THIS WAR OF MINE
The Board Game
PSEUDO RULEBOOK
FAQ's & Other Notes
From The Book of Scripts and Journal

General Notes:

- **"Discard token / resource"** means that you should return it into the box.
- **"Remove token / resource"** means that you should put it into the Waste Bag.
- Tokens and resources are limited to what is available in the box.
- Herbal Meds are not Meds as referred to on Fate cards.
- Don't discard blank cards or tokens.

Errata:

- **Wait tokens** should be discarded after resolving. (boardgamegeek.com/thread/1797909/wait-tokens-official-errata)

[100] SETUP FAQ

CARD DECKS:

- The **Fittings deck**, as well as the **Shelter deck**, other than the rest of the decks, do not have the name of the deck on the card's back. Take a good look at the Setup diagram to see which decks are those.
- There is an instruction on how to craft them on the back of the **Fitting cards**, and on the front the image of the given Fitting, alongside a description of the action or rule of the Fitting.
- On the back of the **Shelter cards** is the loot you will find during the game once you remove that card. During Setup place these cards on the board so that you cannot see what is on their backs.

TOKENS AND RESOURCES:

- All the tokens are labeled, which makes finding the proper ones easier. The three **resource** types (**Water, Wood, Components)** are not labeled, as those are not tokens but plastic pieces. You can identify them by how they look – Water is a round transparent piece, Wood is a brown cuboid and the Component is a metallic cog.
  - **Red tokens** **are**: Assault Rifle, Shotgun, Pistol, Hatchet, Knife, Broken Assault Rifle, Broken Pistol, Broken Shotgun, Weapon Part, Shell, Ammo.
  - **Green tokens** **are**: Canned Food, Raw Food, Vegetable, 100% Alcohol, Moonshine, Cigarette, Coffee, Sugar
  - **Grey tokens** **are**: Sawblade, Shovel, Lockpick, Guitar, Broken Guitar, Book, Electrical Part, Mechanical Part, Jewelry, Filter.
  - **Yellow tokens** **are**: Meds, Bandages, Herbal Meds, Chems, Herb.
- You can place the game pieces in **the box** in any way that is convenient to you. Try to keep the red, yellow, grey and green tokens in four separate compartments – during the games, as well as when packing them into the box. When you are packing the game back up, secure these compartments with the four card decks. The cards as well as the game board will ensure the compartments remain closed and the tokens in them will not fall out and mix with each other.

WASTE BAG:

The Waste bag is used to hold those pieces which have been completely removed from gameplay and will not be available until the end of the Campaign. This is opposite to the pieces discarded into the box, which may return into gameplay during the Campaign. The Waste bag, just like the save bag, are any bags (e.g. string bags) – 2 bags intended for such use were included with the game. Those might get worn out with frequent use, but they can be exchanged for new ones, once the original ones are not usable anymore.

COLORED BASE DISKS:

- When a **Character dies**, you need to detach the colored base disk from the Character's miniature.

[101] CHARACTER SKILLS FAQ

Please read the skill descriptions on the Character cards as well as their states and their Spirit value, as soon as you have drawn them. This will allow you to better understand the capabilities and limitations of each character.

- The Character Skills on the Character cards are always readily available and may be used at any time, in accordance with the rules of the given skill.
- **Sneaky (Arica)** – the Noise can be lowered at most to 1.
- **Journal (Emilia)** – the Fatigue may be raised at most to 4.
- **Handyman (Marin)** – if you are playing on the advanced side of the board, this skill is pertinent for all of the Poke About actions (but this does not apply to the Search action).
- **Break In (Marko)** – when Marko uses a Hatchet instead of a Lockpick, do not discard the Hatchet after opening a Closed Door.
- In case of skills usable "**once per Scavenging**", you need to mark having used them in some way, for example by tilting the Character card to its side.

[110] BOARD FAQ

THE STORAGE X5 SPACE:

- The **Storage x5** space allow to mark 5 Wood or Components with a single Wood or Components marker.
  At any given time, you may exchange 5 Wood in the storage for 1 Wood in the Storage x5, and vice versa. The same goes for the Components.
  No other resource or token aside from Wood and Components can be placed in the Storage x5.
  Warning: This storage system may result in creating more Wood or Components n the game at the same time than it would be possible without the Storage x5. This system can have its own drawbacks though. The rule saying that you cannot find any more resources if there are not any left in the box sill stands. Which means that if we wish to exchange 1 resource out of the Storage x5 space to 5 separate resources, and there are only 3 such resources left in the box, this exchange will not be profitable.

WHERE CAN WE PLACE FITTINGS:

- Along the lines of the Journal description (the Day Actions phase), the **Fittings may also be placed on the spaces with ladders**. If you have any doubt whether you can place a Fitting on the given space, take a look at the SAVE Sheet – the spaces on which you cannot place Fittings are darkened.

