

FUKUSHIMA

NUCLEAR STORIES

SIX DAYS. ONE CLAN WILL BE SAVED.

ILLUSTRATED ENGLISH RULEBOOK / RESTORED PROTOTYPE

ANTOINE AUBERT · NATHANAËL DESLANCES · CLAIRE FORTUNE

Before you enter

The objective

For 3–6 players. Lead a clan through six Days and Nights. Earn the most Victory Points while keeping the shared Akuma threat below the defeat limit. Only one clan will be rescued.

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About this edition

A restored English edition of the original prototype. The rules have been editorially consolidated; those rulings have not yet been playtested. Atmospheric illustrations do not define board geometry, component counts or exact card appearances.



What is in the box

COMPONENTS

Board and player aids

Game board showing Fukushima and its setup areas; six clan player mats; First Player token; Radiation Track marker; dice; Wound tokens.

Units and tokens

Lieutenant pieces; Mercenary pieces; Recruit tokens; Akuma tokens; Medicine, Ammunition, Fuel, Materials, Ema and Equipment tokens. Each clan has six Beacons for marking controlled Sangyo.

Cards

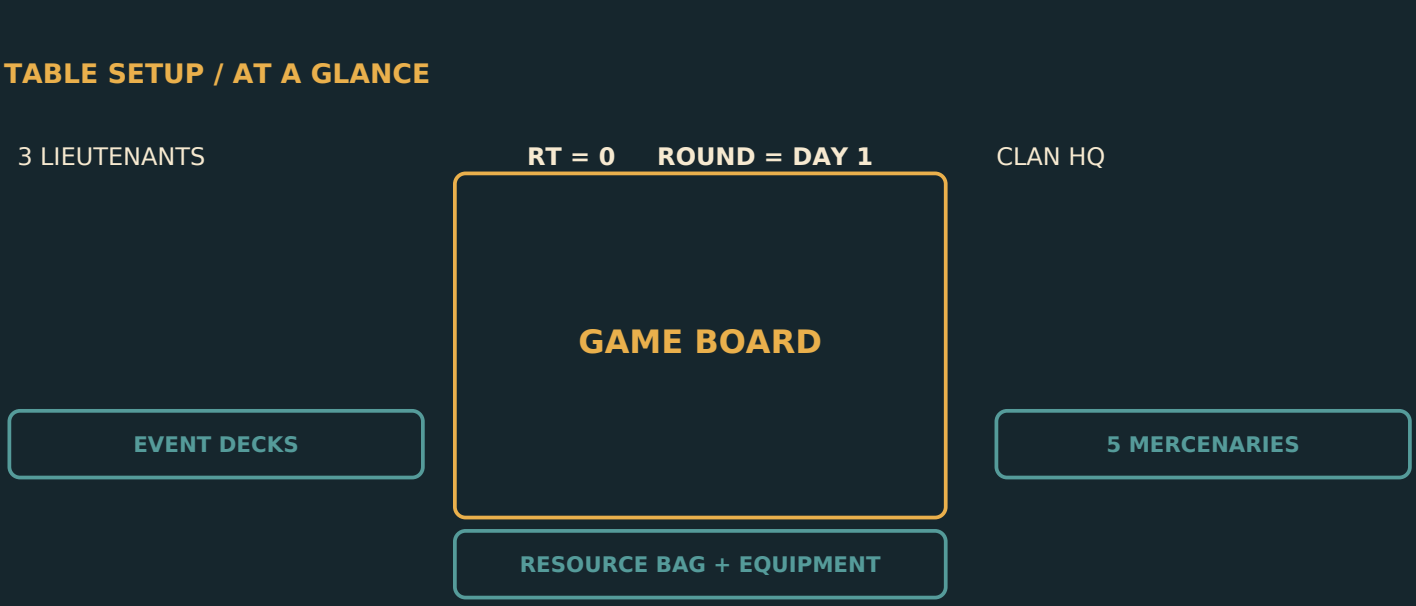
Sangyo ownership cards; Lieutenant cards; Mercenary cards; Equipment cards; Akuma cards; location Event decks for the Oil Platform, Laboratory, Industrial Zone, Temple and Mine.

Resources at a glance

Green: Medicine heals and protects against radiation. Gold: Ammunition powers firearms. Purple: Fuel powers vehicles. Gray: Materials are used for crafting. Light blue: Ema summon Mercenaries and provide special effects. Black: draw one Equipment card, then set the cube aside.

Check your prototype

Use the supplied physical set for exact token and card quantities. This ruleset uses six clan mats, 20 Lieutenant profiles and 10 Mercenary profiles; profile counts do not imply a number of physical copies. Include the black Equipment cubes in the Resource bag.



Prepare the expedition

SETUP

1–4 · Board and decks

1. Place the board in the center of the table.
2. Randomly give each player a clan mat and its starting Resources.
3. Separate Event cards by location, shuffle each deck and place it at its matching icon.
4. Shuffle the Akuma deck and place it on its board space. Include only cards whose player-count symbol matches the number of players starting the game.

5–7 · Shared supplies

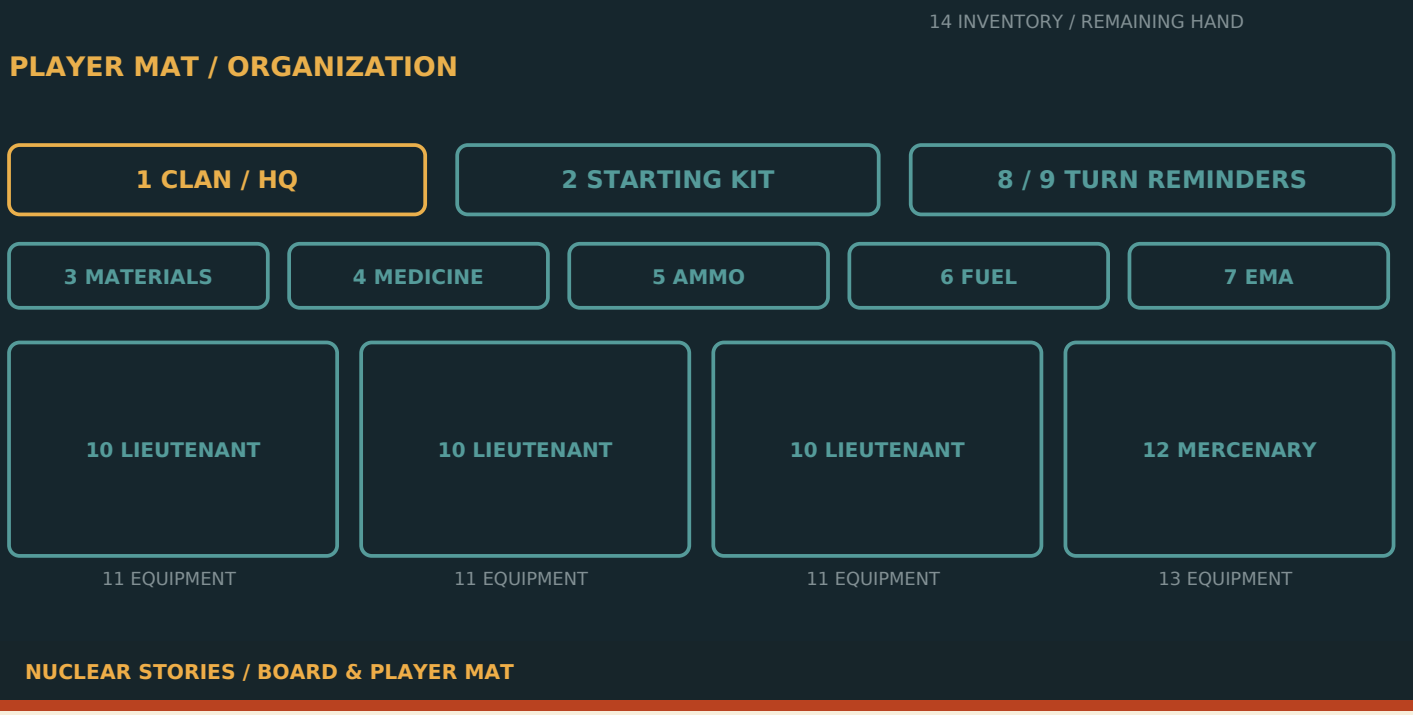
5. Set the Radiation Track marker to 0.
6. Put the green, blue, gold, gray, purple and black Resource cubes in the bag, mix them and keep the bag within reach.
7. Shuffle the Equipment deck and place it beside the Resource bag.

