

Setup:

- 1) Randomly select one mission objective and one minor objective. If this is your first game, you may wish to play without minor objectives.
- 2) Randomly select one survivor card for each player. If there are less than 3 players, assign additional survivors to each player until there are at least 3.
 - (a) Place resource tokens on each survivor card matching the starting resource icons pictured at the bottom of the card.
 - (b) Select a color for each survivor. Place one meeple of that color on the survivor's card and the other on the base tile.
- 3) Place the **Base** tile with one of each basic resource tile (**Ammo**, **Food**, **Medicine**, **Scrap**) adjacent to it. Place the food (🟩) specified in the setup balance table near the base tile as the starting food stockpile.
- 4) Setup the draw pile.
 - (a) Gather all of the remaining **Starting** tiles.
 - (b) Draw 13 **HAZARD** tiles and add them to the draw pile.
 - (c) Draw **ENEMY** tiles as specified in the setup balance table and add them to the draw pile.
 - (d) Add any **Objective** tiles required by the objective and minor objectives to the draw pile.
 - (e) Shuffle the draw pile. After shuffling you may split it into multiple piles so that all players can easily reach one.



Starting Balance

Survivors	ENEMY tiles	Starting Food (🟩)
3	5	10
4	6	8
5	7	6
6	8	4



Turns:

- 1) Survivors may choose to take their turns in any order, moving the meeple on their survivor card off of the card when they are complete. If this is your first game, you may wish to randomly select a survivor to go first and have play progress clockwise from that survivor.
- 2) Each survivor starts their turn with the number of AP (action points) indicated on their survivor card and may take actions until they run out of AP. See the Actions section for more details. Anything that reduces a survivor's AP does so for the entire turn even if it is removed during their turn.
- 3) After the last survivor's turn ends, the enemies take their turn in the following order:
 - (a) All enemies that spawn at the end of turn spawn, and all enemies move simultaneously. Enemies that spawn during this phase do not move or cause knockback effects. See creature movement section for more details.
 - (b) Any stunned enemies recover.
 - (c) All combat that occurs as a result of the enemies' movement, spawn or recovery happens simultaneously. See the Close Combat section for more details.
- 4) Remove one food (🟩) from the base card. If a food cannot be removed, the game ends and the survivors lose.

Actions	Unless noted, all actions cost 1 AP. Actions may be performed on the current tile or any adjacent tile. Diagonals are not counted as adjacent.
Create Armor (🛡️)	Spend 2 scrap (🟡🟡) to create an armor token. When the survivor takes damage, remove the armor token and reduce the damage by 1. Armor may be traded.
Create Barrier (🧱🧱)	Spend 1 scrap (🟡) to place a total of 2 barrier tokens one or more adjacent tiles. When an enemy, survivor or token attempts to move onto a tile with a barrier token, the move fails and one barrier token is removed. Barriers break line of sight. Enemies and tokens attempt to go around barriers whenever possible. Barriers may be placed on tiles occupied by survivors, and tiles containing barriers may be exited or spawned on normally.
Create Trap (🕸️)	Spend 1 food (🟩) and 1 scrap (🟡) to place a trap that remains where placed until an enemy attempts to enter or spawns on the tile. The enemy then takes 1 damage and the trap is destroyed. See Enemy Movement section for details.
Eat Food	Spend 1 food (🟩) to gain 2 AP. <i>This does not cost an AP to perform.</i>
Explore	Explore a new tile. See exploring section for additional rules.
Gather Resources	Gather one type of resource or pick up any resource tokens from any or all tiles that the survivor occupies or is adjacent to for a single action. See <u>Gathering and Clearing Tiles</u> for additional details.
Heal	Spend 2 medicine (🟦🟦) to heal a survivor within 1 range, or 3 medicine (🟦🟦🟦) to heal yourself. See Injury section for additional rules.
Move	Move to any adjacent tile. If this triggers combat, resolve it immediately. See Close Combat section for additional details.
Ranged Attack	Spend 2 ammo (🔴🔴) to deal 1 damage to an adjacent enemy.
Trade	<p>survivors may do any or all of the following for a single action:</p> <ol style="list-style-type: none"> 1. Give or take any number of resources from adjacent survivors, or base. 2. Exchange resources with a tile with a resource exchange special ability, following the rules defined by the tile. 3. Drop resource tokens onto an adjacent passable tile.