MOVING AROUND THE SHELTER:

- If you are uncertain where the **Character movement paths** are on the board, look at the SAVE Sheet as well. These paths have been marked with thick dark lines.
- The **Hole** icon blocks horizontal movement, even if it is already covered by a Board-Up token.
- To know more details about moving on the board – see 300 (Day Actions FAQ)

ADVANCED SIDE OF THE BOARD:

- The advanced side of the board has no **Ideas space**. Shuffle all the Fitting cards (basic and advanced) together and place that combined deck on the Fittings space.
- The **Sniper Fire rule on the advanced side of the board** always refers to only the Character, who has just performed an action on the top floor of the Shelter.
- **„2x RUBBLE CARDS"** means that during Setup you need to place 2 Rubble cards, in a stack, and that they need to be resolved one after the other.

[200] MORNING PHASE FAQ

EVENT CARDS:

- During **the** Morning phase the top card in the Events deck is resolved, regardless of whether it is an **Event card** or an **Ending Event** card or a **Chapter card**.
- The **Airdrop** and **Shelling** Event cards contain a question about what happened during the last Scavenging:
  - Should such a card be drawn as the first Event card in a Campaign, it should be ignored and not resolved (aside from adding Cold tokens to the Cold space).
  - Should such a card be drawn as the first Event card in a continued Campaign, after restoring the previous situation from the SAVE sheet, as long as the players have not written down such information, the card should also be ignored and not resolved (aside from adding Cold tokens to the Cold space).
- The **Snipers** card – When one Character gets shot, the Snipers card is immediately removed and there is no roll for the rest of the Characters.
- If the **Crime on the Rise** and the **Crime Wave** cards are both on the Night Raids deck at the same time, their effects do not stack – you should still draw 2 Night Raid cards instead of 1.
- Warning: The consequences of many of the Event cards can be avoided, as long as you are prepared for them and know when to expect them. Such knowledge will also enable you to use the benefits of some of the Event cards. To accurately foresee the upcoming Events you should craft a **Radio** (a Fitting card) and use the **Tune In** action on the Radio card.

CHAPTER AND OBJECTIVE CARDS:

- The **Objectives cards** are on the Objectives space in a stack.
  The Final Objective card is at the very bottom of the stack. The top Objective card is assigned to Chapter I, the middle one to Chapter II and the bottom one (Final Objective) to Chapter III.
  Only the current top Objective card is available, you cannot start completing a later Objective without completing the current one first.
  Rewards and Penalties from an Objective card can be resolved only when the Chapter card is being resolved, even if the Objective described on it has be completed before.
- In case of **Objective cards with a counter on them**, when the card is being placed on the top of the Objectives stack, the **Objective Status token** should be placed on the leftmost space on the counter.
- You can at any time discard 1 or more required tokens / resources **from the Storage** (not the Findings Pile!), by accordingly moving the Objective Status token right.
- Once the **Objective Status token** reaches the rightmost space on the counter, marked with a green "V", **the Objective is completed** (although it may be resolved only when the Chapter card is being resolved).
- Warning: Should the group during a Campaign **lose the last of the starting Characters,** which means they are unable to complete the Final Objective, the players may **forfeit the further game**, but they are not required to. It all depends on whether they decide that only a complete victory matters or that they wish to just allow the remaining Characters to reach the end of the story, regardless whether this means they win or lose the game itself.

[220] STATE TOKENS FAQ

- It bears indicating that the **black dots on the State tokens do not stack.** This means that each State token indicates WHICH actions are unavailable.
  If, for example, 2 different State tokens say that the given Character cannot use their third action, then despite that there are 2 such State tokens, the Character is disallowed only that third action.
- If a rule tells you to raise the State X by 1, this means that the Character with the State X of 0 receives a State X level 1 token.
- **If the given Character's Fatigue level reaches 4 due to them being assigned to tasks** (e.g. Guard Duty, Scavenging), the Character will be able to normally finish their task only after it is done, the Fatigue level of 4 should be resolved.
- If a Character **reaches level 4 on two States simultaneously** (excluding the Fatigue), and both direct you to two different scripts containing epilogues for this Character, you need to randomly select either of them to be resolved.
- If a given State is raised to level 4, it is already **too late to lower it again to level 3**, before resolving the results of level 4. The State level 4 effect needs to be resolved immediately.
- The State level 4 tokens show **different script numbers,** leading to different epilogues. When a State level 3 or 4 token is drawn from the box, you need to take your chances and draw the right token without seeing the number on it.