8–10 · Your team

8. Shuffle Lieutenant cards and deal three to each player. Put the remaining cards on the board.
9. Place your three cards in the Lieutenant slots of your player mat.
10. Take the matching pieces and place them at your clan’s starting location, your HQ.

11–13 · Ready to play

11. Shuffle the Mercenary deck. Reveal five cards beside it in order.
12. Set the round marker to Day 1, daytime.
13. The player who most recently heard Japanese takes the First Player token and begins.



Know your territory

BOARD & PLAYER MAT

The board

The map represents the devastated Fukushima region. Its spaces contain dangers, useful locations and routes through the Wasteland. The other board area holds the cards, units, resources and events used over the six-day game. Hostile creatures move, reproduce and feed; other survivors explore, cooperate, fight and betray.

Your player mat

Your player mat organizes the clan’s shared Resources, three Lieutenants, their Equipment, one Mercenary and the remaining inventory. Use the numbered diagram above to identify each area. Turn reminders summarize the board and player sequences.

Your clan

Start with three randomly dealt Lieutenants, each with a unique ability. Recruits are attached to Lieutenants and support them in combat; they are not separate pieces on the map. A clan may have only one Mercenary at a time. Mercenaries are powerful units summoned at the Temple.

Character cards

Each survivor card identifies the character’s name and symbol, portrait, rank and ability.



Original prototype board. Use its printed spaces and connections during play.



Choose your legacy

CLANS & STARTING KITS

Choshu · Goshiki Lake

Starting kit: 2 Medicine and 1 Trap. Isolated, Choshu survives through detailed knowledge of its environment. Its members read the natural world to anticipate radiation peaks and the spread of Akuma.

Kenshin · Aizuwakamatsu Castle

Starting kit: 2 Medicine, 1 Brass Knuckles and 1 Fuel. Nomadic life has kept Kenshin alive. The clan now occupies the castle, an ideal vantage point for spotting approaching enemies.

Minamoto · Furudono

Starting kit: 2 Medicine and 1 Katana. Members from different backgrounds pool their knowledge to hunt, fight and escape their hostile surroundings.

Satsuma · Aizu Samurai Residence

Starting kit: 2 Medicine and 1 Tent. Centuries of samurai tradition, passed down to younger generations, make Satsuma a formidable enemy.

Taira · Minamaizu

Starting kit: 2 Medicine, 1 Revolver and 2 Ammunition. Taira survives through discretion. Rival clans have yet to discover its HQ, but it must arm itself before they do.

Toyotomi · Higashiyama Onsen

Starting kit: 2 Medicine and 1 Gas Mask. Bold to the point of recklessness—and unusually clean—Toyotomi seeks conflict to recruit new members and secure its survival.



Six days to survive

STORY & OBJECTIVE

Fukushima, 2041

Thirty years after the nuclear power plant explosion, the air is saturated with radiation and all food is contaminated. Most inhabitants have fled. Overwhelmed, the authorities have abandoned the prefecture and surrounded it with an impassable wall. Within this sealed region, a new ecosystem has emerged. The Akuma, creatures born from irradiation, multiply rapidly and threaten the rest of Japan.

The last clans

Too poor to escape, clans descended from samurai have organized to gather resources, survive and fight the Akuma. Unable to contain the crisis, the authorities decide to destroy the region. In six days, the army will bombard Fukushima indiscriminately. A clan emissary warns them that people are still alive and requests evacuation. The authorities agree to save one clan: the most deserving.

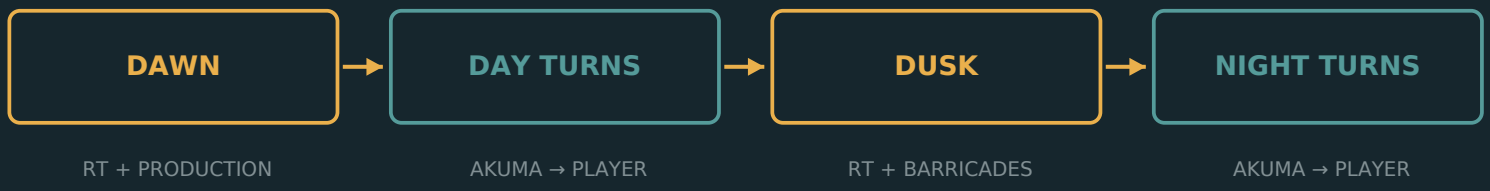
Your objective

Lead a clan of former samurai through a hostile Fukushima. Eliminate Akuma, keep radiation under control, and manage your team, Equipment, Resources and holdings. Compete with rival clans to earn the most Victory Points before the countdown ends.

An uneasy alliance

Confrontation is inevitable, but temporary truces may be necessary to repel the common threat. If the Akuma overwhelm the region, every clan loses. Courage: only six days remain.

ONE ROUND = ONE DAY + ONE NIGHT



Repeat for six rounds. Score after Night 6.

A six-day countdown

HOW TO PLAY

One round = one Day and one Night

Play six complete rounds. Each game phase uses the same player order, beginning with the First Player and continuing clockwise. Pass the First Player token clockwise at dawn after Day 1.

At dawn

Count all Akuma on the board, including Wandering Akuma, and update the RT. Collect production once from each Sangyo your clan controls through a unit or Beacon. Each site produces exactly its listed Resource; do not add another Resource for influence. Resources are available immediately.

Before each player turn

The active player draws the number of Akuma cards indicated by the current RT band, resolves them in order, then plays all of their units. This board activity happens before every player turn, during both Day and Night. Do not add another board turn at the end of a game phase.

Day actions

Each unit may move once, search once where permitted, and voluntarily attack once. Forced Akuma encounters interrupt movement and do not use the voluntary attack. Units may equip, trade, heal, recruit and craft during their clan’s turn. Specific abilities override normal limits.

At dusk and during Night

Recount Akuma and update the RT; do not collect production. Occupied locations barricade for Night. Resolve player turns with Akuma cards as above. Only units starting outside may move. Sheltered units may search, equip, heal, recruit and craft.

End of Night

Resolve exposure and Night-created Akuma for each relevant unit. After Night 6, score the game. Otherwise advance to the next dawn. At any time, more than 25 Akuma on the board causes immediate shared defeat.

0–7	8–13	14–18	19–22	23–25
2 CARDS	3 CARDS	4 CARDS	5 CARDS	6 CARDS

26+ AKUMA ON THE BOARD = IMMEDIATE SHARED DEFEAT

Radiation feeds the threat

RADIATION TRACK

A shared danger

At dawn and dusk, count every Akuma on the board, including Wandering Akuma. Set RT to that number. The track starts at 0. Between updates, use its current band for all player draws.

Cards before each player turn

RT 0–7: 2 Akuma cards.
RT 8–13: 3 cards.
RT 14–18: 4 cards.
RT 19–22: 5 cards.
RT 23–25: 6 cards.

Resolve in order

For each card, place the Akuma it specifies and complete any resulting Outbreak chain before drawing the next card. Resolve any immediate effects before a player takes actions.

Laboratory reduction

Once per game phase, an occupying unit may lower RT by 1, to a minimum of 0. This changes the draw band until the next dawn or dusk recount. It does not remove an Akuma from the map.

