1-2

MIGHTY BOARDS

PRINT AND PLAY INSTRUCTIONS

POSTHUMAN SAGA

EXPRESS EDITION



INTRODUTION

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 oragnisation.

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.

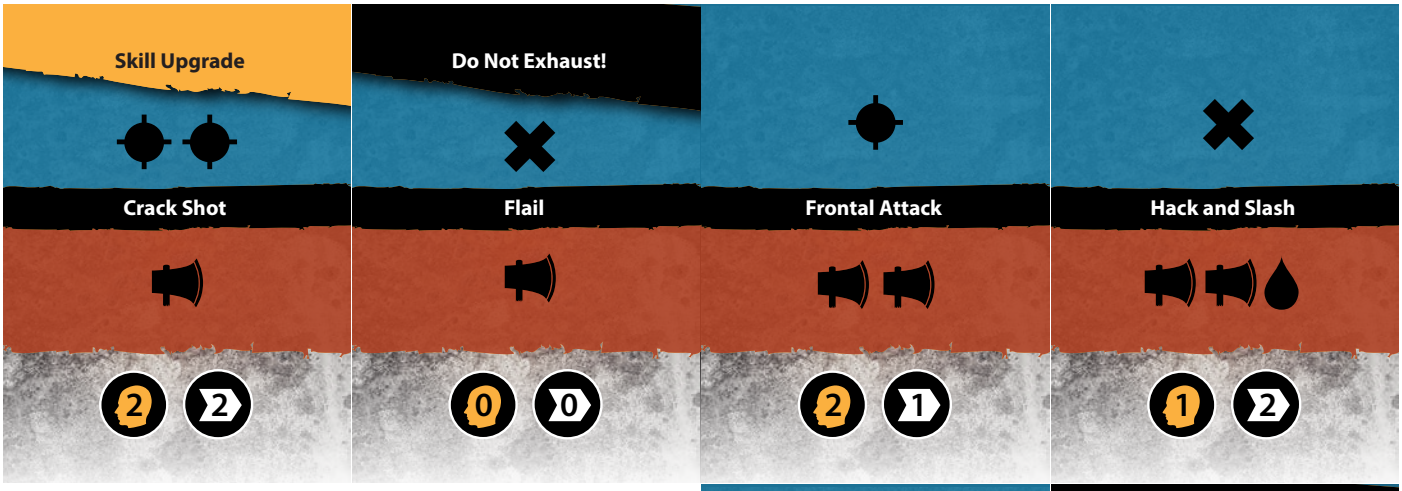
6. In the actual game the morning tokens are two sided. For ease of printing you can keep the face-up side of the morning tokens blank.

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



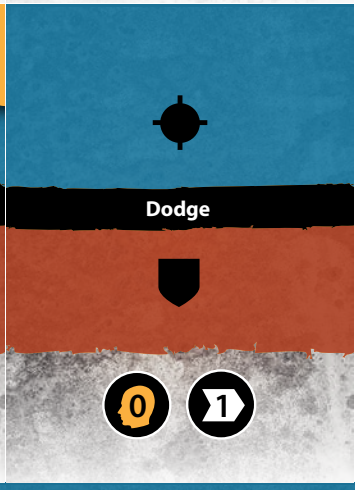


Use the above instead of a mini and stick onto a token.

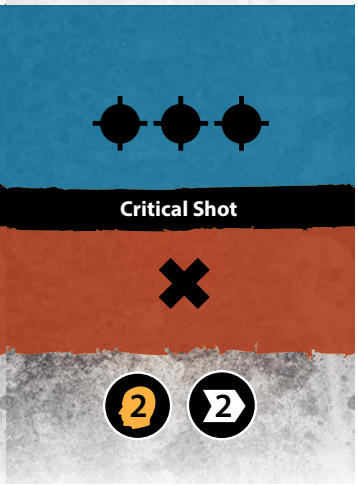












Cut out the cards

Perfect Footwork 5

During **melee combat**, if your challenge cards have fewer than 2 , gain 1 .

Flurry of Blows 5

Add the **Flurry of Blows** challenge card to your deck, then discard this card.

Prerequisite:
Melee Focus

Kata 5

When you **map**, you may exhaust 1 to recover 1 challenge card.

Acrobatics 2

During **ranged combat**, you may exhaust 1 to force the enemy to reroll their combat dice.

Crack Shot 3

Add the **Crack Shot** challenge card to your deck, then discard this card.

Light Footed 3

During a **broadcast**, if your bid ties with any other bids, recover 1 broadcast token.

Melee Focus 3

During **melee combat**, you may exhaust 1 to gain 1 .

Counter Attack 2

During **melee combat**, you may lose 1 to gain 1 .

Quick Healer 3

When you **camp**, recover 1 .

Speed Focus 3

During **melee combat**, if your challenge cards have no , you may exhaust 1 to gain 1 .

Kalt 9mm
Ranged Weapon



3 1 4 2

Reinforced Bat
Melee Weapon



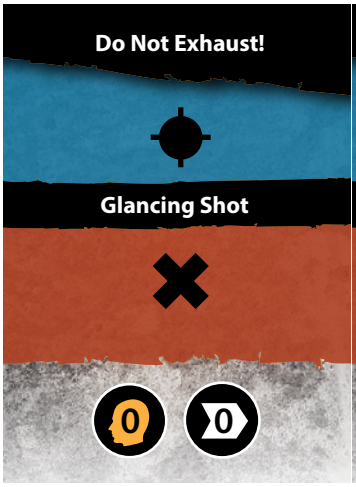
1 1 2 2

Aggressive:
You may lose 1 to gain 1 .

Cut out the tokens

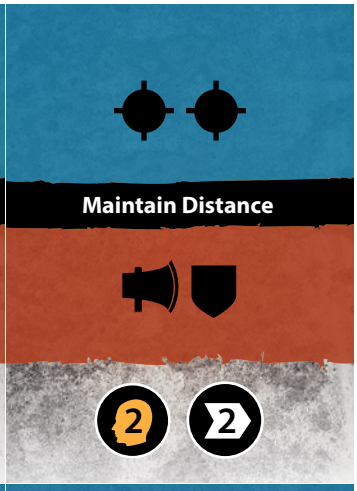


Cut out the cards









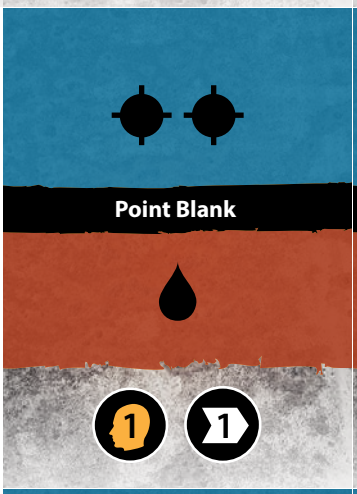
THE SCAVENGER

Keep all componets on this page together





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













Cut out the cards

Planned Moves 3

Add the **Planned Moves** challenge card to your deck, then discard this card.

Scavenger 4

When you **forage**, if you succeed at a mind challenge, take 1 .

Meditate 2

When you **forage**, recover 1 .

Trapping 3

When you **map**, you may exhaust 1 to take 1 .

Defensive Stance 2

During **melee combat**, you may exhaust 1 to force the enemy to reroll 1 combat die.

Outsmart 3

During **melee combat**, if your attack value is less than zero, gain 1 .

Shooting Focus 4

During **ranged combat**, you may exhaust 1 to gain 1 .

Seasoned Scavenger 3

When you **forage**, you may exhaust 1 to take the standard loot of another terrain type instead.

