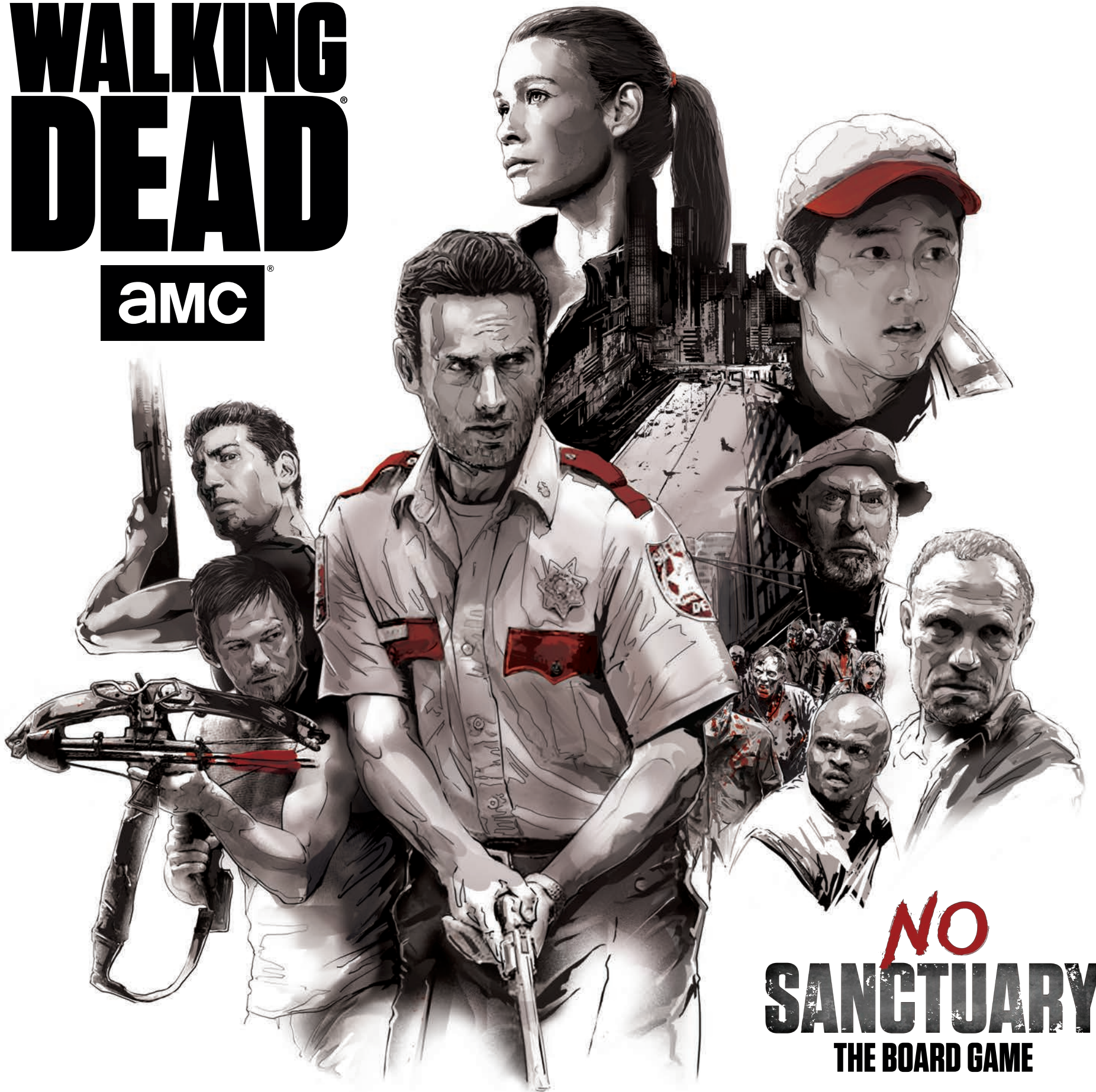


THE
**WALKING
DEAD**
amc



NO
SANCTUARY
THE BOARD GAME

RULEBOOK

AMC THE WALKING DEAD

NO SANCTUARY THE BOARD GAME

“We survive this by pulling together, not apart.” – Rick Grimes

Welcome to the unforgiving world of *The Walking Dead: No Sanctuary – The Board Game*, an intense game of survival and teamwork set in the universe of the hit AMC television series.

Object of the Game

Survivors win if they complete all of the chosen Scenario's victory conditions. Survivors lose if any of the following happen:

- The Leader must draw an Event Card and none remain in the deck.
- Morale is reduced to 0.
- A Survivor is defeated.

