



# **SALT LANDS**

**R U L E B O O K**



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# **COMPONENTS**

- 13 Terrain Tiles
- 36 Plastic Miniatures
- 107 Item Cards
- 6 Raider Info Cards
- 6 Character Cards

- 6 Character Standees
- 6 Player Mats
- 48 Damage Cards
- 9 Rumor Cards
- 10 Weather Cards
- 51 Tokens

- 3 Rumor Markers
- 1 Wind Tile
- 1 English Rulebook
- 1 Raider Bag

## 1 INTRODUCTION

The Earth has dried out and civilization along with it. Some of the survivors have managed to eke out a living on the Saltlands: plains left behind by a once great ocean. As worthy heirs of the former civilization they soon learned to wring the Saltlands of what little resources it had to offer. Adapting to their environment they use landsails with wheels on these plains. But the Apocalypse is not done with the Saltlands; from the south a storm of raiders, a terrifying Horde on gas guzzling machines, approaches in search of their lost God. Only those among the first to escape have a chance to survive!

In *Saltlands*, the first group of players to find and reach an escape point with the necessary equipment wins, leaving the rest to the rage of the Horde. There are no fixed teams, players can decide to cooperate or backstab each other as they see fit.

During the game you follow rumors searching the desert for a path to one of the mythical places, hoping to find a peaceful shelter from the savage Saltlands. When enough rumors have been investigated, the escape points activate and you can win the game by escaping through any of them. You must, however, have the necessary equipment and clear the area of Raiders first to be able to make your way.





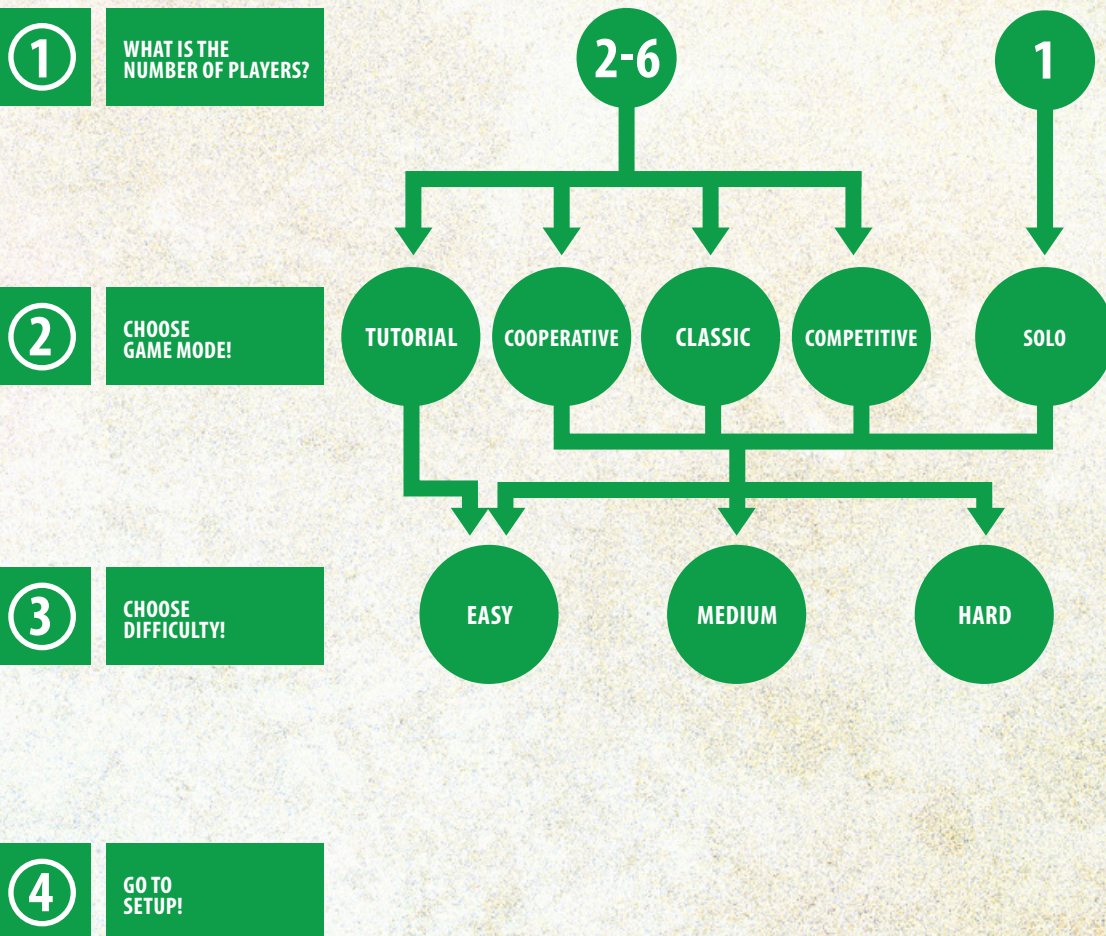
## OBJECTIVES & GAME MODES

To win the game the players need to collect rumors, thus exploring the Saltlands and finding the escape points. In Classic Game Mode the number of players winning is not predetermined; the first group that gets to an escape point with the necessary equipment and clears that Terrain Tile of Raiders wins. This group can even consist of just one player.

In order to achieve your goals you must travel the Saltlands scavenging for equipment. During your journey, you may gain Crew that provide you with extra actions. Also, if you decide to fight the Raiders you can loot their equipment and vehicles changing from your native landsails to their machines.

The game also features fully competitive and cooperative game modes. In Cooperative Mode all players must reach the escape point and win together. In Competitive Mode only one player can win, and players take Victory Cards from other players by attacking them.

We recommend starting with Classic Mode on Medium Difficulty, but feel free to choose the mode and difficulty that suits your group of players. There is also a Tutorial Mode in case you just want to learn the rules without playing a full game, and a Solo Mode for a single player experience.





## 2 SETUP

### GAME MODE

Select a Game Mode: Classic, Cooperative or Competitive. (See: Victory Conditions.)  
For a single player, simply select the Solo Game Mode. You can also select Tutorial, which is set up in the same way as a single player (Solo) game. (See Objectives and Game modes for a summary.)

### DIFFICULTY

Select Difficulty: Easy, Medium or Hard. (See: Spawning Raiders and Player Revival.) This does not impact the setup.

### REFERENCE TABLES

The following tables are used for the setup and quick reference, they are explained in detail throughout the rest of the rulebook.

GAME MODE	WINNING PLAYERS	VICTORY CARDS NEEDED TO WIN		SPECIAL RULES (SEE GAME MODES)
		MATCHING RUMOR MARKER	ADDITIONALLY OF ANY TYPE (PER WINNING PLAYER)	
CLASSIC	FIRST GROUP (ANY NUMBER OF PLAYERS)	3	1	—
COOPERATIVE	ALL PLAYERS	3	1	—
COMPETITIVE	FIRST PLAYER	1	1	MUGGING PLAYERS, TIEBREAKERS
SOLO	ONLY PLAYER	1	1	DAMAGE STACK SETUP, COMBINED WEATHER PHASE, EXTRA TURN
TUTORIAL	FIRST GROUP (ANY NUMBER OF PLAYERS)	1	1	TUTORIAL SETUP, SPECIAL REVIVAL

NUMBER OF PLAYERS	RAIDER VEHICLES USED	PLAY AREA	RUMOR CARDS IN PLAY	RUMOR MARKERS AND VICTORY ITEMS IN PLAY	ACTIVATED DAMAGE CARDS PER TURN
1	SPEEDSTER, PICKUP, TRUCK	SMALL	2	BLUE, GREEN	3
2	SPEEDSTER, PICKUP, TRUCK BULLDOZER,	SMALL	4	BLUE, GREEN	2
3	SPEEDSTER, PICKUP, TRUCK	SMALL	4	BLUE, GREEN	1
4	SPEEDSTER, PICKUP, TRUCK, BULLDOZER	LARGE	6	BLUE, GREEN, RED	1
5	SPEEDSTER, PICKUP, TRUCK, BULLDOZER, HOVERCRAFT	LARGE	6	BLUE, GREEN, RED	1
6	SPEEDSTER, PICKUP, TRUCK, BULLDOZER, HOVERCRAFT, APC	LARGE	6	BLUE, GREEN, RED	1

DIFFICULTY	ACTIVE SPAWN POINTS	PLAYER DEATH
EASY	A, B, C	UNLIMITED REVIVALS
MEDIUM	A, B, C, M	ONE REVIVAL
HARD	A, B, C, M, H	PERMANENT



### MIRAGE DECK

Mirage Deck cards show a spear at the center of their back. Shuffle the Mirage Deck and place it next to the Play Area. The Mirage Deck contains items and vehicles found on the Saltlands. You draw cards from here when collecting Loot Tokens or getting loot from defeated Raiders.

### RAIDER DECK

Raider Deck cards show a pistol at the center of their back. Shuffle the Raider Deck and place it next to the Play Area. Loot from the Raider Deck can be obtained by defeating Raiders in combat.

### SUPPLY CARDS

Supply Cards do not show a specific item at the center of their back. The Supply Cards consist of Victory Cards, Crew, Raider Vehicles and the Starting Cards of the players. These are placed face up next to the Play Area. During the game, when a player Gains a specific card it is usually drawn from here.

### VICTORY CARDS

There are three types of Victory Cards in the game: Seeds, Compass and Toolkit. Each corresponds to a Rumor Marker. Separate them and place them face up next to the Play Area.

### CREW

These cards represent additional Crewmembers, and can be collected via Crew Tokens. Separate them and place them face up next to the Play Area.

### RAIDER VEHICLES

Raider vehicles can be looted (Gained) from defeated Raiders. Separate them and place them face up next to the Play Area.

### STARTING CARDS

Each character starts the game with some cards. Take them from these cards. (See: Characters)





### RAIDER INFO CARDS

There are six types of Raider vehicles. The Speedster, Pickup and Truck are always used, and depending on the number of players the Bulldozer, Hovercraft and APC may also be used. This is shown in the table. Place the Raider Info Cards corresponding to the used Raider vehicles next to the Play Area. Return the rest to the box.

### RAIDER FIGURES

Place all of the Raider Figures of the corresponding type next each Raider Info Card. Return Raider Figures of unused types to the box.

### DAMAGE CARDS

Damage Cards are numbered on their back from 1 to 6 corresponding to Game Rounds. See the setup of Damage Stacks below. Damage Cards are used to activate and spawn Raiders.

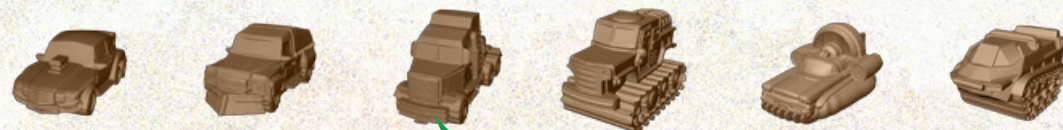
### DAMAGE STACKS

Damage Cards are numbered on their back from 1 to 6 corresponding to Game Rounds. Shuffle the Damage Cards for each Round separately.

A Damage Stack is created for each Raider Info Card in play in the following way: Deal a card from the 6th round cards next to each Raider Info Card. Then deal a card for each Raider type from the 5th round cards. Continue dealing a card into each Damage Stack for each round until the 1st round. Put the remaining Damage Cards back in the box. These are not used during the game.

Now there is a Damage Stack for each Raider type next to its Raider Info Card with one Damage Card for each round. The 6th round cards are on the bottom and the 1st round cards are on top.

Please keep in mind that for the Solo Mode, Damage Stacks are set up in a different way. (See: Solo Mode)



RAIDER FIGURES

RAIDER INFO CARDS



DAMAGE CARDS



DAMAGE STACK



## PLAY AREA

The Terrain Tiles form the Play Area of Saltlands. Construct the Small Play Area for 1–3 players and the Large Play Area for 4–6 players as explained below.

## STARTING TERRAIN TILES

First place the tile that shows the cardinal directions. To build the Small Play Area (1–3 players), place two random Starting Tiles on the NE and N sides of it. Return the remaining Starting Tile to the box. To build the Normal Play Area (4–6 players), randomly place the three Starting Terrain Tiles on the NE, N and NW sides. (Make sure the Northern sides all point in the same direction.)

## TERRAIN TILES

Shuffle the rest of the Terrain Tiles and place 5 of them face down randomly to form the Small Play Area (1–3 players) or 9 to form the Large Play Area (4–6 players) as shown on the images. (Make sure the Northern sides all point in the same direction.) Return any remaining Terrain Tiles to the box. When a Terrain Tile is explored (and so turned over), its orientation is determined by the North arrow on its back.