Prerequisite:
Scavenger

Surveyor 3

At the end of a **broadcast**, you may exhaust 1 and discard 1 scavenge site from your hand to draw 1 scavenge site from the bag.

Sneak Attack 5

Add the **Sneak Attack** challenge card to your deck, then discard this card.

Prerequisite:
Scavenger

Kalt 9mm 1
Ranged Weapon

3 1 4 2

Hunting Knife
Melee Weapon

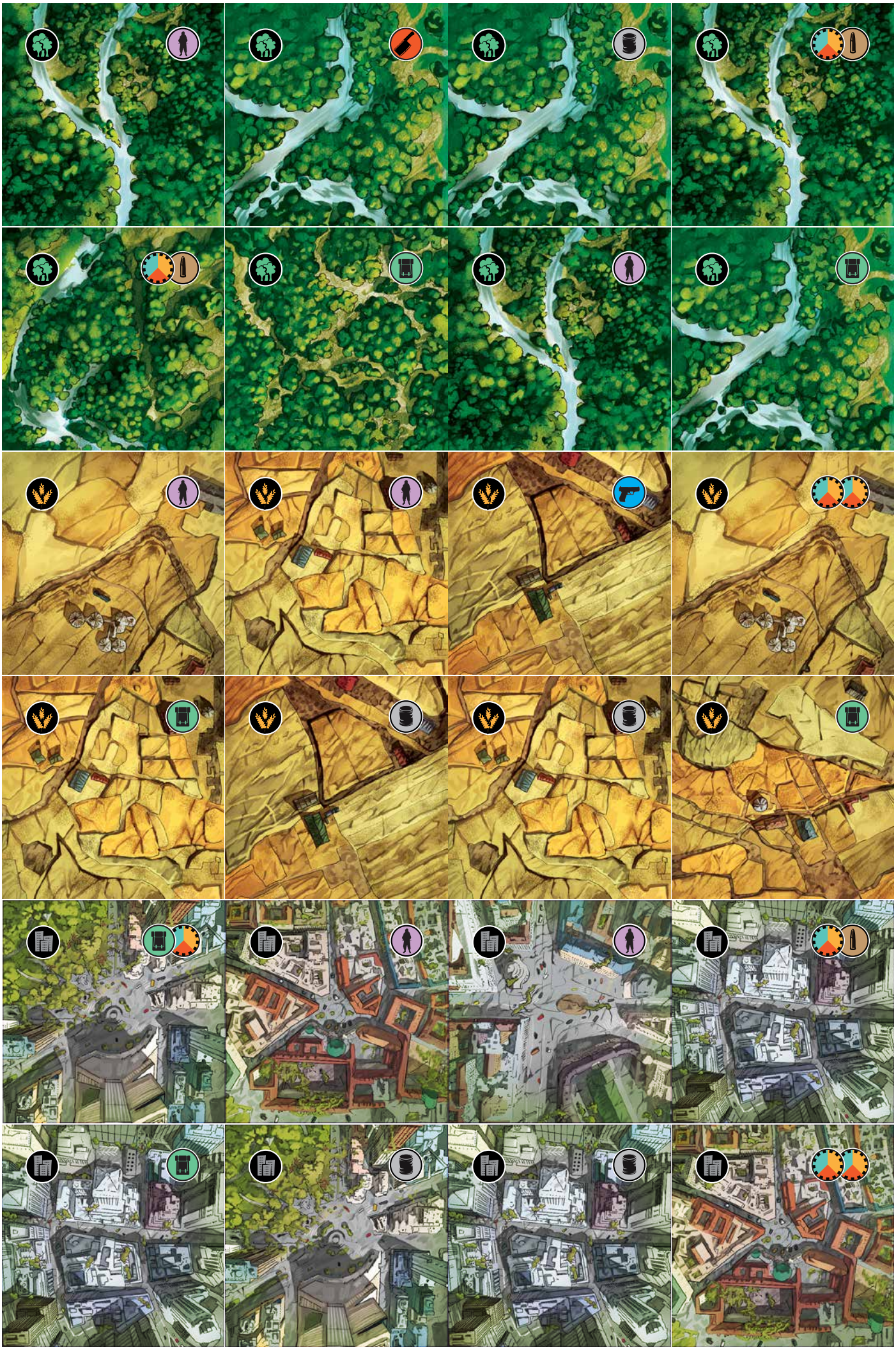
1 1 2 2

Balanced:
You may exhaust 1 to gain 1 .
Carver:
You may take 1 instead of the normal kill rewards.

Cut out the tokens



Cut along the edges



Cut along the edges

Cut along the line

MAP

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

Then take a **paired** terrain and scavenge 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 **scavenge sites** on the terrain you occupy and any adjacent terrain.

TREK

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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TREK

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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*

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.

Mind Challenge = select + *draw*

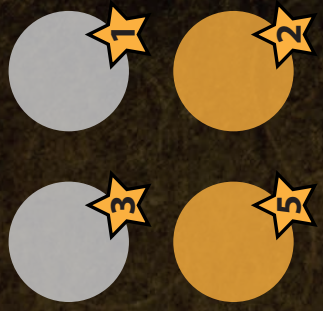
CAMP

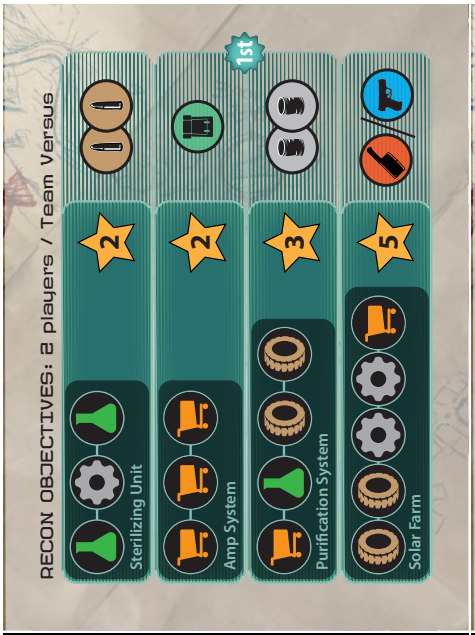
Place your **camp token** on the terrain you occupy. You may now spend up to 4 **recovery points**.

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

MISSION VPs

2 players / Team Versus









Communications Pylon 2
Landmark



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 5
Landmark



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 3
Landmark



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 4
Landmark



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 8
Landmark



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 6
Landmark

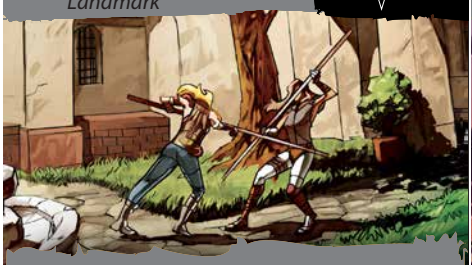


The smell of heated metal reaches your nose before the building even comes into view. While not exactly pleasant, it's somehow comforting.

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

7



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

1



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 scavenge site. If there is no mission token on that terrain, place your side mission token there and score 2 VP.

2

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 scavenge site. If there is no mission token on that terrain, place your side mission token there and score 2 VP.

2

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 Glennhamar 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 scavenge site. If there is no mission token on that terrain, place your side mission token there and score 2 VP.

2

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.

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.

Cut out the cards

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 scavenge sites is increased by 1.

Binoculars
Equipment



When you **map**, you may discard 1 scavenge site from your hand to draw 1 scavenge 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 scavenge 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 2
Ranged Weapon



3 1💧 4 2💧 5 3💧

Large Calibre:
You may discard 1 ▮ to gain 1 💧.

