





CONFLICT!



LG AMMO
+2 Ammo

(or)

OXYGEN
+1 Oxygen



CONFLICT!



LG AMMO
+2 Ammo

(or)

OXYGEN
+1 Oxygen



CONFLICT!



OXYGEN
+1 Oxygen

(or)

SMALL AMMO
+1 Ammo



CONFLICT!



LG AMMO
+2 Ammo

(or)

OXYGEN
+1 Oxygen



CONFLICT!



MEDPAC
+2 Health

(or)

SMALL AMMO
+1 Ammo



CONFLICT!



OXYGEN
+1 Oxygen

(or)

SMALL AMMO
+1 Ammo



CONFLICT!



LG AMMO
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CONFLICT!

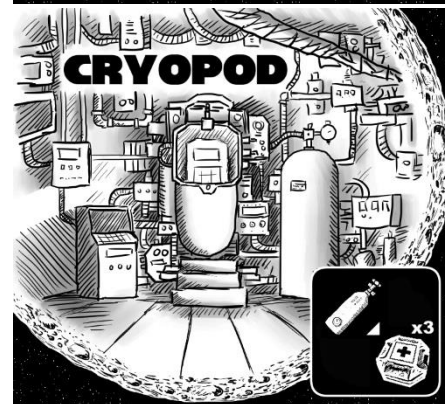

MEDPAC
+2 Health

(or)

SMALL AMMO
+1 Ammo



CRYPOD

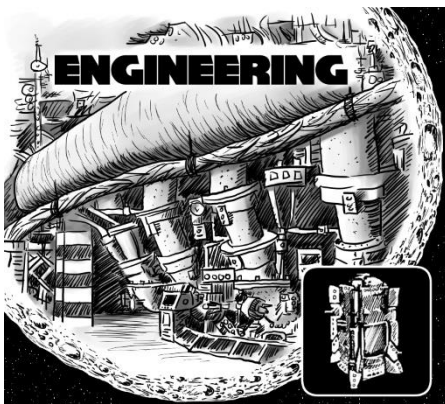

LG AMMO
+2 Ammo

(or)



SM MEDPAC
+1 Health

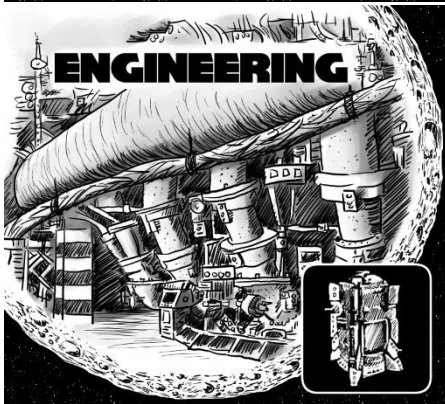

ENGINEERING



SMALL AMMO +1 Ammo
(or)
MEDPAC +2 Health

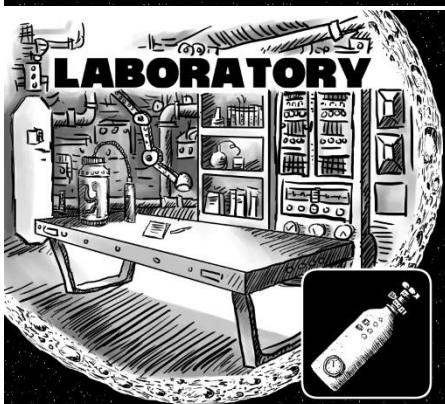

ENGINEERING



SMALL AMMO +1 Ammo
(or)
MEDPAC +2 Health

LABORATORY

SMALL AMMO +1 Ammo
(or)
MEDPAC +2 Health



SICKBAY






SM MEDPAC +1 Health
(or)
OXYGEN +1 Oxygen




STORAGE

SM MEDPAC +1 Health
(or)
LG AMMO +2 Ammo

ARMORY




SM MEDPAC +1 Health
(or)
OXYGEN +1 Oxygen




Desolate PnP

You will need to print out all the cards on these sheets. The backs for each type are provided in a full-sheet format below the cards they serve.

