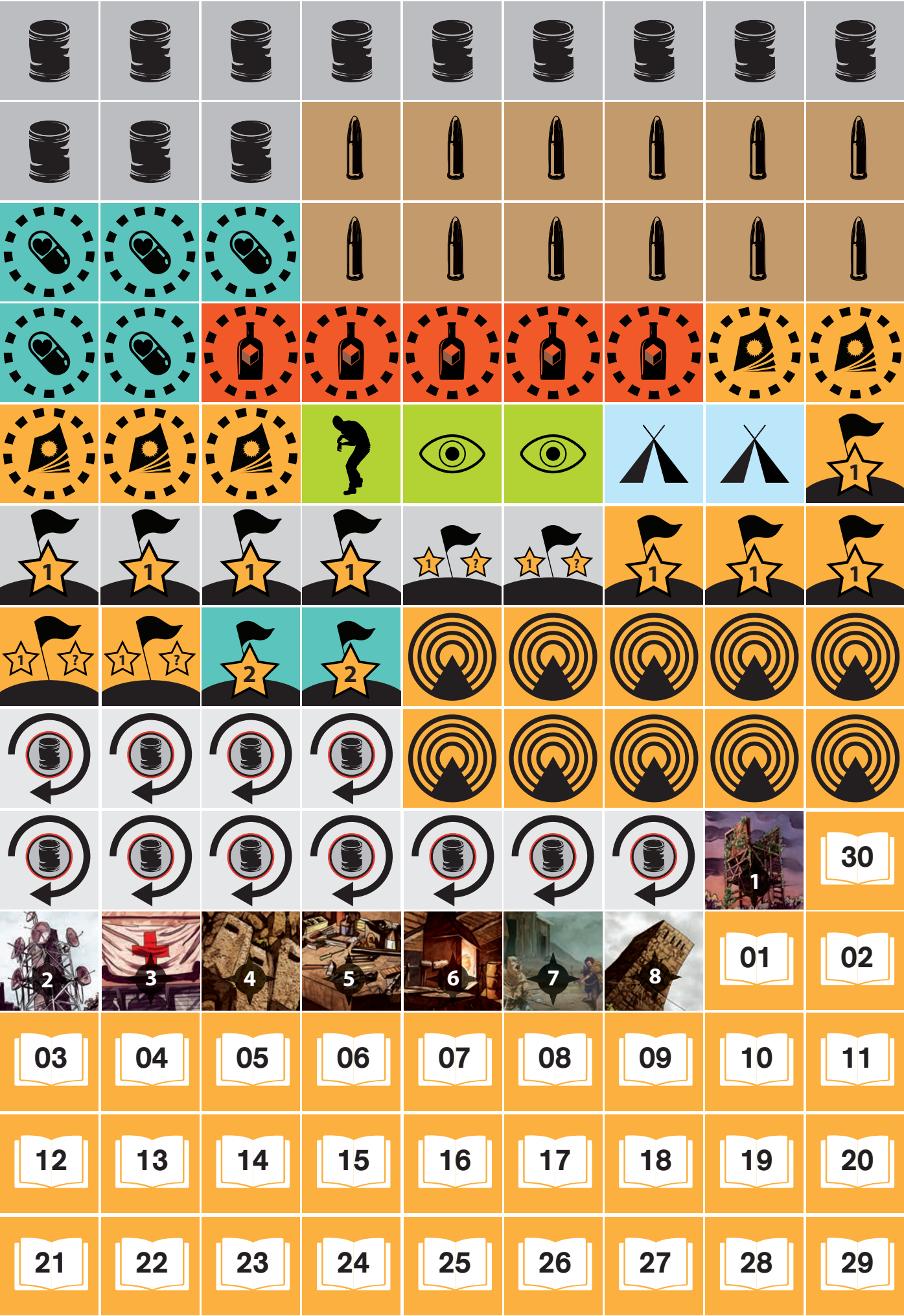
Split: During ranged combat, if this enemy damages you, suffer a mutation. You cannot suffer further mutations during this encounter.

