

# Nomad's Land

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**Story:** Long ago, an ancient civilization thrived. With their mysterious oasis, no one on the island died. Mysterious weather changes and growing desertification began to cut off the oasis from the rest of society. Their eroded and decayed civilization soon fell. One thousand years later, many factions of nomads discover the island looking for the oasis. Dying of starvation, they must claim the island as their own to survive. Food is scarce and competition is inevitable. The mysterious oasis can only sustain one faction. Only then, may the surviving winners stand a chance to reach and colonize the oasis.

## **Materials:**

- 20 colored tokens ( Blue and Gold)
- Challenge die (-2,-1,0,+1,+2,+3)
- Zone die (Hop, Dig, Aim, Tip, Swap, Wild)
- Combat Die (Arrow, skull, bang, skull bang, ! bang)
- Weather die (Sunny, Partly Sunny, Rainy, Thunderstorm, Blizzard, Tornado)
- Arrow die (Straight, turn left, turn right, left or right, door, stairs)

## **Setup:**

1. This is a free-for-all game meant for 2-4 players, ignore the fact that you share token colors with other players. Each player gets 9 tokens, representing the nomads of a group. One extra token is used to represent the group on the game board.
2. Roll the Zone die to determine the starting location/zone of the food. Place the Zone die in the corresponding square on the board next to "Food Order". This die will only be used as a counter for the rest of the game (explained further in rule #5)
3. Roll the challenge dice to determine which player goes first. Higher number goes first.
4. Pick any start tile to spawn on (must not be start tiles in the food zone)

5. Once you determine turn order, place your challenge die on turn 1 of the turn counter on the board. This will help you remember what turn you are on and what happens on that turn. The same may be done with the weather and food location dice on their special places on the board as well.
6. The weather die starts as Sunny.

### **Win Condition:**

The player with the most nomads after all 9 turns wins.

### **Rules**

Each Turn:

1. Before the turn, see what event happens on this turn (under the turn counter dice). For “FOOD MOVES”, do rule #5 (**Food Movement**). For “WEATHER CHANGES” roll the weather die to change the weather. For “DEATH” do rule #6 at the end of the turn (**Death Conditions**).
2. Each turn, each player may use up to 11 movement, which can be used to move in any cardinal direction, except onto tiles containing another group. Apply the current weather affect as seen in rule #9 (**Weather Effects**). See rule #8 for the effects of each individual tile type (**Tiles Restrictions and Effects**).
3. If a player’s group size reaches 0, they die and their piece is removed from the game.
4. At the end of the turn, move the turn counter die to the next turn number.

### **Events Rules:**








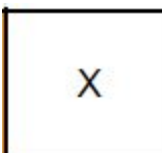
#### **5. Food Movement**





The whole board is split into 9 zones each of which has a name as seen in the “Board Zone Key” on the board. Move the Zone die one square to the right, or to the start if it was at the end. The resulting location becomes the new food zone until the next “FOOD MOVES” event.

## 6. Death Conditions

Each group needs food to satisfy starvation or water to satisfy dehydration. For a group to have food, it must be located on a FOOD tile **in the current food zone**. Otherwise, for a group to have water, it must be located on **any** WATER tile (not just in the food zone) (Note that a group cannot have both food and water at the same time). If a group only has WATER, they lose nomads equal to the “hunger penalty” (as seen on the board). If a group only has FOOD, they lose 1 nomad. If a group has neither FOOD nor WATER, they lose 1 nomad + the hunger penalty.



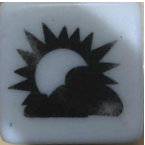



## 7. Tile Restrictions & Effects:

	Grass : One movement		Shelter/Homes : One movement. Immune to weather effects if on this tile at the start of the turn
	Sand : Two movement.		Quicksand: Passable, but consumes all movement (Immediately end turn)
	Mountains: Cannot enter tile		Cliff: One movement. The red line indicates the edge of the cliff, which cannot be scaled in the opposite direction.
	Tunnel : You may use one more movement to go to the other side. They are marked with a number to indicate connection. Immune to weather effects		Trap: Two movement. Do rule #8.




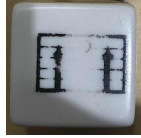


	Water : Water resource; one movement		Food : Food resource; one movement
	Start: Starting location; acts exactly as shelter		Oasis: One movement. Do rule #10.

## 8. Weather Effects






Weather conditions determine how much a player can move, unless the player starts the turn on a shelter tile (or equivalent). For the tornado condition, at the beginning of the player's turn, roll the Arrow dice. If it lands on an arrow, the group moves in that direction for 2 squares (ignoring cliffs' red edges). If there's a case that a player would get pushed off the map, they lose 1 nomad and don't move. If they ram into another player, they both lose 1 nomad and are in the adjacent tile. If you land on a mountain/block, you continue in that direction until you can land on a tile (or off the map and go back to the closest tile). If they rolled the staircase or door, there is no weather effect this turn.

	Sunny: No Penalties		Thunderstorm: -2 Movement
	Partly Cloudy: No Penalties		Blizzard: -3 Movement (like Tornado effects but only 1 movement push)
	Raining: -1 Movement		Tornado: -3 Movement + Pushed around

Arrow dice for tornado (directions relative to facing “up the board”, compass included)

	Up Tornado : Force move up		Right Tornado : Force move right
	T Sign Tornado : Force move right OR left, you may choose		Door Tornado: No movement
	Left Tornado : Force move left		Stairs Tornado: Force move down

9. Each time your group moves onto a trap square, roll the Combat die to determine the effect using the table below.

	Pass safely		Skull: One group member dies
	Explosion: Stop movement on that tile (end turn)		Skull Boom : One group member dies, the group immediately stops on that tile (ends turn)
	Explosion Bang: -2 movement		

10. The desert Oasis in the middle is a special place where players can revive their dead group members. Upon reaching, gain 4 nomads to join you. Food and water conditions are automatically met as well. Your party may choose to stay until the death turn passes, then the group is teleported back to a start tile of their choice at the end of the turn.