[300] DAY ACTIONS PHASE FAQ

MOVEMENT IN THE SHELTER

- Movement in the Shelter is a bit abstract – you need to imagine the miniature move around freely on the floors and use the ladders to move between each floor. Such movement is free and instantaneous.
- If you are uncertain where the **Character movement paths** are on the board, look at the SAVE Sheet. These paths have been marked with thick dark lines.
- If a Shelter card **is blocking passage** (e.g. Closed Door, Bars, Rubble), it means that the furthest a Character can move along this path is up to that very card (to perform an action there and remove the obstacle).
- The **Hole** icon block horizontal movement, even if it is already covered by a Board-Up token.

CRAFTING FITTINGS:

- There are so many Fitting cards that is is a good idea to **stop the game** at some point and **browse them all**, while discussing together which ones will be most useful in the current situation and checking which tokens or resources will be required to craft these Fittings.
- As described in the Journal (the Day Actions phase), the **Fittings may also be crafted on the spaces with ladders.** If you have any doubt whether you can craft a Fitting on the given space, take a look at the SAVE sheet – the spaces on which you cannot craft Fittings are darkened.
- The Fitting cards in the **Ideas** deck are not available for crafting in the regular way. You cannot craft them by taking them directly from the Ideas deck. First, you need to use the New Idea board action, which enables you to choose any 2 cards from the Ideas deck and add them into the Fittings deck. From that point on, those two cards can be crafted as normal.
- The **"place directly next to [...]" rule** you can see on the back of many Fitting cards (that are an upgrade to other Fittings), means that such a card can be crafted ONLY on the space horizontally adjacent to the required card.
  If there is not any free space to place such a card, it cannot be crafted. That is why, in case of building cards which are upgradeable by placing other cards alongside them, it is important to plan ahead from the start.
  The upgradeable Fitting cards and the upgrade cards themselves are additionally marked with two diagonal lines.

ACTIONS:

- **The tokens and resources required to perform actions** are immediately discarded as soon as a Character is assigned to perform the action.
- **The tokens and resources created by an action** are added to the Storage only after the action has been resolved.
- The "**For each X → Y**" rule in the description on many of the Fitting cards means that this action allows you to discard any number of "X" and in doing that create the equivalent number of "Y" in the course of the same action.
- In each of the three stages of the Day Actions phase all effects of the actions to which Characters have been assigned **are resolved simultaneously**. This means that the tokens and resources gained in these actions cannot be immediately used to another action during the same stage.
- **A Character who has just joined the group** cannot use their actions during the stage in which they joined. The can use actions from the next stage onwards, as long as their States permit them to.
- **Characters who cannot perform any actions** in a given state of the Day Actions phase (due to black dots on the State token) may be moved to the Storage, making the situation on the board clearer.

SHELTER CARDS ACTIONS:

- **To use an action on a Heap or Furniture card** you only need to assign 1 Character to that card. In effect, the back of the card is resolved, adding appropriate tokens and resources to the Storage.
- **To use an action on a Rubble card**, you need to assign to it either 1 Character and a Shovel token from the Storage, or 2 Characters. In effect, this card is flipped to its back – the rubble has been partially, but not fully removed.
- **To use an action on a Rubble Remnants card**, you need to act just like the above in case of the Rubble card. In effect, the card is removed from the game, which means the space is fully cleared. This give you an additional space to place Fittings on, as well as access to spaces previously blocked by the Rubble.
- **To use an action on a Bars card**, you need to assign to it 1 Character and a Sawblade token from the Storage. In effect, the back of the card is resolved – appropriate tokens and resources are added to the Storage and this card is removed. The clears the space, just like with the Rubble card.
- **To use an action on a Closed Door card**, you need to assign to it 1 Character and a Lockpick token from the Storage. In effect, an attempt to open the Closed Door is made and the Black die is rolled.
  In case of failure, nothing happens. You have only wasted an action.
  If you succeed, you discard the Lockpick token and get to resolve the back of the card. This means appropriate tokens and resource are added to the Storage and the card is removed from the game. The space is cleared now, just as in the case of Rubble.

ADVANCED RULES (Entry 155):

- **MOVING A FITTING**
  - A Character may use 1 action to move an already crafted fitting card to any chosen, unoccupied space
- **DISMANTLING FITTINGS**
  - A Character may use 1 action to dismantle a chosen Fitting. Discard that Fitting card back into the Fittings deck and add the resources and tokens required to craft the Fitting back to the Storage.
    If a Fitting cards provides an additional bonus for crafting it (e.g. a Chair), this bonus should be ignored when the Fitting is crafted once again.
- **FOURTH ACTION**
  - A Character, who doesn't have any black dots on their State tokens, may use an additional forth action, as long as they raise their Fatigue by 2.

(400) DUSK PHASE FAQ

- The players may decide that a given Character will not drink Water for eat food during the Dusk phase, despite that relevant tokens or resources are available in the Storage.
- **Limiting the Water tokens to six is not a coincidence** – it reflects the need to daily Scavenging for fresh potable water.
- Warning: If you find it hard to gather enough food during play, remember about the available TRADE in some Locations and with some Residents and Visitors. You can also use some Fittings which enable you to gather more food or make food more effective.

