



Residuum is a sandbox-inspired 4X strategy game set in the wake of a disaster that has wiped out most of humanity. Amidst the radiation, small pockets of civilisation attempt to develop their communities and survive in this harsh world by harvesting the last of earths untouched resources.

But beware, there's always someone who wants what you have and will do anything to take it.

Contents

1 Trade Town tile

67 Hex tiles:

- 10 Starting hex tiles
- 30 two-player hex tiles
- 6 three-player hex tiles
- 6 four-player hex tiles
- 6 Discovery hex tiles

- 3 Contaminate Water Action hex tiles
- 3 Radiation Zone Action hex tiles
- 3 Spare Wasteland hex tiles

4 Community Trackers

1 Turn Marker

1 Turn Track/Season Reference Board

4 Player Reference Sheets

4 Character cards

15 Conflict cards

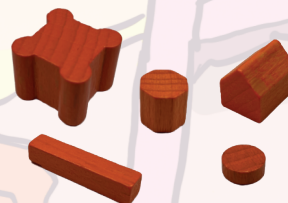
36 Discovery cards

10 Trade town cards

250 Resource cubes

4 Sets of wooden player pieces, each consisting of the following:

- 1 Basecamp
- 6 Outriders
- 4 Outposts
- 8 Barricades
- 2 Markers (one for Basecamp Production and one Trade Town Indicator)



The Aim of the Game

In Residuum players seek to explore the game map while expanding their community, exploit the resources available and interact with other players through trade deals and conflict. In Residuum, conflict does not result in player elimination or the 'death' of your character, instead you lose ground, lose assets and lose resources, so be careful who you trust, and who you deal with! Residuum is an open world. Areas of the map allow different resources to be harvested and different technologies to be discovered. Each turn is only limited by the number of resources you have available to spend, so considerable expansion is possible through building a robust engine for resource generation.

At the end of the game, points are awarded for the size of your community, for the discoveries you have made, and for your stockpile of resources. Whoever has the most points at the end will be declared the winner.

Game Setup

- Getting Started -

1. Take a Community Tracker and a coloured set of playing pieces. You start the game with the following pieces available to you: your Basecamp, one Outrider, one Outpost and one Barricade. All other pieces should be set aside next to your Community Tracker.

2. Draw a random Character card. This character represents you, the leader of your community in Residuum. Place this card on your Community Tracker, in the specified space, with the character's ability rule face up.

3. Take 6 Provisions and place these on your Community Tracker in the space marked 'Provisions'.

- Build The Map -

1. Place the large Trade Town tile on the table. This large tile is divided into four areas - three regular hexes (one each of Water Source, Food Supply & Tech Site) and one large 'hex' (the Trade Town). All four are considered separate hexes for the purposes of movement etc.

2. The number and assortment of additional hexes used will depend on the number of players. The reverse of each hex is labelled with the required player count to make this process easier. Take the required number of hexes from the table on the following page, shuffle them together, and place them facedown to form a stack.

3. Draw hexes from the stack and place them, one by one, around the starting tile, until it is surrounded - it takes 12 hexes to surround the starting tile.

4. Randomly select one player to start. This player will take the lead during the rest of the game set up, but will not necessarily be the first player during turns of the game. For ease, this player will be known as the 'Lead Player'. Starting with the Lead Player and going clockwise around, each player takes turns drawing and place the remaining hexes on the table using the following process:

Draw three hexes from the top of the stack to add to the map. You may place these hexes in any order. Though the hexes do not need to be placed adjacent to each other, one of these must be placed so that it is

Players	Wasteland	Radiation Zone	Tech Site	Woodland	Food Supply
2	21	4	1	2	1
3	24	4	1	2	1
4	26	5	2	3	1

Players	Water Source	Contaminated Water	Oil Field	Gold Mine
2	0	1	0	0
3	1	2	1	0
4	1	2	1	1

touching only one other hex. The other two must be placed so that they each touch at least two other hexes.

Each player repeats this process until all of the hexes in the stack have been placed. Any 'holes' in the hex layout (spaces surrounded by hex tiles, but that do not contain a tile themselves) are filled from the 'Starting Hex' pile. Shuffle this pile of tiles facedown, select a hole in the map layout and turn over the first hex to fill it. Repeat this process until all such holes are filled. Remaining Starting Hex tiles are returned to the box.

Note: It is usually beneficial to have as many 'holes' as possible to fill in this manner due to the Starting Hex pile granting access to some valuable resources.

5. Again, starting with the Lead Player and going clockwise around the table, each player takes turns in selecting a hex as a starting location for their Basecamp. The following criteria must be met when placing a Basecamp:

- Your Basecamp must be placed on a Wasteland hex.
- Your Basecamp must not be adjacent to the Trade Town.

- There must be at least two hexes between your Basecamp and all opposing player's Basecamps'. *
- Your Basecamp must only be adjacent to a maximum of two hexes that are neither a Wasteland or Radiation Zone. *

**Note: If the map dictates that a player cannot meet all of these criteria, a player may choose a starting hex that breaks rule d. and select a hex that is adjacent to any number of other hex types. On the very rare occasion that a valid hex is still not available, that player may also break rule c., allowing them to select a hex with only one hex between the Basecamp and an opponent's Basecamp.*

IMPORTANT: *If a player is forced to (or chooses to!) set up behind a 'screen' of Radiation Zones (where every adjacent hex is a Radiation Zone), then they may choose to replace one of the Radiation Zones in question with a spare Wasteland hex from the box after all other set up has been completed.*

- Each player places their starting Outrider, Outpost (laying it on its side) and Barricade in their starting hex, next to their Basecamp.

Place one circular token on the Basecamp Production track - the starting value for this is equal to the number of hexes your Basecamp is adjacent to that are neither Wastelands nor Radiation Zones (see examples on pg. 8). Finally, place the other circular token on the Trade Town indicator, in the left-hand space.

- Draft Discoveries -

Each player will build a hand of three discovery cards to start the game. Starting again with the Lead Player and going clockwise around the table, each player draws the top three cards from the discovery deck, looks at them and selects one to keep. One of the remaining two cards is discarded face down and the other is placed back on the top of the deck.

The next player then follows the same process. Continue around the table in this way until all players have three discovery cards. Shuffle all of the discarded discovery cards back into the deck and set it aside for use during the game.

- Select a First Player -

Randomly select a player to become the First Player. This player will take the first turn and play will continue clockwise around the table.

Note: The role of the previous 'Lead Player' is now over and you no longer need to keep note of who that person was.

The game is now set up and the first turn can begin.



Important Terminology

Active/Activate/Out-of-Action: An active piece (Outrider, Outpost, Basecamp, Barricade) is considered usable and in-play. When a first recruited or constructed, and through the result of certain game effects, pieces may be placed 'out-of-action'. If a piece is out-of-action, then it should be placed on its side (or moved from the edge of a hex to the centre of a hex, in the case of a Barricade). Whilst out-of-action, a piece has no effect in the game.