Pachnikov-Z9 1
Ranged Weapon



2 1💧 4 2💧 5 3💧

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

FABS-M5 1
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 2
Ranged Weapon



3 1💧 4 2💧 5 3💧

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

Cut out the cards

Tyr Scout
Ranged Weapon



3 | 4 | 5

12x Scope:
You may exhaust 1 to gain 1 .

Little Belcher
Ranged Weapon



2 | 3

Flemming Model 10
Ranged Weapon



3 | 4

Clumsy:
During ranged combat, you may not use skill cards.

Susini DMR
Ranged Weapon



2 | 4 | 5

Burst:
You may discard 1 to gain 1 .

Red Dot :
You may exhaust 1 to gain 1 .

Katana
Melee Weapon



0 | 1 | 2

Finely Crafted:
You may exhaust 1 to gain 1 or 1 .

Saw Axe
Melee Weapon



0 | 1 | 2

Slasher:
You may exhaust 1 to gain 1 .

Machete
Melee Weapon



1 | 1 | 2

Balanced:
You may exhaust 1 to gain 1 .

Parrying Blade
Melee Weapon



1 | 1 | 2

Reinforced Guard:
You may exhaust 1 to gain 1 .

Spear
Melee Weapon



1 | 1 | 2

Safe Distance: During melee combat, you may force the enemy to reroll 1 combat die.

Nail Club
Melee Weapon



0 | 1 | 2

Aggressive:
You may lose 1 to gain 1 .

Heavy Sword
Melee Weapon



1 | 2 | 2

Slasher:
You may exhaust 1 to gain 1 .

Hand Axe
Melee Weapon



1 | 2 | 2

Clumsy Slasher:
If your attack value is 1+, you may exhaust 1 to gain 1 .

Bent Spine
Minor Mutation



Place this card in an inventory slot, discarding any items that were there. You may no longer place items in that inventory slot.

If you do not have a visible mutation token, take one now.

Twitchy Spasms
Minor Mutation



You may not **march**.

Pure Metabolism
Minor Mutation



You may not use booze tokens.

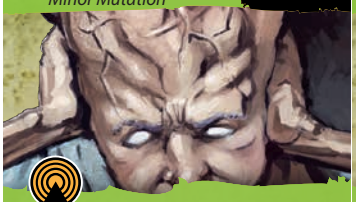
Skin and Bones
Minor Mutation



Place this card in your heavy inventory slot, discarding any items that were there. You may no longer place items in that inventory slot.

If you do not have a visible mutation token, take one now.

Listener Sensitivity
Minor Mutation



During a **broadcast**, if your bid ties with any other bids, take the position of the tied player lowest on the player order track.

Spitter Stench
Minor Mutation



Discard 1 follower card. If you do not have any, the next time that you draw a follower card, discard it instead.

Frail
Major Mutation



Recovering each ⬇ costs you 2 recovery points.

Shrunken Hippocampus
Major Mutation



Recovering each ⬢ costs you 2 recovery points.

Pinhead Brain
Major Mutation



Your maximum hand size for terrain and/or scavenge sites is reduced by 1.

If you do not have a visible mutation token, take one now.

Thick Skull
Major Mutation



Discard 1 skill card, returning it to your skill deck.

If you do not have a visible mutation token, take one now.

Bighead Constitution
Major Mutation



Reduce your maximum ♥ by 1.

If you do not have a visible mutation token, take one now.

You may spend 3 recovery points to discard this card, at any time. When you discard this card, increase your maximum ♥ by 1.

Whisperer's Mind
Major Mutation



Reduce your maximum ● by 1.

If you do not have a visible mutation token, take one now.

You may spend 3 recovery points to discard this card, at any time. When you discard this card, increase your maximum ● by 1.

Nurse
Follower



When the Nurse joins you, increase your maximum ♥ by 1.

Discard this card, and reduce your maximum ♥ by 1, if you get knocked out.

Caring, Cautious

Athlete
Follower



You may store 1 item, including a heavy item, on this card.

Discard this card, and any item stored on it, if you get knocked out.

Daring, Opportunistic

Tattoo Artist
Follower



You never lose more than 1 ● from a story encounter or event.

Discard this card if you get knocked out.

Caring, Clumsy

Scout Leader
Follower



When you **map**, you may recover 2 broadcast tokens -AND- refresh the map queue.

Discard this card if you get knocked out.

Cautious, Resourceful

Explorer
Follower



During a **stat challenge** in a story encounter, you may ignore your drawn challenge card and draw a second challenge card instead.

Discard this card if you get knocked out.

Insightful, Tactless

Girl
Follower



When the Girl joins you, increase your maximum ● by 1.

Discard this card, and reduce your maximum ● by 1, if you get knocked out.

Clumsy, Insightful

Fanboy
Follower



During **ranged combat**, you may discard this card to ignore all ◆ from the enemy.

Discard this card if you get knocked out.

