

REMNANTS™

QUICK START GUIDE

IN REMNANTS, PLAYERS COMPETE TO GATHER RESOURCES AND BUILD THEIR COMPOUNDS WHILE FIGHTING OFF MUTANT CREATURES AND RAIDERS.

SETUP

Give each player a Player board, 4 dice, Loot tracking cubes. Each player takes Survivors and Specialists per their Player board.

Development Grid
Level 3 Level 2 Level 1

Place 1 of each Resource for each player on board

Shuffled Badlands cards

Dread Track cube on "Start"

Extra Resources and Bonus tokens

Place Bonus tokens (Number of Players -1)

Dread Pile (order from bottom up): Boss Power Up card/Boss card/Level 2 Dread card/Level 1 Dread card (face up)

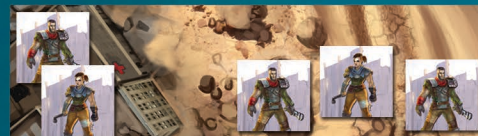
Survivors and Specialists

Give out First Player Marker

Victory Point tokens

1 SCAVENGE PHASE

In turn order, commit people as Scavengers (Desert for Resources) and Looters (City for Loot).

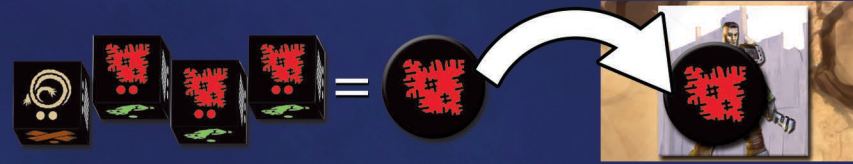


Flip Badlands card and resolve.

Move Dread track cube 1 space.



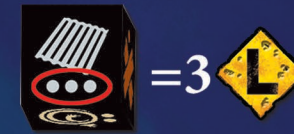
All players roll (and reroll) dice at the same time for Resources.
3 of the same face = claim that Resource and place it on a Scavenger.



Roll 3 ★ to claim a Bonus token and end your Scavenging.

Scavenging Phase ends when all Bonus tokens are claimed.
(Player without Bonus gets 1 remaining Resource from board if they have a Scavenger available.)

Roll 1 die/Looter and move Medicine, Screwdriver, and/or Scrap tracking cubes up 1 space for each pip rolled.



Move remaining Resources to "Buried" section (and discard any already there).



2 BUILD PHASE

In turn order, spend Resources to buy Development cards.
(2 Scrap = 1 Wild Resource)



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3 FIGHT PHASE

If Dread track cube is on ★ space, all players fight the Dread card.



Defend! Count up your symbols, and subtract that number from Dread card's health. Dread health 0 or less = 0 Rewards + 0 VP + 0 Penalties.



Fight! Count up your symbols, roll that number of dice, adding up pips. Subtract that number from Dread card's remaining health.
(2 Screwdrivers = +1 pip)



Dread card health 0 or less = Rewards + VP

Dread card health 1 or more = Penalty

4 HEAL PHASE

1 Medicine = heal 1 person (optional)



5 CLEANUP PHASE

Game ends after the Heal Phase following the fight against the Boss.

Refresh cards, place new Resources and Bonus tokens on board.
Pass 1st player marker to left and start new turn at Scavenge Phase.

Total points:

Development cards (including bonuses), Victory Point tokens, healthy Survivors (1 pt), and healthy Specialists (2 pts). Player with the most points wins!