

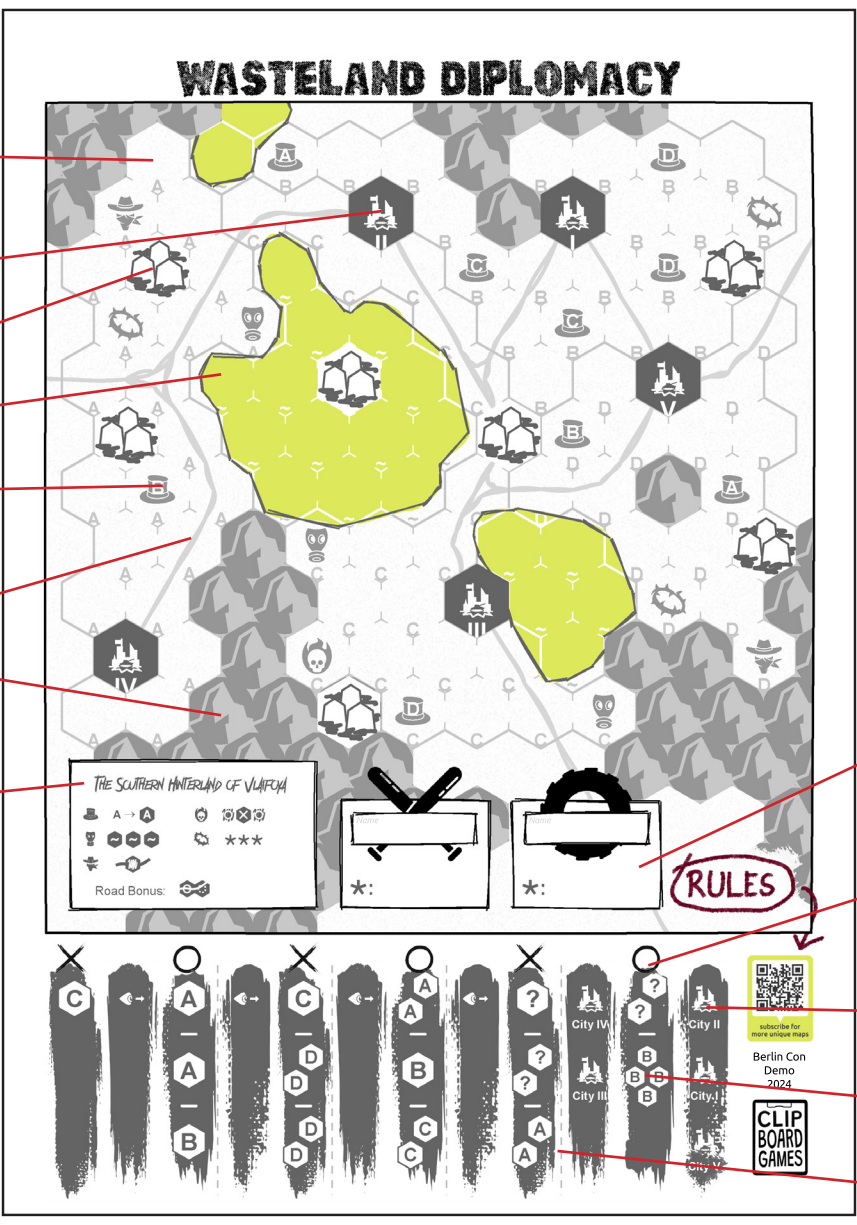
WASTELAND DIPLOMACY

next level
print&play

 20-30 min  2-4  medium

As warlords, you compete for control over a post-apocalyptic wasteland. Take turns selecting actions and occupying hex tiles on the map by drawing your symbol. Occupied clans grant you bonus actions that can combine into powerful moves. Cities are scored progressively, earning points for connections between settlements and cities. The player with the most influence after 6 rounds wins.

The entire game is played on a single sheet of paper. Each map and the corresponding actions are unique (generated by an algorithm) and require new strategic decisions each game.