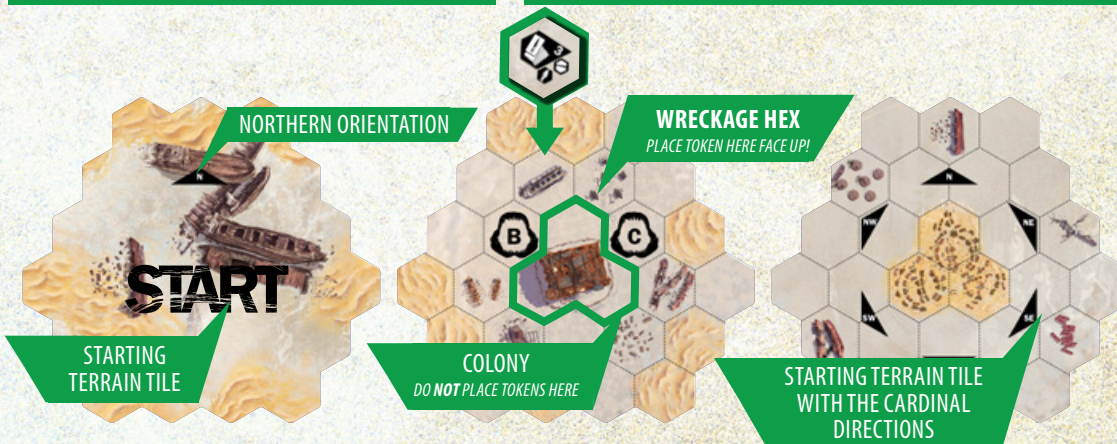
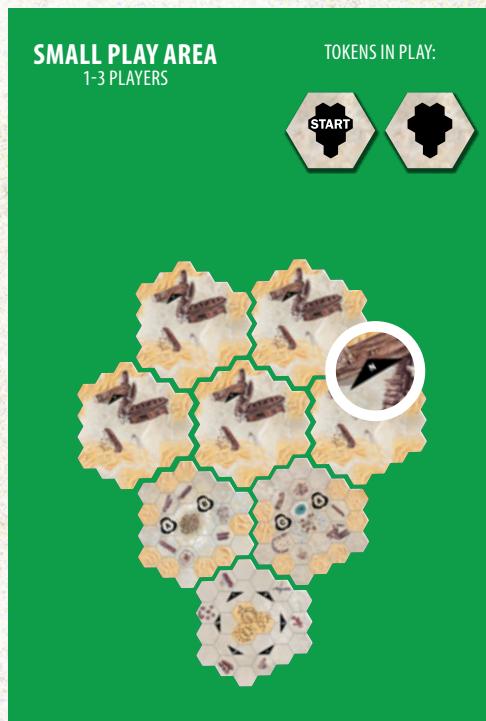
## TOKENS

If playing on the Small Play Area (1–3 players) return the Tokens marked with the Large Play Area to the box. Place the starting Tokens (marked on the back with “START”) on Wreckages face up on the Starting Terrain Tiles at random. Shuffle the rest face down and place them next to the Play Area.

## WRECKS & COLONIES

The Saltlands used to be a sea with a thriving archipelago — several Wrecks carry the memory of the Apocalypse. Tokens are placed on Wreckage hexes at the beginning of the game (for Starting Terrain Tiles) or when exploring a Terrain Tile.

Each Starting Terrain Tile contains a colony in the middle 3 hexes — these are only illustrations and do not have a gameplay function. Every other structure shown on a hex is a Wreckage. (Spawn Points are not structures, do not place tokens on them.)





### INITIAL RAIDERS

Place one Raider Figure from each type used in the current game on the Starting Terrain Tile that shows the cardinal directions. Make sure to place them on the same hexes as shown.

### WIND TILE

Place the Wind Tile next to the Terrain Tiles facing in the direction shown.

### WEATHER DECK

Separate the two starting Weather Cards and place them face up on top of each other, but so that you can see the top of both cards. Shuffle the rest and place them face down next to the Play Area.

*Weather Cards change the wind direction and strength during the Weather Phase (See: Weather Phase).*

### RUMOR DECK

Shuffle the Rumor Cards then deal the required number of cards shown in the table to form the Rumor Deck. Return the rest to the box, these will not be needed for the game.

### RUMOR MARKERS

For the Small Play Area (1–3 players), place the Blue and Green Rumor Markers randomly on the Starting Terrain Tiles with the Colonies. Return the unused Red Rumor Marker to the box. For the Large Play Area, place all three Rumor Markers on the Colonies randomly. The Rumor Markers belong on Terrain Tiles, but are not bound to specific hexes. These markers are not part of the terrain and do not have a specific location on the Terrain Tile.

*The Rumor Markers show the suspected general direction of the Terrain Tiles where players may win.*





## CHARACTERS

Each player chooses a character: give each player the corresponding Player Mat, Character Card and Character Standee. Also give each player their starting cards: a Landsail, a Spear and a Water card and the character's corresponding special item. These cards are pictured on the back of each Player Mat for your reference. Place the Character Card on the Player Mat in the top left blue slot with the blue side up. Place the Landsail on the Vehicle Slot (grey).

*Each Character has a special ability, See List of Symbols for details.*

## DETERMINE FIRST PLAYER, START GAME

Who is the thirstiest? The player that has gone the longest without a drink will be the first player. Determine the direction of play (clockwise or counterclockwise), it's up to you. Now you are ready to start the game.

The Starting Terrain Tile with the cardinal directions has 3 hexes with Dunes in the middle. Each player chooses one of these hexes to start from, at the beginning of their first turn. Players can even start on a hex that is not empty, but must move to an empty space immediately. Your character is not in play until your first turn, keep your character standee next to your player mat.





### 3 GAME OVERVIEW

#### PLAYER TURN

At the beginning of their turn the current player refreshes all of their exhausted cards including all Crew and other cards (see: Action System). Then, the player may perform the following actions on their turn. Actions may be taken in any order and as many times as required (if applicable):

- Collect a token from an adjacent hex (See: Tokens)
- Use Card Actions (See: Card Actions)
- Move (Once per turn, see: Movement)
- Trade cards (See: Trade Cards)
- Use the special ability of their character (See: Characters)

At the end of the turn, the player must activate Raiders by flipping a Damage Card or activate multiple Raider types by flipping multiple Damage Cards depending on the number of players. If all Raiders have already been activated, a Weather Phase occurs instead: remove the flipped Damage Cards and draw a new Weather Card (See: Weather Phase).

#### GAME ROUNDS

A Game Round consists of each player taking a turn and activating Raiders, plus one more player turn ending with a Weather Phase instead of an activation. Each Round consists of one more player turns than the number of players. Thus the player who performs the Weather Phase always shifts by one player each round.

A round ends and a new round begins at the end of each Weather Phase. Each round the cards in the Damage Stacks progressively increase in difficulty. Unless the player or some players manage to escape and win, after the last Game Round the game is over and all players lose. (See: Losing the Game)

*The diagram shows an example of a game round with 3 players.*





## WEATHER PHASE

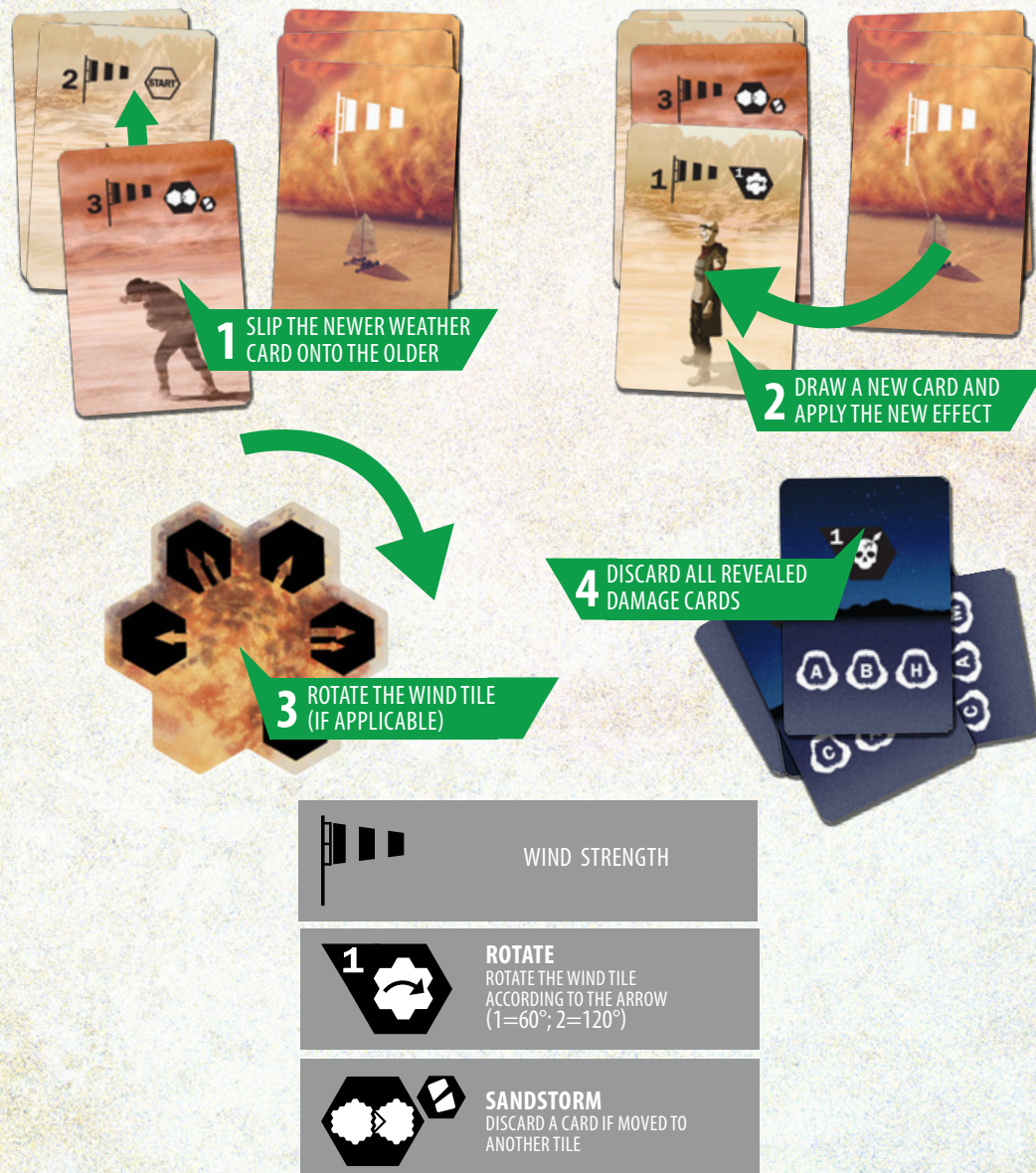
If at the end of a player's turn all Raider types have already been activated, a Weather Phase happens instead of activating Raiders:

1. Discard the older of the two Weather Cards in play. (Simply hide it by slipping the newer one onto it — now this Weather Card becomes the 'older one', with a pile of previously discarded Weather Cards underneath it.)
2. Draw a new Weather card, place it so that both this and the top of the older Weather Card stays visible, and apply its effects. In case you have to draw but the Weather Deck is empty, keep the card that was drawn last and shuffle the rest (including the starting Weather Cards) to form a new Weather Deck to draw from.
3. Change the wind direction accordingly if it is shown on the card next to the wind strength. Alternatively a Sandstorm may start if you see the Sandstorm symbol.
4. The sum of the wind strength on the last two cards drawn becomes the current wind strength.
5. Discard all revealed Damage Cards.
6. A new round begins.

## SANDSTORM

After a Sandstorm Card is drawn, players must discard a Hand or Cargo Item card each time they move onto another Terrain Tile. The Sandstorm effect only lasts until a new Weather Card is drawn. Players cannot discard their vehicle or Character Card. If a player has no available items to discard, they may not move between Terrain Tiles.

*The Sandstorm Card —like all Weather Cards— partly determines the wind for two rounds but the Sandstorm effect only lasts for one round, until the next Weather Phase occurs.*





### CARGO & VEHICLE SLOTS, PLAYER MAT

Each Player Mat has a grey slot for a vehicle and three blue slots. Cards with a grey or blue header — such as Vehicles, Crew, and other useful cards — are Cargo Items and always placed on the Player Mat. The top-left slot is reserved for your Character Card. Your Character Card cannot be replaced or discarded.

Cargo Items (cards with blue header) need to be placed on the Player Mat on the matching slots or be discarded. This means that you can't hold Vehicles or other Cargo Items in your hand. Players cannot have more Cargo Items than available Cargo Slots.