ADVANCED RULES (Entry 351):

- **EATING AT ANY TIME**
    - A Character may eat a food token at any time aside from Combat and script resolution. Eating a food token is resolved the same way as during the Dusk phase.
    - It will not free the Character from resolving Hunger during the Dusk phase.
- **EATING A CAT OR DOG**
    - Should the players decide so, they can use the macabre special rule permitting eating a pet as a last resource:
        - Remove the Cat from the game and add 2 Raw Food to the Storage
        - Remove the Dog from the game and add 4 Raw Food to the Storage
    - Above that, roll the Black die and compare the result with the Empathy of each Character present. A result that is equal to or lower than a Character's Empathy = raise their Misery by 1.
    - We hope you will not use this rule!

(500) EVENING PHASE FAQ

- **If the given Character's Fatigue level reaches 4 due to them being assigned to tasks** (e.g. Guard Duty, Scavenging), the Character is able to normally finish their task and only after it is done, the Fatigue level of 4 should be resolved.

[600] SCAVENGING PHASE FAQ

SPECIAL ACTIONS IN LOCATIONS:

- Some of the Locations offer you a chance to:
  „Return 2 Exploration cards to have a look around the area"
  „Return 6 Exploration cards to TRADE with..."
  „Return 4 Exploration cards to HEAL."
  „Return 3 Exploration cards to SOCIALIZE WITH PEOPLE"
  These actions can be performed at any moment of the Exploration, instead of drawing a card from the Unknown deck.

EXPLORATION CARDS:

- **Exploration cards in the Unknown deck fulfill two different roles**. The first role, when the front of each card is being resolved, is describing what happens when Characters are exploring. The other, when you return them to the Exploration deck without checking their front, is the time and efforts that the players made. The more cards they sacrifice to act more cautiously, the less thoroughly their Character will search the Location (and fewer Exploration cards' fronts will be resolved).
- **The placement of the words "OR" and "TO", as well as the empty lines of text**, is intentional. It indicates the point of alternative or implication. For Example:
  I) *You may ignore this card*
     OR
  IIa) *Search the FURNITURE:*
  IIa1) *Return 2 Exploration cards*
     OR
  IIa2) *Raise the Noise by 1 and roll for the Noise*
     TO
  IIb) *Draw and resolve 1 card from the Findings deck (Furniture chart).*
- **When the cards from the Exploration deck are depleted**, simply shuffle the Discard pile and create a new Exploration deck out of these cards. Warning – This rule goes for the Exploration deck, but not the Unknown deck.

FINDINGS CARDS:

- If an **encounter with a Resident happens while resolving a Findings card**, you should first resolve the Residents card, and then come back to resolving the Findings card.
- If taking Findings can result in consequences (e.g. the effects of the Residents cards: Civilians, Hobos or Survivors), you may first check what exactly was found and then decide whether to still take it regardless of the consequences or change your mind and leave it alone.

MAP CARDS:

- In the beginning of the Choose Findings stage the Journal tells you to **shuffle all Exploration and Residents cards into their decks**. This goes also for the map cards in the Exploration slot. During a later visit in the same Location all the Map cards are shuffled back into the Exploration deck – even if you, for example, opened a Closed Door during your last visit, you may again encounter a Closed Door and open them again.

NOISE:

- The Noise cannot at any time be raised above 8 or lowered below 1.
- If a rule allows you to ignore a drawn Residents card, the **Noise is still reduced to 1** due to the encounter being triggered.

DEATH OF ALL CHARACTERS:

- When all of the Characters taking part in Scavenging are dead, see 266.

FINDINGS PILE:

- The Findings Pile represents carrying around all the tokens the Characters find while Scavenging. Only when they are gearing up to return home (during the Choose Findings stage), your Characters estimate their strength (the Inventory total of the Characters participating in Scavenging) and choose what they wish to take home to the Shelter and what will be abandoned as it is too heavy to take all the way through the city.

CHOOSE FINDINGS STAGE:

- The Choose Findings state rules state that a player can add as many resource (Water, Wood, Components) as he wants to the Findings Pile. The only limits are the weight and the Inventories of the Characters participating in the Scavenging.