Components

- 8 Survivor Figures
- 30 Walker Figures
- 10 Rival Figures
- 5 Stranger Figures
- Bases
- 6 Double-Sided Map Tiles
- 8 Dice
- 60 Event Cards
- 120 Survivor Cards
- 5 Reference Cards
- 8 Survivor Sheets
- 1 Rival Sheet
- 1 Group Sheet
- 1 Strangers Sheet
- 140+ Tokens
- 41 Search Cards
- 36 Map Cards
- 6 Scenario Sheets
- Rulebook

Setup

To set up a game, players perform the following steps in order:

1. **Choose a Scenario:** The players mutually decide on a Scenario to play. Players may choose the Scenario randomly. If it is your first game, it is recommended you choose “Scavenging Run” for your first Scenario. Find the corresponding Scenario Sheet and place it to the side of the play area.

Utilize an unused Survivor figure as the Objective Marker and place it on the first stage of the Objective Track, then place 1 Lock Token on each other Objective. Each Objective with a Lock Token (as well as any Objective Card linked to that stage) is considered “locked.”

2. **Set up the Group Sheet:** Place the Group Sheet to the side of the play area, within view of all players. Place the Morale and Threat Markers on the starting spaces of their associated tracks.

3. **Prepare Token Pools and Dice:** Separate the tokens into pools by type to the side of the play area. Gather all dice and place them within reach of all players.

4. **Prepare the Card Decks:** Separate the Event Cards and Search Cards into piles by type, indicated by their traits. These will be used when setting up the Scenario.

5. **Choose Survivors:** Each player chooses a Survivor to play as. Some Scenarios limit which Survivors can be used, so refer to the chosen Scenario Sheet during this step. If there are less than 4 players, a number of Allies will be used (see “Allies” on page 10). Gather the following components for each chosen Survivor:

- Survivor Figure:** Each player takes his/her Survivor's figure.
- Survivor Base:** Each player chooses a colored Base and places it on his/her figure.
- Survivor Sheet:** Each player places his/her chosen Survivor's Survivor Sheet face up in front of him/her.
- Survivor Deck:** Each player shuffles his/her chosen Survivor's deck of 15 Survivor Cards and places the deck face down to the left of the Survivor Sheet.
- Survivor Tokens:** Each player gathers his/her own stack of Survivor Tokens (matching the color of his/her chosen Base) and places 5 of them in a personal supply and 1 near the Group Sheet.

6. **Follow Scenario Setup:** Refer to the Scenario Sheet and follow each step of Scenario setup.

- Map Tiles:** See the “Understanding the Map” diagram on page 4 for information on how to interpret map setup. After creating the map, create the Map deck by shuffling together all the Map Cards. Then, place the deck face down near the Group Sheet and discard the top card, placing it face up next to the deck.
- Survivor Starting Space:** Each player places his/her Survivor figure in the indicated Space.
- Walker Reserve:** Collect this number of Walkers to create the Walker Reserve, and return all other Walker figures to the box. (They will not be used in this Scenario.) The Walker Reserve is made up of standard Walkers and 1 or more Special Walkers. Players may either choose or randomize which Special Walker figures to add to the Reserve. (Note: Having more than 1 Special Walker type in a Scenario will increase difficulty.) Place the appropriate Special Walker Reference Cards near the Walker Reserve.
- Walker Setup:** Collect the appropriate number of Walkers from the Reserve and place them in each indicated Space.
- Search Deck:** Shuffle each pile of Search Cards (separated by type) individually and randomly deal out the indicated number of each type of Search Card to a face-down central pile. Set all other Search Cards aside. Shuffle dealt Search Cards, then deal out an equal number of cards into a number of separate decks determined by the number in brackets. (Note: This is the number of Buildings with Search decks on the map. Buildings may span 1 or more Spaces, but a single Building is defined by 1 or more Spaces grouped together and completely surrounded by Walls.)
- Objective Cards:** This indicates how many Objective Cards are used in the Scenario, as well as the number of other random Search Cards. Shuffle all these cards together, then shuffle 1 of these cards into each Search deck created in the previous step. Then, place 1 Search deck face down in each Building on the Scenario's map with a Q symbol (only 1 Search deck per Building).
- Event Deck:** Gather the deck of each Event type listed and shuffle all these cards together to create the Event deck. Place this deck face down within easy reach of all players.
- Special Setup Rules:** This section lists any specific setup rules that apply to the Scenario.
- Special Rules:** This lists any Special Rules that apply to the Scenario (such as “Strangers” or “Rivals”). Refer to the appropriate section of the rulebook for additional setup information pertaining to the corresponding rules.

