

WRECKLAND RAM



RULEBOOK

WRECKLAND RUN

A POST-APOCALYPTIC SOLO GAME



AGES 10+



1 PLAYER



30-45 MINUTES

STORY

You hear engines in the distance as you strap the last of your supplies onto your vehicle. The supplies are yours now, stolen from the bad tribe in hopes to get them to the helpless strongholds on the other side of the mountain.

To get there you'll have to get your hunk of junk through the Wrecklands, a single stretch of road full of marauders and mercenaries. Your vehicle loaded with supplies, with your body in the truck, would be worth a hunk of gold and gas from the powers that be. But you won't let that happen.

Judging by the sound of the engines, you have a few moments to weld another precarious weapon to the hood of your lovable ride. She's not pretty, but she's yours. And every shot is going to count as you make your Wreckland Run.

COMPONENTS



4 Vehicle Mats



1 Spiral Bound Campaign Book

Book contains story content and boss mats



7 Chapter Envelopes



Boss & Enemy Cards



New Parts & Special Cards



4 Driver Cards



24 Enemy Cards



8 Destruction Cards



36 Parts Cards



12 Upgrade Cards



1 Round Token



3 Red Dice



5 White Dice



35 Orange Damage Tokens (Value 1)



5 Red Damage Tokens (Value 5)

CAMPAIGN GAME AND CHOOSING A VEHICLE

Wreckland Run is played across a campaign consisting of 7 chapters. With each new chapter, the continuing story will unfold in the campaign book. You will be instructed to open up a new envelope that adds exciting new bosses, enemies, and gameplay twists. The contents of these are secret for now. Do not reveal them until you've been instructed to!

At the start of the campaign, you will first choose a vehicle and driver. Choose wisely, as this will be your combination that you'll carry across all 7 chapters. *If this is your first time playing, we recommend the Roadrunner as a good all-around vehicle.*

Once you've completed a chapter, you will move on to the next chapter in the campaign, but the enemies and Parts you've encountered will remain in their decks, increasing the power of your arsenal but also the ferocity of your foes.

You'll approach each new chapter the same way:

1. Read the chapter
2. Setup the game using the included instructions.



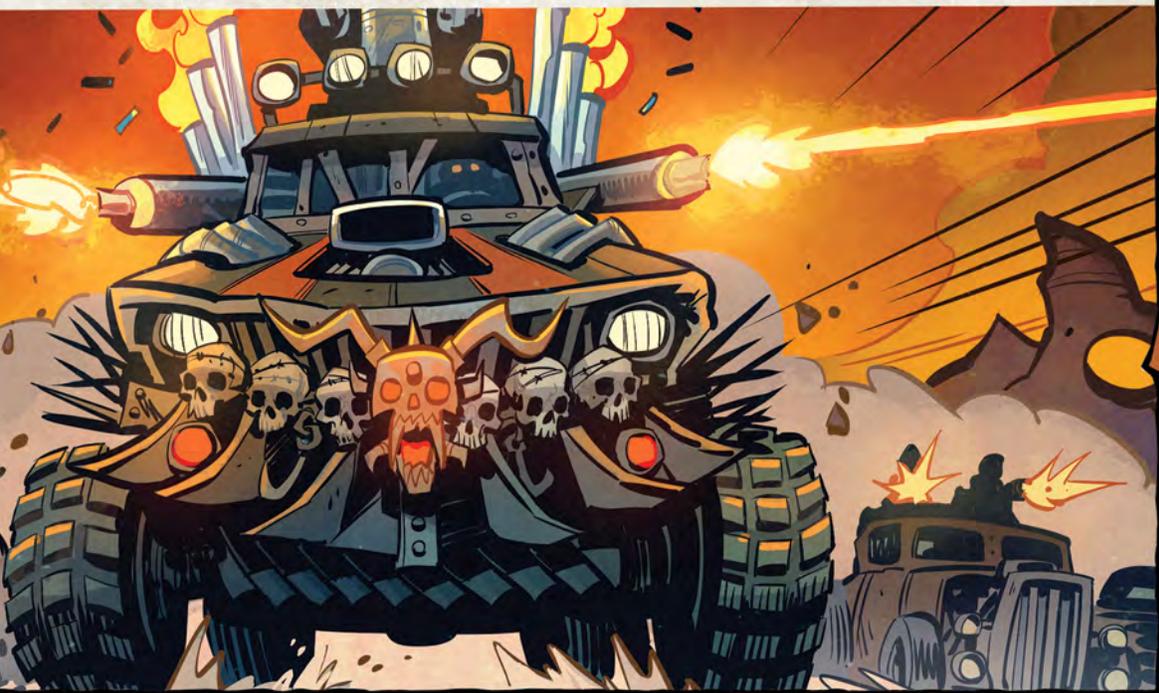
The Setup instructions may change slightly depending on the rules for that particular chapter. Read the end-of-chapter instructions and any cards in the envelope carefully.

You may repeat a chapter as many times as you need to until you've beaten it. You simply set it up the same way as before, and try another run.

Have fun playing out the story of Wreckland Run!