WASTELAND DIPLOMACY

Empty space (Sector A)

City II

Settlement

Water

Clan (Drifter)

Road

Mountain

Reference

Player (name, symbol and points)

Round (starting player)

City scoring (City II)

Action („4-B“)

Cutting line

RULES

THE SOUTHERN HINTERLAND OF VALFOYA

Road Bonus:

City IV

City III

City II

City I

Berlin Con Demo 2024

CLIP BOARD GAMES

This part is not visible / folded to the back at the start of the game

SETUP

- Cut along the four dotted lines at the bottom of the sheet.
- Fold all resulting flaps back except the left one. *(These flaps contain the actions you can choose later in the game. Do not look at them in detail!)*
- Enter your warlord names in the designated fields. Player X begins!

ROUND STRUCTURE

The game is played over 6 rounds, and players take turns selecting and performing available actions. *(The number of actions per round does not necessarily match the number of players, so the starting player changes each round.)*

Between rounds, reveal the next flap. Later, cities are scored, earning you victory points.

SPACES

Spaces on the map can have different states:

- Only **empty** spaces with letters or water spaces can be occupied.
- **Occupied** spaces are **active** as long as they are adjacent to a city or connected to a city through a chain of active spaces with the same symbol. *(If a symbol in this chain is destroyed, they become **inactive**.)*
- **Destroyed** spaces are ignored in all respects. Only spaces with letters or water spaces can be destroyed *(not settlements or cities)*.

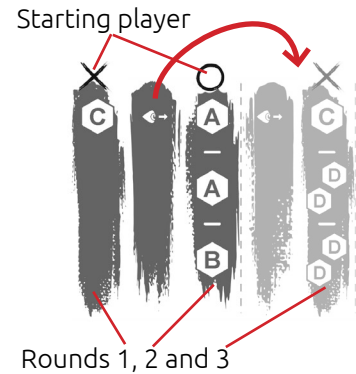
Cities and mountains cannot be occupied. Settlements can be occupied by multiple players simultaneously.

ACTIONS

Actions consist of one or more hexes with a letter (A, B, C, D, or ?) and allow you to occupy spaces on the map by drawing your symbol. This works according to the following rules:

- Each space must be empty and have the corresponding letter.
- A **question mark (?)** means you can choose either a sector or water (~).
- If you occupy multiple spaces, they do not need to be adjacent to each other.
- Each space must be adjacent to any city or another occupied active space.
- **Settlements:** The first time you occupy a space adjacent to a settlement, you may also occupy the settlement itself. If at least one building is free, mark it with your symbol.
- **Roads:** Whenever you occupy a road space, you may occupy an adjacent space connected by the road. It doesn't need to be in the same sector. If no such space

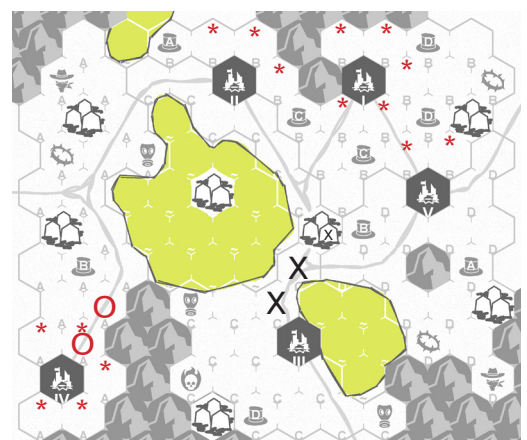
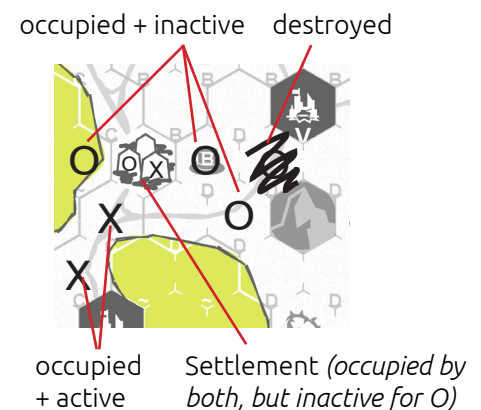
The PDF generator can be found at:
<https://clipboardgames.com/wasteland-diplomacy/pdf-generator.html>



In the first round, X has only one option: Action „1-C“.