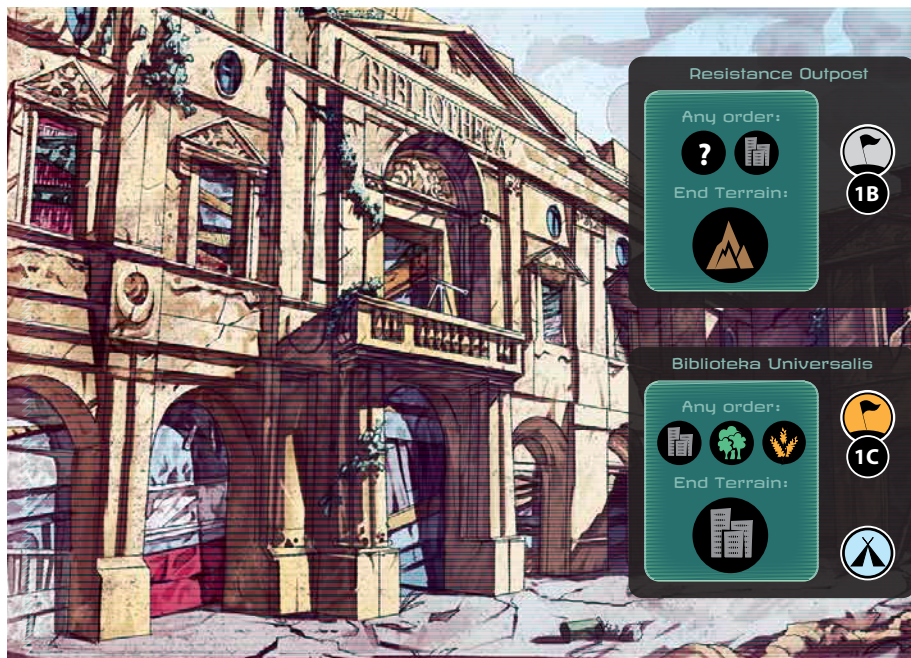
1 2 3 3

1 1 1 1

1 1 1 1







Resistance Outpost

Any order:



End Terrain:



1B

Biblioteka Universalis

Any order:



End Terrain:



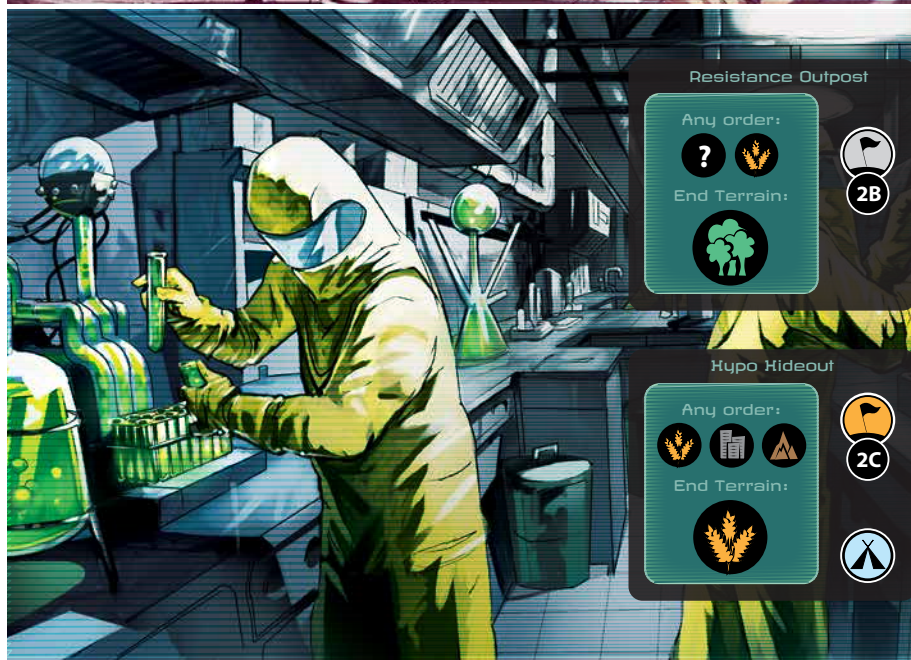
1C

Biblioteka Universalis
Mission Objective

1A

The Biblioteka Universalis is the richest repository of offline knowledge in the region. Its halls are stacked with works dating all the way back to the 1500s. A few days ago, the librarian posted there survived a harrowing journey to one of our outposts, bringing a report on some alarming findings that his team unearthed about the society and leadership of the mutants. The staff that accompanied him were all killed.

The Resistance leadership will send a support team when they can spare the people, but for now they need you to escort the librarian back before the Biblioteka gets overrun by mutants.