Power Plant protection

Materials sealing the Power Plant reduce the number of cards drawn in the next game phase, after applying the RT band, to a minimum of 0. See page 13.

Immediate shared defeat

If the actual number of Akuma on the board exceeds 25, everyone loses immediately. Check after every spawn or Outbreak step. A lowered RT marker never postpones this defeat condition.



Only printed connections apply. Each zone Outbreaks once per spawn effect.

When a zone overflows

Six connected zones

Akuma cards place creatures in six Akuma Zones. Each zone can hold at most five. Follow the connections printed on the physical board, not an atmospheric illustration.

A full zone triggers an Outbreak

If an Akuma would be added to a zone already holding five, leave that zone at five and add one Akuma to each connected zone, in clockwise order around the origin.

Resolve a chain completely

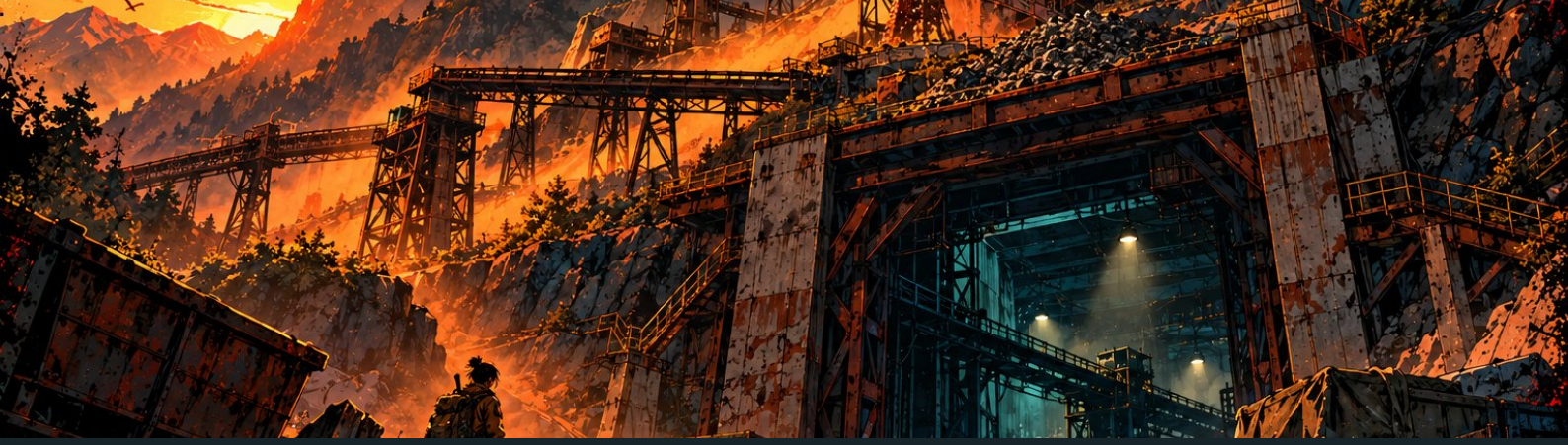
A receiving zone that is already full may trigger another Outbreak. Within one spawn effect (an Akuma card or a death spawn), each zone may Outbreak only once. Ignore any further additions to a full zone that has already Outbroken during that card. Reset this restriction before the next separate spawn effect.

Example

Zone 3 is full. A card adds an Akuma there: Zone 3 stays at five and its connected zones each receive one. A connected full zone Outbreaks in turn. If the chain sends another Akuma back into Zone 3, ignore that addition because Zone 3 already Outbroke for this card.

Wandering Akuma

Akuma created outside a zone remain on their particular spaces. They count toward shared defeat and the dawn/dusk RT count, but do not trigger zone Outbreaks. A unit entering their space must fight them.



Take control of production

PRODUCTION SITES

Entry and ownership

When you stop in a Sangyo, resolve its Event card before gaining its benefits. An unoccupied site becomes yours: take its ownership card. A rival unit or Beacon must first be defeated. The loser is expelled to an adjacent Wasteland space chosen by the winner. Entering a Sangyo triggers an Event during Day or Night; passing through without stopping does not.

Copper Mine

Spend 1 Material each time you enter and stop. Gain 1 Ammunition at dawn while controlling it. Remaining there costs nothing.

Laboratory

Gain 1 Medicine at dawn. While physically occupied, it can lower RT by 1 once per game phase, until the next recount.

Oil Platform

Gain 1 Fuel at dawn. If your unit physically occupies it, you may instead take 1 Wound on that unit to gain 2 Fuel. A Beacon alone cannot take this extra Fuel.

Industrial Zone

Spend 1 Ammunition each time you enter and stop. Gain 1 Material at dawn while controlling it. Remaining there costs nothing.

Temple

Gain 1 Ema at dawn. An occupying unit may spend Ema to resurrect a Lieutenant or summon a Mercenary.

Production rule

Each of these five standard sites produces once at dawn, even if several friendly units are present. A Beacon preserves ownership after departure. The Power Plant is the sixth controllable Sangyo but produces no Resource.



Hold ground from a distance

Place a Beacon

After capturing a Sangyo, place one of your six Beacons there at no cost during your turn. A site holds only one Beacon. It preserves ownership and dawn production when your units leave. Remove your Beacon if an enemy captures the site; return it to your supply for reuse.

Defeat an enemy Beacon

An unaccompanied Beacon has defense 2. Score at least 2 in combat to remove it and claim the Sangyo. On failure, return to an adjacent Wasteland space without taking a Wound. Beacons do not support combat. A defending unit fights normally instead of adding Beacon defense.

Occupy the site for influence

Only physical presence by your Lieutenant or Mercenary grants the associated Zone of Influence. A Beacon alone does not. The Power Plant overrides other clans' influence.

Recruitment benefit

Once per Sangyo per Day, a Lieutenant physically occupying it may gain one free Recruit during your turn, up to its limit of three. This is not granted to every unit and does not accumulate while unattended.

Combat and Akuma control

In your occupied site's Zone of Influence, gain +2 when attacking another clan. Akuma in that zone do not attack your clan and may support your combat: each gives +1, as a Recruit would. They remain Akuma on the map and count toward RT and shared defeat. Losing influence restores their hostility.

Resources

Influence does not add a second Resource to the site's normal dawn production.



The source of the catastrophe

NUCLEAR POWER PLANT

Seal breaches

While at the Power Plant, place any number of Materials there. In the next game phase only, reduce every player’s Akuma card draw by one per placed Material, minimum 0. Discard those Materials at the end of that next phase. You cannot seal breaches while an enemy controls the Plant.

Recover before activation

A unit arriving before the protection phase begins may recover any still-pending Materials or leave them in place. Once protection begins, those Materials cannot be recovered.

Take control

The Power Plant is the sixth Sangyo. Capture it as a normal site. It has no production or Event deck. A Beacon can preserve ownership and scoring, but only a physically present Lieutenant or Mercenary activates its powers.

Power Plant powers

Once during each game phase, inspect the top five Akuma cards and return them in any order. Once during that phase, redistribute zone-bound Akuma among the six zones, maximum five per zone; do not create or remove Akuma or move Wandering Akuma. You control all Zones of Influence, overriding other sites. Their Akuma are friendly to your clan and can support it.

The price of control

At the end of each Day and Night, one of your units physically occupying the Plant takes 1 Wound. If your last occupant leaves or dies, its global powers stop immediately.

Claim the fallen

If an enemy dies in an Akuma Zone containing Akuma while your Plant powers are active, you may take its carried Equipment. If a direct combat winner also has a claim, that winner takes priority.



Call on extraordinary allies

TEMPLE & SUMMONING

Ema at dawn

The Temple produces 1 Ema at dawn for its controller. A unit must physically occupy the Temple to use its resurrection or summoning actions.