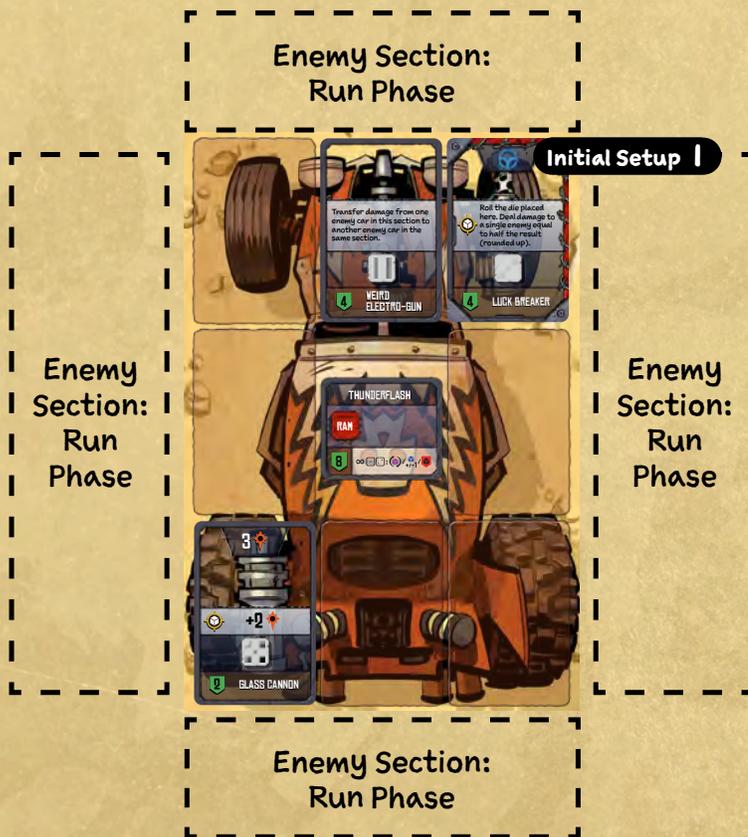
INITIAL SETUP

1. Take the Vehicle Mat for the vehicle you are using during this campaign.
 - a. Take the 3 Upgrade cards that match the vehicle you choose and place them face-up in the play area. Place the other Upgrade cards back into the box.
2. Choose a Driver card and place it face-up near the Vehicle Mat.



CHAPTER SETUP

1. If this is your first attempt, open the envelope corresponding to the chapter.
2. Open the campaign book to the matching chapter in the campaign.
 - a. Follow the setup instructions for that chapter, placing all new cards into their respective decks or into play as needed.
 - b. Open the page so that just the Boss Mat is face-up. (Fold the story section underneath to reduce table space taken by the book.)
 - c. Place the Round Token on the 'Round 1 - Wreckage' spot.
 - d. Take the matching Boss card and set it next to the mat. This will be used later in the game.



3. Shuffle the Part cards and place them in a face-down deck.
 4. Shuffle the Enemy cards and place them in a face-down deck.
 5. Collect all 8 dice and place them in front of you.
 6. Set the Damage tokens in a pile so you can easily draw from them later.
 7. Place the Destruction cards in a stack nearby.
- You are now ready to begin! (See Figure 1)

Figure 1: Play Areas / Layout for Game



DIFFICULTY

For each Chapter of the campaign, you can choose your difficulty. Difficulty is determined by the starting Scrap you have available in your pile at the start of the game. Scrap is not a card type, but a different way to use defeated enemy cards as a resource during the game. Enemy cards in your Scrap Pile can be used as Scrap.

To set your difficulty, draw cards from the enemy deck equal to the number listed below and place them face-up in your Scrap Pile at the start of the game.

EASY	NORMAL	EXPERT
4	2	0

During play, when an enemy card is dealt damage that exactly matches its strength, it is turned into Scrap. Scrap cards can be used in the Wreckage Phase for their die value when Installing or Repairing Parts. They can also be used during the Run Phase to activate Parts.

GAMEPLAY OVERVIEW

The game is played in three rounds, with each round having two distinct phases:

1. **WRECKAGE** – Where you repair and outfit your vehicle with new and upgraded Parts.
2. **RUN** – Where you battle the enemy vehicles over a series of 6-step Turns and live to survive another day.

The third Run also includes the Boss Car, a final foe you must defeat in order to complete your run through the Wreckland.

YOU WIN the game by defeating the Boss card in the third and final Run of the game.

YOU LOSE the game if your vehicle blows up before the end by taking damage to your Core equal to its strength.

WRECKAGE

The first phase of every round is the Wreckage Phase, where you pause to repair your vehicle and add new features.

SETUP

To set up for the Wreckage Phase you will first need to draw Part cards and roll your dice to form your dice pool.

DRAW

Draw a number of Part cards noted on the Boss Mat underneath the round token and place them face-up into your play area (See Figure 2). These are the Part cards that are available to you to build this turn. However, how you use them is up to you.

ROLL

After the cards are drawn, you then roll the 8 dice: the 3 red and 5 white dice. This forms your dice pool that you can spend to build and repair Part cards on your vehicle.

ROUND 1		ROUND 2		ROUND 3	
Wreckage	Run	Wreckage	Run	Wreckage	Run
6 	2 1  2 2	6 	0 4  3 0	4 	2 3  3 2 

Figure 2: In this example, for round 1 you would draw 6 Part cards.

WRECKAGE PHASE ACTIONS

With the Part cards dealt and your dice rolled, you are now ready to begin. Take one action at a time until you choose to end the round. Three actions are available. You may perform them as many times or in any order.

- **INSTALL**
- **REPAIR**
- **REROLL**

Once you are finished completing actions, move to the Run Phase.

INSTALL

The Install action allows you to pay for an available Part card (See Figure 3) and add it to your vehicle. This is the main action performed during the Wreckage Phase.

Your vehicle has eight slots where you can fit Part cards (See Figure 4). The center area is for keeping track of Core damage and adjusting your speed. You cannot place a card on it.