Construct/Recruit: Constructing refers to adding a new Outpost or Barricade from the supply to the board. Recruiting refers to the same process, but for an Outrider. When an item is constructed, it comes into play out-of-action and still need to be activated. When an item is recruited, it comes into play active.

Hex: Each tile that forms the board is considered a hex. Moving a distance of 1 hex means moving from one tile to an adjacent tile. Each hex type has its own rules (see pg. 15).

Network: The term 'network' refers to all of your existing Outposts and Basecamp. Any reference to a 'network location' is referring to any and all of your active Outposts and Basecamp.

Resources: Resources are the materials collected by your Outriders, Outposts, and Basecamp throughout the game. Resources are used as currency for taking actions. Note that the most common type, Provisions, are considered a resource like any other.

Anatomy of a Character Card

- **Name:** This tells you your community leader's name.
- **Strategy:** This stat determines how many Conflict Cards you receive at the start of conflict. Strategy is rated either 'Competent' or 'Skilled'.
- **Bartering:** This stat determines the trade rate you use when visiting the Trade Town. Bartering is rated either 'Competent' or 'Skilled'.
- **Ability:** Each character has a 'once per game' rule that can be used as indicated by the text itself. When you have used your special rule, flip over the card to the 'Ability Used' side.



Seasons & The Turn Track

The game begins in the first turn of spring (year 1) and ends in the last turn of winter (year 2). Use the Turn Marker and Turn Track to keep track of the game's progress. As turns progress the game will move through the various seasons of the year. Each season influences the game in a slightly different way as follows:

- **Spring:** The climate is ideal. No changes to game play.
- **Summer:** The sun is scorching, making it harder to obtain valuable water. Water has a higher trade value in the Trade Town (see the Trade Town Reference Table).
- **Autumn:** The weather is wet and the wind extreme, making it hard to obtain usable fire wood and building resources. Outposts may not produce Wood from Woodlands during the Resource Production Phase (they may still produce Provisions).
- **Winter:** The cold is harsh and the deep freeze begins to set in. Outposts may not

produce Water from a Water Source or Contaminated Water (they may still produce Provisions). Food has a higher trade value in the Trade Town (see the Trade Town Reference Table).

End of Season

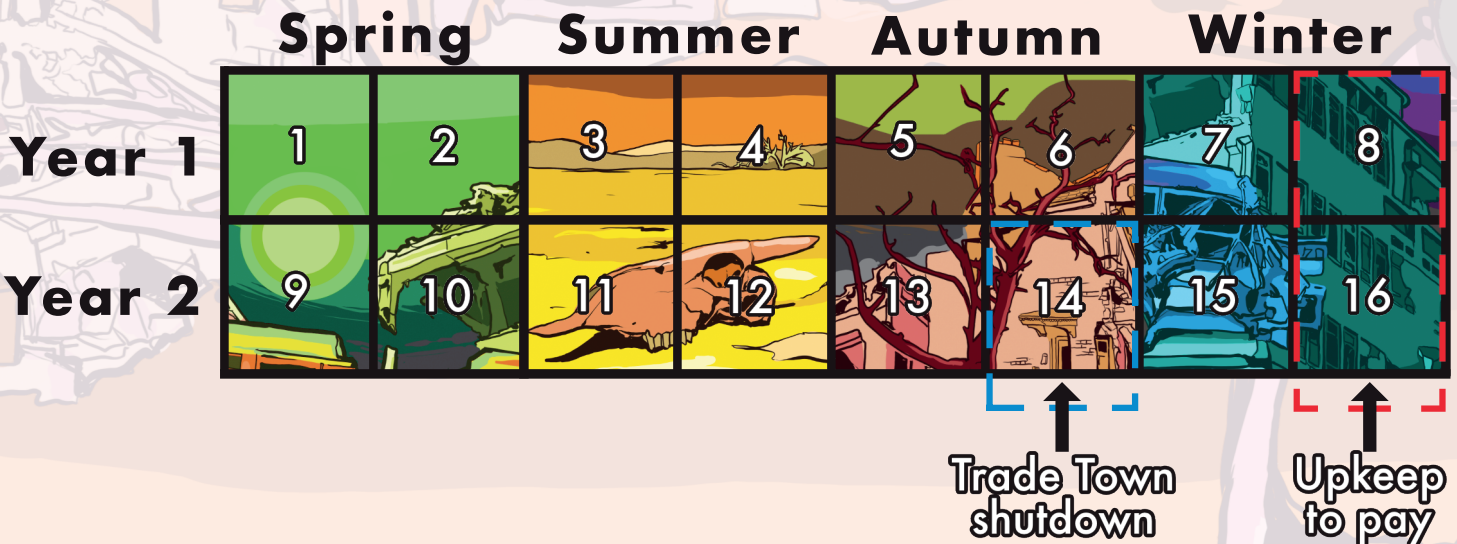
At the end of a player's last turn during each season (turns 2, 4, 6, 8 etc.), that player should slide the Trade Town Indicator on their Community Tracker back to the left-hand space, ready for the next season.

End of Year Upkeep

At the end of each year, an upkeep cost must be paid in order to maintain the strength and spirit of your community through the harsh winter. At the end of a player's turn 8 and 16, that player must pay a cost of 2 Provisions or 1 Food per active Outrider. Each Outrider not paid for in full is immediately placed out-of-action and returned to your Basecamp.

Trade Town Shutdown

The Trade Town is not open for the final winter of the game. As such the last chance to visit is during turn 14.



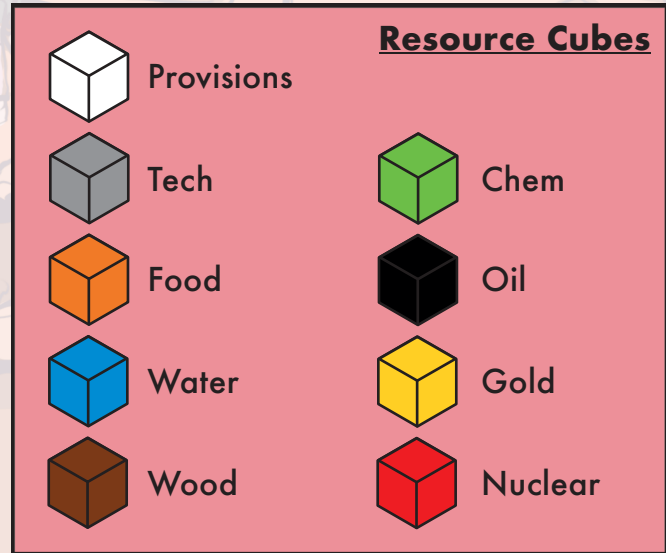
Taking a Turn

A game of Residuum represents a period of two years in the lives of your community, as they survive and develop through the seasons, trying to take dominance over the area. Each year of the game consists of 8 turns (for a total of 16 turns in a game), with every 2 turns representing a season. Some seasons have additional effects on gameplay, as discussed on pg. 6.