Resurrect a Lieutenant

Spend 1 Ema to return one of your dead Lieutenants to your HQ with no Wounds, Equipment or Recruits. Any cause of death qualifies.

Summon a Mercenary

The five face-up positions cost 1, 2, 3, 4 and 5 Ema from left to right. Pay the cost, take the card and place the matching unit at your HQ. Slide the remaining cards left and refill the rightmost position. If the deck runs out, leave empty positions.

Only one at a time

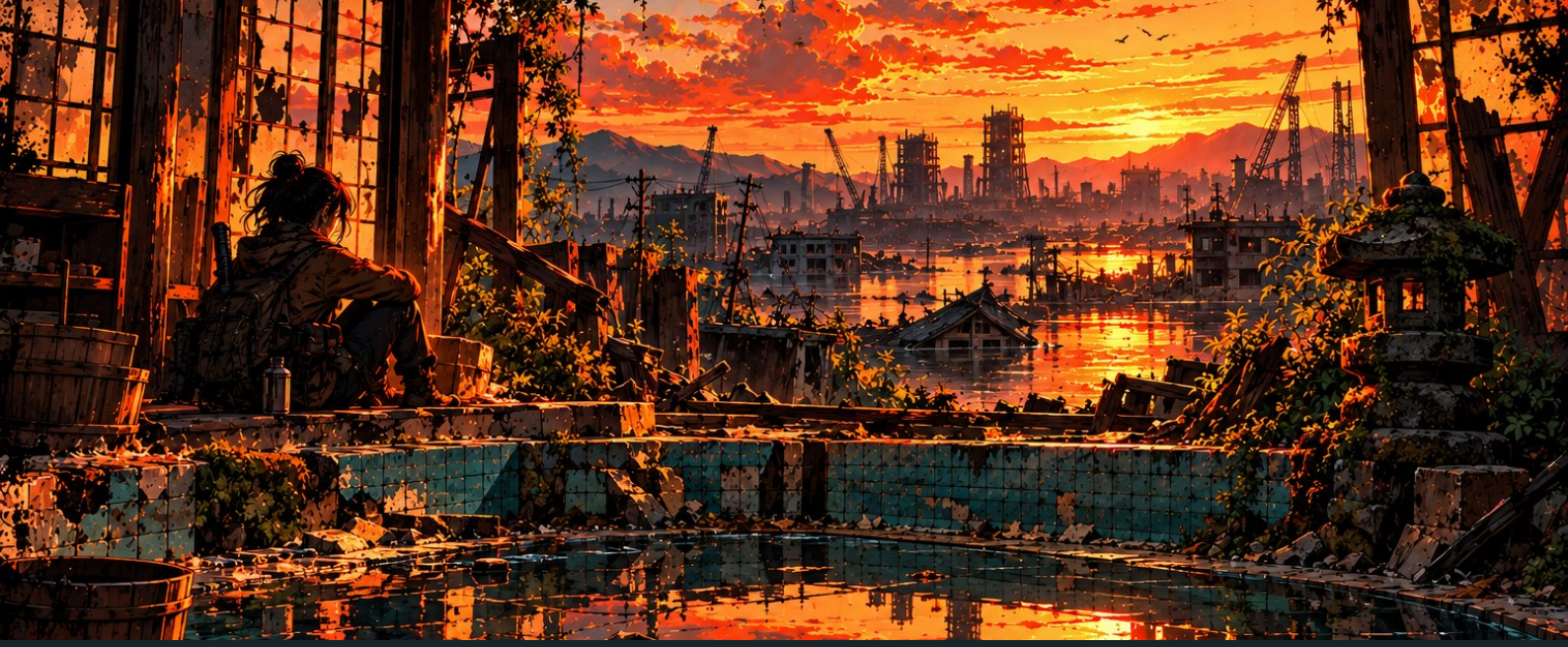
You may have one Mercenary in play. Discard your current one before summoning another; replacing it is not a death and spawns no Akuma. Its Equipment is discarded.

Occupied HQ

An arriving unit may equip before fighting any enemy occupying your HQ. The HQ owner wins ties. During Night this arrival explicitly overrides the barricade restriction.

Ema against Akuma

During your turn, spend 1 Ema to remove up to two Akuma in one location, zone or Wasteland space at any range. Keep the removed tokens for scoring. This is an item effect, not a separate combat roll.



Shelter among the ruins

RUINS & HEADQUARTERS

Haikyo

These abandoned locations let players stop and search for Resources. No player may control them. If two players occupy the same Haikyo, they may fight or coexist peacefully. Each may search independently.

Haikyo locations

Date; Lake Inawashiro; Izumizaki; Shimogo; Kitakata. In games with three to five players, unused clan HQs also count as Haikyo.

Your HQ · Honbu

Each clan has an assigned HQ. Searching your own HQ gives two Resource draws. It also lets you return Equipment carried by your Lieutenants to your hand.

Invading an HQ

A rival clan may invade. If the owning clan is present, combat begins. If the invader wins, the owner is expelled to an adjacent Wasteland space chosen by the victor. The defeated owner must give the victor any Equipment cards held in their hand. On a combat tie, the HQ owner wins.

Searching and invasion

An unused HQ is a Haikyo. You may search your own HQ for two draws; an enemy HQ is not searchable. Capturing an enemy HQ does not transfer clan ownership of it or eliminate that clan. Units inside can prepare normally. An occupied HQ also barricades at Night.

DAY / NIGHT QUICK COMPARISON

DAY

All units may move

Akuma resistance: +2 total

No exposure payment

NIGHT

Only units starting outside move

No extra Akuma resistance

Medicine or Wound if outside

Two faces of the Wasteland

DAY & NIGHT RULES

Day

All units may move once. Ending the Day outside costs no Medicine. Akuma groups resist more strongly in daylight: subtract 2 from your final combat score before dividing it by 2 to determine kills, minimum 0. See page 21.

Night barricades

Locations occupied at dusk barricade until dawn: no normal entry or exit. A unit starting outside may move once and enter an empty location. That location barricades immediately, admitting friendly units moving together but no later arrivals. Specific powers override this restriction.

Night Akuma combat

There is no daylight resistance penalty. Each 2 points of final combat score kills one Akuma.

Proliferation after Night movement

At the end of Night, each unit still outside creates one Akuma on its space. Each unit that moved into a location creates one Akuma on a chosen adjacent entrance space instead. Units that began Night indoors create none. These creatures are Wandering Akuma unless placed inside an Akuma Zone.

Exposure

Each unit ending Night outside spends 1 Medicine or takes 1 Wound. Apply protection and immunity before paying. Units protected by a Truck, Tent, Radiation Mask or relevant ability may avoid this cost. Night-created Akuma must be fought before moving next Day.

Phase order

At dusk, update RT and establish barricades. Resolve each player’s Akuma cards and unit actions. At Night’s end, resolve exposure, its deaths and their spawns, then Night proliferation. Check shared defeat after each spawn.



All Akuma defeated? Continue with remaining movement points.

Move with care

MOVEMENT

One move per unit per phase

Roll one die to move a Lieutenant. Move through board spaces in any direction, up to the die result. Each clan member may move once per game phase: once during the Day and once at Night, subject to barricade restrictions.

Pass through a location

You may use a location as a shortcut. If you do not stop there, do not draw an Event card and do not search for Resources.

Crossing an Akuma Zone

If your movement enters an Akuma Zone occupied by creatures, interrupt the move to fight—even if the creatures are not directly on your route. If you eliminate them all, continue moving with the movement points you have left.