Caring, Tactless

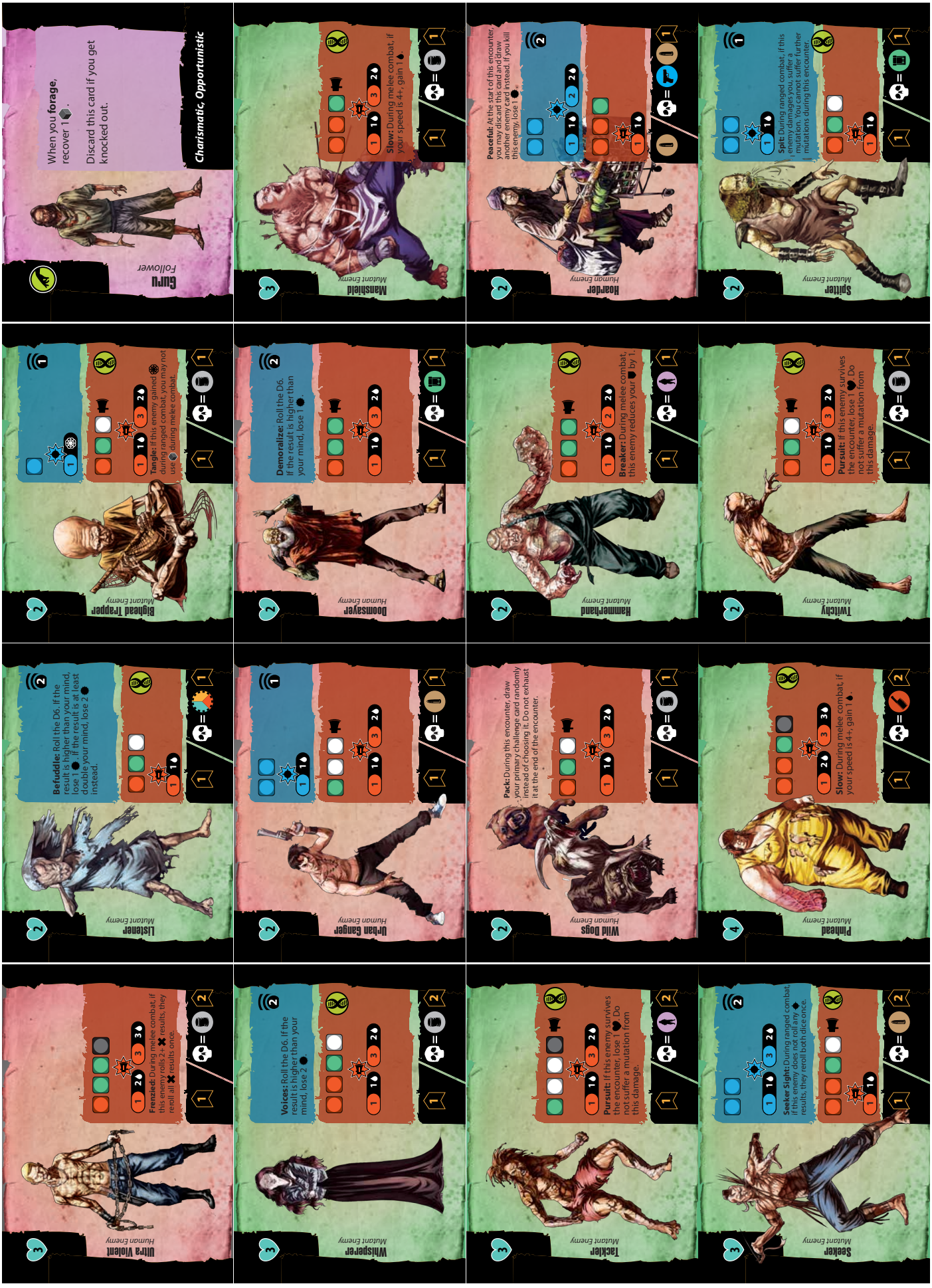
Researcher
Follower



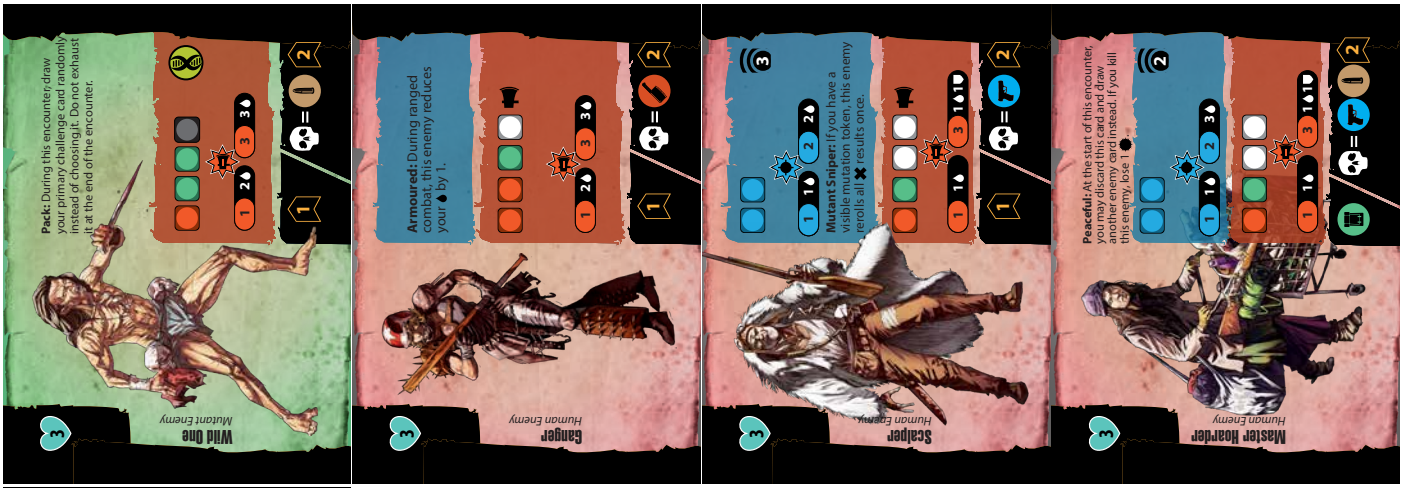
At any time, you may view the next morning token on the round track.

Discard this card if you get knocked out.

Clever, Reckless


Guru
Follower
When you forage, recover 1 .
Discard this card if you get knocked out.
Charismatic, Opportunistic
Ultra Violent
Human Enemy
Frenzied: During melee combat, if this enemy rolls 2+ results, they reroll all results once.
Whisperer
Mutant Enemy
Voices: Roll the D6. If the result is higher than your mind, lose 2 .
Tackler
Mutant Enemy
Pursuit: If this enemy survives the encounter, lose 1 . Do not suffer a mutation from this damage.
Seeker
Mutant Enemy
Seeker Sight: During ranged combat, if this enemy does not roll any results, they reroll both dice once.
Listener
Mutant Enemy
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.
Urban Ganger
Human Enemy
Wild Dogs
Human Enemy
Pack: During this encounter, draw 1 additional challenge card for each of your primary challenge card randomly instead of choosing it. Do not exhaust it at the end of the encounter.
Pinhead
Mutant Enemy
Slow: During melee combat, if your speed is 4+, gain 1 .
Highland Trapper
Mutant Enemy
Tangle: If this enemy gained during ranged combat, you may not use during melee combat.
Doomsayer
Human Enemy
Demoralize: Roll the D6. If the result is higher than your mind, lose 1 .
Hammerhand
Mutant Enemy
Breaker: During melee combat, this enemy reduces your by 1.
Twitchy
Mutant Enemy
Pursuit: If this enemy survives the encounter, lose 1 . Do not suffer a mutation from this damage.
Manshield
Mutant Enemy
Slow: During melee combat, if your speed is 4+, gain 1 .
Hoarder
Human Enemy
Peaceful: At the start of this encounter, you may discard this card and draw another enemy card instead. If you kill this enemy, lose 1 .
Spitter
Mutant Enemy
Spit: During ranged combat, if this enemy damages you, suffer a mutation. You cannot suffer further mutations during this encounter.