*Blue Cargo Slots represent free space in the player's vehicle. These can hold items or Crew. The fewer Crew the player has, the more cards he may have in their hand.*

### HAND LIMIT

All cards without a grey or blue header are Hand Items considered to be in the player's hand. The available Hand Limit is equal to the total of the visible Hand Limit icons. A Cargo Item's Hand Limit symbol supersedes the Hand Limit bonus on the Cargo Slot indicated on the Player Mat.

Players may freely discard cards at any time during their turn. They must discard down to their Hand Limit before moving or at the end of their turn (just before activating Raiders).

*The Ploughman has a Hovercraft with a Hand Limit of 4, one empty Cargo Slot, with a Hand Limit of 5, and a Crew with 2. His Hand Limit is  $4+5+2=11$ . Players can never have Cargo Items (cards with blue or grey headers) in their hand. So The Ploughman has to discard them or place them on the Player Mat. If he has more than 11 cards in his hand, he has to discard the excess before moving or ending his turn (before activating Raiders).*





## CARD LIFECYCLE, DISCARD PILE

The Discard Pile is a face up pile consisting of used cards. All cards (except the smaller sized Rumor, Weather, and Damage Cards) are discarded to the same Discard Pile, regardless of which deck they came from. If the Mirage Deck is empty, shuffle all cards in the Discard Pile to use as the new Mirage Deck.

### MIRAGE DECK

Players typically draw cards from this deck by collecting Loot Tokens. If the Raider Deck is empty, cards are drawn from the Mirage Deck instead.

### SUPPLY CARDS

The Supply Cards are kept face up next to the Play Area. Players can Gain Raider Vehicles if they defeat a Raider, or a Victory Card by collecting a Victory Card Token, or a Crew from a Crew Token. When you Gain a card, first search the face up Supply cards, then the Discard Pile. Finally, if the card was not found, search the Mirage Deck. Always shuffle the Mirage Deck after searching it.

### RAIDER DECK

Loot from the Raider Deck can be obtained by defeating Raiders in combat.

### RUMOR DECK

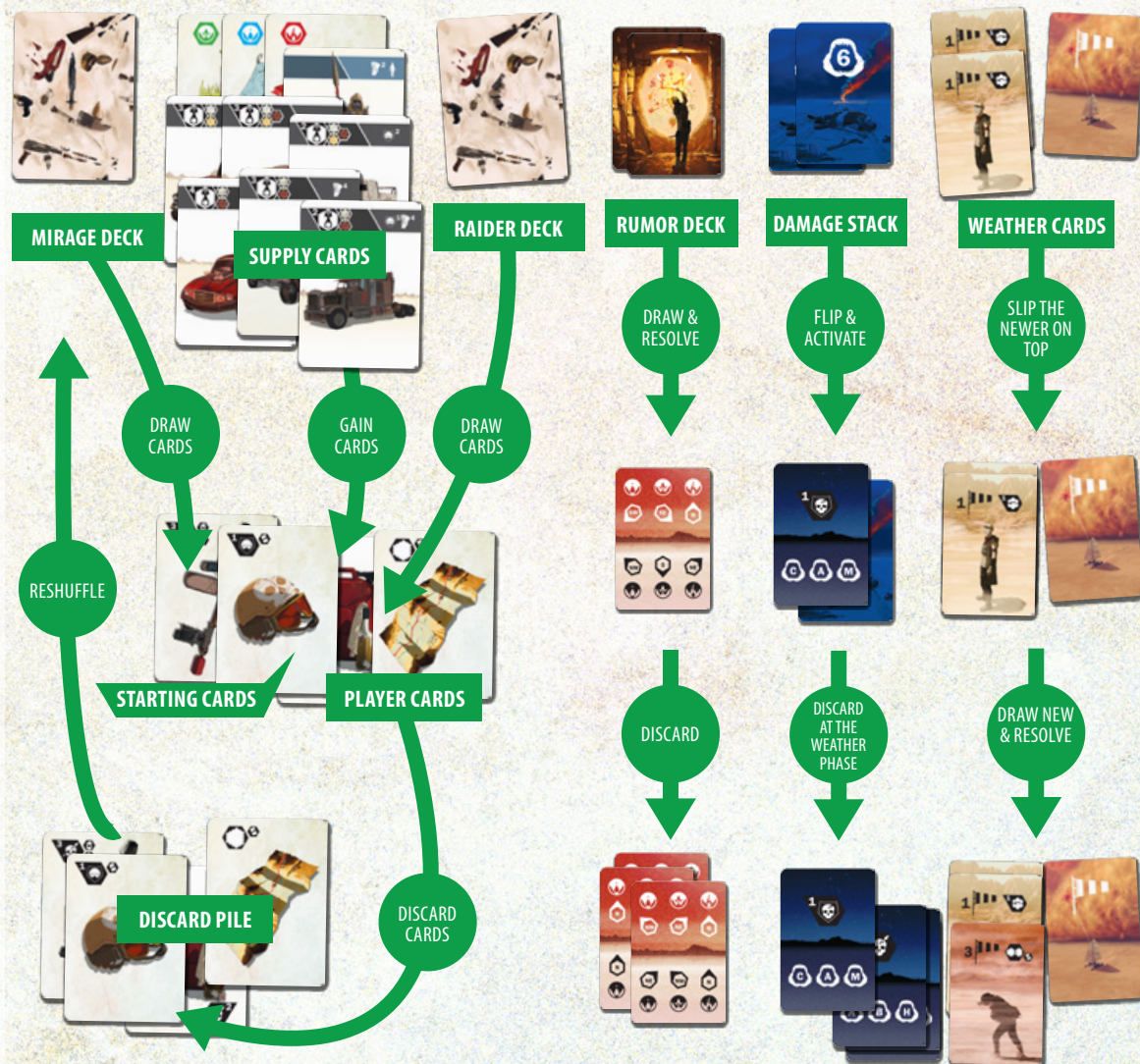
When a Rumor Token is collected, immediately draw and resolve a Rumor Card. When all Rumor Cards have been played, victory can be attempted. (Note: depending on the number of players, some Rumor Cards are returned to the box during setup. These do not need to be played.)

### DAMAGE STACKS

Flip the top card of a Damage Stack to activate and spawn Raiders of the corresponding type. (Do not discard any Damage Cards before the Weather Phase. Only discard flipped Damage Cards at the end of the Weather Phase.)

### WEATHER DECK

The current wind strength equals the sum of the numbers on the last two cards drawn from the Weather Deck. During the Weather Phase, discard the older Weather Card (by sliding the newer one on top) and then draw a new Weather Card.





## 4 ACTION SYSTEM

The player can activate actions on their cards or on tokens on hexes adjacent to them.  
See the List of Symbols for a full reference of symbols.

### CREW & CREW ACTIONS

A player can have one to three Crew members (including your character) on their Player Mat. Crew are used to perform various actions. To perform a Crew Action, Exhaust a Crew member by turning it sideways. Most card actions are Crew Actions and collecting a token is always a Crew Action.

If you gain a new Crew member, you may instantly use them to take a Crew Action (even if you do not want to keep them and choose to discard them at the end of the turn). You can also replace an exhausted Crew member with a fresh one.

*The Healer has one Crew (Character Card), a Pickaxe, and a Water card. She exhausts the Crew and the Pickaxe to cause one Armor-piercing Damage.*

### REFRESH

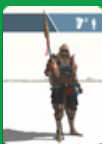

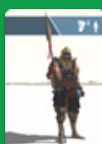




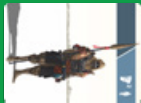
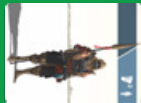


At the beginning of your turn, refresh all your cards by turning them upright. Later you can refresh used Crew and their cards with Refresh Actions (e.g., with a Water card). If you use a refresh action, you may refresh a Crew and the last card used by that Crew. Cards that don't require a Crew Action to be used (e.g., vehicles and some items) can only be refreshed at the beginning of the turn.

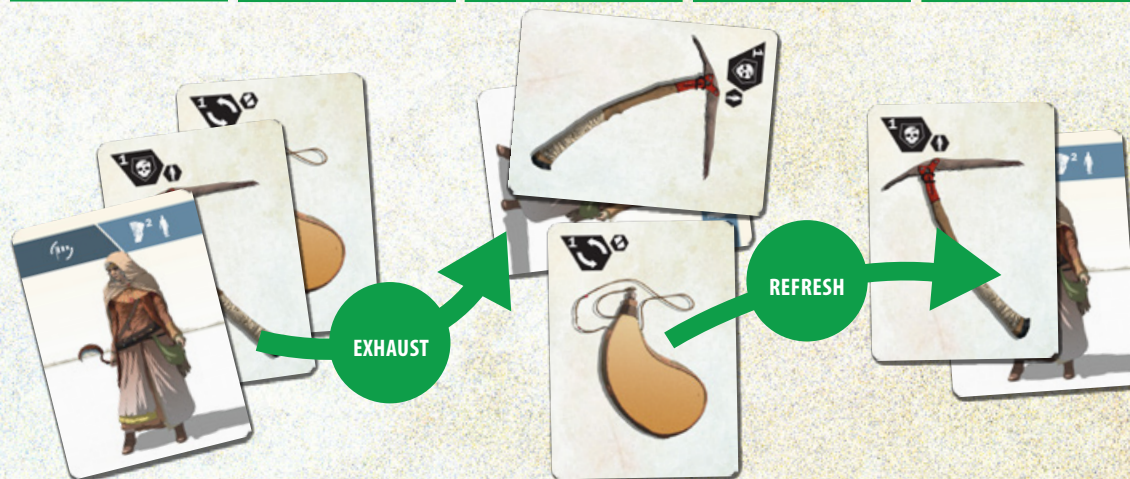
With the use of a Water Gallon you can refresh two Crew members and the corresponding cards (last used), or one Crew member twice with the corresponding card, but only in the same turn when you used the water.

*The Healer discards the Water to refresh the Crew and the Pickaxe as the card last used by the Crew. Now she can use them again.*

### SINGLE-USE ACTION

You have to discard the card to activate the action. Some actions are Crew and Single-use Actions at the same time.

CREW AND SINGLE-USE ACTION	CREW ACTION	SINGLE-USE ACTION	NON-CREW AND NON-SINGLE-USE ACTION
 	 	 	
<ul style="list-style-type: none"> <li>- EXHAUST THE CREW</li> <li>- DISCARD THE CARD</li> <li>- TRIGGER THE EFFECT</li> </ul>	<ul style="list-style-type: none"> <li>- EXHAUST THE CREW</li> <li>- DISCARD THE TOKEN</li> <li>- TRIGGER THE EFFECT</li> </ul>	<ul style="list-style-type: none"> <li>- EXHAUST THE CREW</li> <li>- EXHAUST THE CARD</li> <li>- TRIGGER THE EFFECT (CARDS MAY BE REFRESHED TOGETHER)</li> </ul>	<ul style="list-style-type: none"> <li>- DISCARD THE CARD</li> <li>- TRIGGER THE EFFECT</li> </ul>
			





### CARD ACTIONS

Cards in your hand grant you various actions. A card can have one or two action options (marked in the upper-left and the bottom-right corner), and also passive abilities. The big icon represents the effect of the action. If it has a number, it represents the strength of the effect (e.g., 2 Normal Damage). Smaller symbols beside represent additional information about the action (e.g., Single-use Action, Crew Action).

Cargo Cards and vehicles have a header, of which the color determines the slot they belong in. Passive abilities (marked in the header) are not actions, but are permanently granted by the card (e.g., extra cargo, armor).

### DRAW CARD

Draw as many cards as shown in the corner of the symbol from the matching deck (Mirage Deck cards are marked with a spear, Raider Deck cards are marked with a pistol on their back). Cards are received in a refreshed state and can be used instantly, except vehicles (see: Vehicles).

### GAIN CARD

Players can Gain Raider Vehicles if they defeat a Raider, a Victory Card by collecting a Victory Card Token, or a Crew from a Crew Token. When you Gain a card, first search the face up Supply cards, then search the Discard Pile, finally if the card was not found, the Mirage Deck. Always shuffle the Mirage Deck after searching through it. Cards are received in a refreshed state and can be used instantly, except for vehicles (see: Vehicles).





### VEHICLE CARDS

Vehicles have only one action: a Move Action. You can move exactly once per turn. (See: Movement.) You may trade them or replace them, but if you switch from an exhausted vehicle, the new vehicle will come into play in an exhausted state.