Each Part card has requirements to install them onto your vehicle. Note the bottom of the card to see the requirements. These are typically sets of the same





Figure 4: Each vehicle has room for 8 Parts around it. The center area cannot have a Part on it.

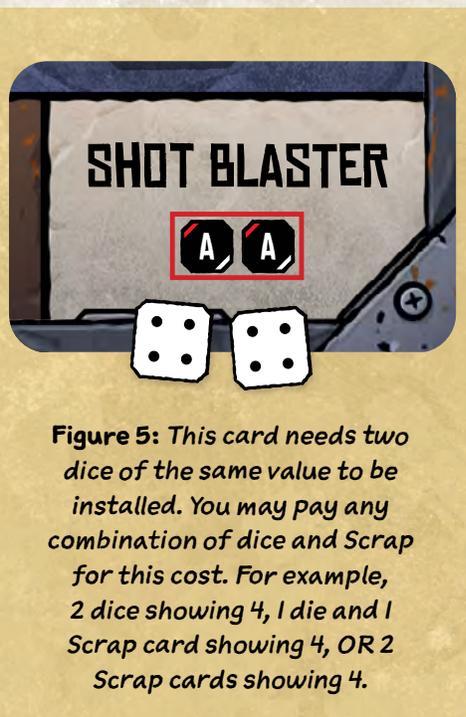


Figure 5: This card needs two dice of the same value to be installed. You may pay any combination of dice and Scrap for this cost. For example, 2 dice showing 4, 1 die and 1 Scrap card showing 4, OR 2 Scrap cards showing 4.

value, runs, or the sum total of die values (See Figure 5). A complete list of the symbols are in the reference guide at the end of this book.

To Install a Part, pay the cost listed by spending dice or Scrap for their die value shown. Then, place the Part onto your vehicle.

White dice may be spent without any penalty. However, note that red dice come with a potential drawback when spent. (See the 'spending red dice' section later in the rules.) When a die from your pool is spent, remove it from your pool and place it beside the play area. Once a die is spent, it cannot be used again during the Wreckage Phase.

PLACING ON YOUR VEHICLE

You may place your new part on any open slot in your vehicle. Simply place it on that open space.

If a part is in the slot where you'd like to place a new card, you can discard the old card and replace it with the new one. Remove any Damage tokens from the removed part. The new part is placed with no damage.



Figure 6: *New Parts may be placed on any slot on your Vehicle. You may cover a part already printed on it.*

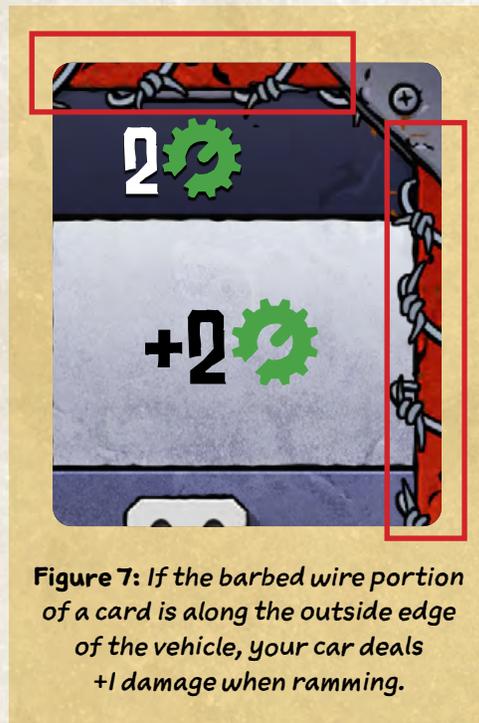


Figure 7: *If the barbed wire portion of a card is along the outside edge of the vehicle, your car deals +1 damage when ramming.*

There are slots on your vehicle that have pre-printed Parts. You may cover these with new Part cards. However, once they are covered, they cannot be upgraded with Special Upgrades (see *Special Upgrades*). (See Figure 6)

Note: When outfitting your vehicle with Parts, be mindful about which dice slots you make available to yourself. Having a variety of different values will help make sure you'll be able to use as many dice as you can!

BARBED WIRE AND RAMMING

Along the edges of Part cards, many times a red border with barbed wire is shown. During the Run Phase, if the barbed wire portion of a card is along the outside edge of the vehicle, your car deals +1 damage when ramming. When placing new Parts, try to position them in ways that allow barbed wire to be along the outside edge for maximum ramming potential! (See Figure 7)

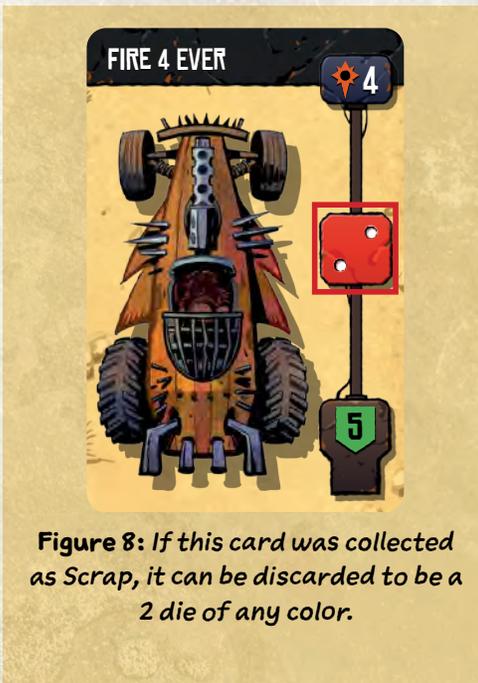


Figure 8: If this card was collected as Scrap, it can be discarded to be a 2 die of any color.