Tiles:

The survivors build the board during play by exploring tiles. Each tile has text and icons to let the players know what it is and how it functions.

1. Requirements to clear: Resources that must be spent or conditions that must be filled in order to clear (flip over) the tile. Tiles without a requirement to clear or gatherable resources may not be cleared.

2. Name of the tile. The box color indicates whether it is a **Base**, **Starting**, **HAZARD**, **ENEMY**, or **Objective** tile.

3. Special effect: Tiles may have one of several special effects:

 Enemy spawn: spawns the specified enemy type on the specified tile. White indicates the current tile, green for the nearest **HAZARD** tile, red for **ENEMY** (other than this one), etc.

 Uncommon Effect: See the tile explanation in the instructions.

 Repeating Spawn: spawns the specified enemy at the end of any turn where there is no enemy on it.

 Resource Exchange: Allows the survivors to trade resources for different resources at the specified exchange rate.

4. Knockback: all survivors in range flee until there are the indicated number of tiles between them and the source. Knockback indicated on **ENEMY** tiles is associated with the spawned enemies, not the tile. If the enemy spawns on the same tile as a survivor, they enter close combat instead of suffering knockback. Knockback indicated on **HAZARD** tiles occurs at the tile, and also affects enemies within range. Enemies always move towards their nearest target when knocked back. Survivors may choose their path even if it results in a dead-end before the knockback range is reached. Overlapping knockbacks occur in order with the closest occurring first, survivors may choose in the case of ties.

5. Enemy Health: The number indicates how many damage is needed to kill the enemy.

6. Enemy Speed: The number indicates how many tiles the enemy moves each turn. The color indicates what the enemy targets: White targets survivors, yellow targets base, and green targets resources. The  icon indicates special conditions, refer to the Enemies section for more details.

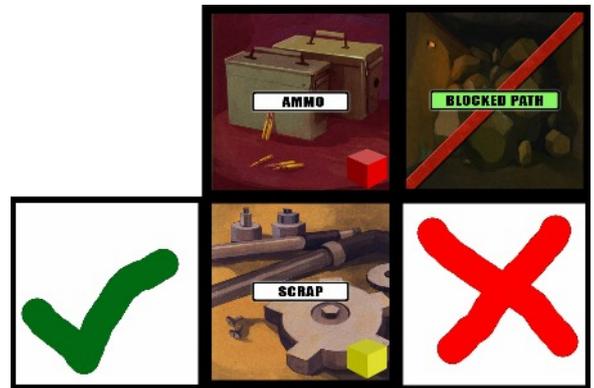
6. Gatherable resources: Resource tokens or other items that are given to the survivor that clears the tile through a gather action or other effect.



In this example, the spawn pit spawns 1 monster when explored (5), and an additional monster at the end of any turn there is not an enemy on it(5). The initial monster spawn causes a knockback of 1(2), and all monsters move 1 tile per turn towards base(4). It requires  to clear the spawn pit(1), and the survivor to do so receives .

Exploring:

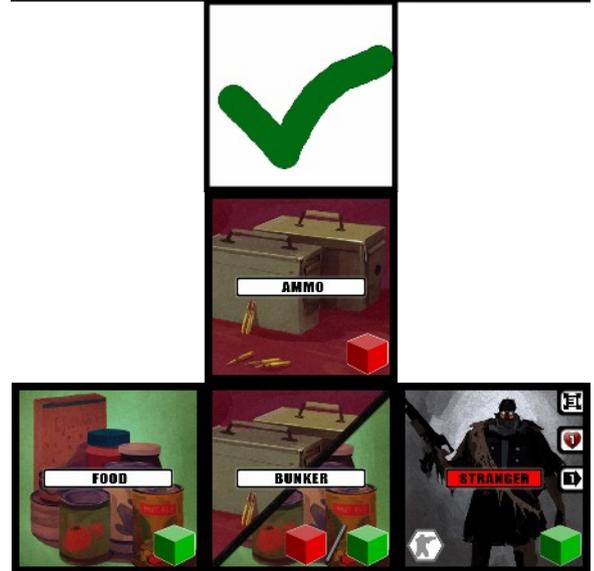
When performing an explore action, the survivor reveals the top tile from the deck and places it adjacent to the tile that they occupy. They may choose any adjacent spot provided that it does not form a 2x2 square. If a tile is drawn and all of the valid placements would cause any survivor to be unable to either explore new tiles or return to base, it is shuffled back into the deck and a new tile is drawn. A survivor may not choose to explore if there are no valid placements adjacent to their current tile.