*Vehicles can never be refreshed by cards, as they do not have Crew Actions on them.*

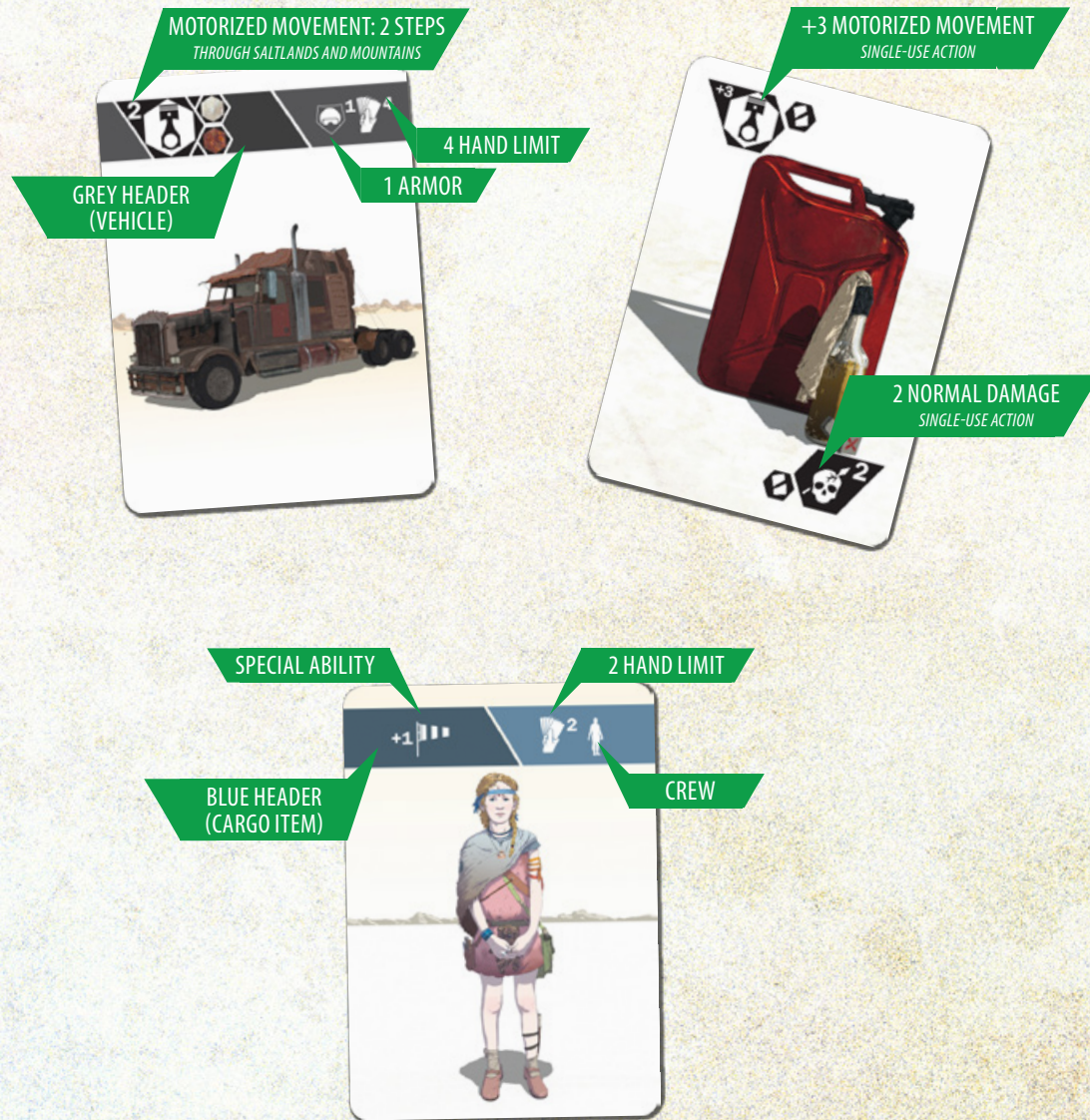
### CHARACTER ABILITIES

Each character has a special ability, see Characters for a full description of each. They are either permanent abilities or can be used once per turn regardless of the Character's refreshed state.

### TRADE

The currently active player may trade cards with any player on a neighboring hex. Both players have to agree on what cards to trade. Traded cards are also recieved in a refreshed state, but each card can only be traded once per turn.

*Trades do not have to be fair: you do not need to exchange an equal number of cards, and you may give other players cards for free.*





## TOKENS

You may collect tokens on adjacent hexes. All token actions are Crew Actions and Single-use Actions which means that tokens are discarded after use. Do not shuffle them back to the Token Pool.

*The Token Pool is kept face down next to the Play Area and tokens are selected at random. Place them face up on Terrain Tiles when they are Explored. (See: Victory)*

*The Scout is standing next to two adjacent tokens. He exhausts 2 Crew (including his character) to collect the 2 tokens. He discards the tokens and draws a Victory Card plus 3 cards from the Mirage Deck.*

## LOOT TOKEN

Crew Action, draw 3 cards from the Mirage Deck. Discard the token.

## CREW TOKEN

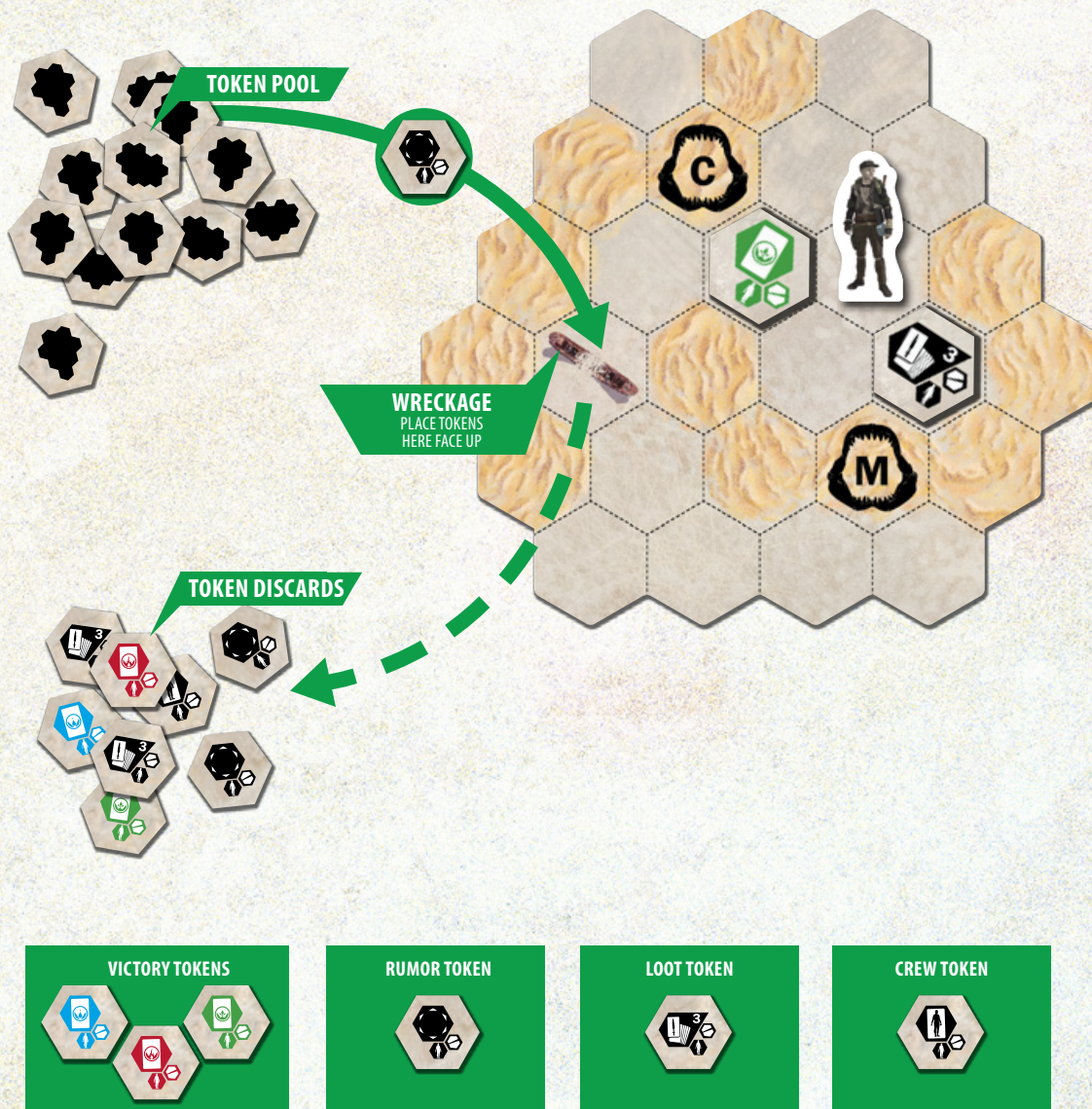
Crew Action, Gain a Crew. Discard the token.

## VICTORY CARD TOKEN

Crew Action, Gain a Victory Card. Discard the token.

## RUMOR TOKEN

Crew Action, draw a Rumor Card and play it (See: Victory). Discard the token.





## 5 MOVEMENT

### MOVEMENT

Players have one vehicle (on their Player Mat), and can move once in their turn. Movement is not interruptible: no actions or trade can be done during movement, only before the movement or at the final destination. Movement is a Card Action. After movement, exhaust the Vehicle Card.

Players and Raiders can move through any tokens, Raiders or other players, but can never end movement on them. Players may choose to move less than their maximum available movement. Players may never move onto unexplored (face down) Terrain Tiles.

### TERRAIN TYPES

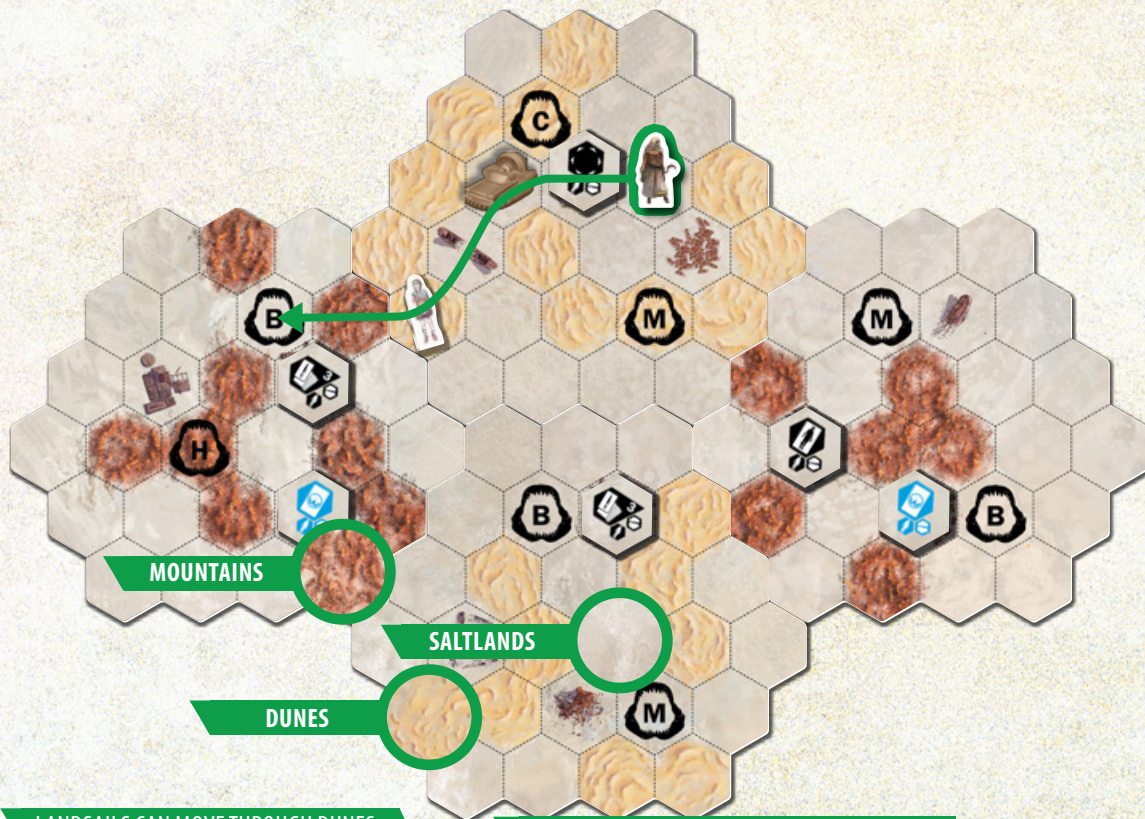
There are 3 types of terrain:

- Saltlands (white): All vehicles can move onto this unimpeded.
- Dunes (yellow): All Landsails can move onto this terrain, and some Motorized Vehicles cannot.
- Mountains (brown): All Motorized Vehicles, except the Hovercraft, can move onto this terrain, but Landsails cannot.