Figure 9: If you use a red die during the Wreckage Phase, you must roll it and take the penalty listed on the Boss Chart.

USING SCRAP

Cards in your Scrap pile can be used as Scrap for their shown die value (See Figure 8). When a Scrap card is spent, it is returned to the appropriate discard pile. Scrap cards can be paired with dice or used on their own to install new cards. You are not required to use scrap cards collected in a previous round, and they may be saved for later in the game.

If multiple die faces are shown, you may use one of the dice faces, but not both. Die faces (red) on the Scrap cards do **not** count as using red dice, which is outlined in the next section.

USING RED DICE

Red dice are unstable to use and require extra care. After you use a red die to build a part or repair, immediately roll it again and reference the Boss Chart on the Wreckage Phase side to see what the results are. No effect or perhaps a negative consequence may result (See Figure 9).

Once the red die result has been resolved, remove it from your pool and place it to the side of the play area.

SPECIAL UPGRADES

Each vehicle has 3 special upgrade cards available that can be installed for the cost listed on them. They remain face-up and available during the game until they are installed. However, these upgrades can **ONLY** be installed to improve the Part listed on the Upgrade card.

Simply pay the cost and place the upgrade over the corresponding pre-printed ability on your Vehicle (See Figure 10).

REPAIR

At the beginning of the second or third round, you may have damage on some of the Parts in your vehicle. This is represented by Damage tokens. You may spend dice in order to repair them.

To repair a Part, you must spend a die equal to or greater than the dice face on the card (See Figure 11). If there are multiple die faces, you only need to spend one die. You can **never** repair the Core.



Figure 10: Upgrade card for the Roadrunner.

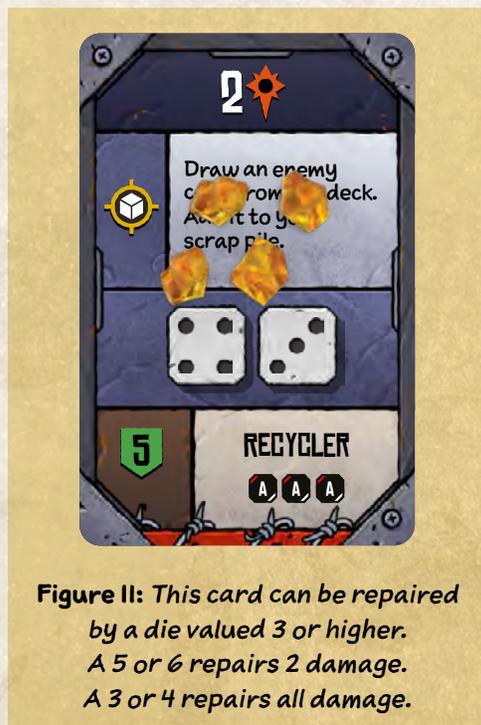


Figure 11: This card can be repaired by a die valued 3 or higher. A 5 or 6 repairs 2 damage. A 3 or 4 repairs all damage.

If you spend a die that is greater than the value shown, then you may remove up to **two** Damage from that part. If you spend a die that matches the value exactly, then you may remove **all** of the damage on that part.

You may spend multiple dice on the same card. You may use red dice, other Part cards, or Scrap to pay for a repair.

REPAIRING DESTRUCTION CARDS

A part that is covered with a Destruction card **cannot** be used or replaced with a new Part. It must be repaired by paying the Cost listed. Once this cost is paid, return the Destruction card to the Destruction card stack. This repair can **only** be made during the Wreckage Phase.

REROLL

In order to make sets work, you may need to reroll your dice to make better sets. You may discard 1 Part card from those face-up to **reroll any** dice that remain in your pool. You may choose not to reroll some of the dice.

END OF PHASE

You may continue taking actions until you choose to end the round. You may choose to end it voluntarily, or because you hold no remaining dice and/or Part cards.

After the phase ends, gather up all the dice again. Then discard any Part cards that were not installed on your vehicle.

RUN

The enemy is upon you! After you've properly outfitted your vehicle, it's time to get on the road. In this phase, use your dice to activate areas on your vehicle to attack and ram enemies, or activate special powers.

SETUP

To setup for the phase, you must first deal a number of enemy cards (See Figure 12). Note the boss page to see how many enemies get drawn for this phase, which is identified by which round it's in.

Enemy Name

Activation Ability

Chapter Icon

FLUTTERNOZZLE

Deals +1 damage when attacking Core.

Attack

Die Value

Strength

Symbol

Figure 12:
Enemy Card Diagram

ROUND 1		ROUND 2		ROUND 3	
Wreckage	Run	Wreckage	Run	Wreckage	Run
6	2 1 2 2	6	0 4 3 0	4	2 3 3 2

Figure 13: In this example, for round 1, draw one enemy card to place on the left section and add two enemies to every other section.

This chart shows you **where** the cards get added. These cards are placed face-up into four different sections around your vehicle: front, left, right, and rear (See Figure 13).

During the phase, the enemy cards move between different sections. This determines which weapons you can attack them with, and where they can attack you.

Deal the cards from the enemy deck randomly and fill out each area. *In the very rare event that you've run out of enemy cards, shuffle the discard and continue drawing.*

NOTE: In the third round, the boss shows up. See the 'Final Run - Boss Battle' section for more information on the changes.

After you've drawn all the enemy cards, take all of your dice - white and red. You are now ready to begin your Run!