Each player turn is split into two phases - the Resource Production Phase, followed by the Action Phase. A player's turn ends and passes to the next player once they no longer wish (or can't afford) to take any further actions in the Action Phase. Play continues in this manner until turn 16 is completed by the final player (see pg. 24).

- Resource Production Phase -

During the Resource Production Phase, consult the table below and gather all Provisions and other resources according to the placement of your Outriders and active network locations.



Out-of-action pieces do not produce any resources during this phase.

In addition, your Basecamp has a '+X' bonus for production of additional Provisions on many hex types. X is equal to the number of hexes your Basecamp is adjacent to that are neither Wastelands nor Radiation Zones. 1 additional Provision is produced for each of these adjacent hexes, up to a maximum of 5 additional Provisions (X can also be increased with certain

Location	Wasteland	Tech Site	Water Source	Food Supply	Woodland
Basecamp	3 Provisions (+X)	3 Provisions <u>or</u> 2 Tech (+X)	NA	3 Provisions <u>or</u> 2 Food (+X)	3 Provisions <u>or</u> 2 Wood (+X)
Outpost	2 Provisions	2 Provisions <u>or</u> 2 Tech	2 Provisions <u>or</u> 2 Water	2 Provisions <u>or</u> 2 Food	2 Provisions <u>or</u> 2 Wood
Outrider	NA	2 Provisions <u>or</u> 1 Tech	2 Provisions <u>or</u> 1 Water	2 Provisions <u>or</u> 1 Food	2 Provisions <u>or</u> 1 Wood

Location	Radiation Zone	Contaminated Water	Oil Field	Gold Mine
Basecamp	NA	NA	3 Provisions <u>or</u> 2 Oil (+X)	4 Provisions <u>or</u> 3 Wood <u>or</u> 1 Gold (+X)
Outpost	2 Provisions <u>or</u> 1 Chem	2 Provisions <u>or</u> 1 Chem <u>or</u> 1 Water	2 Provisions <u>or</u> 1 Oil	3 Provisions <u>or</u> 2 Wood <u>or</u> 1 Gold (also requires an Outrider to produce Gold)
Outrider	NA	NA	2 Provisions	2 Provisions OR 1 Wood

Discovery cards). These additional Provisions are produced whether a player chooses to produce Provisions or any other type of resource from the hex. Your Community Tracker has a 'Basecamp Production' track to make it easier to keep track of your current 'X' value.

Example 1: Your Basecamp is on the edge of the map and has 3 Wastelands and 1 Woodland adjacent to it. You will produce 1 additional Provision at the start of each turn.

Example 2: You have moved your Basecamp so it is located on a Woodland. This hex has 3 Wastelands, 1 Radiation Zone, 1 Water Source and 1 Tech Site adjacent to it. You will produce 2 additional Provisions at the start of your turn. You will therefore be able to produce either 5 Provisions or 2 Wood and 2 Provisions.

Resources are placed on your Community Tracker in the designated spaces and can now be spent by Outriders or at any of your network locations to perform actions.

IMPORTANT: *There is no limit on how many of a resource may be held in your network with the exception of Nuclear. You may never have a total of more than 3 Nuclear (weaponised or not).*

Once a player has produced their resources, they may proceed to the action phase.

- The Action Phase -

During your turn, you may take any number of actions in any order and multiple times, providing you can afford to pay the cost for them. Resources work as currency for the purpose of paying for actions, with each being worth a number of action points, as follows:

- **Provisions: 1**
- **Tech/Food/Water/Natural Wood: 2**
- **Chem: 4**
- **Oil: 6**
- **Gold: 8**

Provisions may be used to pay for all actions unless a specific resource type is stated. Other resources may only be used where they are listed in the 'alternative costs' column in the actions table on the following page. Nuclear cannot be used to generate action points in this way. Full details on each of these actions can be found later in this section.

Example: An Outrider is carrying an out-of-action Outpost. You must pay 4 Provisions to generate 4 action points in order to activate it. Alternatively, any combination of Tech, Food and Wood may be used in place of 2 action points each.

Resources spent to perform actions are returned to the general supply.

IMPORTANT: *It is possible to interrupt one action, to perform another, without losing unspent action points. It is also possible to use a single resource to pay for multiple actions.*

Example: An Outrider is carrying an out-of-action Outpost. You pay 1 Oil (6 action points) and move them 2 hexes, costing a total of 4 action points, ending in the Trade Town. You perform your trade and leave, resolving a Trade Town card as you go. You now pay 2 Tech (4 action points) to activate the Outpost on the hex you occupy. You still have 2 action points remaining from the Oil and so decide to move the Outrider one more hex.

Action	Cost	Alternative Cost
Move an Outrider	2* (+1 per additional Outrider, +1 to carry an out-of-action Basecamp)	Tech/Food/Water/Oil
Network movement	4 (+1 per additional Outrider)	Tech/Food/Water/Oil
Recruit an Outrider	8	Food/Water/Gold
Activate an out-of-action Outrider	4	Food/Water
Construct an Outpost	6	Tech/Food/Wood
Activate/tear-down an Outpost	4	Tech/Food/Wood
Take over an opponent's out-of-action Outpost	6 (+3 per Barricade)	Tech/Food/Wood
Construct a Barricade	3	Tech/Wood
Activate/tear-down a Barricade	3	Tech/Wood
Destroy an opponent's Barricade	3 Tech	NA
Tear-down/Activate out-of-action Basecamp	6	Tech/Food/Wood/Water/Oil
Barter at the Trade Town	NA	NA
Initiate conflict/trade with opponent	NA	NA
Complete a Discovery card	As per card	NA
Take a Discovery card action	As per card	NA
Draft a new Discovery card	4	NA
Contaminate a Water Source	8 Chem OR 5 Oil OR 1 Nuclear	NA
Create a Radiation Zone	8 Chem OR 1 Nuclear	NA
Weaponise a Nuke	10 Tech OR 1 Nuclear	NA
Upgrade Transport Network	2 Oil**	NA

* Movement into Radiation Zones and Contaminated Water hexes must be paid for with the resources listed for alternative costs - Provisions may not be used. Please see details on pg. 17 - 18.

** There are special conditions regarding the payment for this action. Please see details on pg. 15.

Actions in Detail

- Outrider Actions -

Move an Outrider:

An active Outrider may move 1 hex for a cost of 2 actions points.

- Food, Water and Oil may be used as alternative costs. As Oil has an action point value of 6, it can be used to move multiple Outriders, or a single outrider over multiple hexes.
- Multiple Outriders may move together (referred to as a convoy) by paying 1 action point per additional Outrider per hex.
- An Outrider (or convoy) may carry one out-of-action Outpost and any number of out-of-action Barricades at no additional cost. An Outrider(s) may carry an out-of-action Basecamp for a cost of 1 additional action point per hex.

