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Armageddon

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From The Ground Up

Components

- 1 Game board



- 4 City boards – *assembled from two tiles*



- 7 Auction tiles



- 32 Building tiles



- 10 Scoring tiles



- 1 Game round marker



- 4 Extension tiles



- 4 Damage markers



- 4 Screens – *assembled from three tiles, in brown, white, orange and black*



- 8 Victory point chips



- 60 Equipment cards



- 28 Building cards – *14x level 1, 14x level 2*



- 89 Survivors – *20 x red marauders, 45 x green workers, 10 x blue soldiers, 10 x yellow engineers, 4 x purple leaders*



- 20 Player markers – *5 each in brown, white, orange and black*



- 1 Cotton bag
- 1 Rules booklet

Game object and overview

As survivors of the Armageddon, the players try to re-establish civilization. Each player will rebuild a city, using their survivors' talents to their best to let it grow and prosper.

But their citizens will need housing, because otherwise they will be prone to join forces with the marauders who are a constant threat to the new-born city. The players need to search for the best equipment during their explorations and extend their city wisely with useful buildings, while also fighting off the marauders, if they want to be the winner of the game!

Set-up - Example for 4 players

Place the **game board** on the table. Place the **game round marker** next to the first space of the game round track.



Shuffle the **scoring tiles** face down and draw 2 of them. Place the first one face up between round 3 and 4 on the game round track. The second is placed at the end of the track.



Shuffle the **auction tiles** and stack them face down next to the game board. Reveal 3 tiles from the stack and place them face up on the auction spaces of the game board, one after another from left to right.



Sort the cards by their rear sides and shuffle each type separately.

Stack the equipment cards next to the equipment display; do likewise with the two stacks of building cards (level1/2), next to the buildings display.

Mix the building tiles and place them face down next to the building display.



Each player takes a **city board** and one **extension tile**. Each player places their city board in front of them, with the extension tile placed on the right most space on the board.



Each player takes a **damage marker** and places it with the explosion side up on the 3rd space (-1) of the damage track.



Each player chooses a color and takes in that color **1 screen, 5 player markers,** as well as **5 workers (green) and 1 leader (purple).** He keeps the screen next to his city board. The player markers and survivors are placed behind the screen.



One player marker of each player is placed on the first space of the marauder track.



One player marker of each player is stacked randomly on the 10th space of the victory point track. Put the **victory point chips** next to the start of the victory point track.

Note: Keep the victory point chips next to the victory point track. Once a player has circled the track, they claim a +40 victory points chip and continue on the track again. If they circle a second time, they will flip it to +80. After the third time around, they claim a +120 chip and finally flip it to +160.



Every player draws **2 scoring tiles** and places them behind their screen.

Note: In a three player game the remaining two scoring tiles are put back in the box unseen.



Put **all remaining survivors** in the **draw bag** and mix them thoroughly.

***Important:** In a three player game sort out 5 workers (green) and 1 leader (purple). Put them back in the box, they are not needed this game.*



Survivor Overview:

Red = marauders | *Green = workers* | *Yellow = Engineers* | *Blue = soldiers*



Purple = leader



The leader can assume any color.

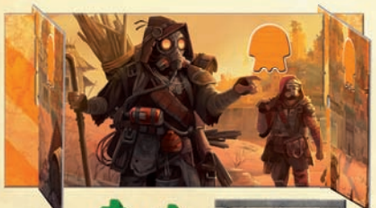


Buildings level 2



Buildings level 1





Survivors



Scoring tiles

Player markers



How to play

Armageddon is played over 6 game rounds. There is an intermediate scoring phase after 3 rounds, with final scoring after 6 rounds.

Each round consists of 4 Phases: 1. Setting Up | 2. Auction | 3. Resolving | 4. Completion

Sequence of play:

1. Setting Up

All players move their marker on the marauder track equal to what is showing on the game round track for the current round. Then, the game round marker is moved to the current game round space.

Next, all players resolve the damage track on their individual city board. If the damage marker is on the first space, the player gains 2 victory points and advances their scoring marker accordingly. If the damage marker is on the second space, nothing happens. If the damage maker is on any other space, the player resolves the **effects of all spaces** to the left of the damage marker, **not including the first space or the space of the damage marker.**



Example: At the start of the second round all players place their player marker on the marauder track 2 spaces to the right, as indicated by the number on the round track.