THE TURN FLOW

This phase continues in a series of Turns with 6 steps. During each Turn, the steps alternate between placing enemy dice (red) and your dice (white) until all dice are used. The turn flow looks like this:

- *Roll all dice*
 - Step 1: Place a red enemy die
 - Step 2: Place 1-3 white dice
- *Reroll all remaining dice*
 - Step 3: Place a red enemy die
 - Step 4: Place 1-3 white dice
- *Reroll all remaining dice*
 - Step 5: Place a red enemy die
 - Step 6: Place 1-3 white dice (if able)

During this phase, if your vehicle Core explodes, then you lose. Advance to the next Round if **two or fewer** enemies are remaining at the end of a full turn!

TURN START: ROLL ALL THE DICE!

To start the turn, roll all 8 dice to form your dice pool.

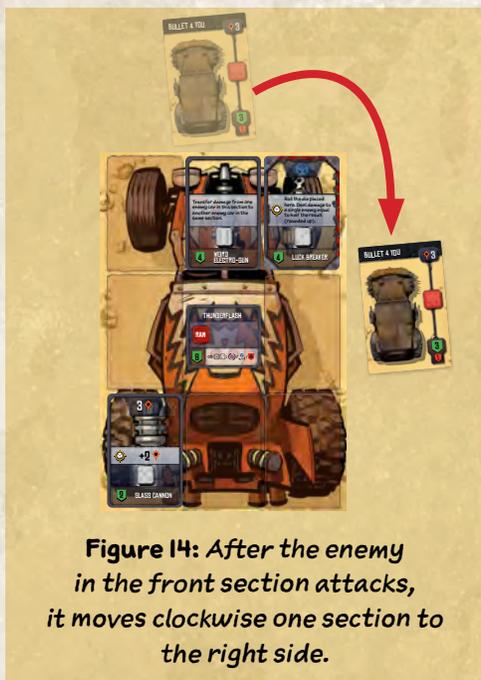


Figure 14: After the enemy in the front section attacks, it moves clockwise one section to the right side.

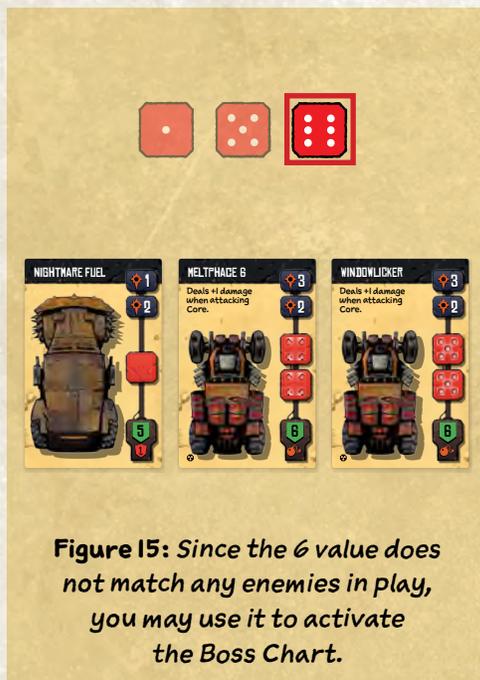


Figure 15: Since the 6 value does not match any enemies in play, you may use it to activate the Boss Chart.

STEP 1: ENEMY TAKES AN ACTION

After rolling all of the dice, select one of the red dice to place on an enemy card. Then, resolve the action(s) you triggered and take any damage that is dealt to you.

PLACING A RED DIE ON ENEMY

A red die is placed on an enemy that is surrounding your vehicle. You select which die to place. Position it onto an enemy that matches the die value shown exactly.

Place the die on the vehicle to cover one of its open dice slots. This shows that it has been activated this round. An enemy may have multiple dice areas, which shows it can be activated several times during the round.

Activate the Attack (and any text ability) of **ALL** enemies that **match the shown die value** exactly. You choose the order in which enemies activate. Next, move all activated enemies one section clockwise (See Figure 14). If an enemy has had all their available slots activated previously, then they do not activate at this time. *Note that you move the enemy cards around between sections, and do not have to move your Vehicle Mat.*



Figure 16: *If a red die does not match any enemy card in play, you may re-roll it and activate the Run ability on the Boss chart. Sometimes it's worth it to be risky!*



Figure 17: *The red lines show what card slots an enemy in the right section could potentially attack.*

PLACING A RED DIE ON THE BOSS MAT

Red dice that do not match an enemy card in play **MAY** be used to activate the Boss Chart. If you don't have any red dice that match enemy cards in play, you **MUST** use one to activate the Boss Chart (See Figure 15).

Re-roll the red die and immediately activate the ability listed on the Run Phase section of the Boss Chart matching the value exactly. This die is set aside until the next Run Turn where it is returned to the pool (See Figure 16).

Each boss has unique, powerful attacks that are triggered in this manner. Reference the Boss Chart for the special attacks.

Note that the Boss Mat displays a different set of actions for red dice used in the Wreckage Phase and Run Phase.

A word of caution for you: the boss's attacks on the Boss Chart are very powerful and represent the looming threat of their oncoming vehicle! Managing the enemy fleet of cars around you, and timing when the boss will get dice, is a very important part of your strategy.

ENEMY ATTACKS

When an enemy is activated, it performs its attack and resolves any ability text on it. Enemies attack the side of the vehicle that they are on. Each side of your vehicle has up to three cards that are vulnerable (See Figure 17).

There are two main types of enemy attacks.



SINGLE TARGET – The enemy damages 1 Part on that side of the vehicle. You choose which Part. The enemy deals the damage shown on the card to that one Part. A Damage token is placed for each damage dealt. If the Part is destroyed, then the remaining damage is not counted. If no Parts are on that side of the vehicle, damage must be assigned to the Core.