If Akuma remain

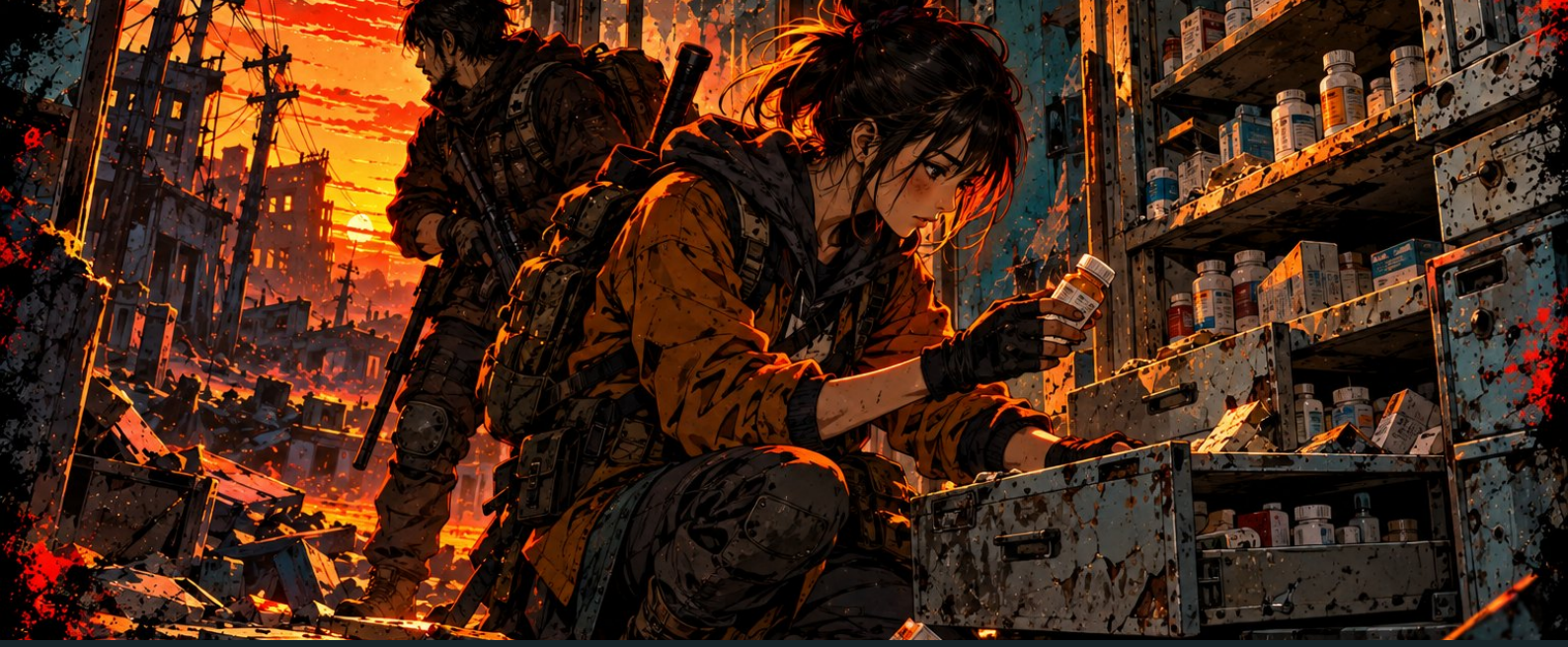
You cannot continue through the zone. You remain blocked and must face the remaining Akuma at the start of your next game phase. Consider avoiding the zone or attacking with support.

Night restrictions

Only units beginning Night in the Wasteland may move normally. Units already sheltered in a location are barricaded. Night movement can leave an Akuma behind at the space where the unit stops or beside the entrance it uses.

Vehicles and abilities

Equipment may add movement, allow passengers or replace a die roll. Specific character powers may permit movement through mountains or other exceptional routes. Read those entries before planning your move.



Search for survival

SEARCHING & RESOURCES

Search once per unit per phase

A unit stopping in a Haikyo may draw one cube. A unit at its own HQ may draw two. Searching consumes that unit’s search for the phase. Sangyo produce Resources instead and cannot be searched; enemy HQs cannot be searched.

Cube colors

Green: Medicine.
Gold: Ammunition.
Purple: Fuel.
Gray: Materials.
Light blue: Ema.
Black: draw one Equipment card, then set that cube aside.

Fill the bag

During setup, include all supplied black Equipment cubes alongside the five Resource colors. Use the physical prototype’s component quantities; no extra cube distribution is required by this edition.

A finite supply

Spent Resources and black cubes go to a discard supply, never back into the bag. If the bag or a deck runs out, do not refill it. Resolve only the draws still available.

Medicine and storage

During your turn outside combat, spend 1 Medicine to heal 1 Wound on one of your units, wherever it is. Resources belong to the clan’s shared supply. Healing cannot revive a dead unit.

LIEUTENANT
1 WEAPON + 1 ACCESSORY

MERCENARY
2 WEAPONS + 2 ACCESSORIES

Only one weapon contributes to a single combat roll.

Equip before you fight

EQUIPMENT RULES

Carrying limits

A Lieutenant may carry up to two Equipment cards: one weapon and one accessory. It may not carry two weapons or two accessories. A Mercenary may carry up to four: two weapons and two accessories.

Assigning Equipment

Once Equipment is assigned to a Lieutenant, you cannot take it back into your hand unless that Lieutenant is at your HQ. You may airdrop Equipment from your hand to any Lieutenant, wherever they are.

Trading between units

If two of your Lieutenants occupy adjacent spaces or the same location, you may transfer Equipment directly from one to the other.

Discarding Equipment

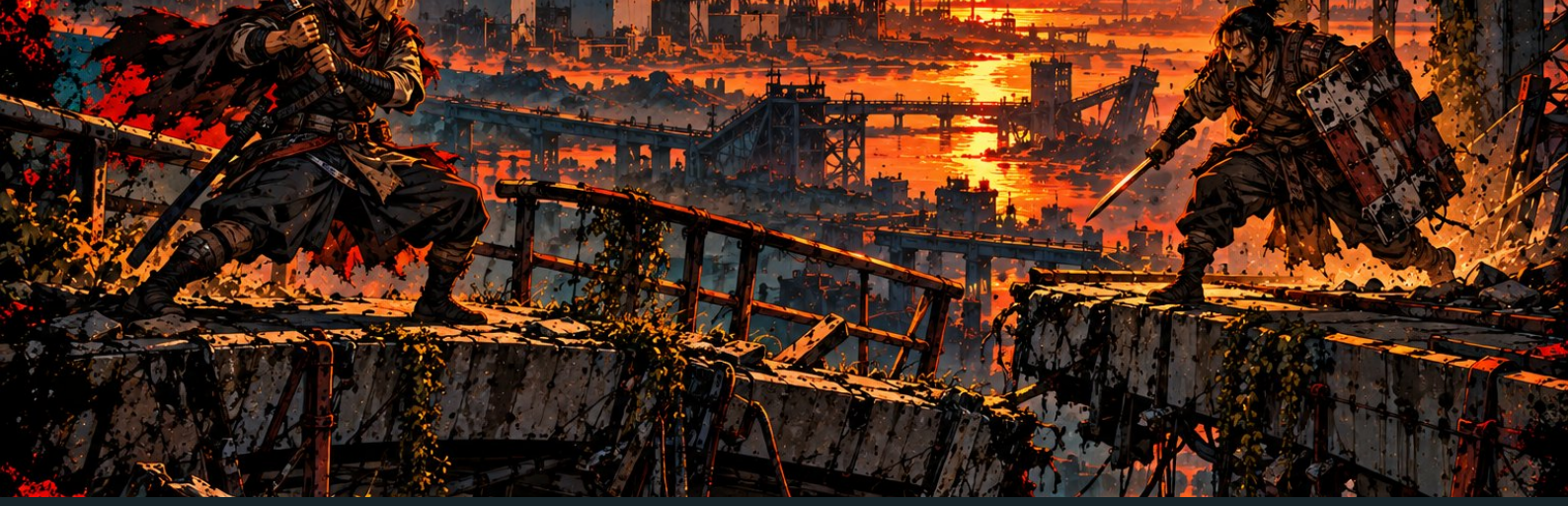
At any time during your turn, you may unequip an item by placing its card in the discard pile. That item is lost for the rest of the game. Items with limited uses are discarded when their uses are exhausted.