ADVANCED RULES (Entry 534):

- **HIDING FINDINGS IN THE LOCATIONS**
  - If the players wish to, they may hide in the Location any tokens or resource no taken to the Shelter at this time, in hope of retrieving them during another trip to the same Location. To do this, all these tokens need to be placed on that Location
    During the next visit in the Location, roll the Black die . On the result of 1-6 discard these "hidden" tokens and resources to the box, while on a 7-10 place them on the Findings Pile.
    Should the Location be removed from game, the tokens and resources are immediately discarded into the box.
    If you need to draw tokens or resources from the box and there aren't any left, but there are some "hidden" on a Location card, you need to take them from the Location instead.
- **MORE INVENTORY**
  - Each of the Characters participating in Scavenging can lift 1 weight more than their Inventory indicates, as long as they raise their Fatigue by 2. This means they cannot do this if their Fatigue value is already at 3 or 4.
- **EXCHANGING LOCATIONS**
  - At the beginning or the end of the Scavenging you may return 4 Exploration cards to exchange any of the 3 Locations placed on the board and draw a new one from the Locations deck.

[610] ADVANCED BOARD FAQ

- The advanced side of the board has no **Ideas space.** Shuffle all Fitting cards (basic and advanced) together and place that combined deck on the Fittings space.
- The rules on the board spaces, covered by the Shelter cards placed on those spaces (e.g. Wild Garden), are ignored until the given space is cleared.
- **„2x RUBBLE CARDS"** means that during Setup you need to place 2 Rubble cards, in a stack, and that they need to be resolved one after the other.
- The **Sniper Fire rule on the advanced side of the board** always refers to only the Character, who has just performed an action on the top floor of the Shelter.

[700] NIGHT RAID PHASE FAQ

- When **all guards die** during the Night Raid phase this does not mean no Guards were assigned to the Shelter defense. In this situation script 333 is not resolved.
- When the **Damage and Wounds are reduced by X points** due to a Night Raid card, you need to decide how to divide these points between Damage and Wounds. e.g. if the Damage and Wounds were reduced by 3 points total, you may decide that Damage was reduced by 1 and Wounds by 2.
- **When during the "Crime Wave" stage you add 2 Residents or Night Raid cards (marked with a red corner)** to the relevant decks, you need to decide on their combination yourself. You may add 2 cards to the Night Raids deck or 2 to the Residents deck, or 1 to each of these decks.

[800] DAWN PHASE FAQ

FATE CARDS:

- When a Fate card requires you to **discard Meds or herbal Meds or Bandages tokens**, this means that you should accordingly discard all of the Meds tokens, or all of the Herbal Meds tokens or all of the Bandages tokens, no only one token of the given type. This means that it is not profitable to place more than 1 Meds or 1 Bandages token on a given Character at a time.
- **"Nearest Location"** means the Location card on the board space with the highest number in the green icon.
- If for any reasons the **cards from the Locations deck are depleted**, take the removed Location cards from the Waste bag, shuffle them and create a new Locations deck.
- During **resolving Spirit**, the Characters may be resolve in any order and each time it can be decided anew.

ALCOHOL:

- A Character with the Fatigue level 3 still can use Moonshine – raise their Fatigue to level 4.
  A Character with the Fatigue level 4 cannot use alcohol anymore.

SAVE SHEET:

- Aside from the SAVE Sheets include with the game, you can download a PDF file and print new ones – see the About the Rules section in this book (The book of Scripts)

ADVANCED RULES (Entry 909):

- **ASSIGNING MEDS AND BANDAGES AT ANY TIME**
  - A Character may use Meds or Herbal Meds or Bandages tokens at any time aside from Combat and Script resolution. The Meds or Herbal Meds or Bandages tokens placed on a Character can work only when Fate cards are resolved during the Dawn phase, in accordance with the rule on the drawn Fate card.
- **ALCOHOL CONSUMPTION AT ANY TIME**
  - A Character may use Moonshine or 100% Alcohol at any time aside from Combat and script resolution. Alcohol works as described in the Alcohol rule (see Journal: Dawn phase).

[900] COMBAT FAQ

ENCOUNTER THE RESIDENTS:

- If you encounter Residents, you may **temporarily skip checking their number and Weapons**, if you do not intend to fight with them (and if the Combat did not begin automatically). Once fighting erupts though, their numbers and Weapons need to be determined.

COMBAT DICE:

- The only **icons reflecting the number of Wounds** are the icons of fists (the Grey die), knives (the Yellow die), and targeting reticles (the Red die). The other icons have different meanings as described in the Journal.

PROWESS:

- A Character **may ALWAYS use their Prowess when they roll Combat dice**, regardless of whether the situation is combat climbing, sneaking, etc. Sometimes specific rules and scripts remind you of this.

- When a Character uses their Prowess to reroll the result, not only do they have a chance for a better result, but also **risks a worse result**, as only the last roll result stands.

WEAPON CHANGE:

- At the beginning of each round of Combat a Character or an Enemy may freely change their Weapon if they have another on themselves. For example, after their Ammo runs out, they may change their Pistol to a Knife

FATE CARDS:

- **Jam / Weapon Loss** – after Combat is resolved, the Character gets their weapon back.
- Dodge – the dodge refers to that combatant (Enemy or Character) whose die roll introduced this Fate card into play,

ENEMY TOKENS:

- After Combat is resolved, discard Enemy tokens face-down back into the box.