AREA ATTACK – The enemy damages ALL the Parts and open slots on that side of the vehicle. Each part on that side is hit with the same amount. If a card is destroyed and cannot take the full amount, then the remaining damage is lost. If the card slot is **open** then the damage **must be assigned to the Core**. A Damaged card slot is considered open.

NOTE: The orange Damage tokens are worth 1, while the red Damage tokens are worth 5 damage. You may freely exchange and make changes for these tokens as necessary through the game.



Figure 18: This part can take 6 damage before it explodes. Leftover damage is lost.



Figure 19: In this case, the car's Core explodes if it gets 8 or more damage. Core damage cannot be repaired.

There may be other, special attacks available. Review these at the end of the rulebook in the reference guide.

YOUR VEHICLE DAMAGE

As enemies attack, you track the damage by placing Damage tokens on your Parts and/or your vehicle's Core. These are counted one at a time as damage is being dealt. If the Part takes total damage equal to or greater than its strength, then the Part blows up! Cover the Part with a Destruction card, making it unusable until it is repaired (See Figure 18).

If there is remaining damage from the attack, it is ignored. If you take on damage equal to your Core's defense, then your vehicle blows up and you lose the game (See Figure 19)!



SHIELDS – Shields reduce the damage from one attack by 1 or 2 damage as noted on the icon. This damage reduction happens everytime there is an attack against this Part and can be used once for each attack.

STEP 2: YOU TAKE ACTIONS

After you place a die on an enemy car - or give it to the boss - then you get to take actions. Look at your pool of dice. You may place 1-3 white dice in this step.

Your dice can be used in several ways:

- **ACTIVATE A PART**
- **RAM**
- **REPAIR DAMAGE**

ACTIVATE A PART

The most common move is to trigger the ability of a Part on your vehicle. Place a die onto a die slot on one of the Parts on your vehicle to activate its ability.

To place a die, the die must meet these requirements:

- The card must have an open slot available.
- The die's value must be equal to or higher than the value on the slot. (If there are multiple values, then it must be equal to or higher than the lowest value.)

If these requirements are met, then you can use the Part!

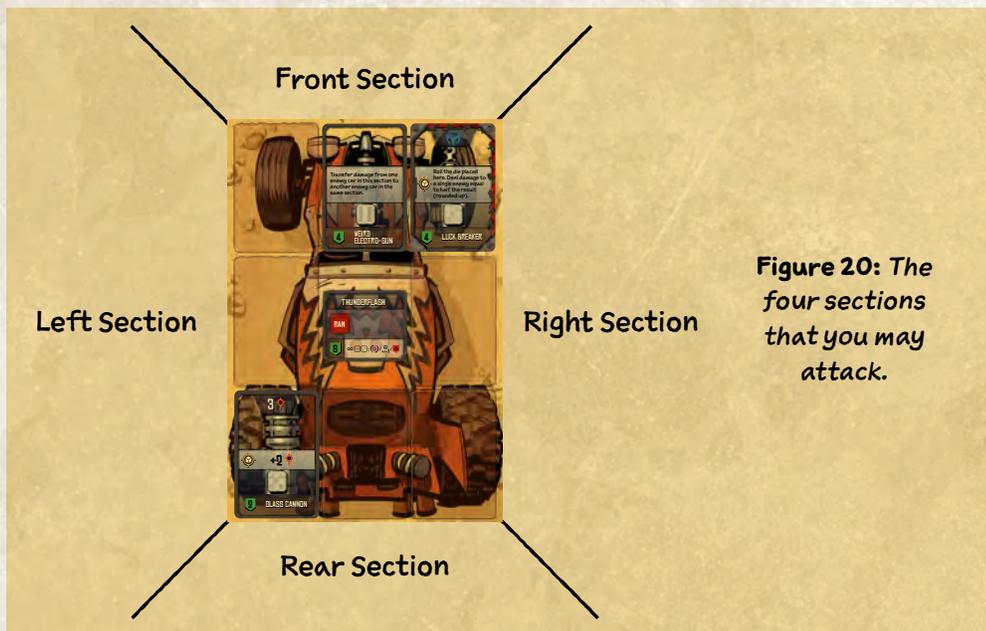


Figure 20: The four sections that you may attack.

ATTACK

The most common ability is an attack. Attack 1 enemy (🔥) or all enemies in a section (🔥🔥). You may only attack enemy vehicles in the sections your Part card is positioned to hit unless an ability states otherwise (See Figure 20).

Cards in the center of one of your vehicles' sides may attack the adjacent section.

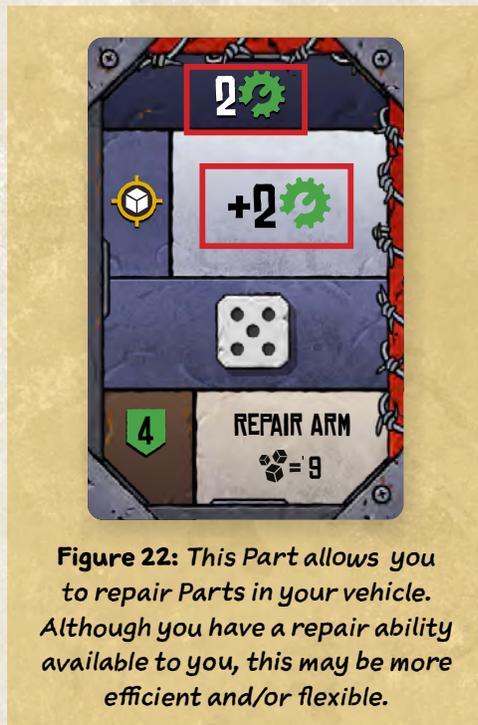
A card in the corner of your vehicle gives you access to two sections. You must choose one of these sections to attack (See Figure 21). You may choose a different section when the card is activated again later in the game with another die.