Combat and death

Equip your unit before attacking a player or Akuma: you may not change Equipment during combat. Dead Lieutenants lose all Equipment, subject to the combat-loot rules.

Equipment categories

Vehicles, Armor, Radiation Masks, Tents and Disarming Kits are accessories. Close-combat weapons and firearms occupy weapon slots. Grenades and Traps are single-use items played from your hand and do not occupy a carried slot. Mercenaries follow the same assignment and transfer rules as Lieutenants. Only one weapon and one vehicle apply to any single roll or move.



Clans at war

PLAYER COMBAT

Start an attack

During your turn, a unit may voluntarily attack once. Be on the same or an adjacent space, unless your firearm permits a longer range. Declare the weapon and spent bonuses before rolling. Both sides roll one die and add their modifiers.

Compare final totals

If the attack exceeds defense, the defender loses. If defense equals or exceeds attack, the attack ends: neither side takes Wounds or loses an item. A successful defender does not counterattack automatically.

Wounds and loot

A successful attack inflicts 1 Wound. An attack at least double defense inflicts 2; at least triple inflicts 3. Treat a defense total of 0 as 1 for these ratios. The defender chooses one available Resource or carried Equipment to give the winner. On death, the winner instead takes all carried Equipment.

Support

Each friendly Lieutenant on an adjacent space or in the same location gives +2; a friendly Mercenary gives +3. The fighting Lieutenant’s attached Recruits give +1 each. Do not also count a supporting unit’s Recruits. Each supporting unit contributes once. Influence-controlled Akuma each give +1.

Location control

When the attack contests a Sangyo or HQ, a defeated defender is expelled to an adjacent Wasteland space chosen by the winner. A blocked attack expels the attacker instead. Neither result permits entering a barricaded location without an exception.

Combat Equipment

Only one weapon contributes per combat, even for a Mercenary carrying two. Use Armor to cancel that chosen enemy weapon for this fight. You may not change Equipment after combat begins.



Hold back the Akuma

AKUMA COMBAT

A forced encounter

Entering a hostile occupied Akuma Zone—or the space of a Wandering Akuma—starts combat. Pause movement. If every creature is killed, continue with remaining movement points. Otherwise stop there and fight again at the start of the unit’s next game phase.

Calculate kills

Roll one die and add weapon, support and declared Resource bonuses. During Day subtract 2 from the total, minimum 0; at Night subtract nothing. Every full 2 remaining points eliminates one Akuma, up to the number present. Keep killed Akuma for scoring.

Required final scores

Against 1 / 2 / 3 / 4 / 5 Akuma:
Day: 4 / 6 / 8 / 10 / 12.
Night: 2 / 4 / 6 / 8 / 10.

Partial success and escape

After kills, take 1 Wound per remaining Akuma. Instead of rolling, you may flee to an adjacent legal space and take 1 Wound. You cannot flee into a barricaded location. Resolve death immediately if your Wound limit is reached.

Example

Four Akuma face a final combat score of 5. At Night, 5 ÷ 2 kills two, leaving two: take 2 Wounds. During Day, (5 − 2) ÷ 2 kills one, leaving three: take 3 Wounds.

Cooperate

Other clans may consent to support an Akuma encounter using the normal unit support values. One unit leads the encounter, takes its Wounds and receives killed Akuma tokens. Any sharing must be agreed before rolling. A controlled, friendly Akuma group does not force combat with its controller.



Every loss feeds the threat

WOUNDS & DEATH

Wound limits

A Lieutenant dies at 3 accumulated Wounds. A Mercenary dies at 4. Remove its piece and turn its card face down. Discard its Recruits. Carried Equipment goes to the combat winner, otherwise the eligible Power Plant controller, otherwise the discard pile.

Death spawns an Akuma

Place one Akuma where the unit died. Inside an Akuma Zone, add it to that zone and resolve any Outbreak. Elsewhere, place a Wandering Akuma at the space; if death occurs indoors, place it at an adjacent entrance space. Check shared defeat immediately.

Healing and returns

Spend 1 Medicine during your turn outside combat to heal 1 Wound. A resurrected Lieutenant returns with no Wounds, Equipment or Recruits. Phoenix instead prevents the death once: remove all its Wounds, keep its Equipment and Recruits, and do not spawn an Akuma.

Player-combat example

The Gravedigger rolls 4, adds a Katana (+4) and two Recruits (+2): attack 10. The Herbalist rolls 2, adds Brass Knuckles (+1) and one Recruit (+1): defense 4. Attack 10 is at least double 4 but below triple 4: the Herbalist takes 2 Wounds and gives up one item.

A clan without units

A clan with no surviving units is eliminated and cannot use Temple actions. Remove its Beacons and return its controlled Sangyo cards. Its prior kill record remains recorded, but an eliminated clan cannot win final scoring. If all clans are eliminated, everyone loses.



Strengthen your clan

RECRUITING & CRAFTING

Recruit escorts

During your turn, discard one Equipment card and one Ammunition to gain one Recruit. This choice cannot be reversed. Attach the Recruit to a Lieutenant and put the clan-colored token on that Lieutenant’s card. Recruits travel with their Lieutenant and are not separate pieces on the board.

Recruit limits and bonuses

Each Recruit provides +1 in combat. A Lieutenant may have at most three Recruits.

Use items

During your turn, you may use as many items as you wish, limited by what you hold. Materials let you craft bonuses by combining them with other Resources. Discard the spent Resources.

Crafting recipes

Material alone: +1 to any movement or combat die result.
Material + Fuel: +3 movement.
Material + Ammunition: +2 attack.
Material + Medicine: a Gas Mask lasting one Day.
Material + Ema: a Camp that removes all Wounds from the team. To benefit, clan members must be together in one location or on adjacent spaces.

Crafting procedure

Spend Resources before the relevant roll. Crafting bonuses may stack if each is fully paid; a single Resource cannot pay for two recipes. A crafted Gas Mask protects one unit through the current Day/Night round and expires at the next dawn. A Camp immediately heals every friendly unit in the same location or adjacent to the using unit; it does not revive the dead.



A truce can buy tomorrow

NEGOTIATION & NIGHT ACTIONS

Negotiate freely

Players may negotiate informally. If you are attacked and expect to lose, propose cooperation, extortion, an exchange or another agreement that would stop the attack. Both players must consent to cancel it. Once they agree, the attack is canceled and play continues under their deal.

Promises can be broken

Agreements may be broken at any time. Negotiation gives a player close to defeat an alternative way to remain in play—even if betrayal follows.

End of Day

The Day Phase ends when all players have played all their characters. Night begins.

Night movement

Only units beginning Night in the Wasteland may move. Units in occupied safe locations are barricaded and may neither leave nor admit others, except through specific abilities or cards. Units left outside face Akuma proliferation and radiation exposure.

Prepare for the next day

Barricaded players may search their shelter, heal characters, recruit escorts and craft Equipment. Night is dedicated to preparing the next day’s operations.

End of Night

When every player has completed Night, the cycle ends and a new day begins with the board’s activity. After Night on Day 6, the game ends and the surviving clans score.



Only one clan is rescued

ENDGAME & SCORING

End of Night 6

Unless shared defeat has occurred, every non-eliminated clan adds the four categories below. Only one clan is rescued. Record enemy deaths and credited Akuma kills as they occur.

Akuma kills

For each complete group of 15 kills, gain 4 VP. For the remainder, 10–14 kills give 2 VP, 5–9 give 1 VP, and 0–4 give none. Thus 5 = 1 VP, 10 = 2, 15 = 4, 20 = 5 and 30 = 8.

