EXPANSION OVERVIEW

War. War never changes. Throughout human history, violence has remained a constant factor on planet Earth. As our civilizations advanced, so did our ability to destroy. This progress culminated in the atomic age, an age of technological wonders fueled by access to the secrets of nuclear power. But as time wore on the need for resources became ever greater, and eventually the very thing that created the age of wonder ended it in a flash of atomic fire.

But that was then. If you spend all your time now worrying about those poor schmucks from a hundred years ago, you won’t notice the angry deathclaw breathing down your neck! Humankind has risen from the ashes of the old into a weird world full of danger and—if you are brave or foolish enough—opportunity. Just keep this in mind: war never changes.

The Fallout: New California expansion provides additional characters, items, enemies, map tiles, and two new scenarios for Fallout: The Board Game, including all-new, cooperative-scenario rules. Also included are expanded scenario sheets for the four core game scenarios, which are used to play those scenarios with Fallout: New California quests and map tiles.

NEW COMPONENTS

This expansion contains many components that can be combined with components from Fallout: The Board Game.

CARDS

To expand your game, add the new asset, loot, unique asset, and perk cards into their respective decks from Fallout: The Board Game. These cards are used regardless of which scenario you choose.

The encounter and quest cards can also be combined with their base-game counterparts; it is recommended that you keep these cards organized by number to make finding them as fast and easy as possible. However, you may find it useful to keep the card library from Fallout: New California separate from that of Fallout: The Board Game to make it easier to find specific cards while playing the new scenarios.

Fallout: New California cards can be identified by the expansion icon in the bottom-left corner of the map tile.

SURVIVORS

Fallout: New California includes five new survivors (and their corresponding figures and starting S.P.E.C.I.A.L. tokens). All of these survivors may be selected for play during step 7 of setup.

Important: When playing as the Mister Handy survivor, make sure to take both Mister Handy starting character cards!

TOKENS

Combine the faction, enemy, and quest marker tokens from Fallout: New California with those from Fallout: The Board Game. These tokens are used regardless of which scenario will be played.

Fallout: New California enemy tokens can be identified by the expansion icon on the enemy’s title bar.

MAP TILES AND SCENARIOS

Fallout: New California includes 12 new map tiles which are used in conjunction with all of the *A and *B map tiles from Fallout: The Board Game to create the maps for the two new scenarios and for the four expanded scenarios. The expanded scenarios can be identified by the word “Expanded” in the title line of the scenario sheet. When playing the non-expanded scenarios from Fallout: The Board Game, do not use any of the map tiles from the Fallout: New California expansion.

Fallout: New California map tiles can be identified by the expansion icon in the lower-left corner of the map tile.
“NEW CALIFORNIA” RULES

The “New California” scenario included in this expansion uses a different set of rules than the standard scenarios. The “New California” scenario sheet includes a quick reference to remind players of the scenario rules; the complete rules can be found below.

**SETUP**

During setup of the “New California” scenario, players do not draw agenda cards; influence is not used to win the game. Additionally, all of the agenda cards are used to create the agenda deck for this scenario, regardless of player count.

**VICTORY AND LOSS**

During this scenario, victory and loss conditions are different from that of a standard game. Survivors do not win or lose individually. Instead, the survivors as a group win when the ★ power token reaches the final space of the power track. Conversely, the survivors as a group lose when the ★ power token reaches the final space of the power track. The survivors will move these tokens back and forth along the power track by gaining agendas and completing the main scenario quest.

**KILLED**

During this scenario, when any survivor is killed, advance the ★ power token one space toward the final space of the power track in addition to the other effects of a survivor being killed.

**END OF THE ROUND**

While playing the “New California” scenario, when the final agenda card is drawn and the agenda deck is reshuffled, the ★ power token is not advanced. The ★ power token is still advanced as normal.

**AGENDAS**

During this scenario, when a survivor gains an agenda, it is immediately discarded and one of the following effects is resolved based on the name of the agenda card:

- **“Freedom”** (★) Agenda: Advance the ★ power token one space toward the final space of the power track.
- **“Security”** (★) Agenda: Advance the ★ power token one space toward the final space of the power track.
- **Other Agendas**: The survivor who discarded the agenda chooses to resolve either of the effects listed above.

*ADDITIONAL RULES*

Some game effects in Fallout: New California introduce new rules, which are detailed in the following sections.

**ENEMY ABILITIES**

Several enemies have new abilities, which function as follows:

- **Fast**: When this enemy moves, it moves up to two spaces toward the nearest survivor instead of one.
- **Caps**: After a survivor kills an enemy, that survivor gains Caps equal to the enemy’s level.

**CREDITS**

**EXPANSION DESIGN AND DEVELOPMENT:** Dane Beltrami with Brad Andres

**PRODUCER:** Molly Glover

**EDITOR:** Andrea Dell’Agnese and Julia Faust

**PROOFREADING:** David Hansen

**BOARD GAME DESIGN MANAGER:** James Krieffen

**GRAPHIC DESIGN:** Evan Simonet

**GRAPHIC DESIGN MANAGER:** Chris Hosch

**COVER ART:** Matt Bradbury

**MAP TITLE ART:** Ben Zweifel

**INTERIOR ART:** Matt Bradbury

**ART DIRECTOR:** Andy Christensen and Joseph D. Olsen

**MANAGING ART DIRECTOR:** Melissa Shetler

**Sculptors:** Bexley Andrajack, Robert Brantseg, Niklas Norman, and Gary Storkamp

**Sculpting Lead:** Cory DeVore

**Sculpting Manager:** Derrick Fuchs

**Quality Assurance Coordinator:** Zach Travalithomas

**Production Management:** Jassen Beaudin and Megan Daehn

**Licensing Coordinator:** Sherry Ansley and Lung Menas

**Licensing Manager:** Simone Elliott

**VISUAL CREATIVE DIRECTOR:** Brian Schenck

**SENIOR PRODUCT MANAGER:** John Fraze-Wichlacz

**SENIOR MANAGER OF PRODUCT DEVELOPMENT:** Chris Gerber

**EXECUTIVE GAME DESIGNERS:** Corey Komiczek

**PUBLISHER:** Andrew Navarro

**BETHESDA SOFTWORKS**

**Development:** Matt Daniels, Jon Paul Duvall, Kurt Kuhlmann, Alan Names, and Jessica Williams

**Softworks Licensing Approval:** Mike Korbis

**PLAYTESTERS**

Jeffrey Anderson, Adam Baker, Sandra Baker, Jeff Beaudoin, Martin Beauregard, Michael Bugg, Justin Caie, Mike Cavalli, Esther Cheung, Brad Clark, Chris J. Davis, Sebastian Dahle, Misha Faveur, Sig Gunnarsson, Sam Hauge, Nathan Hajik, Jason Homer, Julien Humer, Dean Humphry, Nate Maxwell, Todd Mushlitz, Tyler Parrish, Brandon Penfus, Josh Pitcher, Sebastian Rosewater, Bruce Salzer, Wil Springer, Nocen Strausfeld, Geoff Suthers, Fred Tan, Nikkel Valero, and Johnathan Veach

© 2018 Bethesda Softworks LLC, a ZeniMax Media company. Fallout and related logos are registered trademarks or trademarks of ZeniMax Media Inc. and/or its affiliates in the U.S. and/or other countries. Fantasy Flight Supply and the white FFG logo are trademarks of Fantasy Flight Games. All rights reserved to their respective owners. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, MN 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE BY PERSONS UNDER 13 YEARS OF AGE OR YOUNGER.