7. **Determine Leader:** Take 1 of each player's Survivor Tokens into a closed fist and shake them up. Draw 1 token to determine the starting Leader. The player that owns the corresponding token claims the Leader Token. Then, play is ready to begin.

8. **Draw Starting Hand and Gain Trust:** Each Survivor draws 3 cards from his/her Survivor draw deck and gains 1 Trust.

1 Scenario Sheet

Objective Marker: Utilize unused Survivor Figure to track current objective

Lock Tokens

CAREFUL SWEEP
If at least 1 Survivor is outside, resolve Group Tension.
If each Survivor is in a Building with at least 1 Barricade, advance the Objective.

SUDDEN DOWNPOUR
Each Survivor outside must Exert 1.
If at least 2 Buildings have no Search Cards, advance the Objective.

ESCAPE
Each Survivor suffers 1 Stress.
If each Survivor is in a Space on the edge of the map and no Search Cards remain on the map, advance the Objective.

The Survivors win.

2 Morale & Threat Markers: Place on 10 and 0 respectively

Group Sheet

MORALE: 9 8 7 6 5 4 3 2 1 0

THREAT: 1 1 1 1 1 1 1 1 2 2 3

FOOD: MANAGER: Record 1 Food to Heal 2.

AMMUNITION: MANAGER: Record 1 Ammunition and one Ammo to Heal 1 Survivor in a per turn.

MATERIAL: MANAGER: Record 1 Material to Heal 1 Survivor in a per turn.

3 Tokens

FOCUS, STRESS, TRUST, MATERIALS, FOOD, AMMO

Action Dice

Stress Dice

4 Search Cards: Divided by type

Event Cards: Divided by type

5 a. Rick Figure*

b. Color Base*

c. Rick's Survivor Sheet

d. Rick's Survivor Deck

e. Survivor Tokens

6 a. Map Tiles: “Scavenging Run” configuration

b. Survivor Starting Space:

c. Walker Reserve*

d. Walker Setup: From “Scavenging Run”: from the Reserve place 3 Walkers in each space: B6, C7, and D9. 2 Special Walkers in D1. 1 Walker in each Space: A7 and B8.

e. Search Deck: From “Scavenging Run”: individually shuffle Equipment, Hazards, and Resources. Next, make a stack of 2 Equipment, 2 Hazards, and 4 Resources. Shuffle and form 4 equal decks.

f. Objective Cards: “Scavenging Run” does not use Objective Cards. Other scenarios may use up to 3 Objective Search Cards (A, B, & C), which shuffle into Search decks on the map (1 per deck).

g. Event Deck: From “Scavenging Run”: gather and shuffle Resources, Lurkers, and Shelter Event Cards to form 1 deck and place face down to the side of the map.

h. Special Rules: From “Scavenging Run”: Place 5 Materials in a Material Resource Pool on the Group Sheet.

7 Leader Token

Materials

*The Walking Dead: No Sanctuary – The Board Game Survival Edition replaces all plastic Survivor figures, Walker figures, and Survivor Bases with cardboard standees.

Understanding the Map

All components of the game refer to the map in shorthand, based on the diagram below. Within this shorthand language, each Map Tile is assigned a letter (A, B, C, or D) based on its placement within the map as a whole. The standard map setup is 2x2, with the top left (northwest) Tile referred to as A, the top right (northeast) as B, bottom left (southwest) as C, and bottom right (southeast) as D. Each Tile features 9 Spaces, arranged 3x3. These Spaces are considered 1 through 9 going left to right, top to bottom.

In the diagram below, each colored section is a single Map Tile and each letter/number combination is a Space identifier. These Space identifiers appear on cards in the Map deck in order to generate random Spaces. Players should place the Group Sheet next to the map so that the “N” on the compass is aligned with the top side of the map as displayed on the Scenario Sheet. That side of the map is treated as north for the entire game when determining random Spaces.

Finally, Map Tile orientation is based on the orientation icons that appear on the Tiles on the Scenario Sheet. The orientation icons consist of a side indicator (● or ○) to identify which side of the Tile to use, and a directional indicator (↑) to determine the Tile’s position.

Example: “2 ● →” would mean Map Tile number 2 is placed with the ● side face up, and the → pointing to the right (meaning the indicator icons would be on the upper right of the Tile after setup).

A1	A2	A3	B1	B2	B3
A4	A5	A6	B4	B5	B6
A7	A8	A9	B7	B8	B9
C1	C2	C3	D1	D2	D3
C4	C5	C6	D4	D5	D6
C7	C8	C9	D7	D8	D9

Gameplay

The game is played over a series of rounds. During each round, each player takes a turn.