Cut out the cards

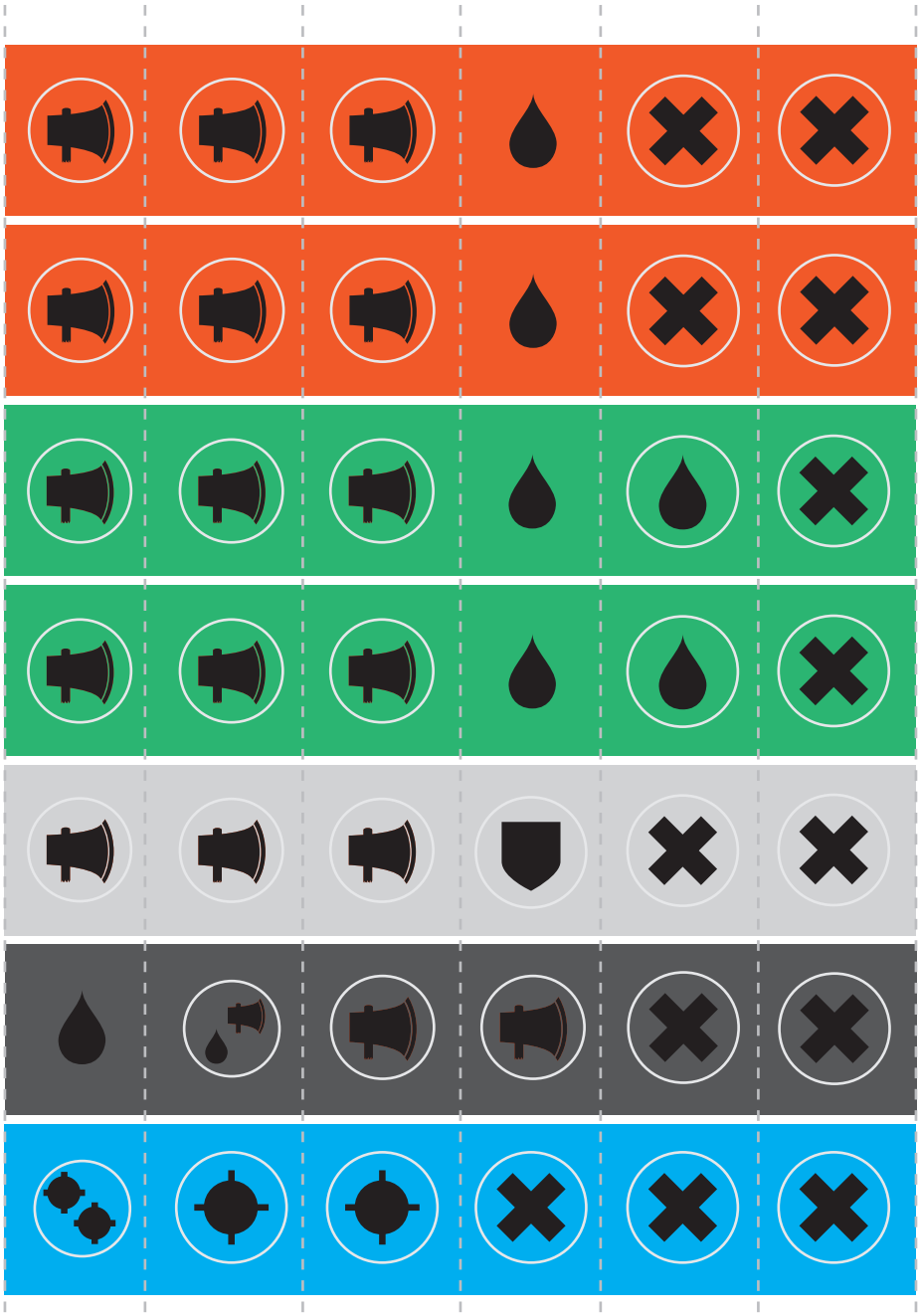




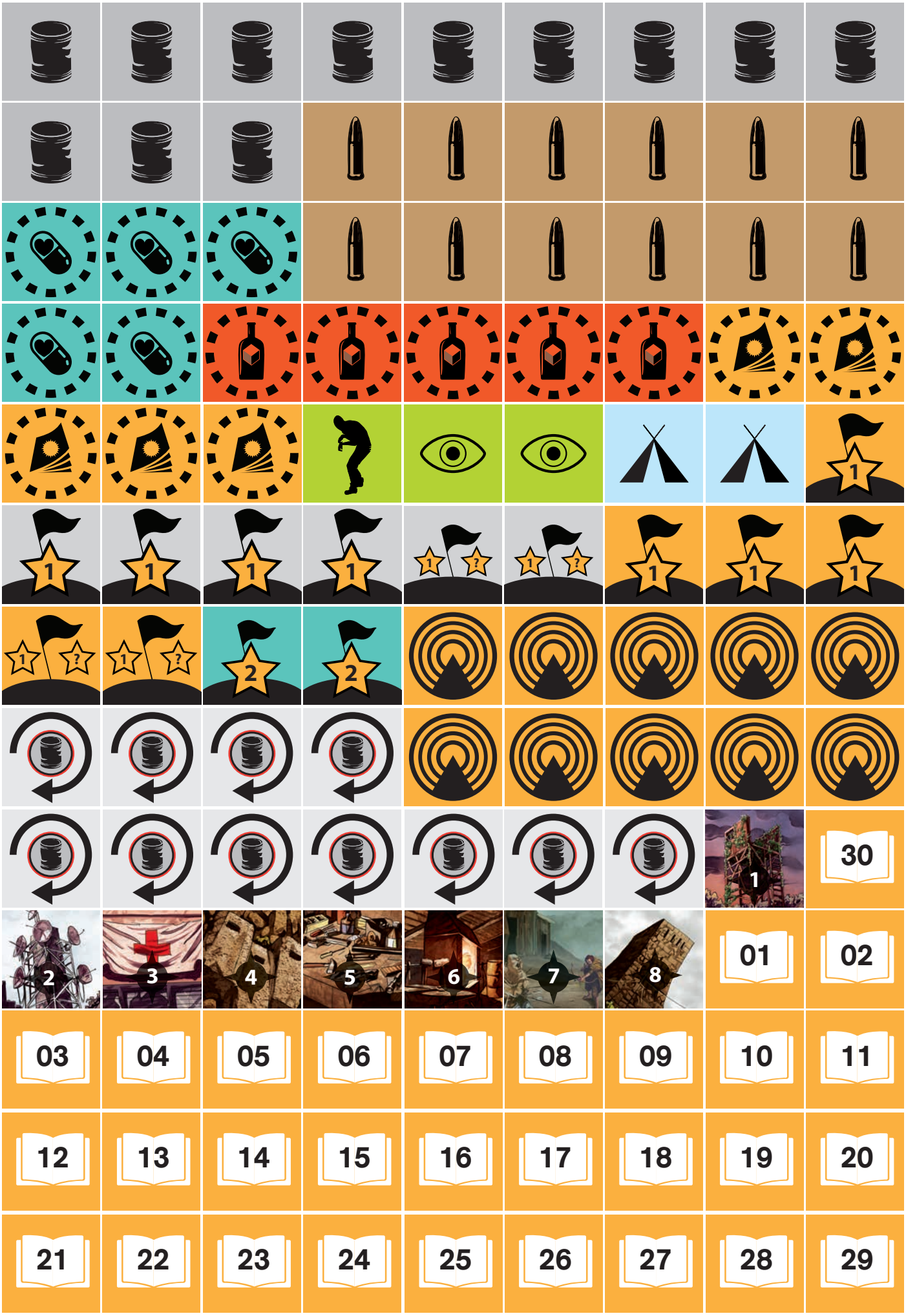
Cut out the tokens

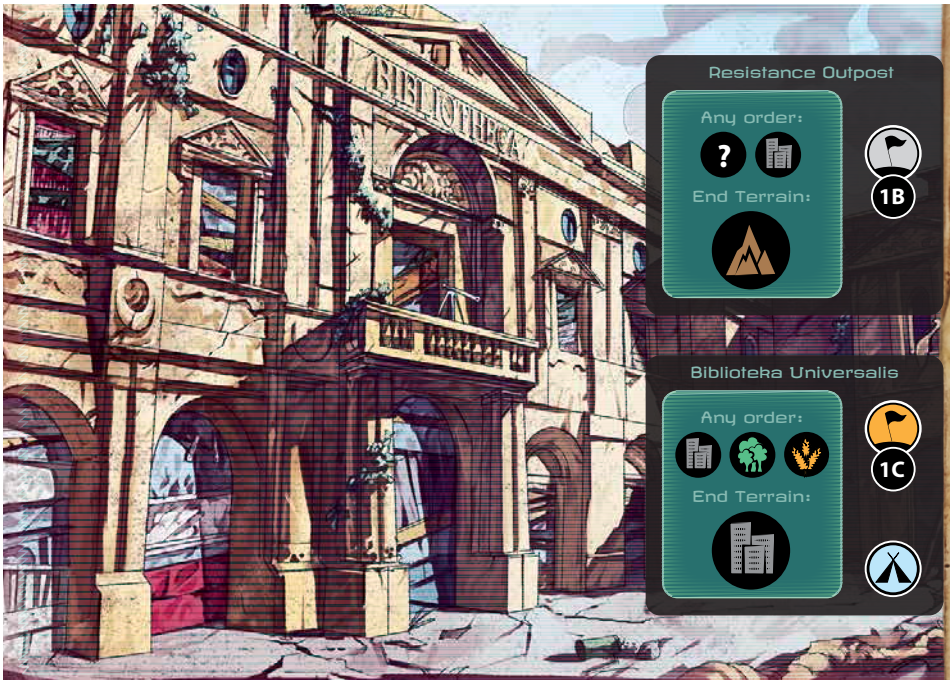


Cut out the squares and stick onto dice



Cut out the tokens





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.