Enemy heroes killed

Score separately against each rival clan. One unique Lieutenant killed gives 5 VP; two give 10; all three give 20. Add 10 VP for at least one of that clan’s Mercenaries killed, to a maximum of 30 VP against that clan. Each Lieutenant identity scores only once even if resurrected; replacing a Mercenary is not a kill.

Sangyo controlled

Use only the highest matching total: 1 site = 1 VP; 2 = 2; 3 = 5; 4 = 10; 5 = 20; all 6 = 30. A Beacon preserves ownership for scoring. The Power Plant counts as one site even though it has no production.

Surviving units

Each living Lieutenant gives 2 VP. A living Mercenary gives 4 VP.

Break ties

First compare the number of living clan units, then credited Akuma kills, then unspent Resources. If still tied, tied clans roll one die each; highest wins, rerolling only further ties.



Lieutenants 01–04

LIEUTENANT ABILITIES 01–04

01 · Carrier

Ability. Move another Lieutenant with you, whether allied or not. Only willing units may be carried. Moving this way uses both units' movement for the phase.
Background. This imposing carpenter now uses his powerful build to carry others across the Wasteland and spare them exhaustion.

02 · Tracker

Ability. Ignore traps. Once per game phase, either look at the top Event card of a Sangyo of your choice or move the same number of spaces as the character you are tracking. You can reveal the Camouflaged Lieutenant. Declare which visible character you follow; copy its most recent movement distance in this phase, instead of rolling.
Background. Even in ruins, Fukushima holds no secrets for this scout. He recognizes his enemy Camouflaged even when she becomes invisible.

03 · Thief

Ability. If adjacent to an enemy Lieutenant, steal one Resource or Equipment of your choice attached to that Lieutenant. Use this ability once per game phase during your turn; it does not start combat.
Background. Raised in poverty amid the Wasteland ruins, she developed the deft hands of an exceptional pickpocket.

04 · Herbalist

Ability. One Medicine heals 2 Wounds instead of 1. Use it on yourself or other Lieutenants, even if they are not adjacent.
Background. A skilled botanist who extracts the full healing potential of plants.



Lieutenants 05–08

LIEUTENANT ABILITIES 05–08

05 · Adventurer

Ability. Draw 2 Event cards instead of 1. Choose to resolve either one of them or both.
Background. A newcomer to the clan, constantly pushing his limits in search of adventures that will prove his worth.

06 · Illusionist

Ability. Roll a second time in any situation, whether combat or movement, and keep the result you prefer.
Background. A former stage magician who now manipulates the Wasteland’s mirages with remarkable skill.

07 · Camouflaged

Ability. Once per round, avoid conflict by hiding in the Wasteland at the end of your turn. Akuma and other players cannot attack you, except the Tracker. If your next turn would begin with Akuma combat, you may avoid it by staying still. Moving reveals your position and requires resolving that combat.
Background. The Cataclysm transformed this chameleon into a strange humanoid that retained its camouflage.

08 · Vaccinated

Ability. Finish your turn in the Wasteland without spending Medicine.
Background. A prisoner used in an experimental radiation-vaccine program. He developed immunity but eventually lost his sanity.



Lieutenants 09–12

LIEUTENANT ABILITIES 09–12

09 · Focus

Ability. Add +1 to all your die rolls.
Background. A Zen master who still gathers natural energy to enhance his abilities despite radioactive corruption.

10 · Driller

Ability. Move through mountainous terrain on foot or in a vehicle.
Background. A former miner who knows hidden underground routes through the region and uses them to escape danger.

11 · Sniper

Ability. Shoot a distant target along a line of spaces, ignoring obstacles. You have a built-in sniper rifle that does not occupy an Equipment slot. Each shot requires one Ammunition.
Background. An exceptional marksman whose piercing sight can pick out either an Akuma or a rival across the Wasteland.

12 · Assassin

Ability. Automatically eliminate one enemy supporting Recruit, even if you lose the conflict. You may also inflict 1 Wound on an enemy Lieutenant in a Sangyo or Haikyo without fighting. Each of the two listed effects may be used once per game phase during your turn.
Background. A former Japanese special-forces operative, now a discreet and efficient killer specializing in post-Cataclysm cleanups.



Lieutenants 13–16

LIEUTENANT ABILITIES 13–16

13 · Phoenix

Ability. When this Lieutenant would die, in any situation, immediately return it to life. Use this ability only once per game. On activation remove all Wounds and keep Equipment and Recruits. This prevents death rather than creating a new unit.
Background. A former Pure Land Buddhist monk. As death approaches, he recites Namu Amida Butsu, and Amida Buddha grants a second chance.

14 · Tamer

Ability. After defeating an Akuma, adopt one and turn it into a Recruit. The adopted Akuma is removed from the map and placed on your card, up to the three-Recruit limit. It gives no Akuma-kill VP.
Background. A biologist who studied Akuma behavior and learned to use it to his advantage. Little frightens him—except perhaps the Berserker.

15 · Mime

Ability. Copy the ability of a Lieutenant you contact on the same space or an adjacent space. Copying a new talent replaces the previously copied one. Copy only one printed Lieutenant ability at a time, replacing the old one; once-per-game limits cannot be reset by copying again.
Background. No one has seen this post-Cataclysm figure’s face. It reproduces another person’s movements with unsettling precision.

16 · Gunner

Ability. You have unlimited explosive Ammunition. In combat, a result of 4 or more eliminates every Akuma in one zone. Her explosive shots need no Ammunition payment. The score-4 ability replaces the ordinary Akuma kill calculation.
Background. A soldier at the time of the Cataclysm, she combines precise weapon handling with devastating explosive expertise.



Lieutenants 17–20

LIEUTENANT ABILITIES 17–20

17 · Collector

Ability. Once per round, draw from the Resource bag while in the Wasteland.
Background. Resources are the Wasteland’s greatest wealth. With his ever-present shovel, he collects everything he can find.

18 · Copycat

Ability. Once per game phase, copy the latest die result rolled by one of your Lieutenants or by the previous player.
Background. He survives by imitating the behavior of those around him and adapting to every situation.

19 · Gravedigger

Ability. Increase your die result by 1 for each Lieutenant you have killed. Count distinct enemy Lieutenant identities only; resurrected repeated kills do not increase this bonus.
Background. Severely irradiated, his body decays rapidly. He steals the life energy of his victims to stay alive.

20 · Android

Ability. Charge by remaining still for one game phase. During the following game phase, you may move twice. Two moves on its next phase still allow only one search and one voluntary attack.
Background. Built after the Cataclysm to assist survivors, this machine converts radiation into energy but cannot withstand prolonged exposure.



Mercenaries 01–04

MERCENARY ABILITIES 01–04

Shared Mercenary traits

All Mercenaries die at 4 accumulated Wounds and may finish their turn in the Wasteland without spending Medicine. A clan may have only one Mercenary in play. Each may carry two weapons and two accessories.

01 · Colossus

Ability. Add +4 to your combat die result.
Background. A giant born from the radioactive sands, its strength multiplied by its environment.

02 · Puppeteer

Ability. Use your die result to move another Lieutenant, from your clan or a rival clan. Once per phase, use your move to relocate a chosen Lieutenant by your die result. Respect terrain, forced encounters and barricades; an enemy may not be moved directly into a lethal effect.
Background. A ventriloquist whose amplified psychic powers control targets like puppets.

03 · Parasite

Ability. While in an Akuma Zone controlled by another player, take the Sangyo Resources that would have gone to that player. That player receives none of those Resources.
Background. An insatiable masked ghost that survives by stripping its rivals of their wealth.

04 · Irradiated

Ability. When ending a turn in the Wasteland, automatically heal 1 Wound without spending Medicine.
Background. A heavily irradiated body has adapted perfectly: radiation strengthens it rather than causing harm.