ENEMY WEAPON:

- When Characters get hold of **Firearms of dead Enemies**, and the script does not specify how much Ammo is available with the captured Weapon – this means that there was no more Ammo left.

[901] TRADING FAQ

- If **there is no way to keep the difference between values of the exchanged items** during a Trading, the players' negative difference is unfortunately lost.
  For example, if a Trader offers only one token with a value of 8 and we can only pay for it by exchanging a token with a value of 10, we have no way to get back the "lost" 2 value points.
  However, in most cases of Trade the choice of goods is great enough that almost always there is a small item the Trader is offering that will equalize the values of the exchanged tokens.

[10] SAVE BAG AND WASTE BAG

There are two string bags included in the game. One of them is the save bag, the other is the Waste bag. The Waste bag is used to store all the elements that were removed from the game and will not be a part of any further Campaign playthroughs. The Save bag is used to store certain elements, as described in the Saving the Game section below.

SAVING THE GAME:

- Throw **all the tokens / resource from the Storage** into the SAVE bag
- On the SAVE Sheet write down the amount and type of resources that you have in the **Storage x5** and throw these resources into the box.
- In the Characters' chart on the SAVE Sheet write down the **names of the Characters and the levels of their States**. The put the State tokens into the box and the Character cards into the SAVE bag.
- On the SAVE Sheet (on all 3 Location spaces) write down the names of the **3 Location cards** you currently have on the board and those these cards into the SAVE bag.
- On the corresponding Shelter spaces on the SAVE Sheet mark the **Shelter spaces with Shelter cards still on them** (with an [X] symbol). If there were any Rubble Remnants cards on the board, change the symbol to **[RR]**. Then, put all Shelter cards into the SAVE bag (it does not matter if the cards mix).
- Write down the names of the **already crafted Fitting cards** on the corresponding Shelter spaces on the SAVE Sheet and put these cards into the SAVE bag.
- Put all **Cold tokens** from the Cold space to the Save bag.
- In the appropriate place on the SAVE Sheet, write down the names of the **face up Event cards** present on the board (if any) and put these cards into the Save bag.
- Put the **whole Events deck** into the box (remember not to peek at the card's fronts!).
- Put all the **Objective cards** into the box (do not change their order).
- Put the **Night Raids deck** into the SAVE bag and the unused Night Raid cards (the ones that did not make it into the deck during initial setup) into the box.
- Put the **Fittings deck** into the SAVE back (the cards from the Fittings space on the board, remember not to mix them with the Fitting cards from the Ideas space!).
- Put the **Narrative Action cards you have** into the SAVE bag
- Mark the **Wait tokens** present on the board on the SAVE sheet by writing a **[W]** symbol on the corresponding places.
- Mark **Board-Up tokens** with an **[X]** symbol on the corresponding Holes on the SAVE Sheet and put these tokens into the SAVE bag.
  Mark the position of the **used Blank tokens** (if there are any in the game) by writing down their numbers. Then put these tokens into the SAVE bag.
- Put **all the remaining game components** into the box
- When you begin another Campaign playthrough, while restoring a saved game, modify the Setup rules as described in the Restoring the Game section below.

RESTORING THE GAME:

- Take out all the game components from the SAVE bag and place them as follows:
- Put **tokens / resources into the Storage.**
- Put the **resources into the Storage x5**, according to what is written on the SAVE Sheet.
- Place the **Characters and their State tokens** according to what is written on the SAVE Sheet.
- Place the **3 Location cards** in the Location spaces on the board, according to what is written on the SAVE Sheet.
- Place the **Shelter cards** on the board on the corresponding spaces – according to what is marked on the SAVE Sheet (pay attention to the names visible on the Shelter spaces on the board).
- In the place you marked [RL], flip the Rubble card so it is showing the Rubble Remnants side.
- Place the **Fitting cards** on the board on the appropriate Shelter spaces – according to what is marked on the SAVE Sheet.
- Place the rest of the **Fitting cards** on the Fittings deck space.
- Place the **Cold tokens** on the Cold space.
- Place the **face up Event cards** on their corresponding spaces according to what is marked on the SAVE sheet (if there were any in the previous game).
- Place the **Night Raids deck** on its space.
- Take the **Narrative Action cards** you have.
- Place the **WAIT** and **Board-Up tokens** on the board (if there were any in the previous game) according to what is marked on the SAVE Sheet.
- Place the **used Blank tokens** on the board according to what is marked on the Save sheet.
- Now take the reset of the elements out of the box.
- Take the **Events deck** and place it on the Events space (remembering not to peek at the card's front).
- Take the **Objectives deck** and place it on the Objectives space (remembering not to mix them up and change their order).
- Set up the rest of the decks from the box on their corresponding spaces on the board.
- The game is now restored and you can begin another Campaign playthrough.