In addition to these cards you will need:

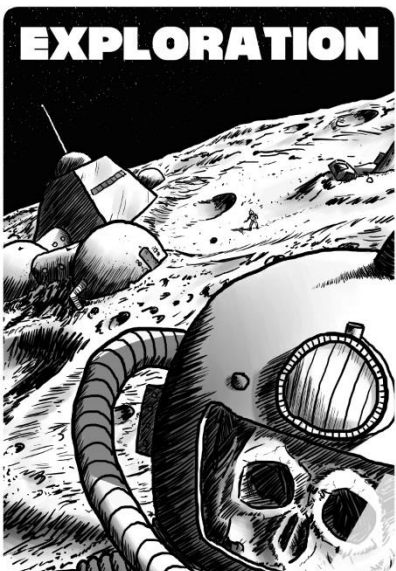
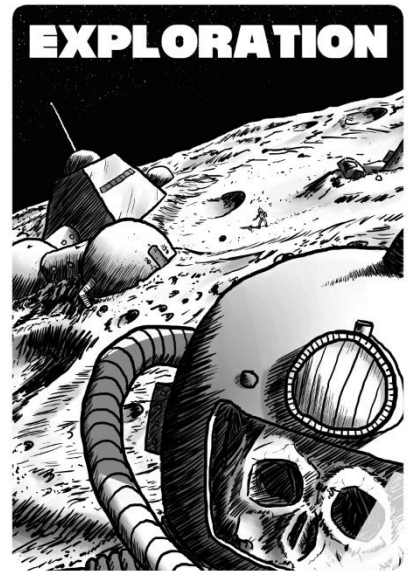
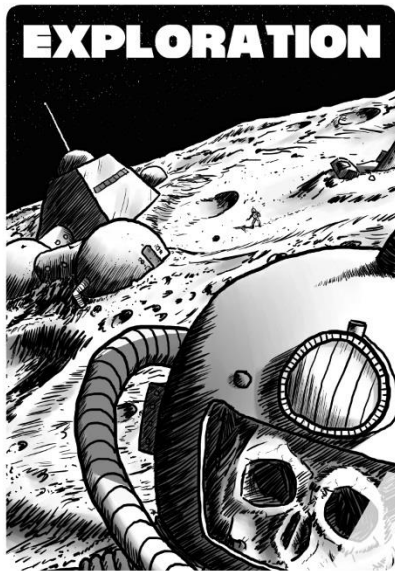
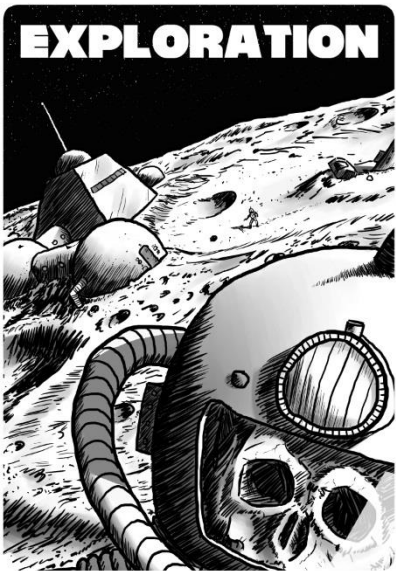
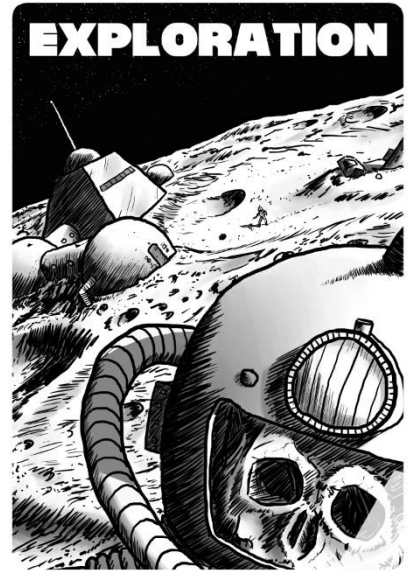
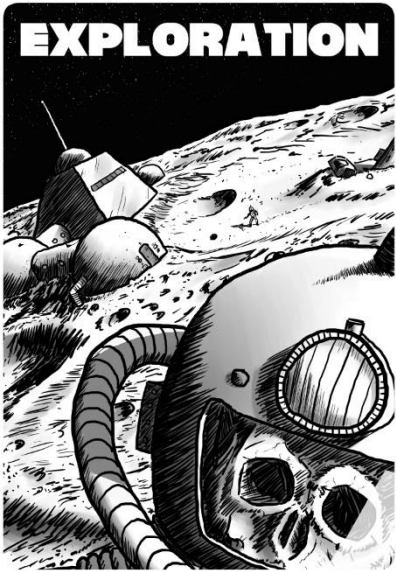
6 six-sided dice (preferred for 4 to be of one color and 2 to be of another, but this is not necessary).