Mercenaries 05–07

MERCENARY ABILITIES 05–07

Shared Mercenary traits

All Mercenaries die at 4 accumulated Wounds and may finish their turn in the Wasteland without spending Medicine. A clan may have only one Mercenary in play. Each may carry two weapons and two accessories.

05 · Berserker

Ability. When entering an Akuma Zone, immediately kill 2 Akuma without combat, except Akuma turned into Recruits by the Tamer. Add +2 to your combat die result.
Background. A wild creature combining human intelligence with Akuma savagery, driven by uncontrollable rage.

06 · Sprinter

Ability. Without rolling, move along an entire straight line until you meet an obstacle. You may also use a vehicle.
Background. An inexhaustible runner who treats the Wasteland as one enormous racetrack.

07 · Cyborg

Ability. Craft without spending Materials; only the other Resources are required.
Background. Its flesh did not survive the Cataclysm, but its brain was preserved inside a metal body capable of precision work.



Mercenaries 08–10

MERCENARY ABILITIES 08–10

Shared Mercenary traits

All Mercenaries die at 4 accumulated Wounds and may finish their turn in the Wasteland without spending Medicine. A clan may have only one Mercenary in play. Each may carry two weapons and two accessories.

08 · Teleporter

Ability. Create one entrance portal and one exit portal. Only you may use them to move instantly. Place or relocate both portals once per game phase: the entrance on your Wasteland space, the exit on any other legal Wasteland space. Using them replaces your normal move. They do not bypass occupied barricades.
Background. A creature from another world, drawn by the Cataclysm’s radiation, that manipulates space and time.

09 · Tormentor

Ability. Increase your attack strength with the number of Akuma in play: every 2 Akuma add +1 in combat. Count all Akuma currently on the board and round the bonus down.
Background. A survivor-cult guru who feeds on fear. The more hostile the environment, the further his influence spreads.

10 · Nightmare

Ability. Teleport near any player in the Wasteland during the Night. Once during Night, replace your move by appearing on a legal Wasteland space adjacent to an enemy unit. You cannot appear inside a barricaded location.
Background. Drawn to torment, this creature senses fluctuations in radioactive air to identify its prey.

BRASS KNUCKLES	NAIL BOARD	SPIKED BAT	KATANA
+1	+2	+3	+4

Choose one weapon for each combat.

Weapons that change the odds

Close-combat weapons

Brass Knuckles: +1 combat. Nail Board: +2. Spiked Bat: +3. Katana: +4. Only the chosen weapon contributes to a combat roll.

Grenade

Single use from your hand. Choose your unit’s space as the center; inflict 1 Wound on every other unit in the six surrounding spaces and kill one Akuma on each of those spaces. It does not affect units inside locations. Discard after use.

Firearm range and dice

Ordinary firearms can attack adjacent targets or targets sharing a location. Roll the indicated number of dice and add their results, then apply other modifiers. Spend 1 Ammunition per firearm attack; if you cannot pay, choose a different weapon or fight unarmed.

Revolver

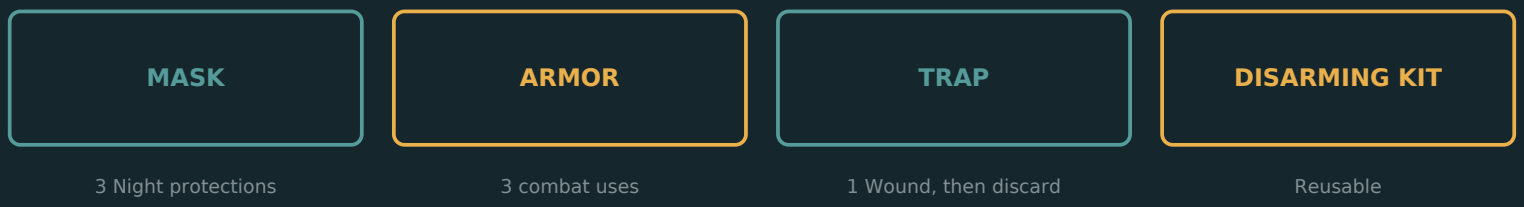
Roll two dice instead of one. May be used at range or in close combat. Costs 1 Ammunition.

Submachine Gun

Roll three dice instead of one. May be used at range or in close combat. Costs 1 Ammunition.

Built-in weapons

A character’s built-in weapon does not occupy a slot. It still counts as your one chosen weapon for that attack. The Sniper Lieutenant uses the Sniper Rifle’s normal single-die attack, but ignores obstacles as its ability states.



Range, protection and traps

RANGED WEAPONS & PROTECTION

Sniper Rifle

Attack one target anywhere along a straight unobstructed line of spaces. Roll one die with normal modifiers and spend 1 Ammunition. You may shoot into or out of a location if that line reaches its entrance, choosing one target inside. Close combat is allowed. Barricaded locations block outside shots unless an ability says otherwise.

Shotgun

Spend 1 Ammunition and roll a normal firearm attack against an adjacent main target. Also compare that attack total separately against each other unit adjacent to the main target; apply normal defense and Wounds to each. Against Akuma, resolve the normal group-kill calculation once in the main target’s zone or space, not against neighboring zones.

Radiation Mask / Gas Mask

These names refer to the same three-use accessory. Each use protects its carrier from one Night exposure payment. Crafted masks instead expire at the next dawn.

Armor

Three uses. Before a combat roll, spend one use either to cancel the enemy’s chosen weapon or to prevent all Wounds from one Akuma encounter. It does not cancel radiation or other non-combat Wounds.

Trap

Place face up on your unit’s Wasteland space as a single-use item. The next enemy unit entering takes 1 Wound; then discard it. Friendly units are unaffected. Never place a Trap inside a location.

Disarming Kit

During your turn, remove an enemy Trap from your space or an adjacent space before entering it. The Kit is reusable while equipped.



Cross the ruined region

VEHICLES

Jetpack

Instead of rolling movement, move to any legal Wasteland space. Three uses. Resolve an Akuma encounter at the destination normally. It does not permit entry into a barricaded location.

Motorcycle

Spend 1 Fuel before movement. Roll three movement dice instead of one and add them together. Carries only its user.

Truck

Spend 1 Fuel before movement. Roll one die and add 3. Carry any number of friendly units beginning in the same location or on adjacent spaces. They move together to the same destination; this uses each passenger’s movement for the phase. Occupants may remain aboard and avoid Night Medicine exposure.

Buggy

Spend 1 Fuel. Roll two movement dice and add them. Carry one friendly passenger, using the Truck’s boarding and movement rules. The Buggy does not protect against Night exposure.

Tent

Reusable accessory. If its carrier ends Night in the Wasteland without having moved that Night, that carrier avoids the Medicine payment. It does not prevent Akuma spawns or attacks.

Vehicle limits

Use only one vehicle per move and pay Fuel once for that move. A unit may board only if it has not already moved in that phase. Vehicles occupy one accessory slot and follow normal Equipment transfer rules.



Field glossary & credits

GLOSSARY & CREDITS

Glossary

Lieutenant · Chui
Mercenary · Yohei
Production site · Sangyo
Searchable ruin · Haikyo
Beacon · Randoma–ku
Creature · Akuma
Outbreak · Fuka
Headquarters · Honbu
Recruit · Heishi
Wasteland · Sabaku
Equipment · Dogu
Radiation Track · RT
Victory Points · VP

Original game credits

Authors and content design: Antoine Aubert, Nathanaël Deslances, Claire Fortune.
Original graphic design: Nathanaël Deslances.
Original illustration and playtester credits were not specified in the supplied prototype.

English illustrated edition

Translated and editorially consolidated from the French prototype at the author’s request. New atmosphere illustrations were generated with AI using the supplied art references. They depict the setting rather than exact board geometry or component quantities. The consolidated rulings are documented separately and have not yet been playtested.

Portfolio

https://ndeslances.com