Resistance Outpost

Any order:



End Terrain:



2B

Hypo Hideout

Any order:



End Terrain:



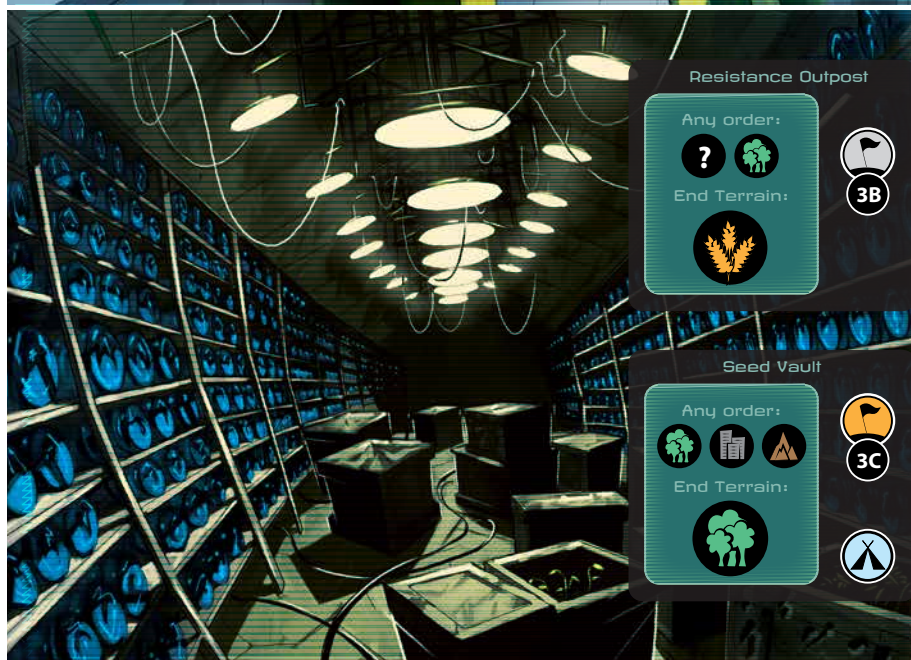
2C

Hypo Hideout
Mission Objective

2A

The Hypos are an extended network of intensely paranoid people who reacted to the Fall by zipping themselves up in hazmat suits and making sure no living creature gets within ten metres of them. They rarely make contact, and their bunkers are hard to locate.

We have a chance to rope in one of their groups. Their leading scientist has run off with his assistant after breaking hygiene rules in... entertaining ways. The Resistance leadership needs you to meet up with Dr. Damovich and bring him to the Fortress.



Resistance Outpost

Any order:



End Terrain:



3B

Seed Vault

Any order:



End Terrain:



