

Caravan

The Rules

Introduction

The setting is a post-apocalyptic one. Resources necessary to human survival are in short supply. Some fight to rebuild society, while others take to a life of anarchy and violence. That's where you come in.

In Caravan you and your competition take on the role of a traveling **Caravan**, delivering **Resources** from place to place, surviving the dangers of the wild. This, in turn, earns you **Cash**. The first player to reach the requisite amount of **Cash** wins, that amount being based on the number of players:

Two-player game: 35 **Cash**
Three-player game: 30 **Cash**
Four-player game: 25 **Cash**

This generally consists of traversing the board in an effort to finish **Missions** before the other players, while playing the **Event** cards in your hand to impede their progress, and trying to survive the cards being played against you.

Game Components

Caravan is played using a number of game components.

- The game board
- Dice
- An **Event Deck** to be shared by all the players
- A **Mission Deck** to be shared by all the players
- An **Attack Deck** to be shared by all the players
- Four **Caravan Decks**, one for each player
- Four **Caravan Markers**, one for each player
- Resource** beads in the **Resource Basket**: black for **Fuel**, tan for **Munitions**, blue for **Rations**, red for **Medicine**, green for **Cash**

Event Cards

Event cards are drawn from the **Event Deck** at the end of a player's turn. Each player may have no more than three **Event** cards in their hand at any time. Should a player find themselves over the three card cap, they must choose and discard cards 'til they are back down at three. An **Event** card is usually context sensitive to the **Current Player**, and it's effects range from harmful to beneficial. An **Event** card may be played at any time unless otherwise stated and acts as an interrupt of what is currently going on in the game. Should the **Event Deck** ever run out of cards, shuffle it's discard pile back into the deck.

Attack!

Attack! is a special **Event** card. When an **Attack!** card is played, the **Current Player** pulls a card from the **Attack Deck** and faces it in **Combat**. A player may only play one **Attack!** card on each player's turn and this must be during the **Encounter** phase. **Surprise Attack!** and **Ambush!** also count as **Attack!** cards.



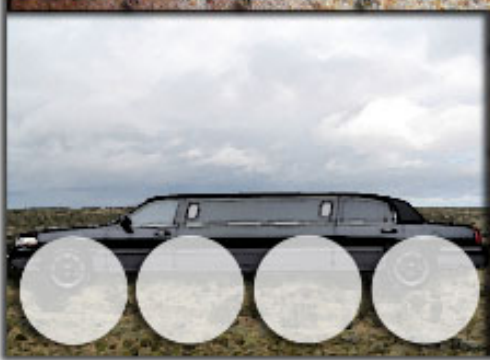




Title










Event Text

Caravan Cards

Caravan cards can be purchased for the **Cash** value at the top right of the card. They can only be purchased at a **City** during the **Location** Phase. They have a **Health** stat, **Attack** stat, **Defense** stat and **Movement** stat. These stats, with the exception of **Health**, are cumulative across your entire **Caravan**. The **Health** stat represents each cards resistance to destruction. If a **Caravan** card takes too many **Hits** it is destroyed and placed back in your **Caravan Deck**. These **Hits** are represented by red beads placed outside any **Storage Spaces**. Caravan cards may have **Storage Spaces** for **Resources**. This **Storage Space** is color coded by **Resource**: black slots for **Fuel**, tan slots for **Munitions**, blue slots for **Rations**, red slots for **Medicine**, and white slots for any **Resource** type. **Cash** does not use any **Storage Space**. Other **Caravan** cards will have special abilities. These use **Resources** stored on your **Caravan** to achieve a special effect. Note: No **Caravan** may ever have more than five **Defense**.

Cost	Title		
	The Head of the Caravan	 Health	
		4	
		 Attack	
		3	
		 Defense	
		3	
		 Movement	
		4	
			
			Storage Space

Cost	Title		
4 	Mobile Garrison	 Health	
		3	
		 Cumulative Attack	
		 Cumulative Defense	
		1	
		 Cumulative Movement	
			
			Special Ability

Attack Cards

Attack cards are pulled from the **Attack Deck** for the **Current Player** to fight during the **Encounter** phase. This occurs when players enter **Wilds** or when other players use an **Attack!**, **Surprise Attack!**, or **Ambush!** card. They have a **Health** stat, **Attack** stat and **Defense** stat. Should the **Attack Deck** ever run out of cards, shuffle it's discard pile back into the deck.

Keywords

Keywords are special rules listed on **Attack** cards. These consist of a word and usually a number. **Check** is a keyword that requires your **Caravan's** total **Health** to be equal to or greater than then number attached to the keyword. **Bounty** is a keyword that rewards a player with a certain number of **Cash** upon defeating the **Attack**.

	Title	
Cost		
Attack		Keywords
Defense		
Health		Attack Text

The image shows a card titled "Road Warriors" with a central illustration of a character in a hooded cloak and goggles. Below the illustration are three icons: a sword, a shield, and a heart, each with the number "3" below it. To the right of these icons is the text "Check 8" and "Bounty 3". At the bottom of the card is the text: "Current player may lose 2 fuel to shuffle Road Warriors back into the deck."

Mission Cards

Mission cards represent the needs of the various **Towns**. They pose a goal to all players: bring certain **Resources** to a certain **Town** to get **Cash**. The players must compete to meet the objective before everyone else. A **Mission** is completed during the **Location** Phase, when a player is at the right **Town**, and is willing to lose the combination of **Resources** listed on the **Mission** card. Return the **Resources** to the **Resource Basket** and give yourself the appropriate amount of **Cash**. Then, discard the **Mission** card and draw a new one to replace it. Should the **Mission Deck** ever run out of cards, shuffle its discard pile back into the deck.