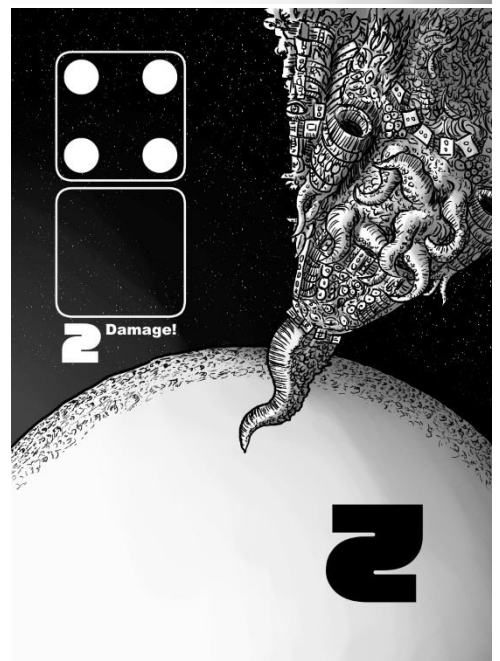
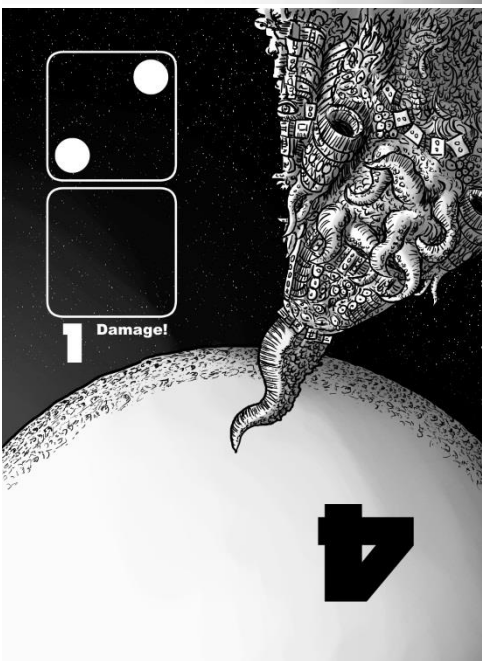
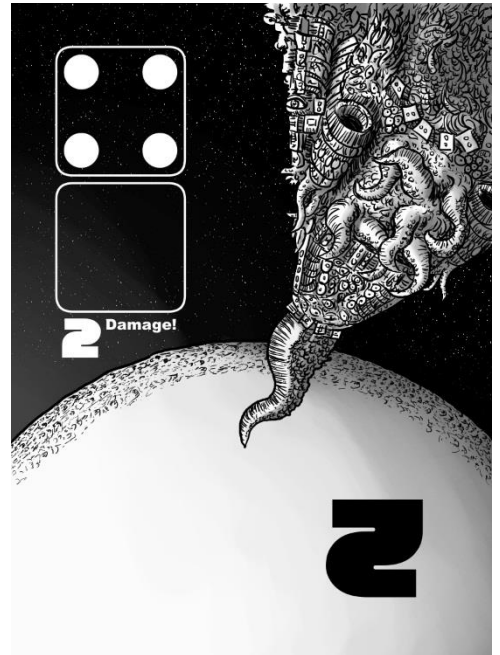
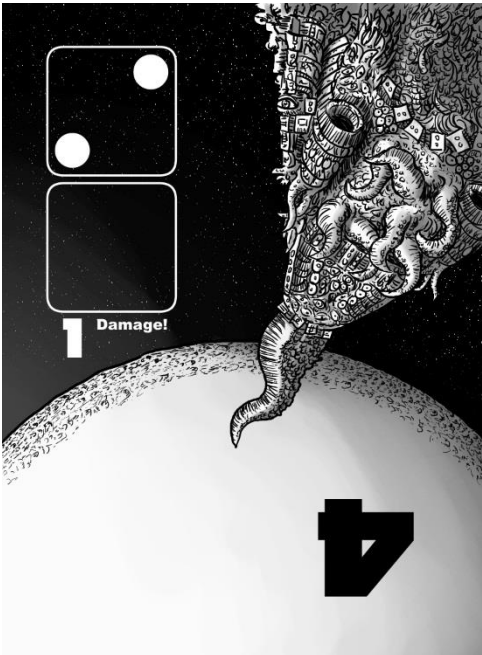
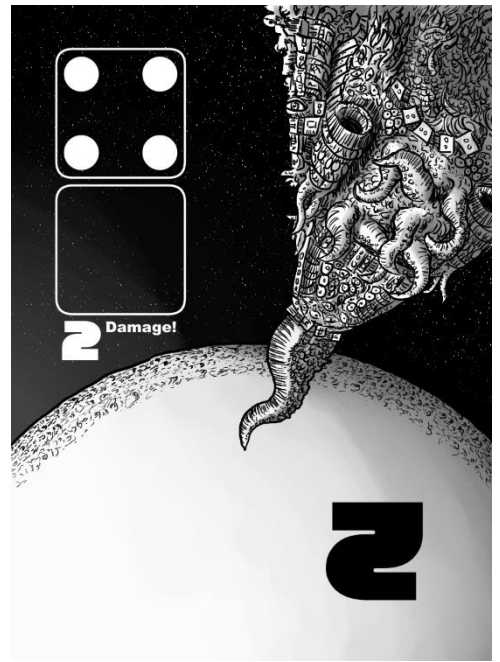