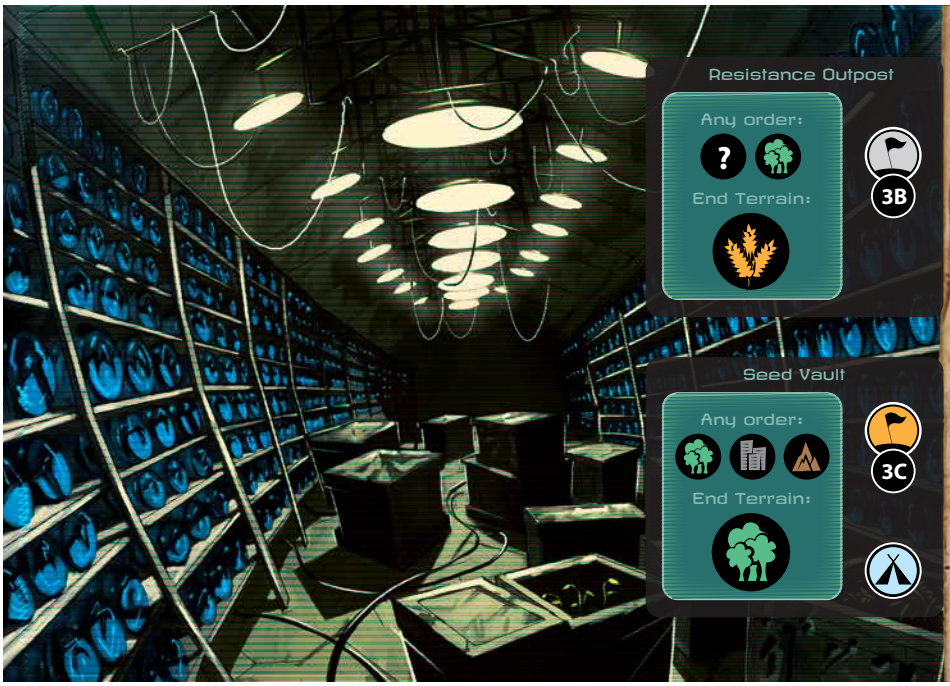
The Resistance leadership will send a support team when they can spare the people, but for now they need you to escort the librarian back before the Biblioteka gets overrun by mutants.



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.