### MOVING THROUGH TERRAIN

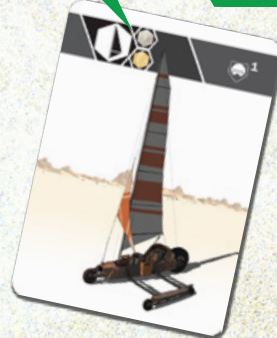
Each vehicle can only move onto or through certain types of terrain as marked on its card. Different types of Raiders can also only move onto or through certain terrains, as marked on the Raider Info Cards. Vehicles work in the same way for player and Raider movement. A vehicle can start its movement and move off of any type of terrain.

*This example of a possible movement route shows the Healer stepping through a Raider, another player and a token, and stopping on a Spawn Point to reach the Loot Token.*



LANDSAILS CAN MOVE THROUGH DUNES

THE SPEEDSTER CAN MOVE THROUGH MOUNTAINS





## WIND POWERED MOVEMENT

The direction of the wind is marked on the Wind Tile: It shows which directions are faster for Landsails. The strength of the wind is determined by the last two Weather Cards drawn: the total of the two active cards shows the Wind Strength. During movement, a player may take any number of steps up to the wind strength. Each step is made according to the Wind Tile:

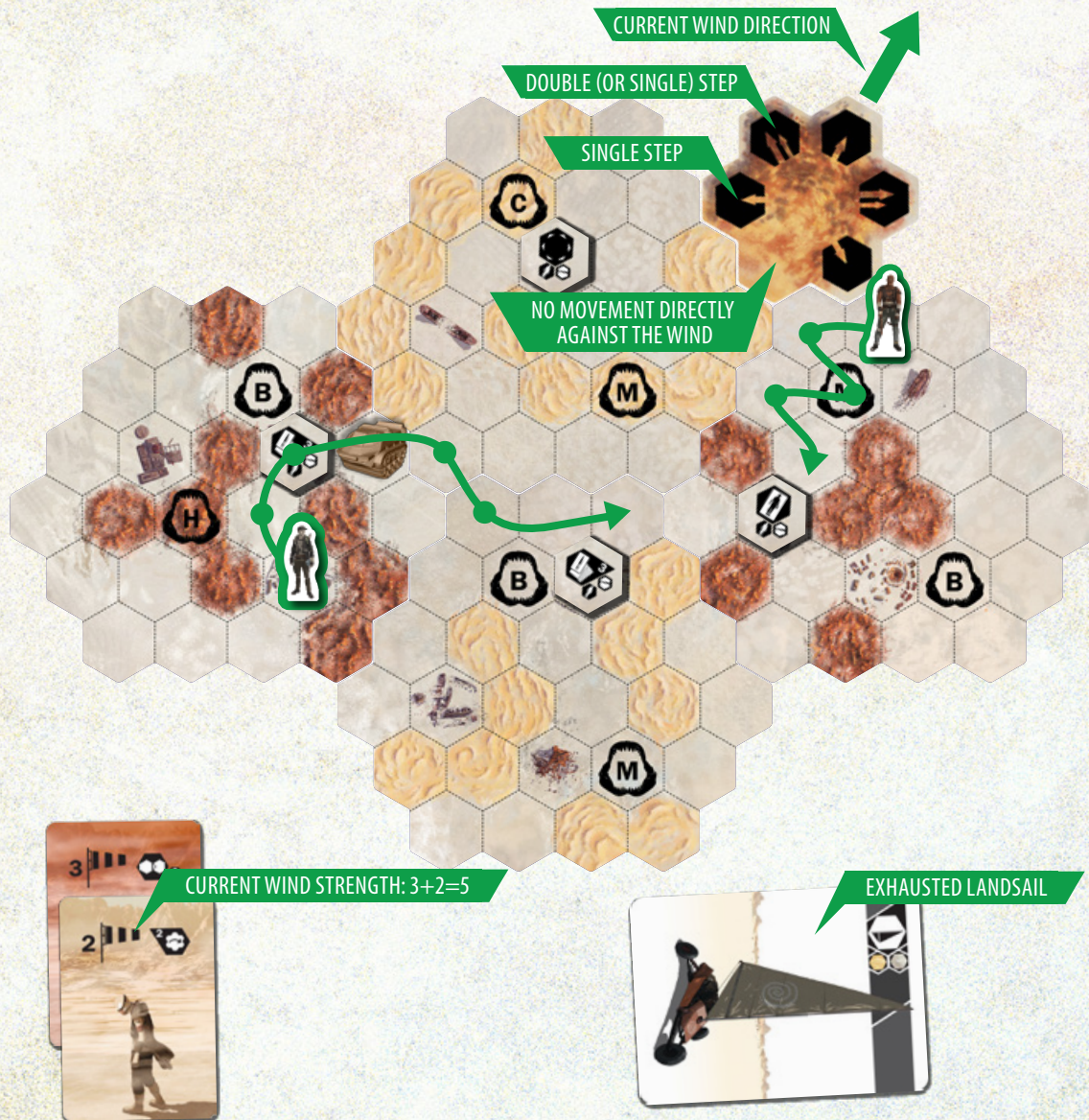
- In the directions marked with a single arrow the player can move a single step.
- In the directions marked with a double arrow the player can move a double or single step.
- It is not possible to move directly against the wind.

*The Scout has a Landsail. After exhausting it, he can take a maximum of 5 steps (according to the wind strength) and he may take double steps in two directions. He cannot cross the Mountains, so he goes around. He cannot interrupt his movement by collecting the Loot Token, and he also crosses through the Raider without interaction. He may collect the Loot Token he is adjacent to at the end of his movement when it is completed.*

*The Ploughman also has a Landsail. He cannot step directly against the wind, but he can zig-zag upwind to finish his movement next a Crew token.*

## BACKGROUND INFO: SAILING FASTER THAN THE WIND

Both landsails and sailboats travel the fastest not directly downwind but at an angle to it, this is called sailing on a broad reach. Most sailboats can sail faster than the wind speed in this direction. Sailing directly downwind is usually significantly slower and never faster than the wind. Of course sail powered vehicles cannot travel directly upwind, but must zigzag to go against the wind, sailors call this "beating" or "tacking".





### MOTORIZED MOVEMENT

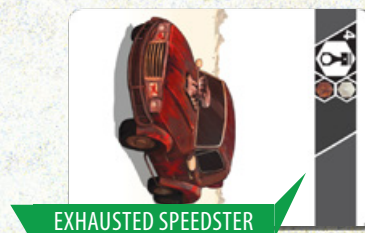
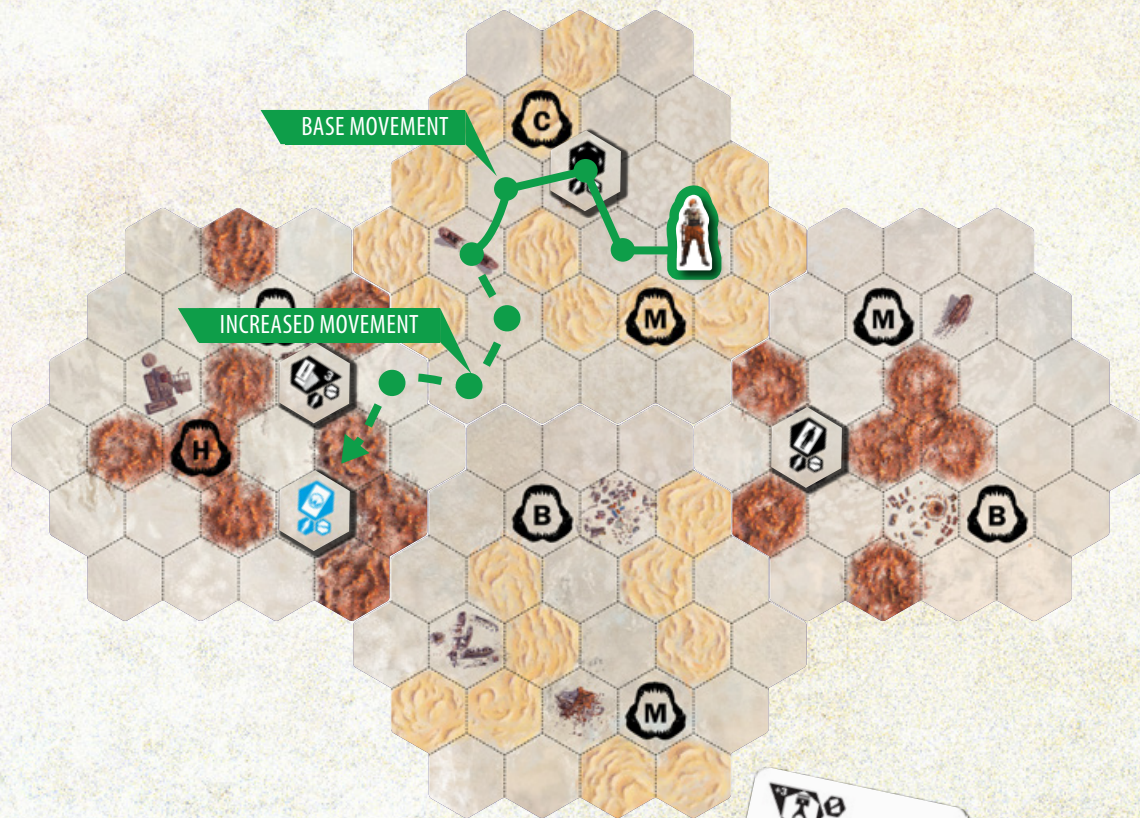
Each Motorized Vehicle has a maximum number of hexes it can move. The player may move a number of hexes up to the vehicle's maximum movement, taking into account the terrain limitations of the vehicle.

For Raiders, the maximum movement value can be seen on the Raider Info Card, this may be increased by the Damage Card which activated the Raider. For players, the maximum movement is shown on the vehicle card, but can be increased by using Fuel.

### FUEL

Discarding Fuel increases the player's maximum movement by 3 for each Fuel discarded. There is no limit for Fuels discarded during a single turn, but the complete movement is still considered as one movement action (thus cannot be interrupted).

*The Arsonist has a Speedster. After exhausting it, she can take 4 single steps and because of her vehicle's terrain limitations, she has to go around the Dunes. In order to reach the Loot Token in the Mountains, she discards 2 Fuel cards to move up to  $4+3+3=10$  hexes, and she moves 8 hexes to collect the Loot Token and the blue Victory Card.*





## 6 COMBAT

### COMBAT

Players are unable to attack each other directly, except in Competitive Game Mode where players can Mug (steal Victory Cards from) each other. Players can attack Raiders and Raiders can attack players, if they are on neighboring hexes. Players can attack Raiders on their turn. Raiders have one or two Crew and some armor as defense. Raiders can attack players when they are activated. The players may avoid damage but can only attack back during their own turn.

Actions can inflict Normal or Armor-piercing Damage. Damage can be avoided with Armor (Normal Damage only), Healing, or by discarding a Crew member. If there is no way to avoid the damage (no Crew left), the player's character takes the wound, and the player is dead (See: Player Revival). When a Raider loses all its crew, it is eliminated, remove it from the board.

Each attack needs to be defended against individually (multiple attacks never stack). You can however use multiple cards to defend against an attack (e.g., 2 Normal Damage can be avoided with 1 armor and 1 First Aid Kit).

### NORMAL DAMAGE

Death can be avoided with:

- Armor
- Healing
- Losing a Crew

*The Scout discards a Machete to kill the Hovercraft (1 Normal Damage). Later he attacks the Pickup with an Axe for 2 damage. The 1 armor of the Pickup absorbs 1 damage and the Pickup loses 1 Crew (turn the Pickup figure upside down). Since the Pickup has 2 Crew he decides to refresh his Axe and the Crew with a Water card to use them again in order to kill the Pickup.*

### ARMOR-PIERCING DAMAGE

Ignores armor. Death can be avoided with:

- Healing
- Losing a Crew

*The Little Girl discards the Crossbow to attack the Pickup. She ignores the Pickup's armor, and kills 1 of the 2 Crew. She discards a Spear to cause one more Armor-piercing Damage thus killing the Pickup.*





## ARMOR


Armor is cumulative. (A player's armor is equal to the sum of armor indicated on their cards.) Single-use armor such as a Helmet card is only counted if the player decides to discard the card, and only works against one attack. Armor and Healing cards can be used at any time, not just during the player's turn. Raider armor is not destructible.


*The Arsonist is sailing with an Armored Sail and receives 2 Normal Damage two times from the two adjacent Bulldozers. The Armored Sail has 1 armor, it absorbs 1 damage from each attack. The Arsonist discards a Helmet to avoid 1 damage but has no more defense, takes 1 damage and loses one Crew.*


## HEALING

Players can Heal by using a First Aid Kit or a Green Victory Item (Plants). The Healer also has the Bag of Herbs item with the same ability.