Afterwards, the next flap is revealed. *(The actions for the following round are always visible, which allows for better planning ahead.)*

In round 2, O starts and must choose between actions „1-A“ and „1-B“. Then X chooses, and finally O gets the remaining one.



O can occupy one of the spaces marked with „*“ on her first turn. She chooses action „1-A“ and gets the road bonus, for which she has only one option though.

exists, the road bonus is lost.

- **Clans:** Whenever you occupy a clan space, you receive a bonus action that you can use this turn.
- Actions do not need to be performed consecutively but can interrupt each other.

CLANS



A → A

Drifter – Occupy a space in the designated sector (the letter in the hat).



Raider – Destroy a road space (anywhere on the map, occupied or empty).



Pirate – Occupy 3 water spaces. (They do not need to be adjacent to each other, but each must have a connection to a city.)



Bomber – Choose one of your occupied active spaces and destroy all adjacent spaces occupied by opponents. (You can also choose a settlement.)



Guardian – Gain 3 points immediately.



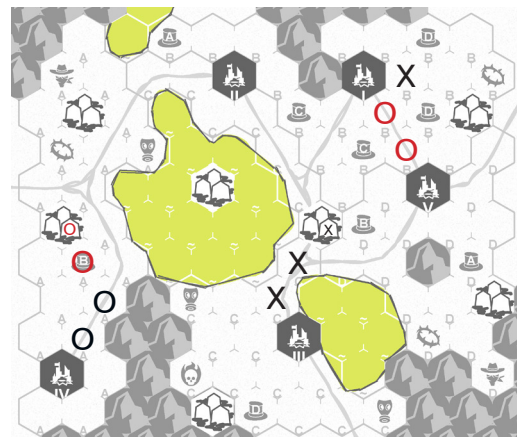
Enforcer – Occupy 3 empty spaces in a triangle. (No water. They do not need to be in the same sector, but one must be connected to a city. The spaces must fit; you cannot occupy just one or two. This can trigger additional clan or road bonuses.)



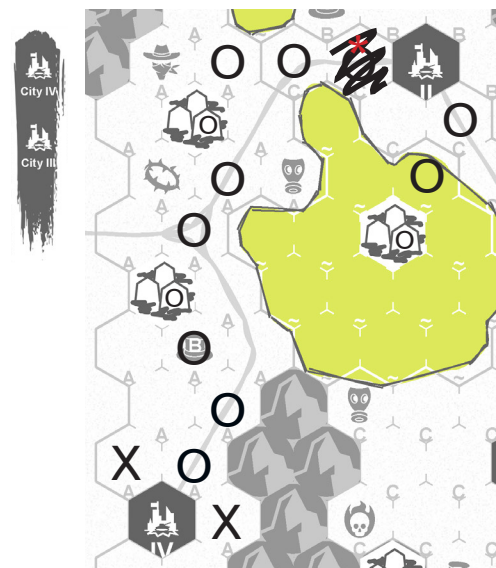
CITY SCORING

Each city is scored once during the game between two rounds or after the last round. All players who have occupied an adjacent space participate in the scoring and receive one point for each city and settlement they have connected to the scored city, including the scored city itself. Connections count through other cities.

After the final city scoring, the game ends, and the player with the most points wins.



After X has taken action „1-B“, it's O's turn once again with „1-A“. She chooses the space with the Drifter. This allows her to also occupy the settlement above it and additionally receive the clan bonus. This occupies a space in B, thereby earning her another road bonus. (Nice!)



City IV is being scored:

X has occupied adjacent spaces but has no connections to other settlements or cities, earning 1 point.

O has managed to connect two settlements with the city. The connection to City II and the settlement in the water was unfortunately cut off by the destruction of the road space (*). Therefore, O receives 3 points instead of 5.