The effects in detail



*+ **Marauder:** The player moves their player marker on the marauder track one space to the right.*



-1 / -2: The player moves their scoring marker on the victory point track one or two spaces backwards.



-Purple: The player must place their leader (purple) next to the damage track. The leader is not available for bidding or any actions within the city during this game round. The player only regains his leader when the damage marker is on or left of that space. He is placed behind the screen.







Example: Travis (white) evaluates his damage track and has to advance his player marker on the marauder track one space to the right. He also loses 2 points on the point track

Now reveal equipment cards equal to the number of players and place them, face up, on the equipment display of the game board, from left to right. Then randomly draw as many survivors from the bag as shown above each card and place them standing upright on that card.

***Important:** There is a limit of one marauder (red) for each equipment card in the FIRST ROUND ONLY. If a second marauder is drawn for a card, draw another and place the marauder back in the bag.*

Finally, reveal building cards equal to the number of players and place them, face up, on the building display of the game board.

During rounds 1-3, place level 1 buildings and place level 2 buildings during rounds 4-6. Place one building tile face up on each building card.



2. Auction

The players use their survivors in order to get equipment cards, construct new buildings and perform actions within their city.

The player with the most victory points is the start player. In case of a tie, the tied player whose player marker is on top of the stack is the start player.

The start player has to make the first bid. Afterwards, going around the table clockwise, all players must take it in turns to bid.

Exploration



Equipment cards and survivors are put up for auction here.

Construction



Building cards and building tiles are put up for auction here.

City



The number of survivors the players offer here is the number of survivors they intend to use later for performing actions within their city.

Auction tiles



These show the bonus and penalty for the winner and the loser of the different auction areas.

In order to make a bid the player takes one of their player markers from behind their screen and places it on the topmost unoccupied space of one of the three auction areas. They add as many of their survivors as they wish to their marker, thus showing how many survivors they offer. Bidding no survivors is allowed. Then, the next player makes their bid. He can chose to bid on the same or chose a different area. Continue in this manner until each player has made **exactly one bid in each of the three auction areas.**



Example: Nikki (orange) places the last bid of the round and has to make it at the scavenge area, since she already made bids in the two other areas. She makes a 0 bid.

Before resolving the auction areas one after another, the bonuses and penalties of all areas are assigned. This is done in the following order: Exploration, Construction, City.

The bonus of each area is awarded to the player who had offered the most survivors here – this is the winning bid. In case of a tie for the winning bid, the tied player who had made their bid earlier gains the bonus (lying closer to the top).

The player who had offered the fewest survivors here suffers the penalty – this is the losing bid. In case of a tie for the losing bid the tied player who had made their bid later suffers the penalty (lying closer to the bottom).

Each bonus and each penalty is dealt with immediately. You will find a detailed explanation of the auction tiles on page 10.



Example: Nikki (orange) had the highest bid alongside Ani (black). Since she placed her bid before Ani did, she takes an equipment card off the stack as her bonus. Frank (brown) has made the lowest bid and has to increase his damage by moving his damage marker one space to the right as his penalty.

3. Resolving

Now all auction areas are resolved, starting with Exploration, followed by Construction and finally the City.

Exploration

In descending order of the offers (from high to low), each player selects one equipment card from the display and takes it for themselves, together with any survivors on that card. The player adds the card to their hand and hides the survivors behind their screen, except any red marauders.

For each marauder taken, the player moves their player marker on the marauder track one space to the right. If the marker is on the last space, the player loses 1 victory point for each leftover marauder.

Subsequently, the marauders are returned to the draw bag.

You will find a detailed explanation of the equipment cards on page 11.



The order in which players can chose is the following:

Travis, Nikki, Frank and then Ani.

Travis (white) begins and takes the gun and ammo equipment card as well as the engineer and soldier. The marauder goes back into the bag and he advances his player marker on the marauder track one space to the right.

Construction

In descending order of the offers (from high to low), each player selects one building card from the display and takes it for themselves, together with the building tile on that card.

A player may construct that building in their city immediately, or they may forfeit it and return it to the game box.

Buildings come in 4 different types: Headquarters, Civil, Military, and Science. New buildings can be constructed on each of the 8 construction sites of a player's board, except on the first two which are reserved for the Headquarters and the Watchtower. A building may be overbuilt, in that case only the new building counts.