*The Ploughman is driving an APC with 2 armor and he also has 1 armor granted by his special ability, but it has no use in this case. The Truck attacks him with 1 Armor-piercing Damage. He must Heal to ignore the damage.*







DEFENSE AGAINST RAIDERS

NORMAL DAMAGE

DECREASE DAMAGE BY 1 FOR EACH ARMOR POINT.


HEAL FOR EACH REMAINING DAMAGE POINT.


LOSE ONE CREW FOR EACH REMAINING DAMAGE POINT.

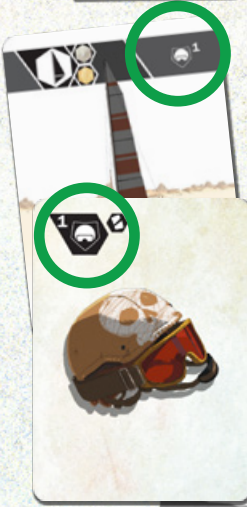
ARMOR-PIERCING DAMAGE


HEAL FOR EACH DAMAGE POINT.

LOSE ONE CREW FOR EACH REMAINING DAMAGE POINT.











### PLAYER REVIVAL

If a player dies, remove their player standee from the board. They may be able to be revived and continue the game at the beginning of their next turn, depending on the Difficulty.

On Easy Difficulty, players can always be revived. They should:

1. Discard all of their cards, except their Character Cards,
2. Draw 8 cards from the Mirage Deck, then discard 4 of them,
3. Gain a starter Landsail and
4. Start the next turn from an empty hex of their choice on any of the Starting Terrain Tiles.

On Medium Difficulty, players can only be revived once per game. They should:

1. Discard all of their cards, except their Character Cards,
2. Flip their character card to the side with the black header (they lose their character ability),
3. Draw 8 cards from the Mirage Deck, then discard 4 of them,
4. Gain a starter Landsail and
5. Start the next turn from an empty hex of their choice on any of the Starting Terrain Tiles.

On Hard Difficulty, players cannot be revived.

### PLAYER DEATH

If a player dies and can not be revived:

- Discard all their cards (except the Character Card),
- They have lost and are out of the game.





## 7 RAIDERS

### RAIDER TYPES

There are 6 different types of Raiders: Speedster, Pickup, Truck, Bulldozer, Hovercraft and APC. The Speedster, Pickup and Truck are always in the game. The other vehicles may not be in play depending on the number of players (See: Setup). Players have to activate Raiders at the end of their turn:

- More than two players: activate one Raider type at the end of each player turn,
- Two player games: activate two Raider types,
- Solo Mode: Activate three Raider types in succession.

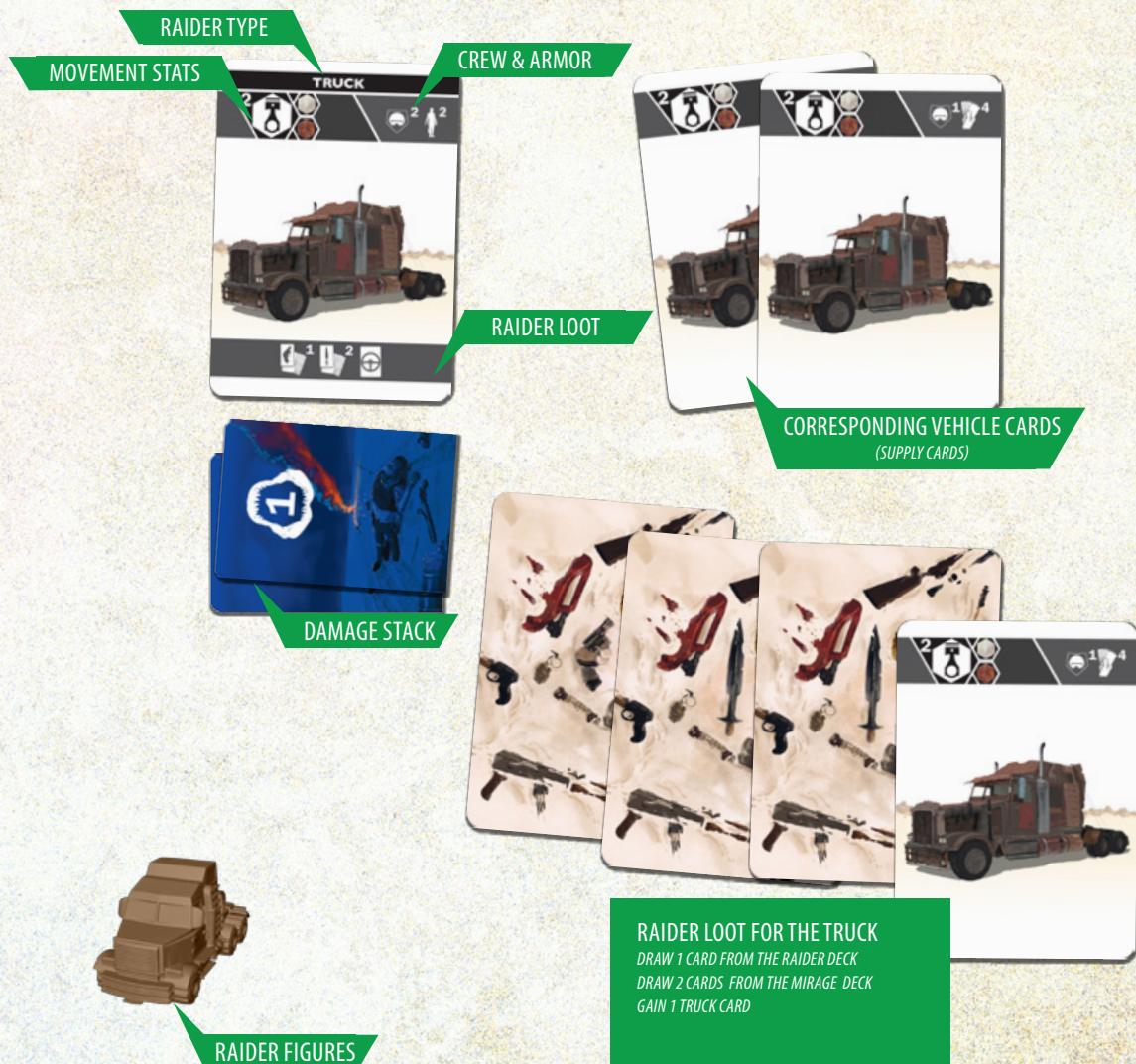
### RAIDER FIGURES

Raiders are represented by Raider Figures on the board. Raiders have one or two Crew and some armor, as marked on the Raider Info Cards. For each wound received a Raider loses a Crew. Indicate a lost Crew by turning the Raider Figure over. If a Raider loses all its Crew, it is removed from the board.

### RAIDER LOOT

If a player eliminates a Raider, they receive rewards according to its type as marked on the Raider Info Cards. You Gain the matching Raider Vehicle Card and some cards from the Raider and/or the Mirage Deck. If the Raider Deck is empty, draw from the Mirage Deck instead.

When Gaining a vehicle as a reward first search the Supply Cards, then the Discard Pile and then the Mirage Deck, as normal. (See: Card Lifecycle). There are two cards for each type of Raider vehicle, if both are in use you do not Gain the vehicle.





## RAIDER ACTIVATION

At the end of each player's turn the current player takes the following steps:

1. Flip a Damage Card corresponding to a Raider type that has not been activated yet.
2. For each Raider of the activated type on the board (See: Raider Movement):
  1. Move the Raider. (See: Raider Movement)
  2. Attack one of the players on a neighboring hex (if applicable). The current player may choose the target.
3. Spawns new Raiders of the activated type to all unoccupied spawn points with the letters shown on the card. (See: Raider Spawn)

Keep flipped Damage Cards on top of their Damage Stacks (until the Weather Phase) to show which Raiders have already been activated. With 1–2 players you will need to repeat these steps for each Raider Activation.

## RAIDER MOVEMENT

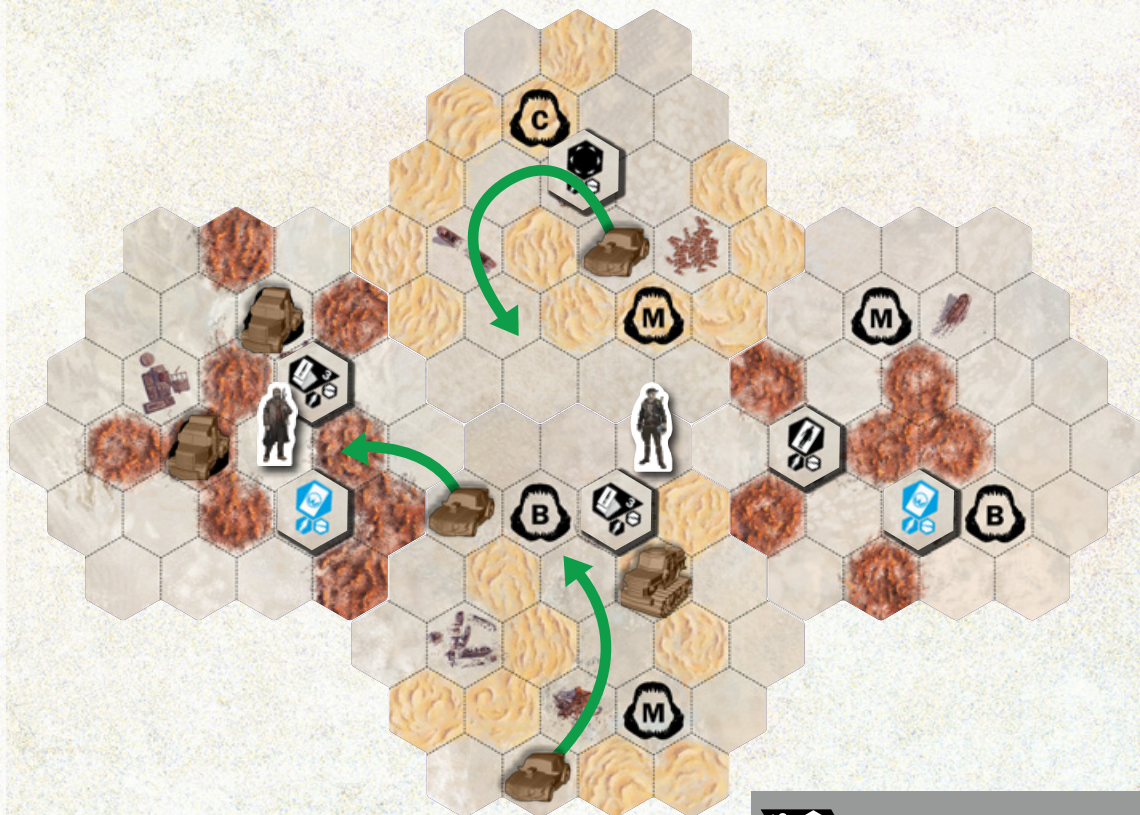
Move every Raider of the activated type (the current player chooses the order):

1. If the Raider can move next to a player, it does so while taking the least number of steps possible. (If several players are the same number of steps away the current player chooses.)
2. If moving next to a player is not possible:
  - Determine the closest player (if two players are the same distance away the current player chooses).
  - Move as close to the closest player as possible, while taking the least number of steps possible.

When determining distance, take terrain into account but ignore any players, Raiders or tokens in the way.

In the case the flipped Damage Card has +3 Movement instead of damage, the Raiders can take 3 extra steps, but do not attack players. If a Raider can not reach any players (e.g.: a Truck surrounded by Dunes), it does not move at all.

*The Scout activates the Speedsters. All Speedsters move towards the closest player with their normal movement. All other Raiders stay in place. There is a Speedster equal distance away from the Scientist and the Scout. The Scout decides to move the Speedster towards the Scientist, dealing him two Normal Damage. One Speedster has to go around the Dunes, the other stops after 3 steps, because it cannot move on tokens, so it can't get any closer to the Scout player.*



	<b>+3 MOVEMENT</b> (NO DAMAGE)
	<b>1 NORMAL DAMAGE</b>
	<b>2 NORMAL DAMAGE</b>
	<b>1 ARMOR-PIERCING DAMAGE</b>



## RAIDER SPAWN & SPAWN POINTS

After each activation the current player places Raiders of the activated type on the board on all unoccupied spawn points with the letters shown on the flipped Damage Card. (Raiders are always spawned with full crew, place them right side up.) Raiders cannot spawn on occupied spawn points! See Setup for spawn points used (A, B, C, M and H) at each Difficulty level.

If there are not enough Raider Figures of the activated kind, first place Raiders on the Terrain Tiles that have no Raiders on them. Otherwise place all figures, but the current player can decide which spawn points to leave out.