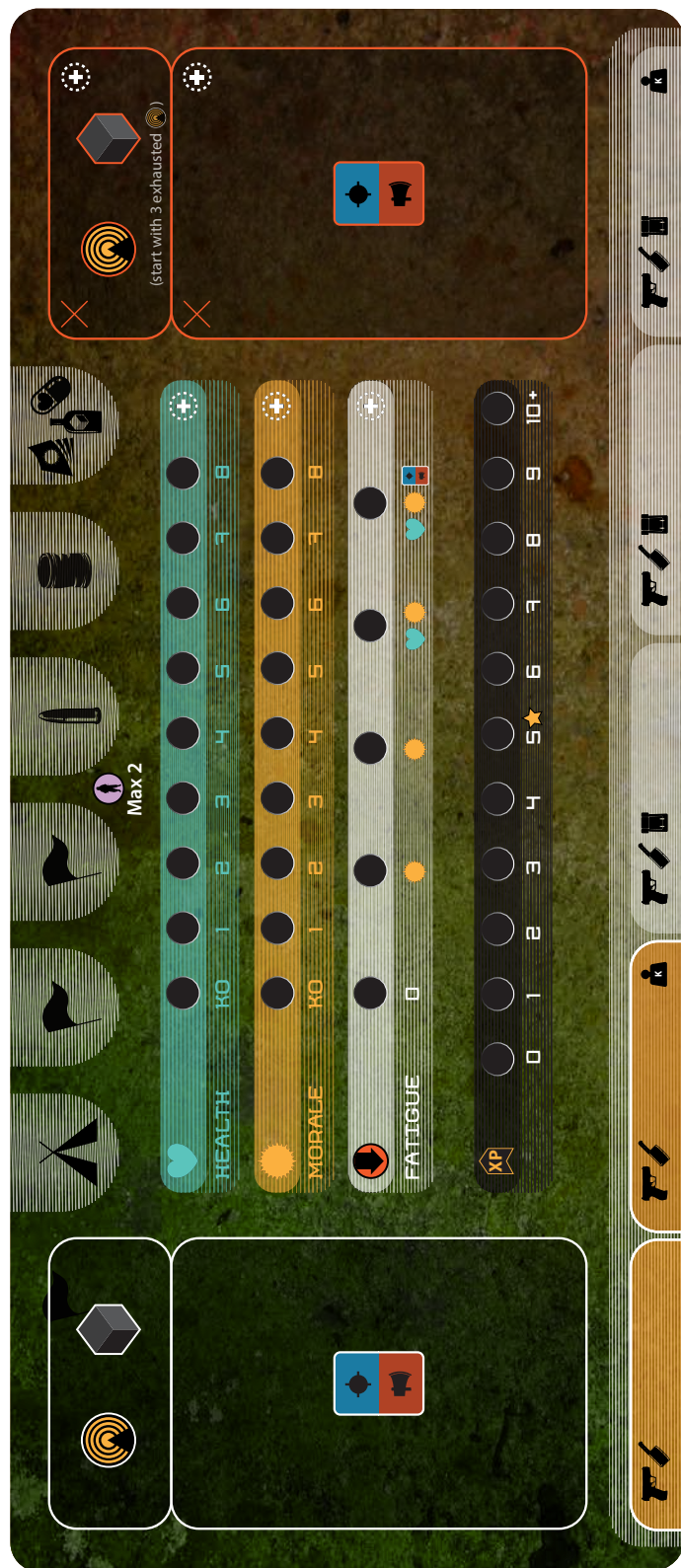
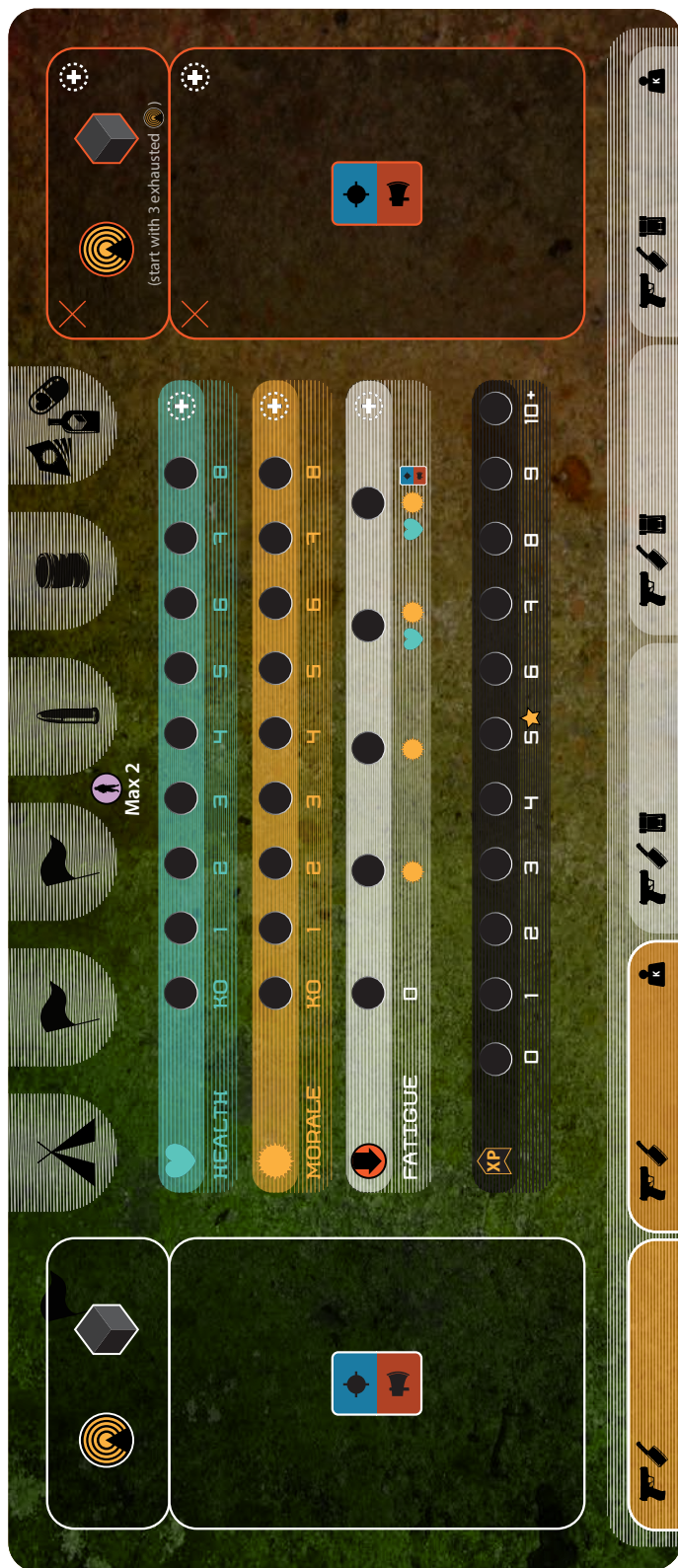
3C