Neither the Headquarter nor the Watchtower can be overbuilt. Instead, they can be upgraded using the correct cards. The new buildings contain upgrade cards for the Headquarter and Watchtower. These can only be built over the corresponding, existing building.

The building tiles have various effects, which are applied immediately. Thereafter, they are returned to the game box. You will find a detailed explanation of the building tiles on page 10.

The 4 different building types:



Headquarters ***Civil*** ***Military*** ***Science***

The 2 upgrades:



Upgrades for the Headquarters and the Watchtower.



Example: Nikki (orange) chooses the upgrade to the Headquarters and has to place it on top of her old headquarters. Because of the building token she places her player marker on the marauder track one space to the left and therefore gains 1 point.

City

In their city, players will use all survivors offered in the city auction area to perform various actions. Fighting off marauders, gaining victory points, collecting equipment or repairing damage. Each survivor grants different benefits based on the color.

Green = worker ***Yellow = Engineer*** ***Blue = soldier*** ***Purple = leader***

The leader is wild and can assume any color.



All players take their survivors offered at the City auction area and place them above their city board. Now, players will decide how to use these survivors. One at a time, beginning with the start player, each player takes a turn to perform all of their actions. Then play continues clockwise with the next player. New survivors just gained by exploration MAY NOT be used during this game round.

The players have the choice among three different Actions: Extend, repair, and extra actions: **A) Extend**, **B) Repair** and **C) Extra actions**.



Example: Ani (black) has bid 4 survivors in the city bid area which she can now use to do different actions on her city board.

A) Extend:

Only once during the game, the player may place two survivors of any color on their extension tile in order to remove it, thus constructing the Extension. This counts as a building that provides 2 housing points and has an extra action available.

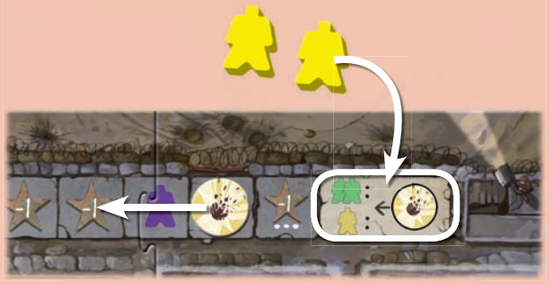
***Note:** The Extension has to be built first, before a player can build another building on top of it.*



Example: Travis (white) has spent a worker and a soldier to build the extension. He places the extension tile back in the game box.

B) Repair:

For each engineer (yellow) they use, and/or two workers (green), the player moves their damage marker on the damage track one space to the left. If the marker reaches the first space, it is flipped to its "+2" side. This action can be performed by the player as many times as he has survivors available.



Example: Travis (white) spends two engineers and moves his damage marker two spaces to the left.

C) Extra actions:

Almost every building enables the player to perform extra actions with special effects. You will find a detailed explanation of the buildings on page 12.



Example: Travis (white) spends his survivors to gain 2 points and fight off 4 marauders.

Anatomy of building cards

Housing points: A player needs at least as many housing points as they have survivors in their city if they want to prevent them from leaving.

Type of the building: Buildings come in 4 different types: Headquarters, Civil, Military, and Science. Some scoring tiles and extra actions let a player gain victory points for certain building types they have constructed.

Special action: Most buildings allow an extra action that the player may activate by using their survivors. Mainly, this comes down to fighting off marauders, gaining victory points, collecting equipment cards or repairing damage.





Headquarters



Civil



Military



Science

One of the most important extra actions is fighting off the marauders.

When performing this action, the player moves their player marker on the marauder track as many spaces to the left as specified.

For each space moved, the player gains 1 victory point, and advances their scoring marker accordingly.

After all players have completed their actions, they proceed with ■ **4. Completion.**



Example: Nikki (orange) spends one worker and one soldier to fight off 3 marauders. She moves her player marker on the marauder track three spaces to the left and gains 3 points.

■ 4. Completion

During this phase, the players check if they were able to fight off all marauders, and if they have sufficient housing points for their survivors.

First, players retrieve all of their markers and survivors from the auction areas, and put them behind their screens. In addition, they retrieve all survivors from the city boards, and place them behind their screens.

For each marauder a player could not fight off during this game round, they must move their damage marker on the damage track of their city board one space to the right. If the marker is on the last space, they lose 1 victory point for each remaining marauder. If the damage marker was on the first space, it is flipped to its explosion side when moving to the second space.