[150] SLEEP

A Character cannot do anything else besides:
- Sleeping in a Bed / Sleeping On The Floor during the Evening phase,
- Take a Nap action (on the Bed card) during the Day Actions phase (despite 3 black dots on the State token),
- Eating and drinking,
- Receiving Meds / Herbal Meds / Bandages.

When resolving the Fate cards during the Dawn phase, do not resolve the Spirit of this Character.

Use common sense when resolving scripts (e.g. Event scripts, Night Raid scripts), in order to decide which effects apply to a sleeping character and which do not.

ATTENTION: If the Fatigue increases to Level 4 as a result of the Character being assigned to an action or to Scavenging / Guard, then the Character will perform this action / Scavenging / Guard before they go to sleep.

[905] USING THE SCENARIO

- A scenario is an **advanced mode** of gameplay – try it once you are familiar enough with the basic game
- A scenario can include additional **scripts marked with a red arrow** – such a script needs to be resolved when its title condition is fulfilled.
- Both basic scenarios can be played on the **basic side of the board** as well as on the **advanced side.**
- A scenario offers a shorter, however still challenging gameplay. It simulates and advanced or final state of the game. It can affect some of the basic and Setup rules. If a scenario changes or introduces new elements of gameplay, it is fully described in the scenario sheet.

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Morning (FAQ 200)

○ Draw and resolve the top Event card - Add any cold tokens if indicated. ➡️

Day Actions (FAQ 300)

○ Each character can move to any space in the shelter freely accessible from the guard space that are not blocked by rubble, bars, doors, and holes.
○ They can perform up to 3 actions if possible as dictated by the character's states tokens.
○ The Actions are performed simultaneously by all characters (action 1, then 2, then 3). ➡️ **(After each action stage)**
- A) Actions on Shelter spaces or Fitting cards.
- B) Actions on Shelter location cards. Closed doors require lock picking.
- C) Placing ANY new Fitting card from the Fitting (not ideas) pile.

> To pick a lock, roll the D10
> (1-3) No effect
> (4-10) Discard lockpick and resolve door

Dusk (FAQ 400)

○ Drinking [Optional - Characters may drink a water if possible].
- Roll d10 if character did not drink: (1-5) Raise hunger +1; (6-10) Raise misery +1
○ Eating [Optional - Characters may or may not chose to eat].
- Lower hunger if eating: Canned food (-2), Raw food (-1), vegetable (no change).
- Raise hunger if not eating (+1).
○ ➡️

Evening (FAQ 500)

○ Assign each character to 1 of 4 available tasks:
- A) Sleep in Bed (fatigue Reduced to zero) [One character per bed].
- B) Sleep on floor (fatigue -2) [Any # of characters].
- C) Guard Duty (fatigue +1) [Must be at least 1 guard or read 333 in Book of Scripts].
- D) Scavenging (fatigue +1) [Up to 3 Characters].
- ➡️

Scavenging (FAQ 600)

> Roll for Noise: D10 vs Current Noise Level
> Above - No effect
> Otherwise – Draw Resident card; Reset noise to 1

○ All scavenging characters are moved to only one of the three locations.
- Choose equipment to take from storage. Note this is included in weight to be returned.
- Draw Encounter cards equal to the locations distance (10, 12, or 14) to form an unknown encounter deck, and set the noise level to 1.
- Check the location card for a red band and note the rule indicated.
○ Resolve the unknown encounter cards one at a time. ➡️ **(After each resolved card)**
○ Select the findings you wish to bring back to the shelter:
- The scavenger's inventory levels equals the total weight of items that can be carried:
  - I. The weight of items is the number in the black weight icon. 🔒
  - II. Unwanted or items you cannot carry are discarded.
  - III. Wood, Components, and Water can be added for 1 weight each.
○ ➡️

Night Raid (FAQ 700)

> If using the shotgun or Hatchet then the
> Night Raid is ignored if the relevant symbol is rolled
> For other weapons these symbols are misses

1. Choose weapons (one each) and ammo for guards.
2. Draw a Night Raid card and resolve:
- For each Board-Up subtract 1 wound OR 1 damage
- Use Combat die for the guards to reduce the damage (lost resource) and/or wounds.
3. Crime Wave - shuffle into relevant decks 2 'red' cards of your choice from Night Raids or Residents extra cards if any are left..
- ➡️

> The guards(s) prowess is the number of possible
> re-rolls allowed but the last roll is final

Dawn (FAQ 800)

1. Scavenging Party returns and Findings are added to storage
2. Assign Meds and Bandages to characters. Alcohol/Moonshine may be drunk before or after Fate Card
3. Draw and resolve a Fate Card (ignore bottom die part) ➡️ **(After Fate Card)**
4. Narrative Action Card (draw 2 cards, keep 1, shuffle other back) ➡️ **(After Narrative Action Card)**
5. If any character(s) died or left today, roll the d10 vs each character's empathy level If equal or less then raise misery +2. If higher - no change.