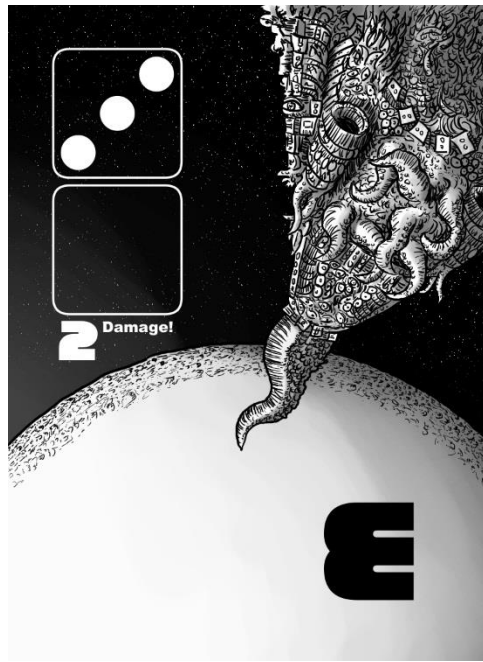
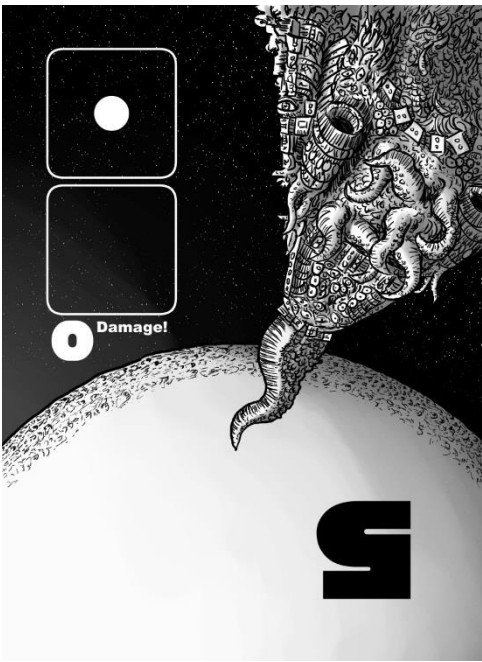
3 cubes to track your Health, Ammo, and Oxygen. Winks, pawns, or other things may be substituted.