The marker on the marauder track **remains at its current** position.



Example: Ani (black) could not fight off 3 marauders and therefore has to advance her damage marker 3 spaces to the right.

Then, the players add up the housing points of their city board, their building cards, and, if applicable, their building tiles.

If a player's total matches or exceeds the number of their survivors, all find housing, and nothing happens.

If a player's total housing is less than their number of survivors, they must return a number of survivors to the draw bag equal to the difference. It is up to the player to decide which survivors they put back. For each returned survivor, the player loses 2 victory points.

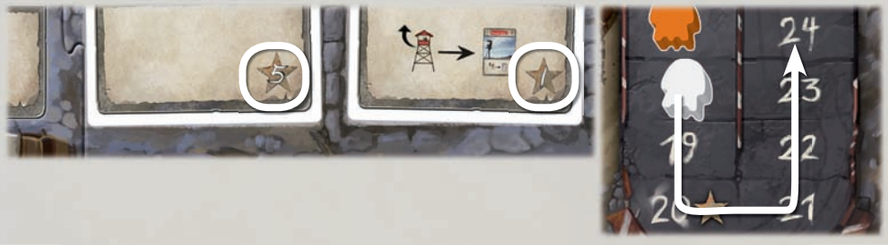
If a player owns any building cards that provide a fixed number of victory points, the player scores these points now, and advances their scoring marker on the victory point track accordingly.



Example: Frank (brown) has a total of nine housing points but 10 survivors. He chooses a worker and places him back in the bag losing 2 points in the process.

The players are now ready to start the next game round.

At the end of the third game round, there is an intermediate scoring, before the game continues with the fourth game round.



Example: Travis (white) gains 6 points because of his two buildings with fixed victory points (5 + 1).

Intermediate scoring after the 3rd round:

All players gain victory points, if they meet the condition of the common scoring tile which lies after the 3rd round of the game round track.

The common scoring tile is scored. Each player shows how many of the required pieces they own, and then gains the specified victory points. Advance their scoring marker on the victory point track accordingly. Once all players score, the scoring tile is placed back in the box. *You will find a detailed explanation of the scoring tiles on page 10.*



Example: Nikki (orange) has 2 engineers which gains her 8 points (4 + 4). She has completed one round on the point track and takes the +40 token in front of her. Ani (black) gains 4 points and she also takes a +40 marker. Frank and Travis have no engineers and get no points for the scoring tile.

Now the 3 auction tiles are removed from the game board and put back in the box. 3 new auction tiles are drawn from the stack and placed on the auction spaces, from left to right.

All players move their player marker on the marauder track back to the first space losing 1 victory point for each space they move backwards. If the marker was already on the first space, the player loses no victory points.

The fourth game round can begin now.



Final scoring

The game ends after the sixth game round, and the final scoring takes place.

First, the remaining common scoring tile is resolved and the players advance their scoring markers on the victory point track (same procedure as for the intermediate scoring).

Then, each player **choses one** of their private scoring tiles and gains the victory points accordingly. These victory points are only awarded to the player that plays it. The other private scoring tile is not scored.

This is followed by scoring the equipment cards in this order: Beer, gasoline, weapons, medicine, vehicle parts, and finally the ancient maps.

Each player must evaluate their damage track one last time.

Each player loses one victory point for each marauder still on their marauder track.

The players now add their victory points from the victory point track to those from their victory points chip. The player with the most victory points is the winner of the game! In case of a tie for the most victory points the tied player with the most equipment cards is the winner. If the tie still persists players share the victory.



Example: Travis counts up his final points: 16 points for the common scoring tile + 10 points for his choses private scoring tile + 12 points from his equipment cards + 2 points from his damage track – 3 points because of the undefeated marauders which makes 37 points. He adds this to his 90 points accumulated over the course of the game and has a total of 127 points.

Overview: Auction tiles

Bonuses:



- Marauder: The player moves their player marker on the marauder track one space to the left and gains 1 victory point. If the marker is on the first space, then nothing happens.



+2: The player advances their scoring marker on the victory point track 2 spaces.



- Damage: The player moves their damage marker on the damage track one space to the left. If the marker is on the first space, then nothing happens.



+ Equipment: The player draws an equipment card from the deck and adds it to their hand.

Penalties:



+ Marauder: The player moves their player marker on the marauder track one space to the right. If the marker is on the last space, then nothing happens.