Gathering and Clearing Tiles:

When performing a gather action, a survivor may gather one type of resource from any or all tiles that they occupy or are adjacent to for a single action. Gathered tiles are cleared to indicate that they have been gathered, and the survivor gains resource tokens for each tile gathered. Creature lairs and any other tiles with resource icons but no requirements to clear are gathered in the same way and may be gathered at the same time if their resource types match. Picking up resource tokens dropped by another survivor counts as a gather action and they may be gathered along with matching tiles.

Any tiles with a requirement to clear (resource cost, survivors present, etc.) may be cleared for 1 AP when the required resources are paid and any other requirement is met. Any resources indicated on the tile are gained when it is cleared and do not require a separate action. Clearing these tiles is not a gather action, so matching adjacent resources are not gathered while clearing these tiles. Once a tile is cleared it loses any effect or ability that it had. Any tokens, enemies, survivors, or items on the tile remain on the tile and in effect. Tiles with neither a requirement to clear or gatherable resources may not be cleared.



Gathering Example:

A survivor on the ammo/food tile could gather 3 food from the ammo/food, food, and stranger tiles as one gather action, or 2 ammo from the ammo and ammo/food tiles as one gather action. Closing the spawn pit would reward one food, but would not be a gather action and so could not be combined with the other food producing tiles.



Enemies:

An enemy occupying a tile prevents any interaction with that tile except for movement. Stunned enemies do not move, cause their special effects, or prevent interaction with tiles. Stunned enemies will not cause close combat, but will still deal damage if close combat occurs on their tile.

Enemy Movement:

All enemies select their target at the end of each turn. If an enemy has multiple possible targets it moves towards the closest one along the shortest path possible, even if that path includes traps. If there are multiple targets that are equidistant, roll a four sided die until a the result matches an arrow on the base tile pointing in one of the possible directions. The creature then moves on that path. Enemies will go around barriers if possible, and will only attempt to move onto them if there is no other path. When an enemy attempts to move onto a tile with a barrier, the move fails and one barrier token is removed.

If there are any traps on the tile, each trap is consumed and deals 1 damage. If there are multiple traps on the tile, or multiple enemies attempting to move onto the tile, the players choose how the damage is assigned to them. Remove any enemies that are killed from the board, and treat them as though they never entered the tile. If there are more traps than needed to kill all of the enemies, the excess traps are not consumed.

Close Combat:

This occurs whenever an enemy spawns, recovers or attempts to enter a tile containing a survivor or the base tile. If the creature is moving, close combat ends the move. Close combat is resolved in the following order:

1. If there are any survivors on the tile, each survivor and creature deals 1 damage. All damage is assigned by the players and occurs simultaneously. Repeat this step until all survivors or all enemies are killed.
2. If combat is occurring on the base tile, any remaining enemies remove 3 food from base and take 1 damage. This continues until there are no more enemies on the base tile.

Injury and Incapacitation:

When a survivor takes damage from any source they become injured. This reduces their current and maximum AP by 1 until they are healed. Injured survivors are denoted by turning the survivor's token on its side on the board.

If a survivor who is already injured takes damage, they are incapacitated. They remain on their current tile with 0 AP until another character performs a heal action to return them to injured status. At any time, the players may decide to forfeit an incapacitated survivor. If they do, all resources carried by that survivor are dropped on their current tile, their token is placed in base and they draw a new survivor card. Drawing a new character consumes 4 resources of any type from base, and the new character begins without their usual starting resources.