Note: Barricades & movement – Active Barricades can restrict movement by creating blockages between hexes. Crossing another player's Barricade costs 1 additional action point per Outrider in addition to the usual movement costs. Moving over your own Barricades incurs no additional cost.

Network Movement:

An Outrider may move between any two of your network locations for a cost of 4 action points.

- Food, Water and Oil may be used as alternative costs. As Oil has a value of 6, one Oil can be used to move a convoy of multiple Outriders via network movement.
- A convoy may move together by paying 1 action point per additional Outrider.

- An Outrider may carry out-of-action Barricades via network movement at no additional cost. Out-of-action Outposts may not be carried via network movement.
- Network movement may not occur if your Basecamp is out-of-action.

Recruit an Outrider:

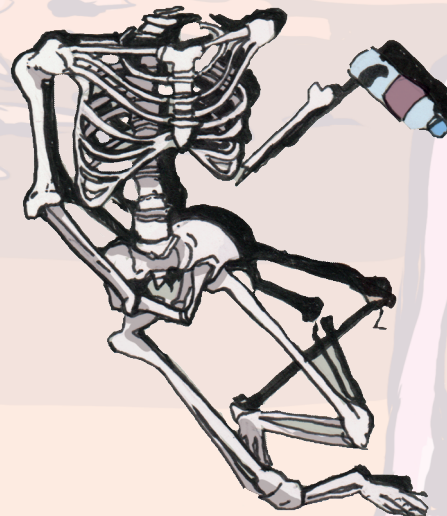
An Outrider may be recruited to any active network location for a cost of 8 action points. Take an Outrider from your supply and add it to the network location of your choice.

- Food, Water and Gold may be used as alternative costs.
- You may only have 6 Outriders in play at any one time.
- Once recruited, an Outrider is considered active and may take actions immediately.

Activate an out-of-action Outrider:

Any Outrider taken out-of-action as a result of conflict, or from not paying end-of-year upkeep, may be activated again for a cost of 4 action points.

- Food and Water may be used as alternative costs.
- Once activated the Outrider may take actions immediately.



- Outpost Actions -

Construct an Outpost:

You may construct an Outpost at your Basecamp location for a cost of 6 action points. Once constructed the Outpost is placed on its side and is considered out-of-action. An out-of-action Outpost produces nothing during the Resource Production Phase and does not add anything to a conflict.

- Tech, Food and Wood may be used as alternative costs.
- Out-of-action Outposts may be carried by Outriders (though not via network movement).
- You may only have 4 Outposts in play (active or out-of-action) at any one time.
- **Important:** Other than at the hex containing your Basecamp, you may never have two of your Outposts (active or out-of-action) occupy the same hex. Note that it is possible for an opponent's Outrider(s) to carry one of their out-of-action Outposts into a conflict at the same hex as your Outpost.

Activate/tear-down an Outpost:

An out-of-action Outpost may be activated for a cost of 4 action points. Once activated, place the Outpost the right way up

- Tech, Food and Wood may be used as alternative costs.
- **Important:** You must have an active Outrider present in order to perform this action.
- An Outpost may not be activated in the same hex as a Basecamp.
- Once active, an Outpost forms part of your network and will produce resources as normal.

- An active Outpost can be relocated by paying the same cost again to 'tear-down'. Place the Outpost out-of-action (on its side). The cost to activate must be paid again once the Outpost has been relocated.
- Remember, you may never have two of your Outposts occupy the same hex, except at the same hex as your Basecamp (see note under 'Construct an Outpost').

Take over an out-of-action Outpost:

You may take over an opponent's out-of-action Outpost for 6 action points, plus 3 action points for each active Barricade belonging to the same opponent.

- Tech, Food and Wood may be used as alternative costs.
- **Important:** You must have an active Outrider present in order to perform this action.
- This action may not be taken if the hex containing the out-of-action Outpost contains an active Basecamp or opposing Outriders (instead, initiate a conflict).
- You must be able to pay the cost for Outpost and all Barricades to be able to perform this action. This action may not be used to replace only Barricades; an out-of-action Outpost **MUST** be present.
- Replace the opponent's Outpost and any Barricades with ones from your supply or that are being carried by the Outrider(s) present at this hex.
- Return opponent's Outpost and Barricades to their supply.

- Barricade Actions -

Construct a Barricade:

You may construct a Barricade at any of your active network locations by paying a cost of 3 actions points. Once constructed, the Barricade is kept in the centre of the hex and is considered out-of-action. Until activated, the Barricade has no effect.

- Tech and Wood may be used as alternative costs.
- Out-of-action Barricades may be carried by Outriders.
- You may only have 8 Barricades in play (active or out-of-action) at any one time.

Activate/tear-down a Barricade:

Once constructed, a Barricade must be activated by paying a cost of 3 action points. Once activated, place the Barricade on the border between the hex it is activated in and any neighbouring hex.

- Tech and Wood may be used as alternative costs.
- **Important:** You must have an active Outrider or Outpost present in order to perform this action.
- A Barricade may never be activated on a border of the Trade Town.
- A Barricade may never be activated on the border of another player's Basecamp hex unless you have an active network location in the adjoining hex.
- An active Barricade effects movement (see 'Move an Outrider') between the two hexes it borders and grants a bonus to the defender during conflict (see 'Conflict') in either of the adjoining hexes.
- Barricades can be relocated by paying the

same cost again to 'tear-down'. Place the Barricade back in the centre of the hex and consider it out-of-action once more.

Destroy an opponent's Barricade:

An opponent's Barricade may be returned to their supply by paying a cost of 3 Tech.

- Provisions may not be used to pay this cost - ONLY Tech may be used to pay for this action.
- **Important:** You must have an active Outrider present in one of the two adjoining hexes, in order to perform this action.

- Basecamp Actions -

Tear-down/Activate Basecamp:

You may tear-down your Basecamp in order to relocate it by paying a cost of 6 action points. Turn your Basecamp on its side to show that it is out-of-action. An out-of-action Basecamp produces nothing during the Resource Production Phase and does not add anything to a conflict.

- Tech, Food, Wood, Water and Oil may be used as alternative costs.
- **Important:** You must have an active Outrider present in order to perform this action.
- Once this action is taken, the Basecamp is considered out-of-action and can be carried by an Outrider by paying an additional cost (see 'Move an Outrider'). An out-of-action Basecamp can never occupy the same space as an active Outpost.
- The Basecamp can be activated again after relocation by performing this action again. A Basecamp may not be activated on a Radiation Zone, Water Source or

Contaminated Water. Once activated, the Basecamp is immediately considered to be an active part of your network again.

- Other Actions -

Barter at Trade Town:

See rules for Trade Town under 'Hex Types'.

Initiate conflict/trade with opponent:

You may initiate conflict against an opponent or agree a trade.

- See pg. 20 for 'Conflict'.
- Players are free to agree any deals they deem suitable in exchange of resources. In order to trade, one player must move an Outrider(s) into a hex containing an opponent's active Outrider or network build, in the same way as initiating conflict. The promise of a trade can be used as a lure for a surprise attack. See pg. 20 for full details on how to resolve this.