- 2: The player moves their scoring marker on the victory point track 2 spaces backwards.



+ Damage: The player moves their damage marker on the damage track one space to the right. If the marker is on the last space, then nothing happens.



- Equipment: The player must return one of their equipment cards of their choice to the game box. If they do not own any equipment cards, then nothing happens.

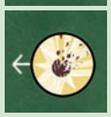
Overview: Building tiles



- Marauder: The player moves their player marker on the marauder track one space to the left and gains 1 victory point. If the marker is on the first space, then nothing happens.



+ Equipment: The player draws an equipment card from the deck and adds it to their hand.



- Damage: The player moves their damage marker on the damage track one space to the left. If the marker is on the first space, then nothing happens.



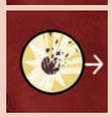
2 Houses: The player has two additional housing points during this game round only. At the start of the next game round, these points are lost and the tile is returned to the game box.



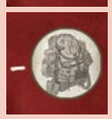
Exchange: The player returns one of their workers to the draw bag and picks either a soldier or an engineer from it, placing that meeple where the workers had been before.



+ Marauder: The player moves their player marker on the marauder track one space to the right. If the marker is on the last space, then nothing happens.



+ Damage: The player moves their damage marker on the damage track one space to the right. If the marker is on the last space, then nothing happens.



- Equipment: The player must return one of their equipment cards of their choice to the game box. If they do not own any equipment cards, then nothing happens.

Overview: Scoring tiles

Scoring tiles give the players the opportunity to make extra points. On the left side it shows the game object, that the player has to have in his possession when the tile is scored, in order to gain the points shown on the right side. The player gains points for each of the demanded game object in his possession.

Survivors:



The player gains points for each survivor in the matching color.

Building type:



The player gains points for each matching building type visible on his city board.

Equipment card:



The player gains points for each demanded equipment card.

***Note:** Each car part card counts.*

Equipment card-back:



The player gains 1 point for **each** equipment card in his possession.

Overview: Equipment cards

Players gain valuable points through equipment cards at the end of the game.

Note: The number in the upper right corner indicates the quanitity of that card in the game.

Beer, gasoline, medicine, weapons

Beer and gasoline award more points the more cards a player has in his possession. A player can not gain more points than the max value listed on the card, even if he has more cards.

In order to gain points for weapons, the player has to have a set of 2 weapon cards and for medicine he needs a set of 3 cards. A player can try to collect more than one set.



Maps

The player owning the most maps at the end of the game gains 8 points, 2nd place gains 4 points. If there is a tie for first place all players tied gain 8 points and no points are awarded for second place. If there is a tie for second place, tied players all get 4 points.



Example:

Frank (brown) has collected the most maps and gains 8 points.

Nikki (orange) is in second place and gains 4 points.

Ani (black) gains no points.

Vehicle parts (car, bus, truck)

Players can gain points in two ways. More points are awarded if you have different parts for the same vehicle type.

Less points are awarded if you combine parts for different vehicle types.





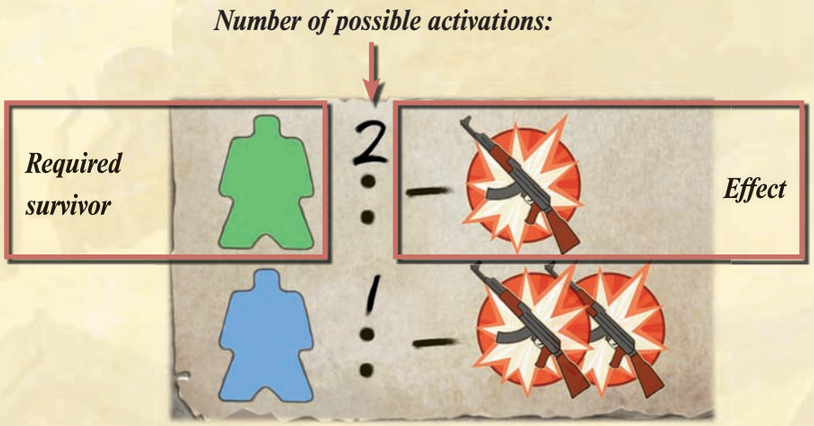
Example: Travis has collected 5 vehicle parts. He almost finished the whole car and gains 9 points for his 3 parts. He has two cards left which are of different vehicle types. He combines those and gains 2 points.

