POSTHUMAN SAGA RESISTANCE RULEBOOK

Just when you thought you could journey back to the safety of the Fortress, you receive a message from the leadership, ordering you to venture further into the Wilds. To make things worse, your mission is even more perilous than before! You'll need to make contact with an assigned Resistance lookout, who will help you track down mutant slave trains carrying human captives and follow them to a mutant stronghold.

The Resistance Expansion adds new mechanics and increases the difficulty of the base game. We strongly suggest you play the base game two or three times before adding the Resistance Expansion.

GAME CONTENTS

1 slave train board

16 slave train cards

2 character miniatures

2 character cards

4 mission objective cards

8 mission progress cards
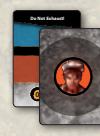
6 event cards

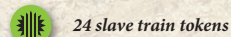*30 enemy cards (level 3)*

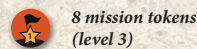*6 follower cards*

4 starting weapon cards
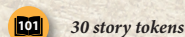
20 skill cards

20 challenge cards
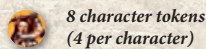
2 mission score cards

24 slave train tokens

30 story tokens

7 character tokens for level 3 missions (1 per character)

8 mission tokens (level 3)

8 character tokens (4 per character)
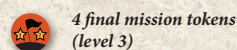
4 final mission tokens (level 3)
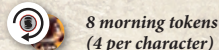
8 morning tokens (4 per character)

1 rulebook

1 storybook
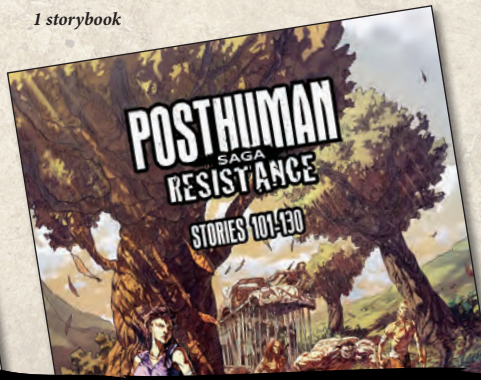
1 solo mission board

GAME SETUP

Follow the normal setup procedures for a game of *Posthuman Saga*, with the following changes and modifications:

mission score card   *6 event cards*   *6 follower cards*

30 story tokens

COMMON SETUP

⚙ Place the **slave train board** next to the journey board. Use the side marked for the current player count.

⚙ Shuffle the **slave train deck** and place it in the leftmost slot on the slave train board, face down. Then draw a number of cards from the deck and place them face up in the slave train board's other slots, one card per slot:
   ▶ 4 players: 4 slave train cards
   ▶ 3 players: 3 slave train cards
   ▶ 2 players: 3 slave train cards
   ▶ 1 player: 2 slave train cards

⚙ Place one **slave train token** on each slave train card, then put the rest into the supply.

⚙ Replace the base game's **mission score card** with the appropriate one from this expansion.

⚙ Add the **story tokens** from this expansion to the story token bag, along with those from the base game.

⚙ Shuffle the new **event cards** into the event deck and the new **follower cards** into the follower deck.

⚙ Instead of using both enemy decks from the base game, use the **level 2 enemy deck** from the base game and the **level 3 enemy deck** from this expansion.

PLAYER SETUP

⚙ Each player returns to the box all level 1 mission tokens and one level 2 mission token, then takes a set of three **level 3 mission tokens**.

⚙ Each player returns to the box the **character token** for their level 1 mission and replaces it with the new character token for their level 3 mission.

⚙ Each player draws a random **mission objective card** from those that come with this expansion.

⚙ Read the introduction found in the **storybook** that comes with this expansion.

PLAYING THE GAME

Observe the normal rules for a game of *Posthuman Saga*, with the following changes and modifications:

ENEMIES AND MUTATIONS

Until you have completed your level 2 mission, you will draw from the level 2 enemy deck to resolve encounters and from the minor mutation deck when you suffer a mutation.

After you have completed your level 2 mission, you will draw from the level 3 enemy deck to resolve encounters and from the major mutation deck when you suffer a mutation.

After the Mutants Encroaching! event (round 7), you will draw from the level 3 enemy deck to resolve encounters and from the major mutation deck when you suffer a mutation, whether or not you have completed your level 2 mission.