> To exchange a location – Remove it and
> move remaining location nearer and add
> new location to 'Far" slot.

> ALCOHOL
> Moonshine: Fatigue +2; Misery -1
> 100% Alcohol: Fatigue +1 Misery -1

Start New Day (OR SAVE THE GAME)…

➡️ **(Indicates Next player when playing Multi-Player mode)**

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Combat (FAQ 900)

COMBAT SHEET:
- The **A, B** and **C** tokens drawn represent the enemies along with their **Weapons** and **Prowess.**
  - Place the enemy tokens on the spaces in the first column of the Combat chart depending on their Weapons.
  - Each character can be assigned 1 Weapon from the Findings pile (or from storage when fighting in the Shelter)
- Combat is round-based (combatants fight and wound each other simultaneously – See **Weapons** section below):
  - Each round you roll a Combat Die (corresponding to the Weapon used) for each Character and enemy.
    - (Grey Die) – No Weapon; (Yellow Die) – Knife/Hatchet; (Red Die) – Pistol, Shotgun, Assault Rifle
- The number of icons shown is the amount of **Wounds** dealt.
  - Distribute the Wounds dealt by enemies as you choose between Characters present in Combat
  - Distribute the Wounds dealt by Characters as you choose between enemies
  - **Enemy Wounds** should be marked by sliding the enemy's token to the right along the Combat Chart.
  - **Character Wounds** should be marked with the Wound State tokens.

PROWESS:
- **Prowess determines the number of re-rolls** a Character may perform during Combat to get a better result
  - A Character does not need to use all their re-rolls, **but the last roll is considered to be final.**
  - Enemies use their Prowess automatically – They re-roll the die only if the result is **0 Wounds**.

FLEEING:
- Before each round of Combat, you may have the Characters Flee instead of continuing the fight.
  - When Fleeing, the enemies perform a **Backstab** (see below):
  - After the Backstab resolution, the Characters leave the location. Resolve the Choose Findings stage (See Scavenging Stage)

BACKSTAB (One sided attack):
- During a Backstab, only one side attacks (Characters or enemies) and the other side cannot retaliate. Resolve the attack roll as if in normal combat.
- In the case of performing a Backstab from a **Hiding Place** (in the Exploration deck), after the Backstab is resolved, regular Combat begins.

WEAPONS:
- **FIREARMS (General):**
  - **Shooters always roll first,** if they manage to kill a non-shooting opponent, the dead opponent does **not** get to perform their attack..
  - For a Character to take a shot, you must discard an Ammo token.
  - If a Character is out of Ammo, they must fight using a different Weapon (or without one).
  - Enemies do not use Ammo tokens. Instead when they roll the **Out of Ammo** icon ( ) on a Combat die., you slide this enemy to a different row on the Combat chart (depending if he has another Weapon available or must fight unarmed).
- **ASSAULT RIFLE:**
  - You may discard 2 Ammo tokens instead of 1 to make 2 shots instead of 1.
  - **Enemies always shoot twice.**
- **SHOTGUN:**
  - If the icon is the result of a Red Combat die roll when using the Shotgun, then the target **dies immediately**.
- **HATCHET:**
  - If the icon is the result of a Yellow Combat die roll when using the Hatchet then the target **dies immediately**.
- The and icons are considered misses if using different weapons than the Shotgun and Hatchet.

COMBAT SCRIPTS:
- If the "§" icon is rolled on a Combat die (yours or Enemy's), you must choose if it is a miss or if you trust fate.
  - For fate, draw a fate card and check the color of a Combat die icon on that card.
  - If it matches the color of a Combat die rolled, resolve the text below the Combat die icon. Otherwise, this roll is a miss.

ENEMIES' DEATH:
- If you killed somebody (except Thugs) roll the Black die and compare the result with the Empathy of each Character present.
  - If the result is equal to or less than their Empathy, raise their Misery by 1.

A CHARACTER'S DEATH DURING EXPLORATION:
- See 266 in the Book of Scripts.

Trade (FAQ 901)

- Trading allows you to exchange your tokens (the ones in Findings Pile during Scavenging or the ones in storage when a Visitor comes to the shelter) with for from the pool.
- Before Trade begins, you must pay the **TRADE COMMISSION** first. You must discard tokens of the total value of the Trade Commission cost.
- Then you can exchange your tokens of a total value equal to or greater than the value of the tokens you want to acquire.
- **Water, Wood,** and **Components** cannot be bought or sold and cannot be part of a trade.