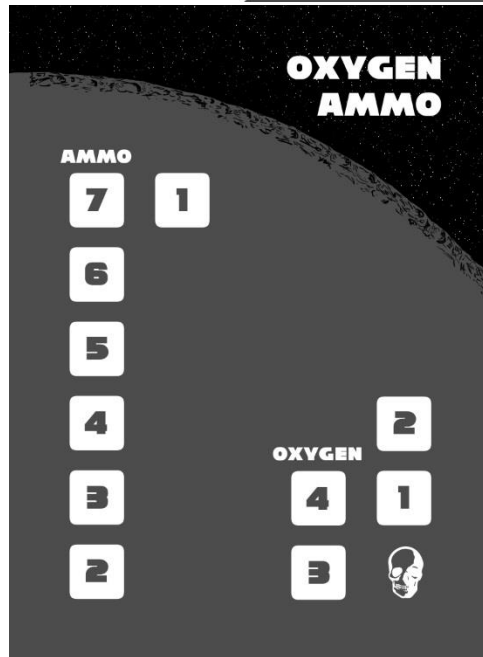
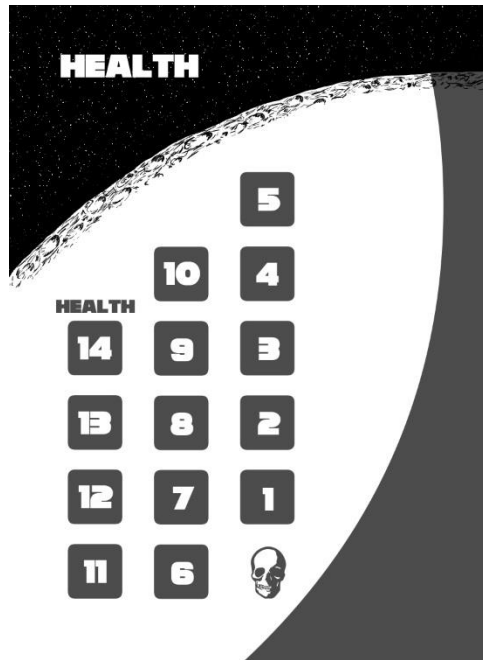
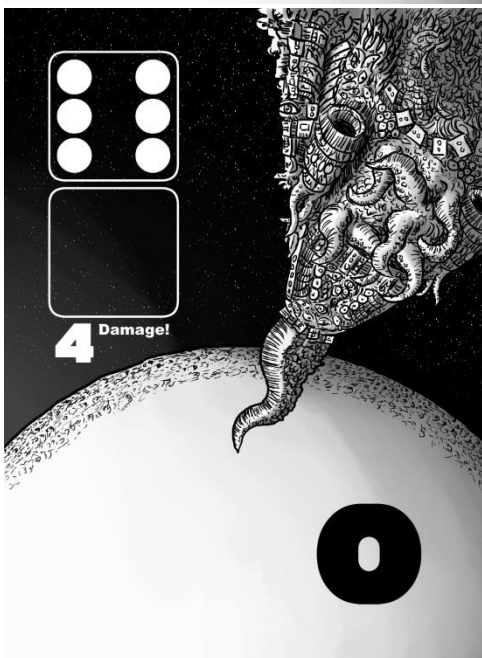
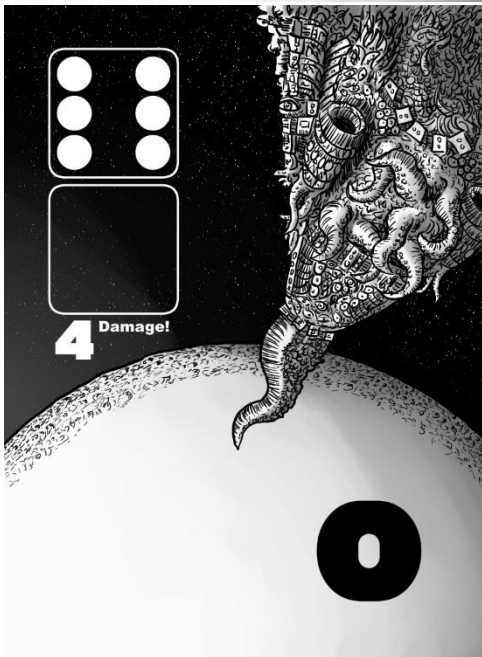
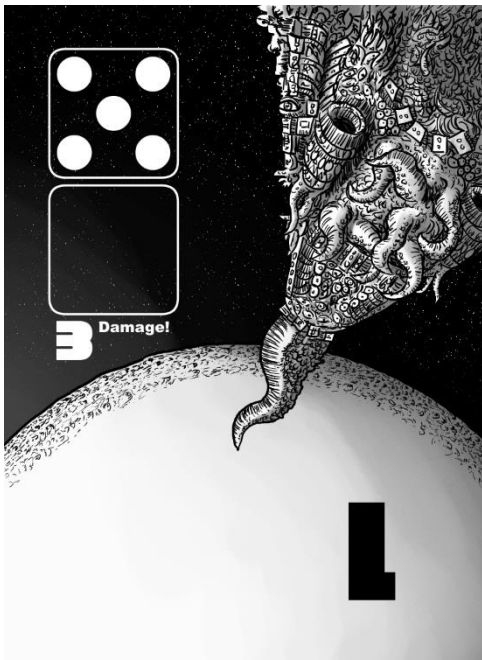
5 powers cells. You can use really anything here to represent the power cells you are trying to gather.