Required Resources - Cash Reward



Town Name
District

Resources

Resources are the deliverables you need to complete a **Mission** card. They sit in the **Resource Basket** until needed in the game, and return there when they are used. There are four **Resources** you have to deliver: **Fuel**, **Rations**, **Medicine**, and **Munitions**. You may pick these up from a **City** during the **Location** phase. When you pick up **Resources** you must have the appropriate **Storage Space**, represented by bead-sized circles on a given **Caravan** card. At any point, you may ditch **Resources** off of your **Caravan** at no cost. The fifth **Resource** is **Cash**. **Cash** does not fill any **Storage Space**, instead being placed in a pile to the side of your **Caravan**. Each **Resource** is associated with a color and icon for reference during the game:

Fuel



Rations



Medicine



Munitions



Cash



Black for **Fuel**, blue for **Rations**, red for **Medicine**, tan for **Munitions**, and green for **Cash**. These colors also correspond to the color of **Storage Spaces** available on your **Caravan** (white allowing space for any type of resource) and the beads you use to represent these **Resources**.

Setting up the Game

First layout the game board and shuffle the **Event Deck**, **Attack Deck** and **Mission Deck**. Then, give each player a **Caravan Deck**, consisting of one of each **Caravan** card. From the **Caravan Deck**, each player may take a **Head of the Caravan** card for no cost. This represents the beginnings of your **Caravan** and contains your base stats. Each player also chooses a colored **Caravan Marker** and receives five **Cash**. From the **Mission Deck**, deal a number of cards to the table, face-up. This number is based on the amount of players in the game:

Two-player game: 4 **Mission** cards
Three-player game: 5 **Mission** cards
Four-player game: 6 **Mission** cards

Then each player chooses a starting **City** for their **Caravan**. After everyone has chosen one of the four **Cities** to start in, each player rolls a die. The player with the highest number takes the first turn and play continues to the left.

Turn Order

A turn consists of three phases: **Movement**, **Encounter**, and **Location**.

Movement Phase

During the **Movement** phase, the **Current Player** may move his **Caravan Marker** a number of spaces equal to his **Movement** stat.

Encounter Phase

The **Encounter** phase gives other players the opportunity to play **Event** cards against the **Current Player**, specifically **Attack!** type cards. In the event that an **Event** card is played, read the text on the card and resolve it accordingly. If an **Attack!** event is played, the **Current Player** draws the appropriate amount of **Attack** cards from the **Attack Deck** and must defeat the encounter in **Combat**. All **Attack!** cards must be played before **Combat** begins.

Combat

Combat uses a number of stats and dice rolls to resolve itself. These stats are **Attack**, **Defense**, and **Health**. The **Attack** stat dictates how many dice you roll. The **Defense** stat tells you which of your opponents dice missed, tie goes to the defender. When you are **Hit**, you must take damage to your **Caravan**. These **Hits** may be spread out across the various sections of your **Caravan** as you see fit, but be mindful that once you lose a section of your **Caravan** it must be purchased again. An **Attack** card takes **Hits** until they equal the **Attack** card's **Health** stat. It is then discarded. The stages of **Combat** work out like this:

Current Player	Enemy Attacker
The Current Player rolls a number of dice equal to his or her cumulative Attack stat.	An enemy player rolls a number of dice equal to the Attack stat on the Attack card.
All die rolls greater than the Attack card's Defense are treated as Hits . The Attack card takes damage equal to the number of Hits .	All die rolls greater than the Current Player's cumulative Defense stat are treated as Hits . The Current Player takes damage equal to the number of Hits .
Combat continues until the Attack card has no more Hits to take and is defeated or the Current Player is defeated.	Combat continues until the Current Player has no more Hits to take and is defeated or the Attack card is defeated.

Location Phase

During the **Location** phase players may enter a location they are currently at. There are three different kinds of location: **City**, **Town**, and **Wild**.

Cities

City locations serve as starting points and allow you to pick up **Resources**. When entering a **City**, players may pick up any number of **Resources** offered at the location, as long as they have the appropriate **Storage Space**.

Towns

Towns are civilized locations connecting the **Cities**. You will be delivering your **Resources** to these **Towns**. Players may enter **Towns** to complete **Missions** during the **Location** phase. Return the required **Resources** to the **Resource Basket** and give yourself the appropriate amount of **Cash**. Then, discard the **Mission** card and draw a new one to replace it.

Wilds

Wild locations are points of interest that come with an increased element of danger. When moving through or stopping at a **Wild** location, players must draw and fight two **Attack** cards from the **Attack Deck** during the **Encounter** phase. During the **Location** phase, players at a **Wilds** may pick up any number of **Resources** offered there, as long as they have enough **Storage Space**.

Players signal the end of their turn by discarding a card from their hand if they so choose, and then drawing a card from the **Event Deck** if their hand size is below three.

Winning the Game

The first player to reach the requisite amount of **Cash** wins, that amount being based on the number of players:

Two-player game: 35 **Cash**
Three-player game: 30 **Cash**
Four-player game: 25 **Cash**

Once a player has reached the **Cash** requirement to win the game, play continues until it gets back to the player that took the first turn of the game, giving every player an equal number of turns. Players should then cash in their various **Caravan** cards for half of their value in **Cash**, rounded down. This is then added to their existing pool of **Cash**. The player with the most **Cash** is the winner.

Destruction

Should a player's **Head of the Caravan** card be destroyed, they are considered defeated. This means they must return all their **Caravan** cards (except the **Head of the Caravan**) to their **Caravan Deck** and return all **Resources**, including **Cash**, to the **Resource Basket**. Then the player essentially starts the game over again. They choose a new starting **City**, receive another starting five **Cash**, and all **Hits** are removed from their **Head of the Caravan**. A player that is defeated only retains the cards in their hand; that is not reset.