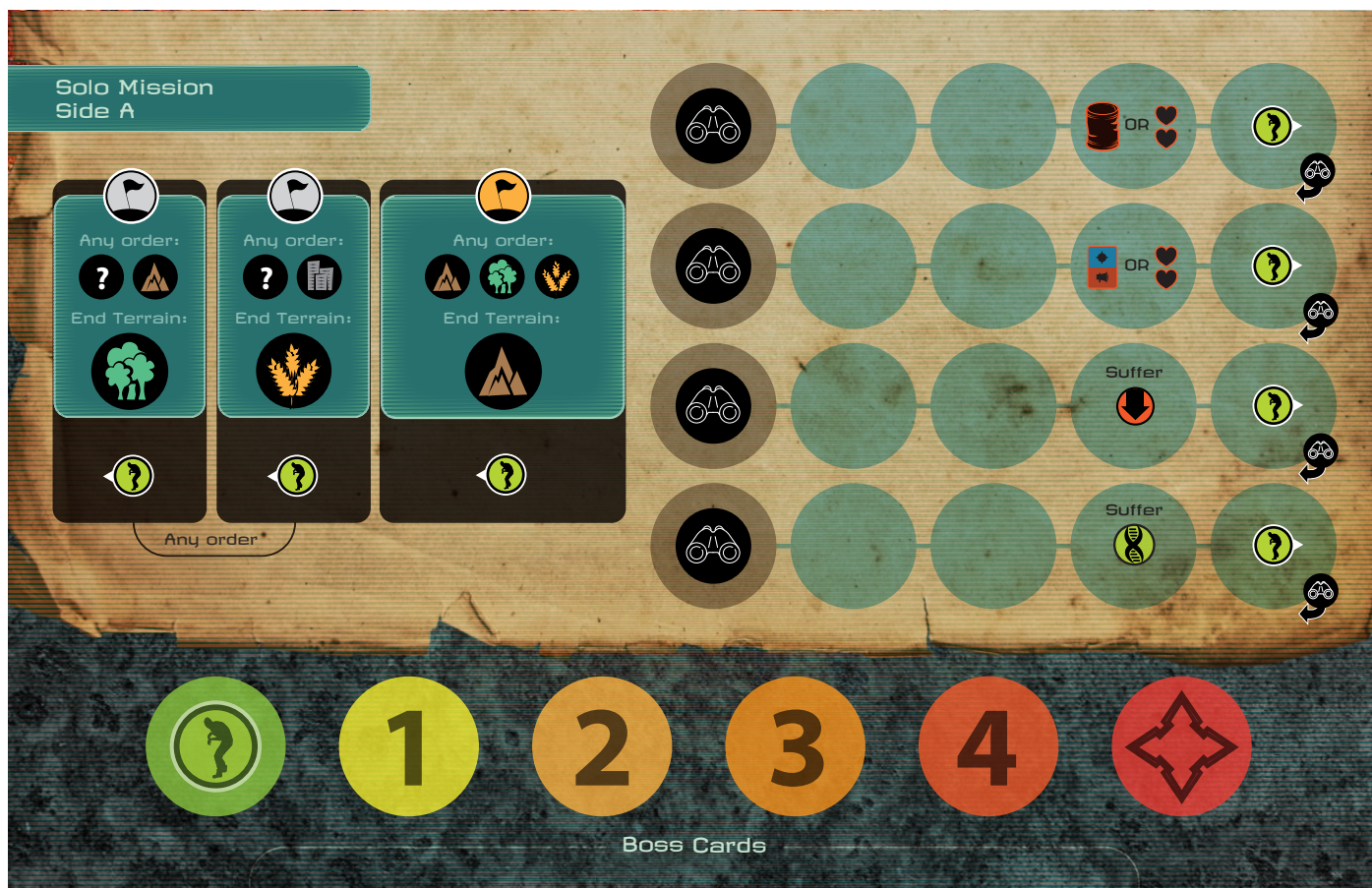
Seed Vault
Mission Objective

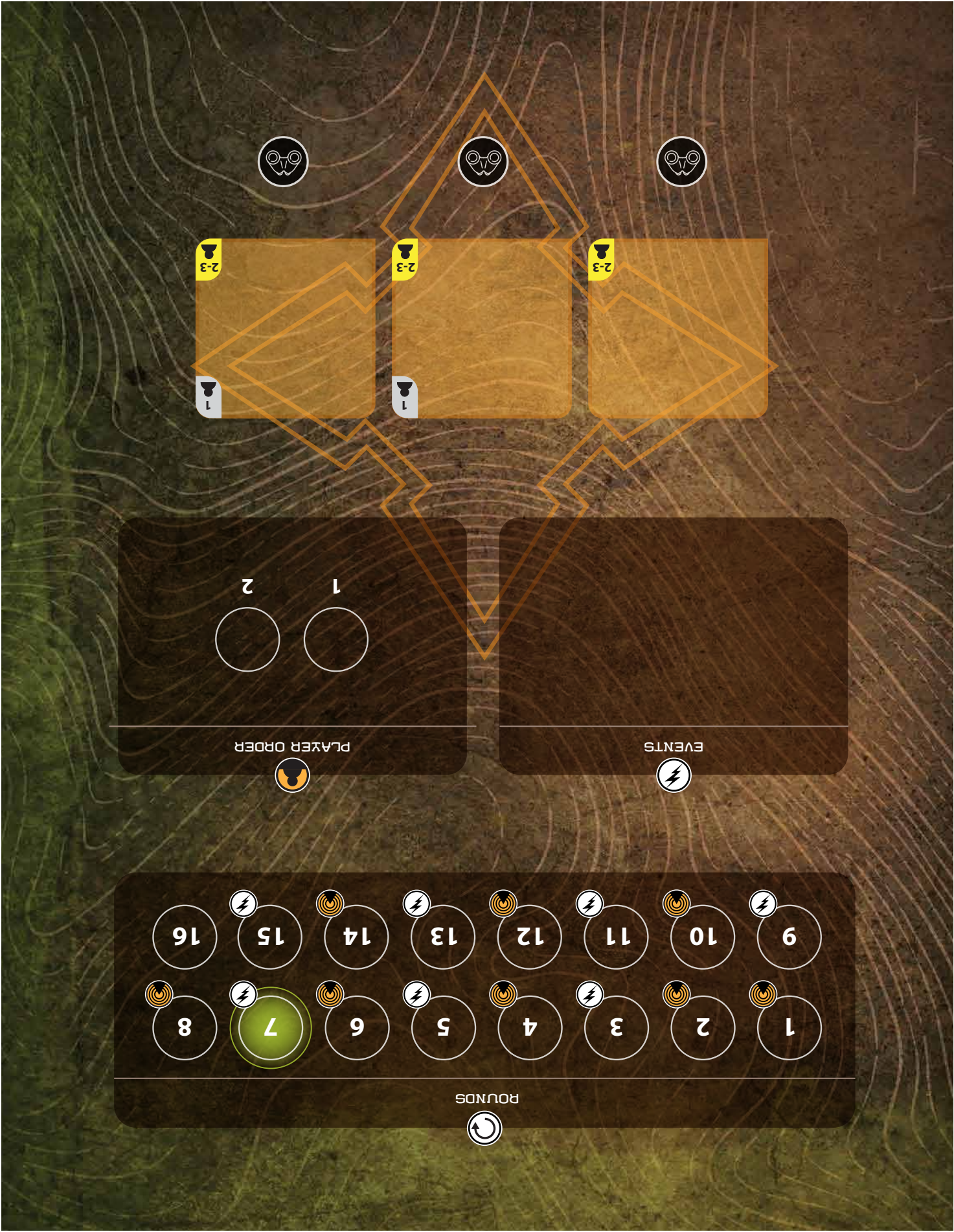
3A

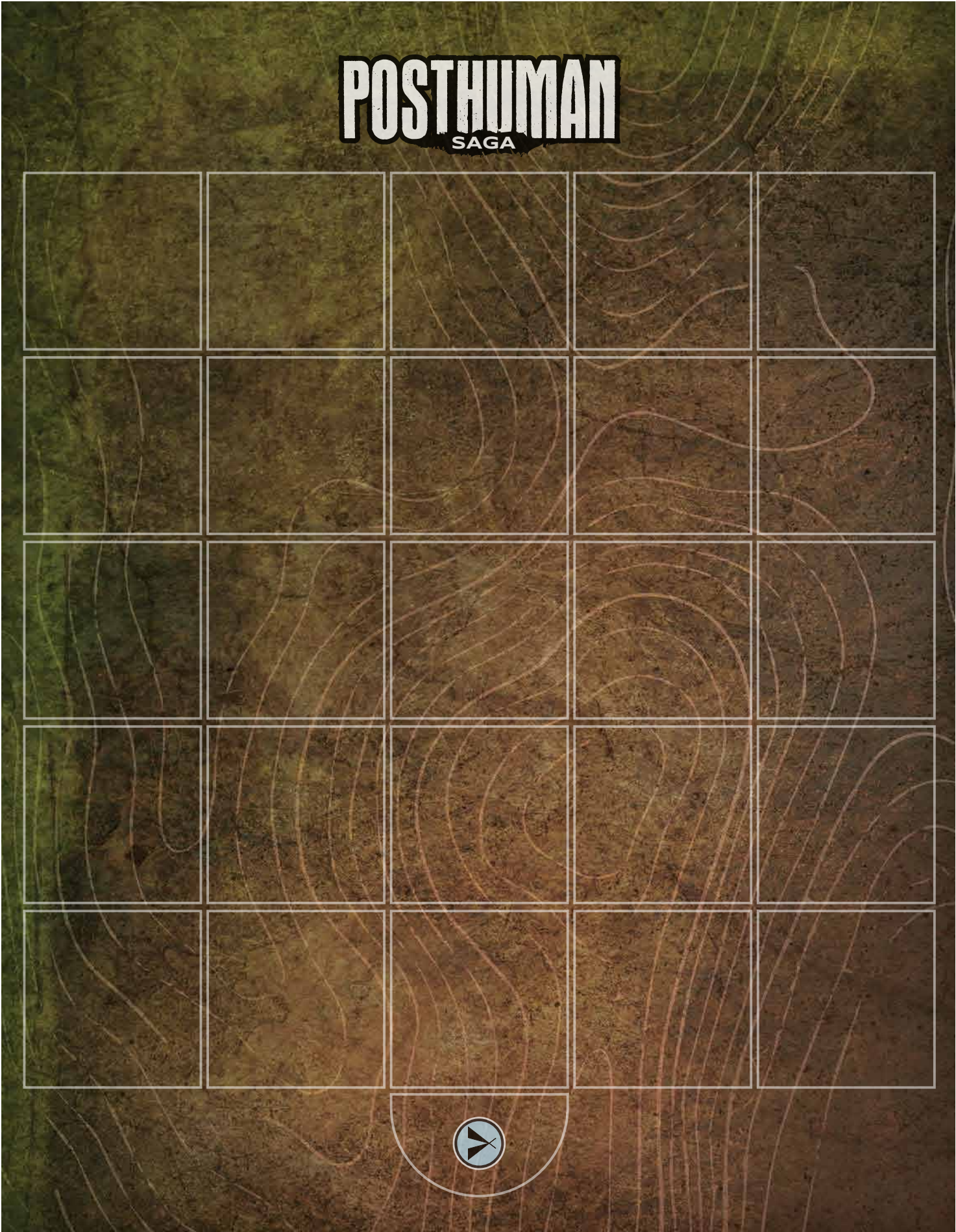
The Seed Vault is the site of a European project that's been kept under wraps — a genetic library of sorts, ranging from plant seeds to human and animal DNA. Some top-notch geneticists are holed up in there, researching ways to reverse mutation, and they're running out of chemical supplies.