Lastly, you will need to download the rules, which are free on our site under the downloads tab at greygnome.com

Thanks and enjoy! Please post pictures on social media. I love seeing the game being played. Also, rating Desolate on BGG is an awesome way to help us out.







CONFLICT



CONFLICT



CONFLICT



CONFLICT



CONFLICT



CONFLICT



CONFLICT



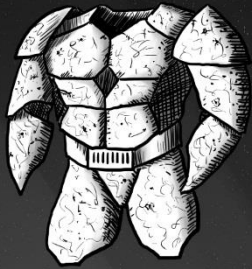
CONFLICT



CONFLICT



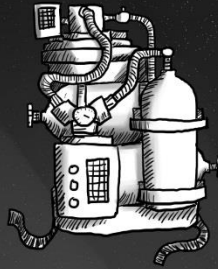
SPACE ARMOR



18 17 16 15

Begin the game with
4 extra health.

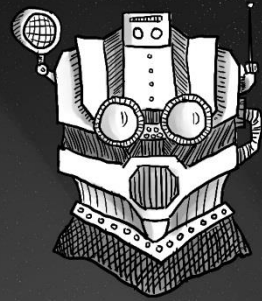
LARGE TANKS



6 5

Begin the game with
2 extra oxygen.

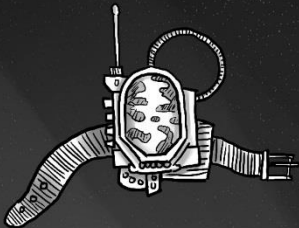
VISION HELM



When drawing
exploration cards, reveal
both and choose one.

One use per level.

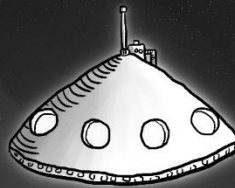
CHAMELEON



Disappear into your
surroundings and avoid
one conflict.

One use per game.

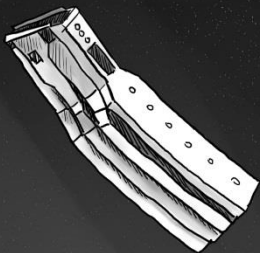
PLASMA MINE



Roll up to 4 dice and the
sum is damage dealt to
your foe. For each die
rolled, you sustain
1 damage.

One use per game.

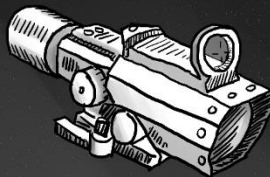
EXTENDED MAG



10 9 8

Begin the game with
3 extra ammo.

RIFLE SCOPE



During a conflict add
2 to the sum of all
your dice rolls.

ITEMS



ITEMS



ITEMS



ITEMS



ITEMS



ITEMS



ITEMS



ITEMS



ITEMS