Complete a Discovery Card:

Once per turn, you may complete a Discovery card by meeting the card's requirements and paying the stated costs. Once completed, you are eligible for the bonuses detailed on the card. Some cards have an ongoing effect or enable additional actions that may be taken each turn. Leave the card face up on your Community Tracker for reference.

- Some Discovery cards are marked with ☆. A player may never have more than one card with this symbol completed at any time. If a card with this symbol is discarded for any reason, the player is then free to complete another card showing this symbol.

- Hex tiles marked 'Discovery Hex' on the reverse are for use when a Discovery card instructs a player to replace a hex tile.

Take a Discovery Card Action:

Once completed, some Discovery cards grant you an optional action, such as exchanging one type of resource for another, which can be taken by paying the associated costs shown on the card.

Draw a new Discovery Card:

Once per turn, you may draw the top two Discovery cards from the deck for a cost of 4 action points. After doing so, add one of the cards to your hand and place the other to the bottom of the deck.

- A player has a maximum hand size of 6 Discovery cards. If you ever have more than 6 Discovery cards in hand, you must immediately discard cards of your choice until you only have exactly 6.

Contaminate a Water Source:

An active Outrider adjacent to a Water Source may convert that Water Source to a Contaminated Water hex for a cost of 8 Chem OR 5 Oil OR 1 Nuclear.

- This action may target an adjacent Water Source even if an opponent has Outriders or network locations on that hex. Any Outriders present on the affected Water Source are immediately moved to their owner's Basecamp and placed out-of-action.
- If Nuclear is used to pay for this action, then the Outrider performing this action is moved to your Basecamp and placed out-of-action.
- Take a Contaminated Water hex from the box and use it to replace the Water Source hex.

Create a Radiation Zone:

An active Outrider may convert a hex they are on or adjacent to into a Radiation Zone for a cost of 8 Chem OR 1 Nuclear.

- Water Source, Contaminated Water, the Trade Town, and any hex containing a Basecamp cannot be affected by this action.
- This action may target an adjacent hex even if an opponent has Outriders or an active Outpost on that hex. Any Outriders present on the affected hex are immediately moved to their owner's Basecamp and placed out-of-action.
- If Nuclear is used to pay for this action, then the Outrider performing this action is moved to your Basecamp and placed out-of-action.
- Take a Radiation Zone hex from the box and use it to replace the existing hex.

Weaponise a Nuke:

An active Outrider at any active Outpost may "weaponise" 1 Nuclear by paying 10 Tech OR 1 Nuclear.

- **Important:** You need to possess 1 Nuclear in order to weaponise it, as such, if you choose to pay the cost to weaponise in Nuclear instead of Tech, you must possess two (one to weaponise and one to pay the cost).
- The Weaponised Nuke is now carried by the Outrider and is no longer considered a part of your network. Place it on the hex next to the chosen Outrider.
- The Outrider carrying the weaponised Nuclear must pay an upkeep cost of 1 Tech at the end of each of your action phases or the Weaponised Nuke will detonate (if this happens, follow the rules below for the detonation, as though a conflict had been

started). This upkeep is not required if the Outrider holds the Nuke at an active Outpost.

- An Outrider carrying a Weaponised Nuke may never move into your own Basecamp hex.
- An Outrider carrying a Weaponised Nuke may never travel via network movement.
- An Outrider carrying a Weaponised Nuke may never move into the Trade Town.

A Weaponised Nuke will be detonated by the Outrider at the start of the next conflict they initiate as an attacker, if they lose a conflict as a defender, or at the end of your turn if the required upkeep was not paid. When the Weaponised Nuke detonates, apply the following rules:

- If the Weaponised Nuke is detonated at the start of an attack, ignore the usual rules for conflict and immediately apply the effects below.
- If the Weaponised Nuke is detonated due to losing a conflict as a defender, the attacker applies all usual conflict outcomes before applying the effects below.
- The detonation hex is immediately replaced with a Radiation Zone hex. If detonated on a Water Source hex, then it instead becomes a Contaminated Water hex. Existing Radiation Zone or Contaminated Water hexes do not change. Take a Radiation Zone/Contaminated Water hex from the box and replace the current hex.
- Any Outriders, Outposts and Barricades (active or out-of-action) on the detonation hex, including the Outrider(s) carrying the Weaponised Nuke, are all returned to their owner's supply.
- Any Outriders in hexes adjacent to the

detonation hex are returned to their owners Basecamp and placed out-of-action. Any out-of-action Outposts or Barricades in hexes adjacent to the detonation hex are also returned to their owners Basecamp. Active Outposts and Barricades in adjacent hexes are unaffected.

- **Important:** A Weaponised Nuke that is carried into conflict at an opponent's Basecamp location does not follow the above rules and is instead treated as a non-weaponised Nuclear resource, to be spent during the conflict in the usual manner.

Upgrade Transport Network:

Any active network location may upgrade its transport network by allocating 2 Oil to its hex. Rather than paying the cost and placing the Oil back in the general supply, the Oil is instead removed from your network and placed on the hex. As long as 2 Oil remains on that hex, the cost to use 'network movement' from this network location is reduced to a flat cost of 2 action points, regardless of how many Outriders are moving in convoy.

- Oil allocated in this way may be added back to your network on any turn where the reduced cost of network movement was not used. Doing so removes the upgrade from that network location.
- **Important:** If a network location is on the losing side of a conflict while Oil is allocated to its hex, then that Oil is lost to the attacker in addition to any other results of the conflict.

Hex Types



The Trade Town

The large central tile includes the Trade Town. This is the only Trade Town location that will be present in the game. The Trade Town has a number of specific rules, as follows:

- You may not activate a network location on The Trade Town.
- No Barricade may ever be activated so that it borders the Trade Town.
- You may only visit the Trade Town once per season. When you visit, slide the Trade Town Indicator on your Community Tracker to the 'visited' space to remind you that you have visited this season. This tracker is moved back at the start of each season.
- You may not visit the Trade Town without performing at least one trade. Passers-by are not welcome. This prevents people moving through purely for the free move out of the other side.

Bartering Stat	Provisions (1)	Tech (2)	Food (2/4)	Water (2/4)	Wood (2)	Chem (4)	Oil (6)*	Gold (8)*	Nuclear (18)*
Competent	NA	3	3/5	3/5	3	5	8	8	20
Skilled	NA	3	3/4	3/4	3	4	6	8	18

- No Outrider may enter the Trade Town during the final season (Winter) of the game, so the last opportunity to visit is turn 14.

When an Outrider or convoy moves into the Trade Town they may barter with the locals. The Trade Town Resource table (above) details the value of various resources.

Each resource along the top of the table has a value displayed as (x). This number represents the sale value of that resource when used as currency. Check the bartering stat on your character card and locate that row on the chart; either Competent or Skilled. The numbers shown in the columns indicate the cost to buy those resources from the Trade Town.