Overview: Building cards

Almost every building card has an extra action, that the player can activate with his survivors that he has placed in the city bid area.

The required survivor for activation is shown on the left side of the colon. On the right side is the effect. As soon as a player activates an effect, the survivor he used is placed on that card and may not be used again this round. How many times a given effect can be used is stated above the colon. Players have to use a different survivor for each activation.

If a card has more than one extra action, both can be used in a turn.



There are following possibilities for activation:



One survivor in the required color is needed.



Either and engineer (yellow) or a soldier (blue) can be used.



Any survivor can be used.



Two survivors have to be used for activation.

Overview: Extra actions of the buildings



The player fights off marauders equal to the amount of symbols shown. He moves his player marker on the marauder track to the left accordingly and gains 1 point for each marauder that he fights off.



The player gains the shown amount of points.



The player gains 2 points for each visible building on his city board that matches the required building type.



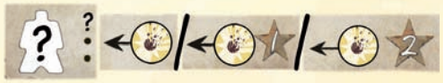
The player draws 1/2 equipment cards from the stack and puts it in his hand.



The player draws three equipment cards off the stack and keeps one of them in hand. The other two are put at the bottom of the stack.



The player chooses one of his equipment cards to discard back into the box. Then he may search the equipment stack and take any card he wants into his hand. Finally, the stack is reshuffled and put back.



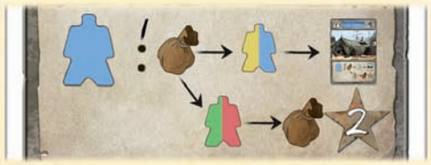
The player moves his damage marker on the damage track one space to the left and depending on the extra action gains 1 or 2 points. If the damage marker already sits on the first space (left most space) this extra action cannot be used.



The player moves his player marker on the marauder track 1/2 spaces to the left but he does not gain any points.

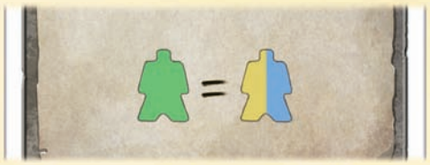


The player takes one of his workers that he used to activate this extra action and places him back in to the bag, exchanging him for either an engineer (yellow) or a soldier (blue) from the bag and puts him behind the screen. If there are no more engineers or soldiers in the bag, he can redistribute his two workers.



The player draws one survivor from the bag. If it is a worker (green) or marauder (red) he is put back in the bag and the player gains 2 points.

If it is an engineer (yellow) or soldier (blue) he is put onto the card and the player can use him immediately to activate another extra action, if possible.



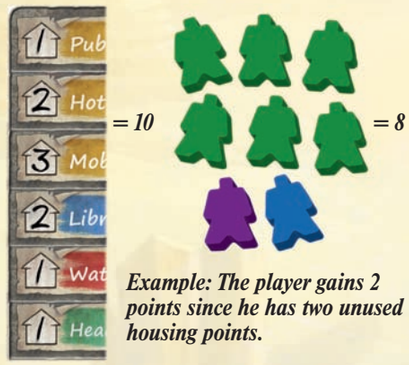
As soon as the player builds this building ("Training Center") all his workers (green) also count as engineers (yellow) and soldiers (blue).



Example: The player has built the Training Center and can now use his worker to activate the extra action which requires an engineer.



The player gets 1 point at the end of every round, for each housing point unused by a survivor.



Example: The player gains 2 points since he has two unused housing points.

Note: *Players are not allowed to have both "Church Mercyful" and "Church Vengeful" built on their city board at the same time.*



The player does not get any points for fighting off marauders anymore. But the card has a fixed number of points, which gains the player 10 points each round.



The player gains 2 points for the first 5 marauders he is able to fight off each round. If he fights off more than 5 marauders in a round he gets 1 point per marauder, as normal.



The player can build a watchtower upgrade on this card. That way the player can have 2 watchtowers in his city.



Every military building (blue) that the player has visible on his city board has an additional housing point. The Builder's Yard also has that additional housing point.

"Thanks to all our playtesters, but especially Chris' Sunday group (Andrew Rice, Carl Rayment, James Howard & Matthew George); David's main team (Joe Kutner, Jon Scafide, Michael Meister, Brent Hall, Paul Hennekes, Roger Tankersley & Ryan Leeson) and all at the Cambridge Playtest Meetup Group."

– Chris Marling & David Thompson

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