*The card that the Scout flipped activated the B, M and H Spawn points. The current game difficulty is Medium, so H Spawn points are not active. There are 5 unoccupied B and M points on the board and only 3 Speedster figures left. The tile on the right has no Raiders on it, so the Scout has to place at least one Raider here. He can choose where to place the other two, and he chooses the farthest possible option.*





## 8 VICTORY

### RUMOR MARKERS

Until all Rumor Cards have been played, the Rumor Markers just show the suspected general direction of the exit points. They do not occupy hexes, just place them anywhere on the Terrain Tile.

### RUMOR CARDS

When a player activates a Rumor Action (e.g., with a Rumor Token or a Compass), he draws a Rumor Card, chooses the option on the top or bottom half and plays it immediately. Move the Rumor Markers according to the activated option. Each Marker is moved to the next Terrain Tile in the cardinal direction shown on the Starting Terrain Tile. If a Rumor Marker would move off the edge of the Play Area, do not move it. If a Rumor Marker moves onto an unexplored Terrain Tile, that Terrain Tile is explored.

*The player collects a Rumor Token: draws one Rumor Card, chooses the top option, moves the Rumor Markers and reveals one new Terrain Tile.*

### EXPLORATION

The current player flips over the Terrain Tile being explored and places it while making sure the Northern direction (marked on the back of the Terrain Tile) is aligned correctly. Place tokens on the tile at random on each Wreckage.

*Map and Binoculars Cards allow players to explore a Terrain Tile without moving Rumor Markers.*

### THE END OF THE ROAD

When all Rumor Cards have been activated, victory can be attempted at any Terrain Tile with a Rumor Marker on it. No more Rumor Cards may be drawn, collecting Rumor Tokens has no effect.





### VICTORY CARDS

When a player collects a Victory Token, he gains a Victory Card matching the token. Each type belongs to a specific victory marked with a matching symbol on the card.

You may discard a Victory Card to activate its Single-use Action (See: Symbols).

### VICTORY CONDITIONS

- If a player is on the same Terrain Tile as a Rumor Marker and
- All Rumor Cards have been played and
- No Raiders are present on that Terrain Tile

Then players on that Terrain Tile have to reveal their Victory Cards and check if they have enough to win the game (See: Required Victory Cards). If they have enough Victory Cards, they win the game. The rest of the players are left to their fate and lose.

If the conditions are not met, continue the game normally. If the conditions are met by two groups of players at different Rumor Markers simultaneously, then both groups win the game.

*The Arsonist and the Scientist attempt to win (Classic Mode). They have five Victory Cards in total, three of them matches with the symbol of the Rumor Marker on the tile where they are standing (blue). Six rumor cards have been activated and no Raiders are standing on their Escape Terrain Tile, so these two players automatically win the game. The Healer on the other tile is left behind.*

### LOSING THE GAME

Players lose if they:

- Have died and can not be revived,
- Are not among the winning players (see above) or
- If no one wins until the end of the last round



ALL RUMOR CARDS HAVE BEEN ACTIVATED

NO RAIDERS ON THE TERRAIN TILE

PLAYERS ARE STANDING ON A TILE WITH A RUMOR MARKER



### REQUIRED VICTORY CARDS

The number of necessary Victory Cards is determined by the number of players standing on the Terrain Tile with the Rumor Marker. Only they can contribute Victory Cards required for winning. (Note: if there are multiple Rumor Markers on an escape Terrain Tile, players can choose between them.)

### REQUIRED VICTORY CARDS IN CLASSIC MODE

The players need a total of three Victory Cards matching the Rumor Marker, plus one more Victory Card of any kind per each player standing on the Terrain Tile. If there are not enough Victory Cards, check this condition again excluding players who have no Victory Cards. If the conditions are now satisfied then the players with the Victory Cards win. The rest are left to their fate and lose.

### REQUIRED VICTORY CARDS IN COOPERATIVE MODE

The players need a total of three Victory Cards matching the Rumor Marker, plus one more Victory Card of any kind per player on the Terrain Tile.

### REQUIRED VICTORY CARDS IN COMPETITIVE MODE

Only one player can win and he or she must have one Victory Card matching the Rumor Marker, plus one more Victory Card of any kind.

### REQUIRED VICTORY CARDS IN THE SOLO MODE

You must have one Victory Card matching the Rumor Marker, plus one more Victory Card of any kind.

### REQUIRED VICTORY CARDS IN THE TUTORIAL

The players need a total of one Victory Card matching the Rumor Marker, plus one more Victory Card of any kind per player on the Terrain Tile.

If there are not enough Victory Cards, check this condition again excluding players who have no Victory Cards. If the conditions are now satisfied then the players with the Victory Cards win. The rest are left to their fate and lose.

### CLASSIC MODE



### COOPERATIVE MODE



### COMPETITIVE MODE



### SOLO MODE



### TUTORIAL MODE





## 9 GAME MODES

### CLASSIC MODE

Play all rules normally.

*In Classic Game Mode the number of winning players is not predetermined, the first group that gets to an escape point with the necessary equipment and clears the Terrain Tile of Raiders wins. The group can consist of any number of players, even just one.*

### COOPERATIVE MODE

In Cooperative mode, players can only win together at the same Rumor Marker. All players alive at that time must be on the same Terrain Tile. No players can be excluded, there must enough Victory Cards for all players. The players need a total of three Victory Cards matching the Rumor Marker, plus one more Victory Card of any kind per player on the Terrain Tile.

### COMPETITIVE MODE

Only one player can win. After all rumors have been played, a player can win at any of the Rumor Markers. A player needs one Victory Card matching the Rumor Marker and one extra Victory Card of any kind in their own hand. If two players fulfill the victory conditions at the same time, apply the Tiebreaker rule. Players can Mug each other to steal Victory Cards (see below). Do not setup any Initial Raiders at the beginning of the game.

### MUGGING

In Competitive mode, players can Mug each other, to steal items. The rules are the same as in combat, but the attacks cannot be Healed and instead of taking damage and losing Crew the attacked player has to give Victory Cards to the attacker equal to the number of damage taken. If the player does not have any Victory Cards in their hand, nothing happens. Players cannot lose Crew due to Mugging.

### TIEBREAKER

If more than one player fulfills the victory conditions simultaneously, they should each add:

- The damage values,
- Armor values,
- Number of Heal actions,
- Number of Crew Cards,
- And Number of Refresh Actions

shown on their cards. The player with the highest total wins.

### SOLO MODE

With one player it is not possible to play Classic, Cooperative or Competitive Modes. Always play the Solo Mode with a single player. To win you must have one Victory Card matching the Rumor Marker, plus one more Victory Card of any kind.

Do not setup any Initial Raiders at the beginning of the game. In the solo mode the Damage Stacks are set up differently: create three Damage Stacks, each consisting of Damage Cards from the following Game Rounds from top to bottom: 112334556. At the end of each turn, activate all three Raiders and additionally immediately perform a Weather Phase as well. After activating round 6 Damage Cards, perform a Weather Phase as normal. Contrary to Classic Mode, you have one extra turn left after this to win the game.

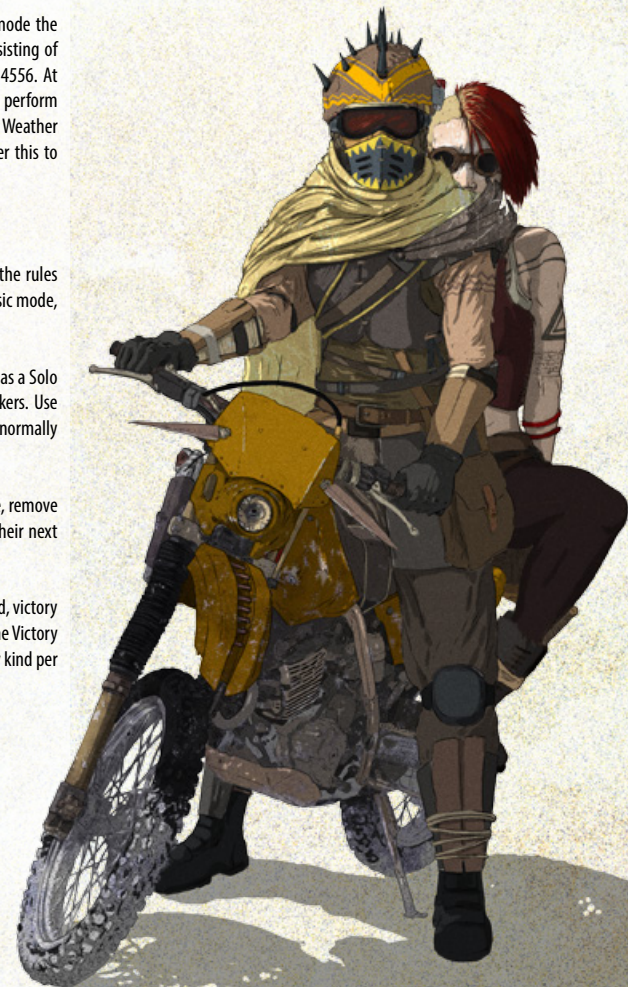
### TUTORIAL MODE

This Mode is for players who are new to the game, and would like to learn the rules without playing a complete game. Winning conditions are the same as in Classic mode, except that fewer Victory Cards are needed.

Regardless of the number of players, the Tutorial Mode is set up the same way as a Solo Mode game: a Small Play Area is used with the Blue and Green Rumor Markers. Use Raider types according to the current player number. Set up Damage Stacks normally from rounds 1 to 6. Do not place initial Raiders.

The Tutorial Mode is played on Easy Difficulty. When a player dies in this mode, remove their Character Standee from the board, they keep all their cards, and start their next turn from the starting Dunes.

There are only two Rumor Cards in Tutorial Mode, once these have been revealed, victory can be attempted the same way as in Classic Mode, except that there is only one Victory Card matching the Rumor Marker is needed. (Plus one more Victory Card of any kind per player on the Escape Terrain Tile, as normal.)







## ROOKIE GUIDE

### HOW TO SURVIVE THE SALTLANDS

First you need to collect proper equipment, without that you will die sooner than you think. Having more cards is usually better so with your Hand Limit in mind going for Loot Tokens gets you more cards... and more options for survival. Scavenging (collecting Loot Tokens) may not be worth an action if you already have everything you need:

- Some defenses to survive (First Aid Kit, armor or Crew)
- A good weapon to hunt Raiders
- Some Water for unexpected events

The first wound will kill your character. So another thing you will need is manpower. An additional Crew card grants you an extra action and can also be useful to soak up damage, letting you live a bit longer. Collect a Crew Tokens as soon as you can in order to gain Crew.

*The Scout moves next to two tokens and a Raider. With his first Crew Action he collects the Crew token and Gains a Crew Card. He immediately uses it to collect the Loot token as well.*

### HOW TO DEAL WITH RAIDERS

Be sure to check whether Raiders will be able to reach you before deciding where to move. If you are not careful enough, it is even possible to die right after your first turn.

Fight or flight? It's your choice. If you can't kill them, keep your distance by calculating their movement in advance. If you can kill a few, that makes life easier for everyone, and also gives you Raider loot with powerful weapons. By keeping their numbers down every turn, and you will have a lot less things to worry about. You can also step onto the spawn point, blocking Raiders from spawning there, in order to gain an edge.

*The Scout has no active Crew left, but still has a Water Card. He discards it to refresh a Crew. With the refreshed Crew he can discard his spear to cause 1 Armor-piercing Damage to the Bulldozer and eliminate it. He draws one Raider Card and Gains a Bulldozer.*

### HOW TO WIN

You don't have much time to escape. If you have assured your survival for the round, start focusing on winning the game. You have to do the following to have a chance:

- Collect Victory Cards
- Collect rumors and explore new areas
- Don't make too many enemies, it's hard to win alone





## 11

## LIST OF SYMBOLS

**NORMAL DAMAGE**

Can be avoided with armor.

(SEE: COMBAT)

**ARMOR-PIERCING DAMAGE**

Ignores armor. Raiders cannot avoid it and must lose Crew.

(SEE: COMBAT)

**ARMOR**

Decreases Normal Damage from one attack, by the number indicated. This can be used outside your turn.

(SEE: COMBAT)

**HEAL**

Avoids losing Crew. Can be used outside of your turn. (These actions are usually Single-use Actions.)

(SEE: COMBAT)

**REFRESH**

You may refresh a Crew and the last card that the Crew used. Cards that are not used by Crew cannot be refreshed.

(SEE: ACTION SYSTEM)

**DRAW CARDS**

Draw the indicated number of cards from the Mirage Deck (spear) or the Raider Deck (pistol).

(SEE: ACTION SYSTEM)

**GAIN A CARD**

Gain the card shown on the symbol: a Victory Card, Crew or the corresponding Raider Vehicle.

(SEE: ACTION SYSTEM)

**SAILING**

Move according to the Wind Tile's current orientation, as many times as the wind strength.