Example: You have a bartering stat of Competent and want to buy some Chem. You can see Chem will cost you 5 each. You chose to spend 3 Tech and 2 Wood, which are worth 2 each when you sell them (total of 10), in order to buy 2 Chem.

Trading Rules:

- You may trade with any resources in your network, but not those allocated to hexes (such as Oil allocated to 'Upgrade Transport Network' actions or Weaponised Nukes).
- Provisions may be sold, but may never be purchased.

- You may trade with, and for, multiple types of resources on each visit. You cannot trade a resource for another resource of the same type.
- Water has 2 values shown. The value to the right of / applies only during summer. At all other times use the first value shown.
- Food has 2 values shown. The value to the right of / applies only during winter. At all other times use the first value shown.
- Any sold resources are returned to the general supply.
- * Restriction:** A maximum of 2 Oil, 1 Gold and 1 Nuclear may be purchased on any visit to the Trade Town.

Once you have finished trading, you must draw a card from the Trade Town deck. Read the card and apply its rules. Any card that is kept for a later turn should be placed face up beside your Community Tracker for all players to see. After resolving the Trade Town card, your Outrider(s) must leave (no Outrider stays in the Trade Town at the end of the turn). Leaving the Trade Town is a free move and you may move to any adjacent hex which is not occupied by an opponent.



Wasteland



Wastelands have no special rules. Wastelands do not restrict movement and can have network buildings activated on them normally.

- Outriders do not produce anything on a Wasteland during the Resource Production Phase.

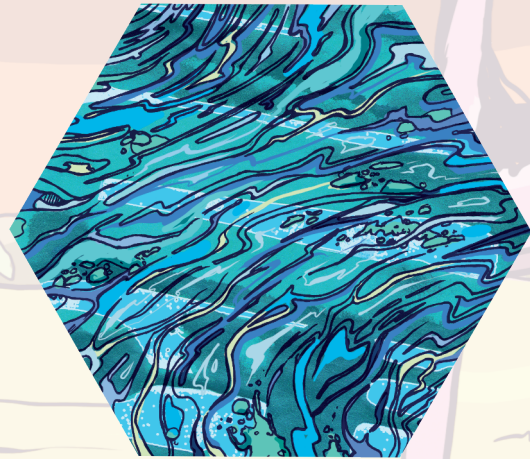
Radiation Zone



Radiation Zones are Wasteland dead-zones and make movement difficult. The cost to move into and out of a Radiation Zone must be paid with the resources listed for alternative costs (Tech, Food, Water and Oil) – Provisions may not be used.

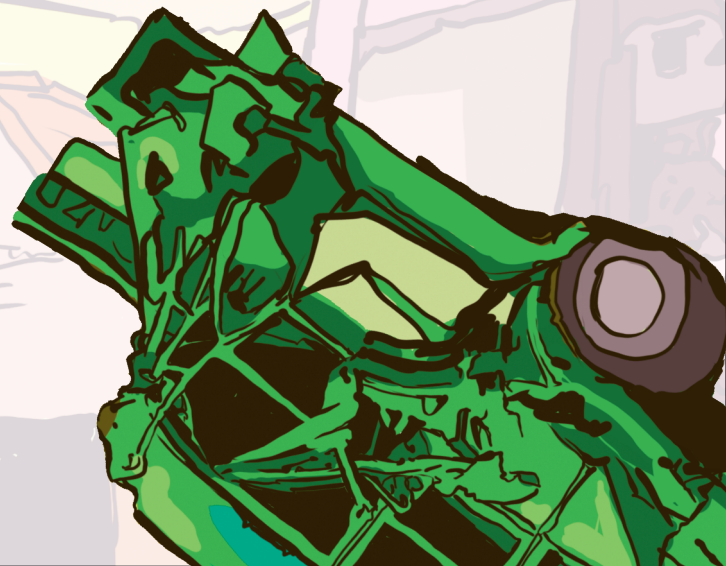
- If you have an active Outpost on a Radiation Zone, then movement into that hex may be paid for with Provisions.
- Any Outrider ending your turn on a Radiation Zone is immediately taken out-of-action and returned to your Basecamp, even if you have an Outpost in that Radiation Zone.
- A Basecamp may never be activated on a Radiation Zone.

Water Source



Water is a highly valuable resource, especially in summer. Water Sources do not restrict movement and can have network buildings activated on them normally.

- Production from Outposts on a Water Source is limited during winter (see pg. 6).
- A Basecamp may never be activated on a Water Source.



Contaminated Water:



Contaminated Water is all too common, claiming lives of those desperate enough to drink from it. The cost to move into and out of Contaminated Water must be paid with the resources listed for alternative costs (Tech, Food, Water and Oil) - Provisions may not be used.

- If you have an active Outpost on a Contaminated Water hex, then movement into that hex may be paid for with Provisions.
- Any Outrider ending your turn on Contaminated Water is immediately taken out-of-action and returned to your Basecamp, even if you have an Outpost on that Contaminated Water.
- Production from Outposts on Contaminated Water is restricted during Winter (see pg. 6).
- A Basecamp may never be activated on Contaminated Water.

Food Supply



Food Supplies provides scarcely available food. Food Supplies do not restrict movement and can have network buildings activated on them normally.

- Production from Outposts on a Food Supply is restricted during Winter (see pg. 6).

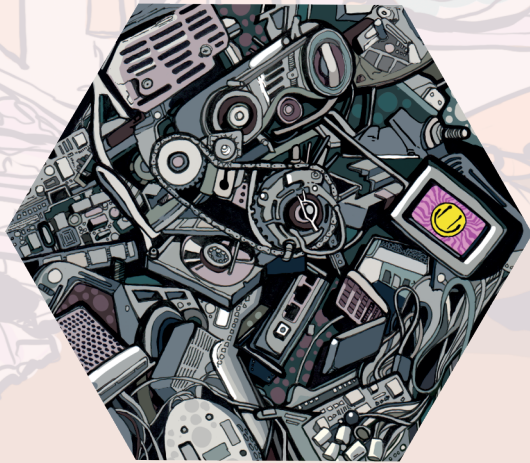
Woodland



Woodlands represent dense forests or other areas rich in natural resources. Woodlands do not restrict movement and can have network buildings activated on them normally.

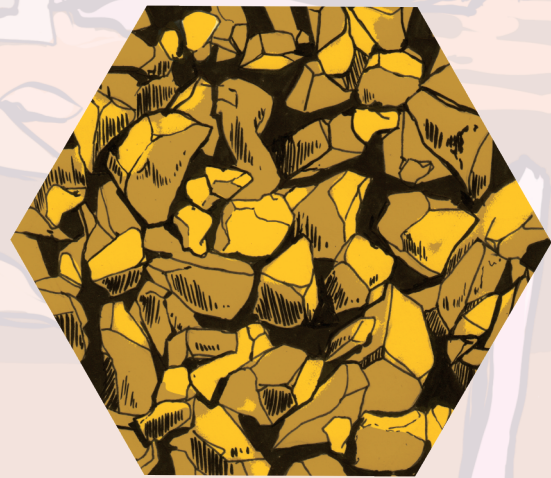
- Production from Outposts on Woodlands is restricted during Autumn (see pg.6).

