

In the wasteland, war is brewing. Various warlords have started to descend upon this previously unclaimed territory. Whose legend will be strong enough to be able to gain this land's loyalty.

War for the wasteland is a competitive 2-8 player deck building strategy game. Use trickery, planning and strategy to acquire buildings, units and ultimately victory through battle

## Components

- 8 Stockpile Boards
- 24 Stockpile Markers
- Battlefield Board
- Cards
- 6 Sided Die
- Round Tracker

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## Setup

1. Each player receives a Player Board, a Resource Board, and a starting deck of low-cost unit cards.
2. Each Player should start with 5 scrap in their stockpile.
3. Each player draws 4 cards from their starting deck.
4. Shuffle the Objective Deck and place (player count / 2) cards face up in the centre columns.
5. Set up the Buy Row with cards equal to the number of players.
6. Set up the round tracker and set at round number 1

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## Starting Deck

Every player starts with a deck of the following cards

- Scavenger Raider x2
- Wasteland Warrior x2
- Desert Raider x2
- Scrap Tank
- Scrap Dealer
- Fortress Enforcer
- Scavenger Pillager
- Warlord's Throne (base card)
- The Vault (base card)

## About Cards

All non-starter cards in the game have an associated acquisition cost. This is in the top right of the card and applies if the card is acquired through the buy row

There are two types of cards, with some subtypes

### Unit Cards

Unit cards have a cost to build in resources, an attack value, and may or may not have any other effects. When acquired, unit cards go into a player's discard

### Base Cards

Cards that are not units are base cards and form the player's base as part of a tableau. Base cards each have a defence value and may do any of the following

- Provide resource generation
- Increase card draw
- Provide victory points

Some cards may have various conditions or other effects. Every base card is worth 1 victory point, plus any extra indicated on the card. Base Cards are played as part of tableau as soon as they are acquired

## Gameplay Overview

The game is played in rounds until a player has enough points to win. Each round consists of the following phases:

1. **Resource Collection:** Players collect resources based on their Resource Board production.
  2. **Bidding Phase:** Players secretly bid on battlefield objectives and buy row cards using their unit cards.
  3. **Objective Resolution:** Players reveal bids, and cards are awarded to the highest bidder.
  4. **Buy Row Resolution:** Players select cards from the buy row based on their bid order.
  5. **Card Acquisition:** Acquired cards are added to players' discard piles or decks as specified.
  6. **End of Round:** Discard all used cards, draw new cards, and prepare for the next round.
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# Phase Details

## 1. Resource Collection

Players all produce their resources and draw cards each turn as per their base cards. There is no hand limit or resource limit.

Ex) at start of game players should each have a Warlord's Throne and The Vault. And thus

- Draw 3 cards
- Produce 4 scrap
- Produce 1 or juice or spark

## 2. Bidding Phase

There are 3 rounds of bidding. During each round, there are 2 sub-phases. Targeting and commitment

Targeting:

Players set targets for their armies, this is done by secretly marking targets on their War Map with an X token

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When making bids, players commit their units to certain targets. The 3 types of targets are

- Central battlefields: The objectives placed at the centre of the play area
- Player Bases: The player may attack one base card of one other player per bidding phase. Which base card is announced at the commitment sub-phase
- Shop: The buy row cards

Commitment:

Once all players have set their targets, all players reveal their targets. Players must commit at least 1 card to each of their targets. If a player has been the subject of a base attack, they can also commit any number of cards to the defence of their base. Once all players have chosen their commitments, the next round of targeting or the next phase can commence.

## 3. Unit Reveals

Once 3 bidding rounds have finished, all players reveal played cards and pay their total resource cost. If a player doesn't have the required resources, then the played cards all go into discard and are not counted towards objectives.

#### 4. Battlefield Resolution

Once Army Strength is known, resolve the battlefields and give the card from each battlefield to the player who won it

- Reveal all bids for each battlefield.
- For each objective, the player with the highest bid wins
- In case of a tie, resolve by having each player in tie roll a die, the player with the highest roll wins, continue until only one player left

#### 5. Base Attack Resolution

In the event of a base attack, the defender's value is assessed based on the value of the defence of said structure + any cards played in its defence. If the defender's total value is equal to or greater than that of the attacker, then the defender wins. If the attacker wins, they acquire the card they were attacking

#### 6. Buy Row Resolution

Players who have units in the buy row may acquire cards assuming requirements are met

- Players select cards from the buy row in descending order of their bids.
- Each card in the buy row has a minimum cost, and players can only select one card per turn. If there are no cards that the player can afford, then they don't receive anything
- If tied, resolve in clockwise order from the highest bidder. If the highest bidder is tied then the tiebreaker in order is the strongest card, and failing that roll dice until one player gets a higher value than other

#### 7. Card Acquisition

- Any Base Cards one go immediately into the player's tableau
- Unit cards go into the player's discard pile

#### 8. End of Round

- All players discard their played unit cards.
- For any **battlefield or base attack** they lost, players may **abandon any number of their played unit cards to the wastes**, removing them from the game.
- Discard all remaining battlefield and shop row cards
- Fill up battlefield and shop row with new cards.

# Endgame and Victory Conditions

The game concludes when any player finishes a round with 21 or more Victory Points. At the end of the final round, players tally their Victory Points (VP) and determine the winner. Here's how the endgame process unfolds:

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## 1. Victory Point Calculation

- **Objective Cards:** Count all the VP earned from Cards acquired throughout the game.
- **Bonus VP:** Some cards or bases may provide additional VP bonuses based on specific criteria (e.g., holding a certain number of bases, controlling specific resource types, etc.).

## 2. Determining the Winner

- The player with the **most Victory Points** at the end of the game is declared the winner.

## 3. Tiebreakers (if two or more players have the same VP total):

1. **Military Strength:** Compare the total military value of all cards in each tied player's hand that can be played using their remaining resources.
2. **Resource Reserves:** If still tied, the player with the most unspent resources (across all resource types) is the winner.
3. **Base Control:** If a tie persists, the player controlling the most bases is the final tiebreaker.