An enemy card hit by an attack takes damage equal to the value of the attack. To mark this, place a Damage token onto the enemy for each damage dealt. If the damage meets or exceeds their strength, then the enemy card explodes. Excess damage is lost.

An area attack damages all enemies in one section the same amount.

OTHER ABILITIES

Some cards may have special abilities that are not considered attacks (See Figure 22). Note the reference section at the end of this rulebook to learn more about these abilities and symbols.



PERFECT DIE PLACEMENT + BONUS ABILITY

If the placed die and the die slot match values, then you may take the bonus ability available on the card. This may allow you to do additional damage, or trigger a special ability (See Figure 23).

If a perfect placement deals additional damage (noted by a + sign), this damage is added to the initial attack's total and is not a separate attack. This is important when facing enemies with Shields.

SHIELDS /

Shields reduce the damage from one attack by 1 or 2 damage as noted on the icon. When dealing damage to an enemy with Shields, be sure to add your perfect placement bonus to the attack type shown before dealing damage to the enemy. This will ensure that your attack pierces through that Shield protection.



Figure 23: The bonus section for this card, shown with the yellow die target, deals an extra 2 damage to all enemies in that section.



Figure 24: If you reach exactly 5 damage on this enemy, no more, then you destroy it and keep it for Scrap.

PERFECT KILL + SCRAP

If you damage an enemy card that matches the **exact** strength value, then you collect the card as **Scrap**. This means there is no excess damage when you finally destroy a card. You may damage the enemy slowly over multiple rounds.

Take this card into your Scrap pile. This card can be used in this phase as a way to take extra actions, or in a later Wreckage Phase to help build and repair your vehicle (See Figure 24).

RAM

This action allows you to utilize the barbed wire edges of your vehicle's Parts to deal damage and move enemies from section to section. To activate a Ram action, place a die of **any value** into the Ram area on your vehicle's Core. Unlimited dice may be placed into sections in your Core (See Figure 25).

Choose a section to Ram. Count up all barbed wire edges on Parts along the edge of that section (up to 3) and deal that much total damage distributed any way you choose amongst all enemies in that section (See Figure 26).



Figure 25: Any die value may be placed into the Ram area.

Once damage has been assigned, move **all** enemies in this section to the adjacent section of your choice. You may choose to move each car independently into different sections if you wish.



Figure 26: The right section of this vehicle has 2 barbed wire Parts on the outside edge. Ramming deals 2 total damage to enemies in this section, this damage can be assigned however you choose.

REPAIR DAMAGE

Repairing during this phase works similarly to the repair action in the Wreckage Phase, but it is less effective. You still use a die, and it is set aside rather than placed on the Part. However, an exact die match only repairs **two** points of damage, and a die equal to or greater than the dice face on the card repairs **one** point of damage.

You may **not** repair your vehicle Core, and can only repair your vehicle's Parts.

OTHER RUN RULES

USING SCRAP

As with the Wreckage Phase, you may use Scrap cards as if they were dice. Simply discard a Scrap card to activate a Part on your Vehicle that has **at least one open die slot** (*your Core always has open slots available*). When you do this, you use the ability, but you do not have to place a die on the area.

Resolve the Part for the die value listed as normal. An area that is activated with Scrap may be used again by placing a die on it. If multiple dice are listed on a Scrap card, you may use only **one** of the dice on the Scrap card.

Scrap is a very powerful tool in your arsenal. Activating with Scrap does not count against your total white dice used during a part of the Turn. Also, Scrap can be used immediately once gained.

USING 1s AND 2s

If you roll a 1 or a 2, you have three special abilities available, in addition to using it for a Ram action. Place a die of value 1 or 2 on the Core, below the Ram section. A single placement allows you to choose to activate one of the 3 listed abilities: reroll the rest of the color, adjust another die by one, or store a die (See Figure 27). You may use any number of 1s and 2s this way throughout the round. Note the reference section for more about these powers.

REMAINING + UNUSABLE DICE

You must place **at least one** die during each action step. Any remaining dice you do not place will be rerolled in the next step. You may not set any dice aside (unless a special ability allows you to).

If you are unable to place any white dice, then you must discard one.



Figure 27: Place a die of value 1 or 2 on the Core to activate one of 3 special abilities.

DRIVER CARD + ABILITY

Your driver has a constant ability that may affect the Run Phase of the round. This ability can be used anytime during the Run. Be sure to use this ability whenever possible.

FURTHER STEPS 3-6

After you have finished step 2, then you must reroll your remaining dice. This includes the red dice. Then the process repeats. This continues until three red dice have been placed, and you have used all of your white dice.

- *Reroll all remaining dice*
 - Step 3: Place a red enemy die
 - Step 4: Place 1-3 white dice
- *Reroll all remaining dice*
 - Step 5: Place a red enemy die
 - Step 6: Place 1-3 white dice (if able)

Then, the turn ends.

In the final step 6, it is possible that you do not have any white dice to place. If so, after the red dice is placed in step 5, the turn ends.

ROUND 1		ROUND 2		ROUND 3	
Wreckage	Run	Wreckage	Run	Wreckage	Run
7 	1 2  1 2	6 	2  2 1	7 	2 2  2 2  

Figure 28: The Boss Car is added to the rear section in round 3 along with 2 regular enemies.