Tech Site



Tech Sites represent factories, scrap yards, abandoned steel mills and ruined workshops. Tech Sites do not restrict movement and can have network buildings activated on them normally.

Gold Mine



Gold Mines are very rare and hard to discover. A Gold Mine is a dual source of resources, providing both Wood and Gold. Gold Mines do not restrict movement and can have network buildings activated on them normally.

Oil Field



Oil is a rare and scarce commodity. It's hard to find and harder to harvest. Oil Fields do not restrict movement and can have network buildings activated on them normally.

- An Outpost may only produce Gold on a Gold Mine hex if an Outrider is also present.

- Due to the explosive nature of Oil, an attacker adds 2 to their total during a conflict when attacking an Oil Field Hex.



Conflict

Conflict in Residuum is defined by the meeting of two players, when an Outrider or convoy ventures into a hex containing either an opponent's active network location or another Outrider (or both). However, when two communities meet, it is not always for war. Players may wish to trade with each other and discussion over trading terms and deals may be made at any time during the game. But beware, the promise of a trade deal is also a good way to have your opponent lower their defences for your attack!

Important notes regarding conflict:

- You may never initiate conflict in the same hex twice in the same turn.
- You may not use the same Outrider in more than one conflict each turn.
- Outrider's carrying an out-of-action Basecamp may not initiate conflict.
- As such, it is possible to initiate conflict up to a maximum of 6 times during your turn by using 6 different Outriders in 6 different hexes.
- Note that the terms 'attacker' and 'defender' are used, even when a friendly trade situation arises instead of combat. This is done to make it easier to understand each player's role in the conflict.

- Initiating Conflict -

When a player moves an Outrider or convoy (the 'attacker') into a hex containing an opponent's (the 'defender') active Outrider or network location, that player must select one of the following two options:

1. Welcome the visitor

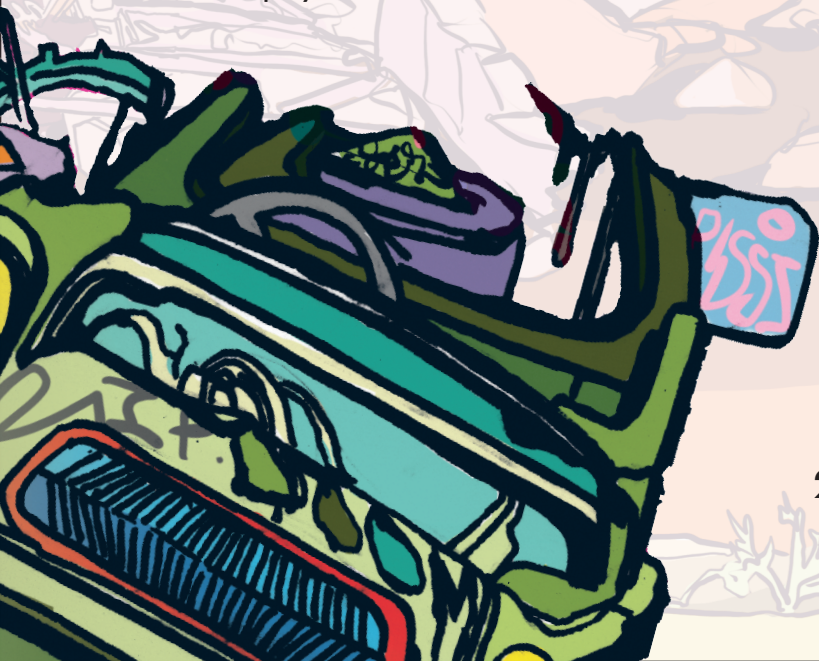
This option is intended to allow players to trade with each other following any discussion or agreement that may have previously taken place - players are free to secure their own deals with opponents. When this option is selected, the attacker will then declare their true intentions:

- If the attacker did intend to trade with the defender player, then the trade can take place as discussed. When the deal is done, the attacker must move one hex (for free) in any direction to a hex that is not occupied by any other players' pieces. The conflict is now complete.
- If the attacker did not intend to trade and was using this as a ruse for an attack. Follow the process detailed under 'resolving conflict'.

Note: a trade is highly unlikely to happen in a two-player game!

2. Put up a fight

This option represents preparation for war or luring in an opponent who thought they were coming to trade. When this option is selected, if the defender has an active network location in this hex, the defender is dealt one additional Conflict card during the Conflict. Follow the process detailed under 'resolving conflict', on the following page.



- Resolving Conflict -

The following process is used to resolve the conflict:

1. Shuffle the Conflict Deck and deal two cards aside, facedown, without looking at them. These cards will not be used during this conflict.
2. Dealing to the attacker first, each player receives a number of Conflict cards based on their character's Strategy stat, as follows:

Competent: 2 Conflict cards

Skilled: 3 Conflict cards

Players may look at these cards, but must keep them secret from other players.

3. Both players select one card from those dealt to them and place it face down in front of them. Typically, a player will select their highest card.
4. Starting with the defender, both players may choose to spend Tech, Chem and/or Nuclear to increase their score in the conflict. Each resource added has the following effect:

Tech: Each Tech added to the combat adds 1 to your total. There is no limit to how much Tech you may add in this way. (e.g., You turn over a Conflict card with a value of 3 and have added 3 Tech. Your total is 6).

Chem: Each Chem added to the combat allows you to add an additional Conflict card from your hand to the combat. Each player may add no more than 2 Chem in this way. Place the additional card(s) face down in front of you along with the card already selected

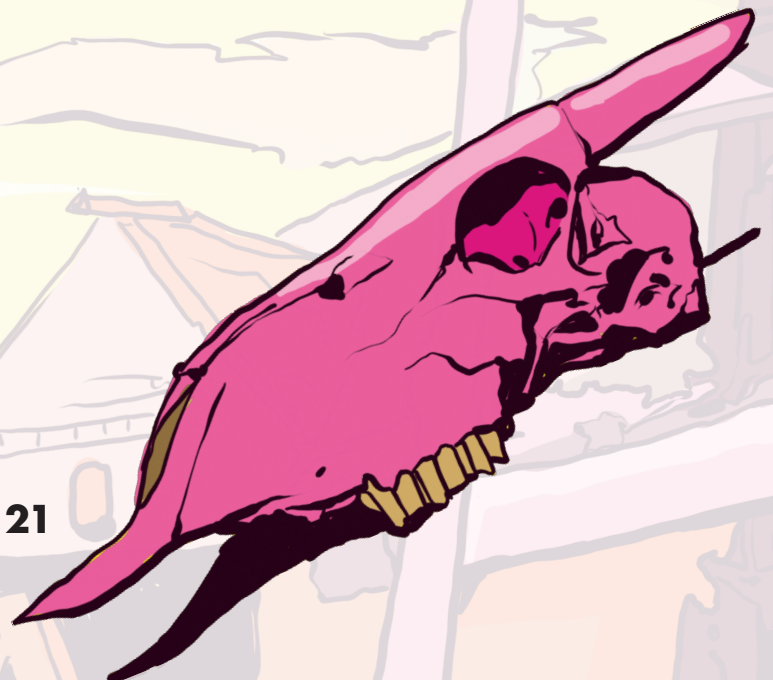
(e.g., You have a Conflict card with a value of 3 in front of you and add a Chem. You place a card with value 2 from your hand beside your existing card. Your total is 5). If you have no more Conflict cards in your hand, then you may draw and use the top card from the Conflict Deck.