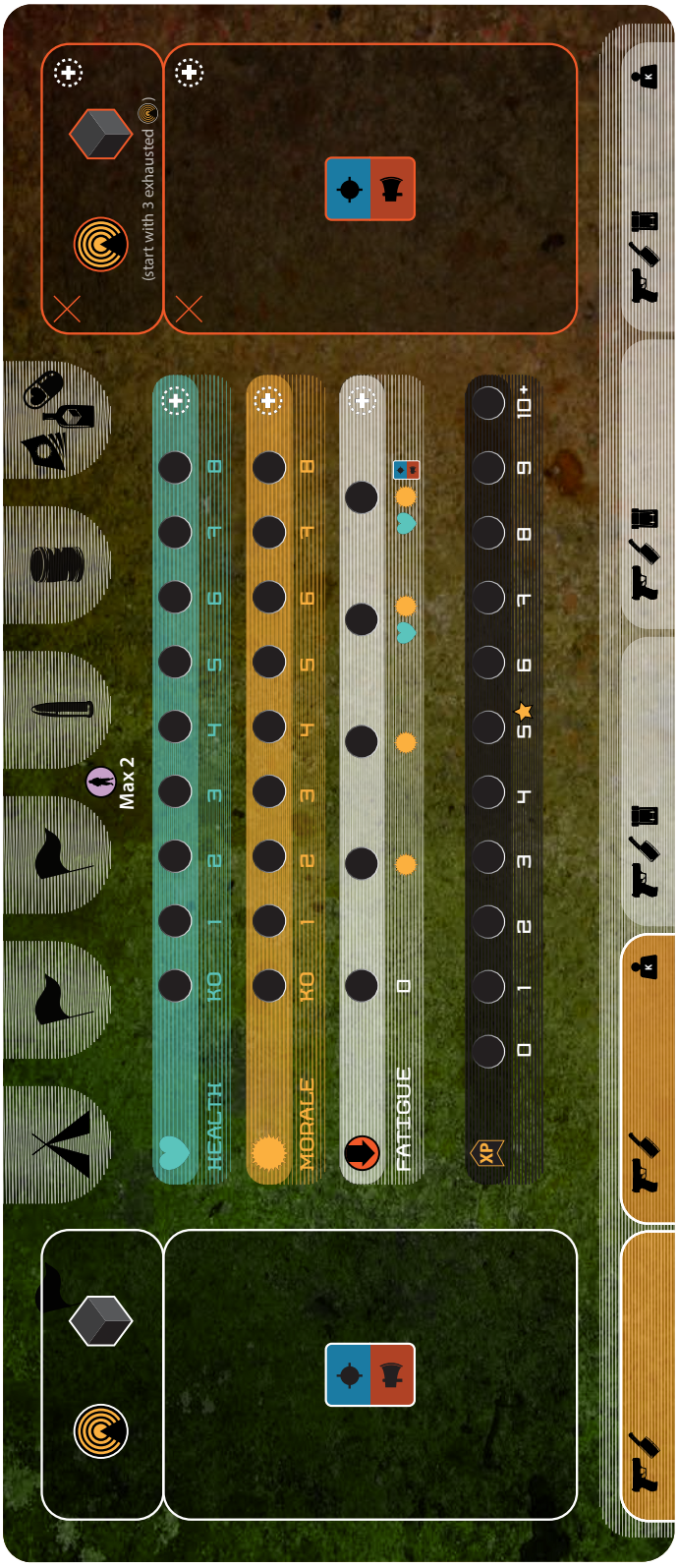


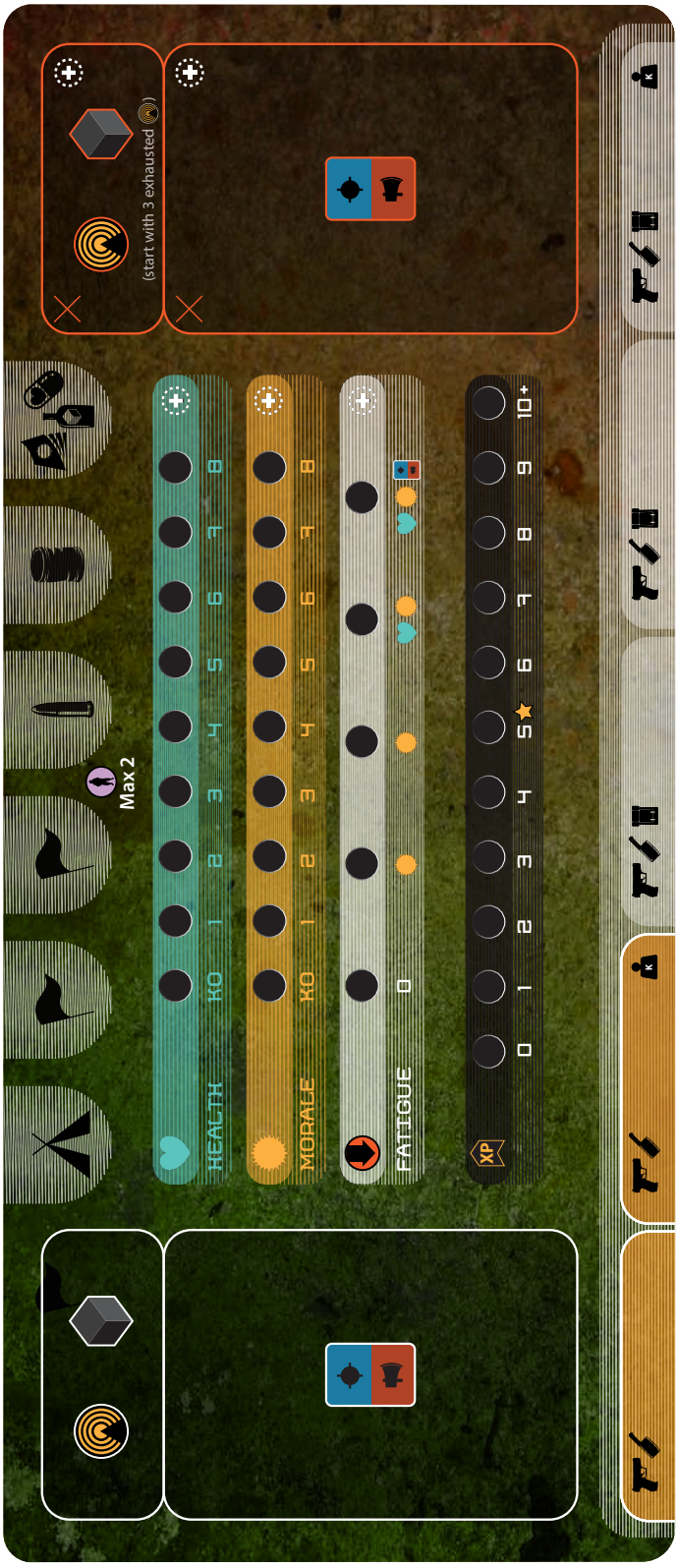
Seed Vault Mission Objective 3A

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.

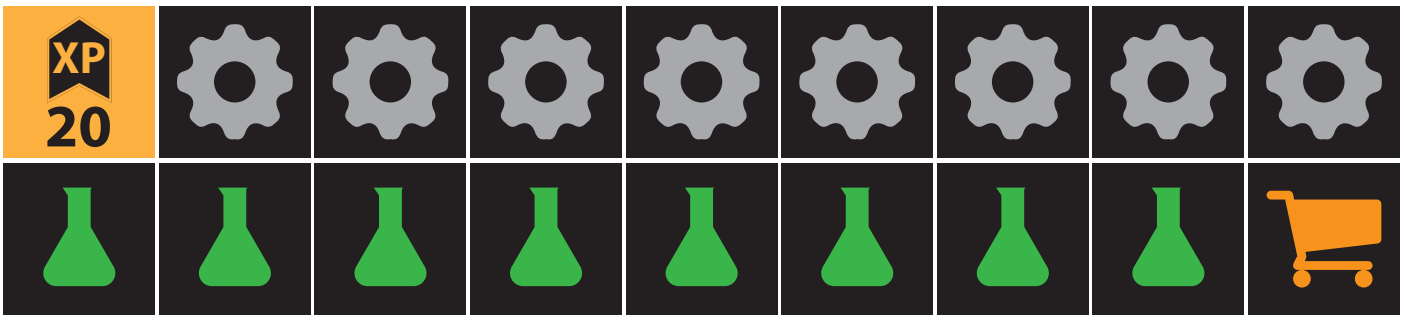
The Resistance leadership has gathered what supplies they can spare and are sending you over with them.