END OF TURN / NEW TURN

After you complete all the steps, and the 'End of Phase' requirements have not been met, then you begin a new turn! Take back all the dice of all the colors. Reroll the dice, start with Step 1, and continue. The 'End of Phase' requirements are noted in the next section.

END OF PHASE

This phase ends when you reach the end of the turn and there are only **two** or fewer enemies left. (The enemies are regrouping!) Discard any remaining enemies and move the Round marker to the next phase.

FINAL RUN - BOSS BATTLE

In the last phase of the third round, you face off against the Boss Car. After miles and miles of steel carnage, the Boss Car has finally caught up with you and you must defeat it - along with the other cars - in order to back your clean escape through the Wreckland.

Setup the phase as indicated on the Boss Mat. There is a new icon - the Boss Car (See Figure 28). This Boss Car - represented by a car with the boss's symbol - is now included in the run as well. You win this phase - and the game - by eliminating the Boss Car.

The Boss Car can be assigned dice to attack and move around your vehicle like any other car. However, it gains the protection of the other cars. *The Boss Car can only be damaged if it's the only car in its section.* Otherwise, it cannot take any damage - no matter what type of attack it is. (Some other bosses may have variations to this rule - note their mat for any additional rules!)

Red dice that cannot be placed on an enemy car or Boss Car are still used to activate the Boss's special attack on the Boss Mat.

Once you eliminate the Boss Car, you have won the game!

WINNING OR LOSING

You win the game immediately by defeating the Boss card (dealing damage equal to or greater than its strength) in the third and final Run of the game.

You lose the game if your vehicle blows up by taking damage to your Core equal to its strength.

NEXT CHAPTER AND FURTHER CAMPAIGNS

Once you've beaten the current chapter, you may progress to the next one. As before, you'll read the next part of the story, open any envelopes mentioned at the end, and then set up the game for the next chapter.

Keep in mind that enemies and Parts introduced in a previous chapter are always shuffled into their decks for the remainder of the campaign as noted in the campaign book.

HOW TO RESTART THE CAMPAIGN

This system is able to be replayed, or reset, as often as you'd like. Printed on each envelope's cards is a symbol that matches the symbol on the envelope.

Look for the symbol in the bottom left hand corner and remove cards with those symbols from the decks (See Figure 29). Once you have removed all cards with symbols in the lower left, return those cards to the envelopes that match those symbols.



Figure 29: Chapter symbol example.

CLARIFICATIONS

SHIELDS

When a Part or enemy with a Shield icon is attacked it reduces the total damage taken from one attack by the amount listed on the Shield (generally 1 or 2). Attacks that are equal to or lower than the Shield value have no effect.

RE-ROLLING PLACED DICE

Unless otherwise stated, a die that is re-rolled in order to activate an effect on an enemy, Part, or Skill card is returned to the same die slot after rolling. It blocks the die slot from further activation until the end of the Run Turn as normal.

RAMMING

You do not have to have any barbed wire edges to Ram in a direction. In this case zero damage is assigned, but enemies still move to the adjacent section(s) of your choice.

ABILITIES + EXACT MATCHES

If there are multiple abilities listed on a Part, it is up to you in which order to resolve the abilities. This includes exact match abilities. Resolve them in the order that best benefits you.

However, if you activate a Part that lists an ability, unless it states “may” then you **MUST** perform that ability if at all possible. You cannot forgo portions of abilities if they do not benefit you and must attack a legal target if able.

MULTIPLE SINGLE ATTACKS

If a Part or enemy card lists multiple Single Attacks, these attacks must be made against different targets. If there is no legal target, any additional attack without a target is lost.

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QUICK REFERENCE

ACTIONS during WRECKAGE

- Install Part - by spending dice or scrap
- Repair - by spending dice or scrap
- Reroll - by discarding a Part card

REPAIR during WRECKAGE

- If the die placed is higher than the value shown, repair 2 damage on the card.
- If the die placed is exact, repair all damage on card.

ACTIONS during THE RUN

- Roll all dice
- Step 1: Place a red enemy die
- Step 2: Place 1-3 white dice
- Repeat the above with any remaining dice two times, until all dice are placed.

REPAIR during THE RUN

- If the die placed is higher than the value shown, repair 1 damage on the card.
- If the die placed is exact, repair 2 damage.

END of THE RUN

- Round 1 & 2: Two or fewer enemy cards left.
- Round 3: The Boss Car has been destroyed.



Spend 2 dice of the same number (Any color).



Spend any number of dice that add up to the number shown (Any color).



Spend any 3 dice - any numbers or colors.



Set of 3 dice in ascending values (Any color).



Two pairs of matching numbers (Any color).



Spend 3 dice of the same number (Any color).



Set of 4 dice in ascending values (Any color).



Spend 4 dice of the same number (Any color).



Amount of Damage card can take.



Bonus abilities for exact die value match.



Adjust a die up or down by one. Any color.



Move an enemy card of your choice from this section to any other section.



When this part or enemy is damaged, it takes 1 or 2 fewer damage.



Reroll any/all dice of the same color in the pool.



Destroy enemy exactly, or it explodes and deals all Parts in that section 2 damage.



Remove a placed die from one of your Parts, or an enemy car.



Set a die aside so it is not rerolled in the next step. This includes red dice as well.



Damage to single card equal to the value shown.



Damage to all Parts / enemies in a section.



Means choose between the effects



Choose a value between or including the values shown.



Deal damage to two different targets or slots. Targets must be different. If there is not a second target, then the damage is lost.



The plus symbol adds extra damage to the attack total. Does not count as a separate attack.



Remove a number of Damage equal to the amount shown from any of your vehicle's Parts (Not the Core).