Nuclear: Each Nuclear added to the combat adds 6 to your total. Each player may add no more than 1 Nuclear in this way.

Once the defender has spent Tech, Chem and/or Nuclear, the attacker does the same.

5. Both players reveal their cards simultaneously and add their bonus for spent resources. In Addition,
 - Each active Outrider (it pays to outnumber your opponent) adds 1 to your total.
 - An active Outpost adds 1 to your total.
 - An active Basecamp adds 6 to your total.
 - The defender adds 1 for each active Barricade bordering this hex.
 - The attacker adds 2 to their total if the conflict is taking place on an Oil Field hex.

The highest score wins the conflict.



- Conflict Outcome -

When the attacker wins, the effects of conflict are applied based on which defending pieces were present. Consult the table on the following page for details of each outcome:

1. Apply the Attacker **Basecamp** result if conflict occurred at a hex containing the defender's active Basecamp.
2. Apply the Attacker **Outpost** result if conflict occurred at a hex containing one of the defender's active Outposts.
3. Apply the Attacker **Outrider** result, if conflict occurred at a hex containing only defending Outriders (i.e., no network location).

When the defender wins, apply the Defender **Outrider** result. When a draw occurs, apply the **Draw** result.

Barricades and Conflict

When an attacker initiates conflict at a hex that is bordered by one or more of the defender's active Barricades, the defender adds 1 to their total for each active Barricade deployed there. The attacker does not need to have moved over a specific Barricade for it to apply its bonus in a conflict, all bordering Barricades count. There is no bonus granted for the presence of an attacker's Barricade(s).

Tactical Withdrawal

Whenever an attacker wins a conflict, they are required to make a Tactical Withdrawal. In order not to repeat the same rule multiple times, a Tactical Withdrawal involves executing the following move:

The attacking Outrider(s) must move two hexes, ignoring all costs (including over Barricades or through Radiation Zones/ Contaminated Water).

- The attacking Outrider(s) must move and remain as a single convoy.
- The move must not take them through hexes occupied by an opponent's active Outrider(s) or network buildings, or through the Trade Town.
- The move must end in an unoccupied hex that is not adjacent to the attacked hex.

Exception to the 'Attacker Outrider' result

If the defending Outriders were carrying an out-of-action Basecamp, then it is immediately activated (for free) at this hex and defending Outriders are placed out-of-action here. If the hex is a Water Source, Contaminated Water or Radiation Zone, the defender is instead moved one hex by the attacker until a suitable hex is reached before activating the Basecamp. The attacker then gains all of any one type of resource of their choice from the defender's network, just as though they had won a conflict against a Basecamp.

- Conflict Clean Up -

After the conflict has been resolved, return all Conflict cards to the deck and shuffle it ready for use next time. All Tech, Chem and Nuclear that was allocated to the conflict is considered spent and should be returned to the general supply.

Winner	VS	Result
Attacker	Basecamp	<ul style="list-style-type: none"> The attacker gains all of any one type of resource of their choice from the defender's network. All defending Outriders at this hex are placed out-of-action. All of the defender's out-of-action Barricades and Outposts at this hex are returned to the defender's supply. Active Barricades remain in place. Finally, the attacking Outrider(s) must perform a Tactical Withdrawal.
	Outpost	<ul style="list-style-type: none"> The defending Outpost is placed out-of-action. The attacker takes all of any one type of resource of their choice from the defender's network, that the Outpost can currently produce (seasonal effects apply). <i>Example: If the Outpost is on a Water Source hex you may gain all of your opponent's Water or Provisions, on a Contaminated Water hex you may take all Water, Chem or Provisions.</i> All defending Outriders are moved to their Basecamp and placed out-of-action. All of the defenders out-of-action Barricades at this hex are returned to the defender's supply. Active Barricades remain in place. Finally, the attacking Outrider(s) must perform a Tactical Withdrawal.
	Outrider	<ul style="list-style-type: none"> The attacker gains 1 single resource of their choice from the defender's network for each defending Outrider present. Note that Nuclear may not be chosen. Defending Outriders are moved to their Basecamp and placed out-of-action. All out-of-action Barricades and Outposts being carried by the defending Outrider(s) are returned to the defender's supply. Active Barricades remain in place. Finally, the attacking Outrider(s) must perform a Tactical Withdrawal.
Defender	Outrider	<ul style="list-style-type: none"> The defender gains 1 single resource of their choice from the attacker's network for each defending Outrider present. Note that Nuclear may not be chosen. The attacking Outriders are moved to their Basecamp and placed out-of-action. If the attacker's Basecamp is currently out-of-action, they are instead returned to the player's supply. All out-of-action Barricades or Outposts being carried by the attacking Outrider(s) are returned to their supply. Active Barricades remain in place.
Draw	Any	<ul style="list-style-type: none"> The attacker moves back to the hex they initiated the conflict from. This move is free to make. No losses are suffered on either side.

End of the Game

The game ends immediately once all players have taken their final turn in year 2 (turn 16) and have paid the required end of year upkeep (or Outriders taken out-of-action accordingly).

Each player scores points as follows:

- 3 for an active Basecamp.
- 2 for each active Outpost.
- 1 for each active Outrider.
- 1 for each completed Discovery card.
- 1 for each type of resource a player has 10 or more of.
- 1 for the player with the most Oil.*
- 2 for the player with the most Gold.*
- 3 for the player with the most Nuclear (do not count Weaponised Nukes).*

**Where there is a tie for a "with the most" score, instead, no points are awarded.*

Highest score wins!

In case of a tie, the tied player with the highest total number of Outriders and active network locations is declared the winner. If there is still a tie, the tied player with the highest total number of resource cubes (excluding Provisions) in their network is declared the winner.

Simpler Game

If you want a slightly simpler game, with the feeling that you can achieve much more (especially in the first year), then the limitations for 'alternative costs' can be removed from all actions.

As a result, you may use any resources to pay for any actions, other than those which state specific resources as part of their cost (such as 'Contaminate a Water Source'). Finding that you have a surplus of Wood? No problem, each of them is now worth 2 action points to do whatever you like with!

Credits

Game Design: Chris 'Shep' Shepperson.

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