Players may choose to sacrifice a survivor and respawn them in this way at any time, even if they are not incapacitated

Icon	Name	Health	Speed	Special Abilities
	Animal	♥	2	Moves quickly, targets nearest survivor.
	Beast	♥	1	Targets nearest survivor.
	Brute	∞	1	Targets nearest survivor. Cannot be killed, but can be stunned. Deals no damage while stunned. Ignores base.
	Devourer	♥♥	1	Targets base. When leaving a tile Devourer places a barrier token on that tile. Heals at the end of turn.
	Imp	∞	1	(Expansion) Targets resource tokens. Does not participate in combat, instead it removes 1 resource token from its target and then respawns on the furthest hazard tile.
	Monster	♥	1	Targets base.
	Predator	♥♥	1	Targets nearest survivor. Immune to ranged attacks. At the end of any combat round it exits combat and moves to a random adjacent tile.
	Savage	♥♥	1	Targets nearest survivor. Any player that takes damage from Savage is knocked back 1 tile.
	Stalker	♥♥	1	(Expansion) Targets nearest survivor. If a survivor is in Line of Sight, Stalker gains 2 additional movement.
	Stranger	♥	1	Targets nearest survivor. May perform a ranged attack to deal 1 damage to a survivor within 2 range and line of sight. This is triggered whenever a survivor moves into this range or during the creature special ability portion of the turn.
	Vermin	♥	1	(Expansion) Targets resource tiles. Upon reaching one, it is cleared and an additional Vermin spawns on the cleared tile.

Completing Objectives:

To win the game the survivors must complete the mission objective and the minor objective. Each minor objective gives a bonus when completed which persists for the rest of the game. Each objective has its requirements and reward described on the card, along with any Actions, Items, Tiles, or Events associated with it.

1. Name of the Objective
2. Requirements text: Any Actions, Items, or Tiles provided or modified by this objective. Anything followed by (persists) means that the effect remains available after the objective is complete.
3. Events and Tokens: Any required Events followed by proxy tokens (📦) to track its completion. Also lists any resource tokens required to complete the objective.
4. Effect: Any Actions, Items, or other bonuses given or modified once the objective is completed.
5. Story Text: A brief explanation of the objective.



EXTEND PERIMETER 1

May **gather** fence tokens **?** **?** from **Campsite** or **Bunker** instead of their normal resources. 2

Event: **Extend Perimeter** place fence **?** adjacent to **Base** or another **?** 3

REWARDS 4

Tiles containing fence tokens **?** function as a **Base** during **Trade** and as a barrier versus creatures.

-Strange monsters have been seen near Base. We need to secure the perimeter. 5

Special Environmental Effects

Barrier	(Expansion) Spawns 5 barrier tokens on the barrier tile.
Blaze	Immediately spawns a blaze token on all tiles within 2 range. Any tiles later connected that are within range also get a blaze token. Blaze tokens are impassable, and anything that cannot be knocked back out of range is immediately killed.
Blocked Path	Impassable.
Broken Bridge	Impassable. May be cleared by paying 2 scrap ()
Broken Stairs	Exploring player takes 1 damage.
Collapsed Passage	Impassable. Collapsed Passage replaces the tile occupied by the exploring player. Any survivors on that tile are knocked back 1 tile towards base. The replaced tile is removed from the game. Destroyed uncleared objective tiles are instead shuffled back into the deck.
Explosion	(Expansion) All survivors within 1 range lose 1 resource of their choice. After knockback occurs, spawn a barrier token on each tile between the Explosion and the exploring player.
Flood	All clearable tiles within knockback range are immediately cleared. Any items on those tiles are destroyed.
Gas Leak	(Expansion) The exploring player loses any remaining AP and their next turn. Any other survivors within 1 range lose their next turn.
Irradiated	Impassable. May be cleared by paying 2 medicine ()
Muddy Passage	Any survivor moving onto or starting their turn on the Muddy Passage loses 1 AP.
Rubble Slide	Switches places with the tile occupied by the exploring player, and then spawns 3 barrier tokens. Anything on the occupied tile moves with it.
Sealed Vault	(Expansion) Impassable. May be cleared for 1 AP whenever 2 or more survivors are adjacent to the Sealed Vault.
Trap	(Expansion) Instead of placing this tile normally, it is picked up and placed on the exploring player's card. That player loses 1 AP until it is removed by an adjacent player spending 2 scrap.