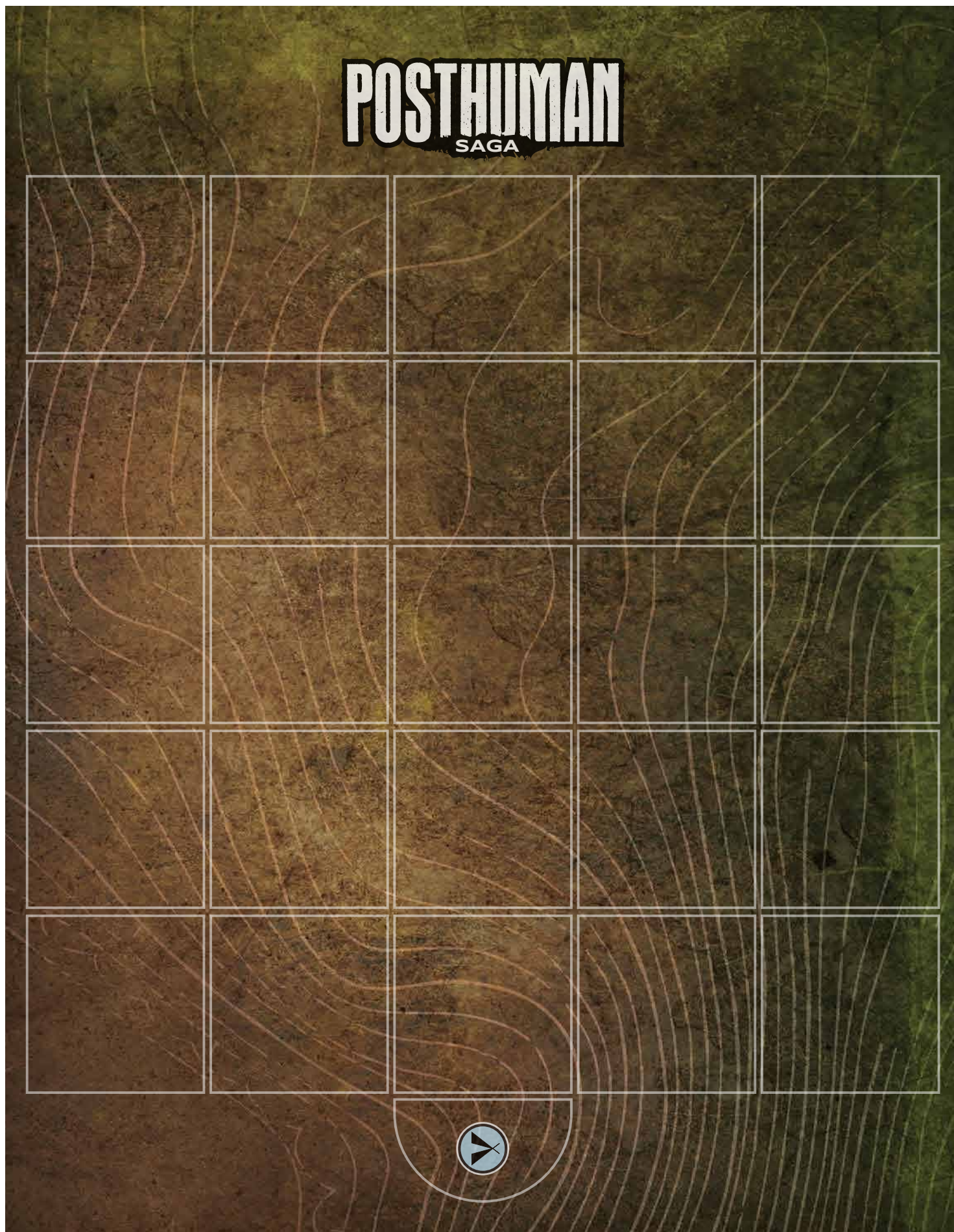
The Resistance leadership has gathered what supplies they can spare and are sending you over with them.











**VICTORY POINTS**





**RECON OBJECTIVES**

**ROUND ORDER**



1. Morning
Eat, remove a camp token or suffer 1 fatigue.
THEN flip the morning token and resolve a story encounter.
THEN resolve a broadcast or draw an event card.
(after a broadcast, replenish the terrains and scavenge sites)



2. Day
Select your actions and reveal them simultaneously
THEN resolve your actions in player order

3. Night
Spend XP
Replenish the terrains and scavenge sites.

**MISSION VPs**
2 Player / Team Versus





POSTHUMAN
SAGA

27