*level 2
enemy deck*

*level 3
enemy deck*

MISSION OBJECTIVES

This expansion introduces *level 3 missions*, which are harder to complete than level 2 missions. However, each one only requires you to place three mission tokens.

In order to complete your level 3 mission, you first have to claim *slave train tokens* and place them on terrain in your quadrant of the map.
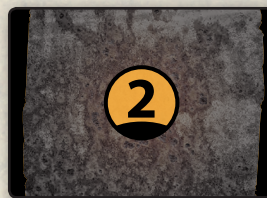
level 3 mission

SLAVE TRAINS

There will be several slave train cards available on the slave train board, placed there during setup. Each card shows a specific *combination* of terrain type and scavenge site.

On your turn during the Day Phase, if any zone in your quadrant of the map contains a combination of terrain and scavenge site that matches an available slave train card, and does not contain a mission token or side mission token, you may *claim the slave train token* from that card and place it on that terrain. You may do this once per round.

When you claim a slave train token, remove that card from the slave train board and return it to the slave train deck. Shuffle the deck, then draw a new card and place it face up in the empty slot on the slave train board. Finally, place one slave train token on the card just drawn.
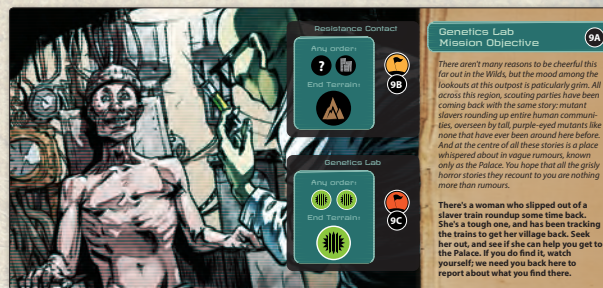
When you trek in terrain that contains a slave train token that you previously claimed and placed, you may discard the slave train token from that terrain in order to *place a level 3 mission token* on that terrain.
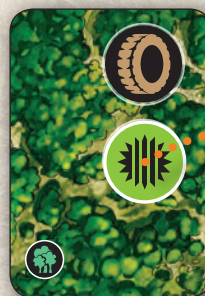
*available
slave train card*

*terrain and scavenge site
combination*

discard slave train token

place level 3 mission token

END OF THE GAME

The end of the game is triggered when one player defeats a mutant boss; the game ends when that round is over. Otherwise, the game ends when round 16 is over.

Each player scores victory points (VP) according to how many slave train tokens there are left on terrain in their quadrant of the map at the end of the game:

- 1 slave train token = 0 VP
- 2 slave train tokens = 1 VP
- 3 slave train tokens = 2 VP
- 4+ slave train tokens = 4 VP

Everything else is scored exactly as in the base game.

NEW CHARACTERS

The Resistance expansion comes with two new characters: the Hand of the Pure One and the Technologist.

These characters are compatible with just the base game or with the base game and expansion.

NEW EVENTS

The Resistance expansion comes with six new events, which are simply shuffled into the event deck.

These events are compatible with just the base game or with the base game and expansion.

NEW FOLLOWERS

The Resistance expansion comes with six new followers, which are simply shuffled into the follower deck.

These followers are compatible with just the base game or with the base game and expansion.

SOLO MODE

Aside from adding new stories and new characters with which to tackle the mutant threat by yourself, the Resistance expansion adds a new solo mission board, which makes solo mode even more challenging than before!

SOLO MODE OBJECTIVES

The Resistance expansion changes the missions you must complete in solo mode. Instead of two level 1 missions and one level 2 mission, you now must complete one mission of each level, in order: level 1, then level 2, then level 3.

Completing a level 3 mission in solo mode works the same as it does in the standard multiplayer rules for this expansion.

SOLO MODE GAMEPLAY

The solo mode has two minor rule changes:

Map Action
When you map, you may exhaust two broadcast tokens to discard one slave train card and replace it immediately. You may do this multiple times in a single action.

You may replace slave train cards this way even if you have not completed your level 1 mission.

Mutant Bosses
Encountering a mutant boss works exactly as it does in the base game's solo mode.

However, you may choose to encounter a mutant boss as soon as you have completed your level 1 mission.