(SEE: MOVEMENT)

**MOTORIZED MOVEMENT**

Move up to as many hexes as indicated.

(SEE: MOVEMENT)

**REBUILD**

Draw the indicated number of cards from the Mirage Deck and then discard the same number of cards of your choice.

**EXPLORE**

Reveal one unexplored Terrain Tile on the board.

(SEE: VICTORY)

**RUMOR**

Draw and immediately resolve a Rumor Card.

(SEE: VICTORY)

**VICTORY CARD**

This item can be used to win the game.

(SEE: VICTORY)

**CREW ACTION**

You have to exhaust a Crew to use this action.

(SEE: ACTION SYSTEM)

**SINGLE-USE ACTION**

You have to discard the card or token to use this action.

(SEE: ACTION SYSTEM)

**MOVING THROUGH TERRAIN**

This vehicle can step on or through Saltlands/Dunes/Mountains.

(SEE: MOVING THROUGH TERRAIN)

**CREW**

You can use Crew Actions by exhausting this card. Can be refreshed.

(SEE: CREW & CREW ACTIONS)

**HAND LIMIT**

Increases your Hand Limit by the number indicated.

(SEE: HAND LIMIT)



## THE PLOUGHMAN



### ABILITY:

#### TOUGH

Grants one permanent armor.



### ITEM:

#### STRAIGHTENED SCYTHE

Discard for one Armor-piercing Damage, or deal two Normal Damage as a Crew Action.



## THE ARSONIST



### ABILITY:

#### DRAIN FUEL

She may search the Discard Pile for a Fuel for every Motorized Vehicle she discards.



### ITEM:

#### FLAMETHROWER

Discard a Fuel and deal 3 Normal Damage /Crew Action/.



## THE LITTLE GIRL



### ABILITY:

#### LIGHT

+1 Wind strength for her.



### ITEM:

#### WRENCH

3 Rebuild /Crew Action/.



## THE SCOUT



### ABILITY:

#### BORN DRIVER

+2 movement with Motorized Vehicles.



### ITEM:

#### BINOCULARS

Explore /Crew Action/.



## THE HEALER



### ABILITY:

#### MASTER OF WINDS

Once in her turn she may draw and resolve a new Weather Card



### ITEM:

#### BAG OF HERBS

Search the Discard Pile and take the topmost First-aid Kit /Crew Action/. It can also be discarded as a Heal action.



## THE SCIENTIST



### ABILITY:

#### REPAIR

1 Rebuild (once per turn, no Crew Action).



### ITEM:

#### WATER DISTILLER

Search the Discard Pile for the topmost Water or Water Gallon card.





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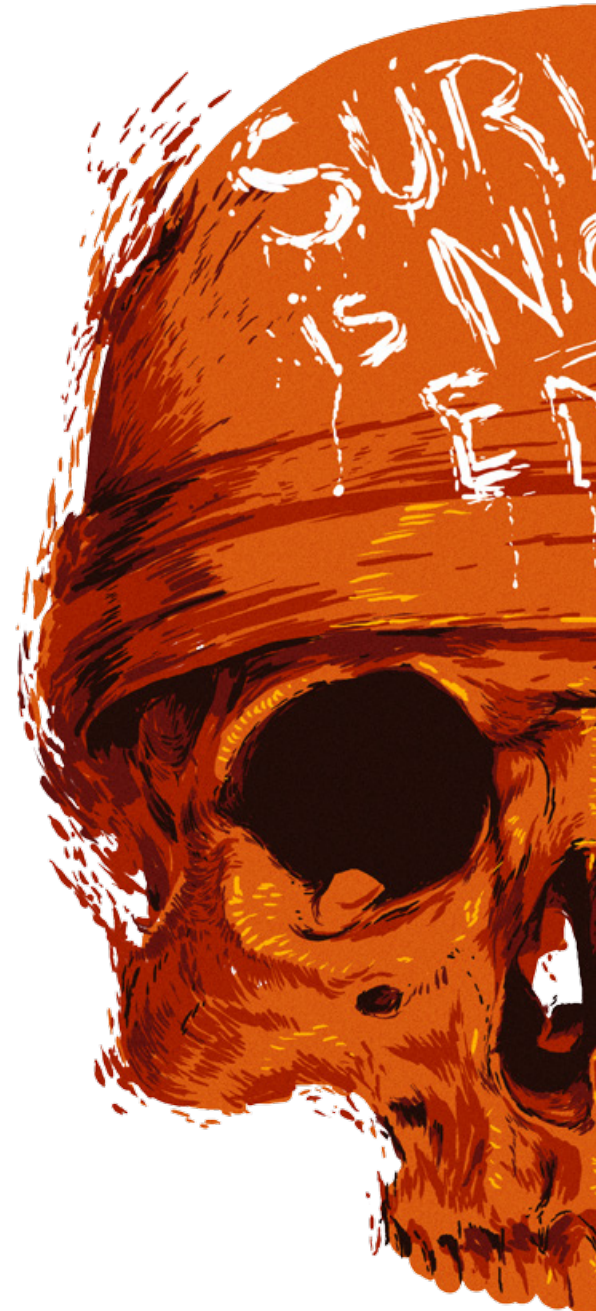
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# **SALT LANDS**

LOST IN THE DESERT EXPANSION

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**R U L E B O O K**





## 1 COMPONENT OVERVIEW 1

Components 1

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# 1 COMPONENT OVERVIEW

As the Horde pushes further into the Saltlands, additional survivors are forced to flee. The daring colonists of Container Island, those of the Beached Mother Ship and the insurgents from the Raider Camp embark on a dangerous adventure into the unknown.

## COMPONENTS

The Saltlands: Lost In The Desert expansion offers players 6 new characters, new area effect weapons for more tactical play, an Epic Game Mode for extended gameplay, and new variants.

- New Terrain Tiles: Shuffle the extra Terrain Tiles with the tiles in the base game. These add variety to gameplay or can be used for the Epic Game Mode (See: Game Variants).
- Additional Raider Figures: Add the additional 6 Raider Figures to the rest in the base game.
- New Characters: There are 6 new characters in this expansion (See: Characters).
- New Item Cards: Shuffle the new item cards into the Mirage Deck or the Raider Deck according to their type. See: New Symbols, for their rules.
- 7th Round Damage Cards: These cards are only used for the extended Epic Game Mode (see Variants) and add an additional round to the game.
- Extra Tokens: Mix the extra tokens in with the tokens from the base game.





## 2 SYMBOLS

### LURE

All Raiders on the same Terrain Tile move the indicated number of hexes towards the player. The Raiders move around terrain as normal and do not attack.

### AREA EFFECT WEAPONS

The effect applies to all white hexes marked on the card. The symbol does not have a specific orientation. If you kill a Raider you get loot as usual, but only for Raiders on adjacent hexes. As normal, players cannot harm each other except when playing the Competitive Game Mode (See: Mugging in the Saltlands base game rulebook).

### WIND TRACTOR MOVEMENT

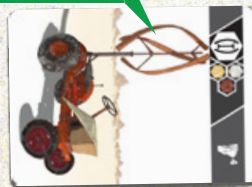
The Wind Tractor is a special vehicle: it moves like a motorized vehicle, but its maximum movement is equal to the wind strength. It cannot move faster by discarding Fuel, and can move onto or through any type of terrain.

*The Merchant is driving a Wind Tractor. After exhausting it, he can take a maximum of 5 steps (according to the wind strength). The Wind Tractor can move through any terrain in any direction. The Wind Tractor can never take double steps. He takes 4 steps through the Mountains to reach the Loot Token and to step on the Spawn Point to block it. He uses the Flare Gun to Lure Raiders towards him on his Terrain Tile. After that he uses the Grenade Launcher to kill both Raiders, but gets loot only for the Pickup.*

### BACKGROUND INFO: RIDING AGAINST THE WIND

*The Wind Tractor — a compelling but fictional invention — is an exception to how sailboats work, and can head directly against the wind. While its movement is not entirely realistic, it was inspired by a real world experimental land yacht: the Blackbird. The Blackbird is powered by a propeller. It holds the world record for traveling the fastest compared to the wind speed directly upwind and also for directly downwind.*

### EXHAUSTED WIND TRACTOR



### LURE



### AREA EFFECT



LURE

### AREA EFFECT



CHARACTER'S POSITION



AFFECTED HEX



UNAFFECTED HEX



WIND TRACTOR  
MOVEMENT



## THE MERCHANT



### ABILITY:

#### TRADE

He may trade with any player currently in play, up to 3 times per turn. Players may only exchange Hand Items, but may exchange any number of them.



### ITEM:

#### TRAILER

Cargo Item, 7 Hand Limit.



## THE THIEF



### ABILITY:

#### THEFT

She may draw a random Hand Item from an adjacent player once per turn.



### ITEM:

#### CAMOUFLAGE NET

If she performs this Crew Action, Raiders who are not adjacent to her treat her as if she was a token until her next turn. They do not move towards her or attack her even if they end their move next to her for any other reason. Raiders starting their movement already next to her attack normally though.



## THE CAPTAIN



### ABILITY:

#### WEAPON PROFICIENCY

He must draw Raider Loot from the Raider Deck, instead of the Mirage Deck, unless the Raider Deck is empty.



### ITEM:

#### ARTILLERY

3 Damage, Area Effect, Crew Action.



## THE MARINE



### ABILITY:

#### BORN TO KILL

During her turn, she may add the Normal Damage from consecutive attacks and only subtract the target's armor once. (Effectively Normal Damage is cumulative for her.)



### ITEM:

#### KATANA

2 Damage, Area Effect, Crew Action.



## THE SHAMAN



### ABILITY:

#### PROPHECY

He may discard a Water or Water Gallon card to draw (and play) a Rumor Card.



### ITEM:

#### HORN

Lure raiders /not a Crew Action/.



## THE TWINS



### ABILITY:

#### RAID

After her movement, she may collect any tokens she has stepped over. Collecting tokens still takes a Crew Action as normal.



### ITEM:

#### TWIN

She is a Crew.





### 3 GAME VARIANTS

Using these rules is not mandatory in a standard game. Add any combination of these optional rules to the game if you want to face new challenges.

#### EPIC GAME MODE

The Epic Game Mode offers extended play and it can be played with any other game variant (except the Tutorial of course).

#### EPIC SETUP

- Setup the Small or Large Epic Play Area with additional Terrain tiles as shown on the picture.
- Add round 7 Damage Cards to the bottom of the Damage Stacks. (In case of a Solo game, add them twice so that the Damage Stacks consist of cards from the following Game Rounds: 11233455677).
- Add two additional Rumor Cards to the Rumor Deck to be uncovered during the game.

Note: Even with an additional round available, players really have to get moving in order to finish the game, so be careful!

#### OVERKILL

If a Raider receives more wounds than necessary to kill it, you do not receive any Raider Loot as a reward.

#### EXPLORERS' LUCK

If a player Explores a Terrain Tile, they may choose any of the 3 possible orientations for the Terrain Tile.

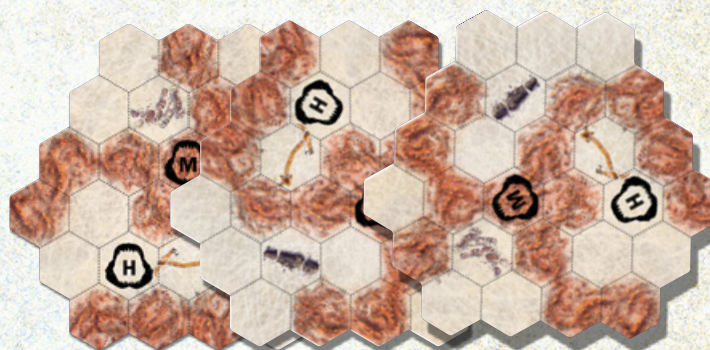
#### SMALL EPIC PLAY AREA 1-3 PLAYERS

TOKENS IN PLAY:



#### LARGE EPIC PLAY AREA 4-6 PLAYERS

TOKENS IN PLAY:



**EXPLORER'S LUCK**  
EACH TERRAIN TILE HAS 3  
POSSIBLE ORIENTATIONS  
THAT FITS





## THIRSTING FOR MORE?

IMMERSE YOURSELF FURTHER IN THE SALTLANDS! FOLLOW THREE CHARACTERS FROM THIS EXPANSION: THE CUNNING MERCHANT, THE FEROCIOUS MARINE WITHOUT A PAST, AND THE SHAMAN SEARCHING FOR HIS AND HIS PEOPLE'S PLACE IN THE NOVEL "SALTLANDS: AFTER GOD". A STORY TAKING PLACE DURING THE EVENTS OF THE GAME FULL OF SURPRISING TWISTS AND INTRIGUE.

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You can find additional rulebook languages, variants and information at:

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