Cut along the line



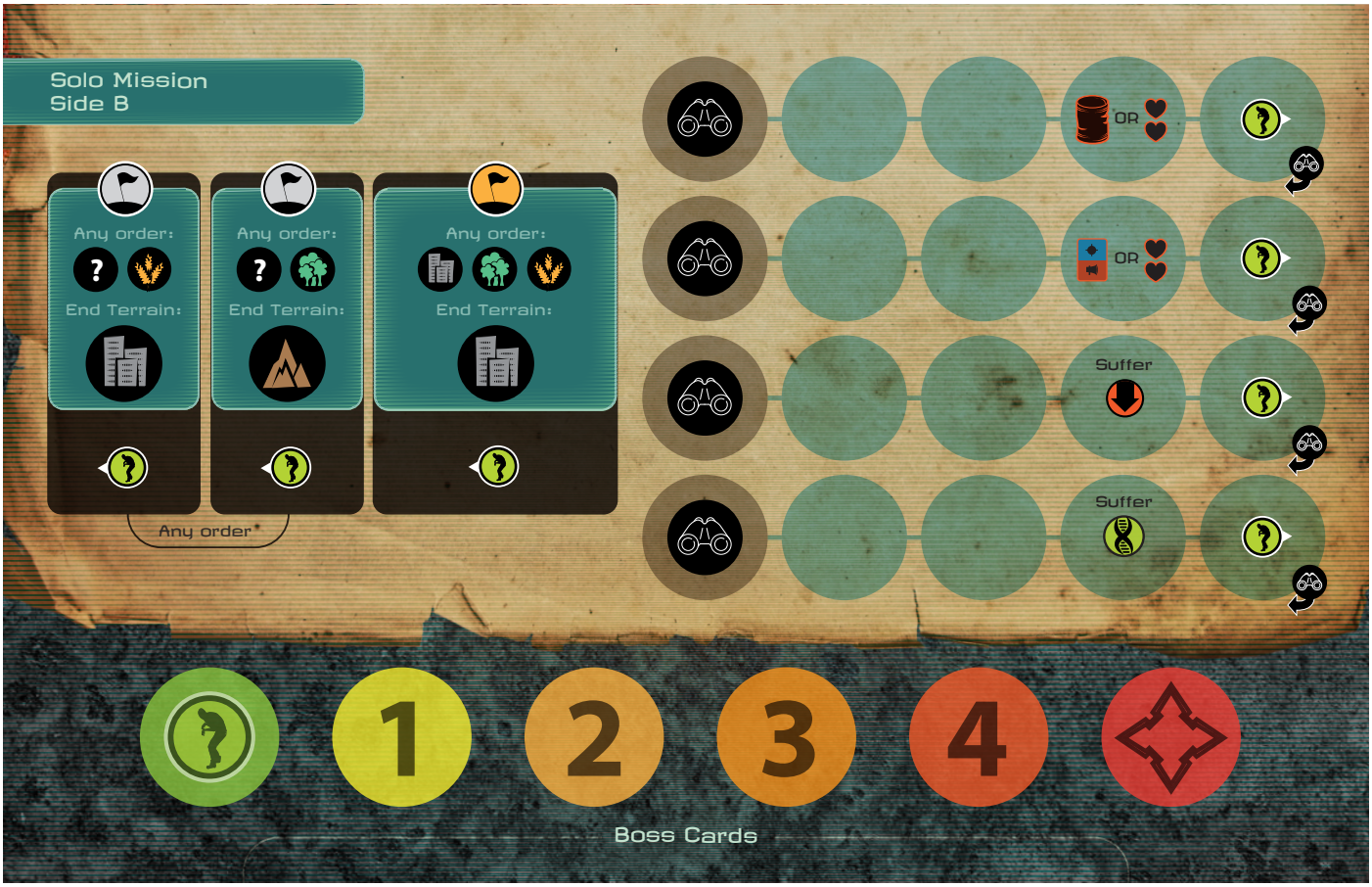


Cut out the tokens



Cut along the line



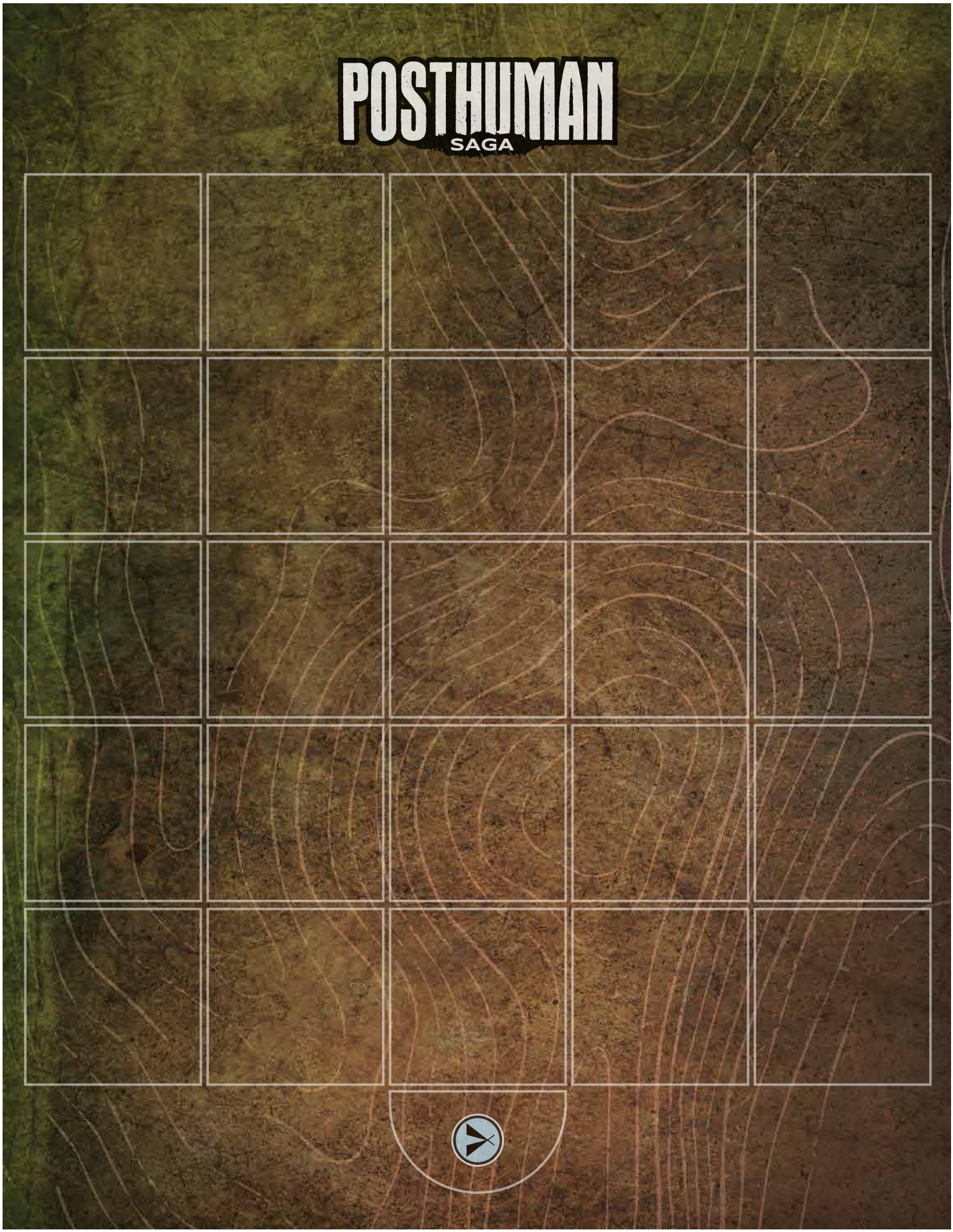


Cut out the tokens



Cut along the edges

Cut along the edges



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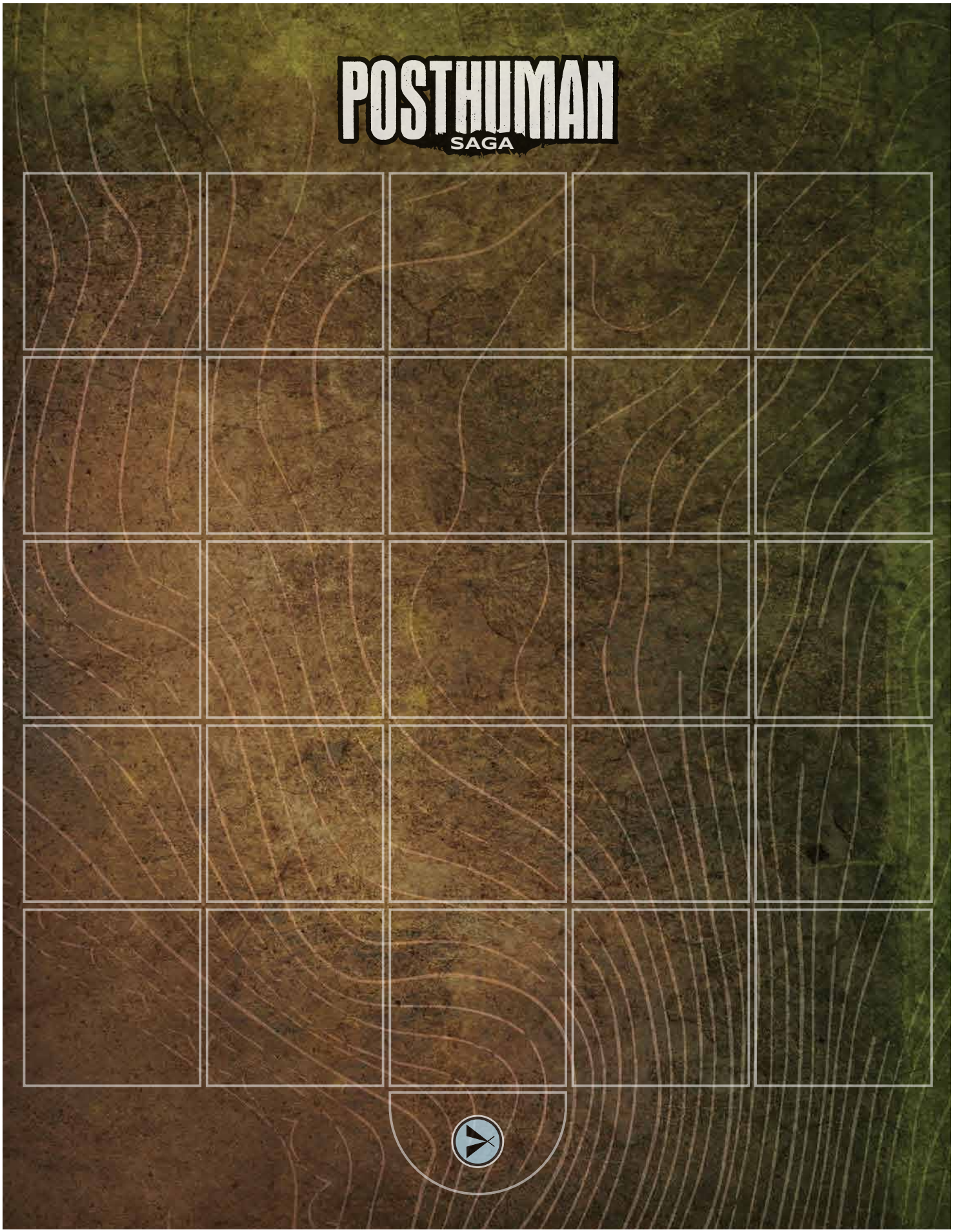

VICTORY POINTS

★	1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24	25

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

Cut along the edges