Round Sequence

- 1. Planning Phase:** Each player draws 1 Survivor Card from his/her personal Survivor deck. The Leader then draws 2 Event Cards, choosing 1 to play and 1 to Neglect and discard.
- 2. Survivor Phase:** Starting with the Leader, each player performs his/her activation. During activation, a Survivor must play 1 Survivor Card from his/her hand and may then perform 1 Maneuver and 1 Action.
- 3. Event Phase:** Activate each of the Special Rules in play and resolve the Active Event.
- 4. Walker Phase:** Each ready Walker activates. Then, new Walkers are placed on the map based on the Threat Track.
- 5. Objective Phase:** Resolve each effect of the Active Objective Step. The Leader may pass the Leader Token. (It *must* be passed if the Leader is fully Stressed.)

Hidden Information

Players should never openly discuss which Survivor Cards they have in their hands. It is acceptable to discuss strategies and vaguely imply which Approach might be most beneficial to the group, but players should never specifically indicate which cards they have in hand.

1. PLANNING PHASE

During the Planning Phase, the Leader determines the group’s Approach and all Survivors prepare for the round. The phase consists of the following steps, performed in order:

- 1. Draw Step:** Each Survivor draws the top card of his/her Survivor deck. If a Survivor cannot draw a Survivor Card due to his/her draw deck being depleted, that Survivor is defeated and the group immediately loses. *Players cannot reveal the cards in their hands to other players unless a specific Ability allows it.*
- 2. Approach Step:** The Leader draws the top 2 cards from the Event deck, secretly choosing 1 to resolve and 1 to Neglect. The Event Card that the Leader chooses to Neglect is discarded, but first the Leader must resolve its Neglect effect. The Event Card that the Leader chooses to resolve is put into play on the Event space of the Group Sheet and is referred to as the “Active Event,” and its Ability text affects the turn (see the “Event Cards” section on page 5). The group’s Approach for the turn matches the Active Event’s Approach type.

The Approach

Each Event Card and Survivor Card features a certain Approach type: **Normal**, **Cautious**, or **Reckless** (green, yellow, or red, respectively). When the Leader chooses the Active Event, that Event Card’s type determines the Approach for that turn.

Each time a Survivor Card is played that matches the Approach color, it is considered Compliant. Each time a Survivor Card is played that does not match the Approach color, it is considered Defiant. When the Leader plays a Defiant card, he/she must discard 1 Trust. If a Survivor other than the Leader plays a Defiant card, the Leader suffers 1 Stress.

Event Cards

Each Event Card has a Neglect effect that is triggered when the Leader Neglects that card. If the group cannot fulfill the Neglect effect (due to lack of Resources, Trust, etc.); resolve Group Tension (see the “Group Tension” section below). The rest of the Event Card is only relevant when it is an Active Event.

The Active Event Card’s Approach affects the turn (see “The Approach” section on page 4). An Event Card’s Ability text is only applicable when it is the Active Event. These effects usually offer benefits to Survivors. Each Event Ability can only be triggered once per Survivor. After triggering an Event Ability, the Active Survivor places his/her Survivor Token on the Event Card to signify that he/she has already triggered that Ability and cannot do so again this turn.

During the Event Phase, the Leader must suffer 1 Stress if there is not at least 1 Survivor Token on the Active Event.

Group Tension

Each time a Survivor or the group is forced to discard a Resource or token by a game effect and is unable to do so, the group must immediately resolve Group Tension. Likewise, if a Survivor cannot suffer 1 or more Stress (as required by a game effect) due to each of his/her Survivor Sheet’s Stress spaces having a Stress Token, the group must resolve Group Tension.

Group Tension reduces Morale by 1 unless each Survivor discards 1 Trust from his/her personal supply. Discarding Trust is optional, and the Leader resolves any disputes about whether or not Trust is discarded. However, if 1 or more Survivors do not have Trust to discard, then no Trust is discarded and Morale is reduced by 1.

For more details about Group Tension, refer to the “Group Tension” section under “Detailed Rules” on page 8.

2. SURVIVOR PHASE

The Survivor Phase is the heart of the round, as each Survivor (starting with the Leader and proceeding clockwise) gets an activation. During his/her activation, a Survivor is considered the Active Survivor, and must complete his/her entire activation before proceeding to the next Survivor. A Survivor’s activation consists of the following steps:

- 1. Play Survivor Card Step:** The Active Survivor must choose and play 1 card from his/her hand (see “The Approach” above). Only 1 Survivor Card may be played during this step. Note: The played Survivor Card’s text effect is not resolved at this time; only the Approach is resolved during this step. After playing his/her Survivor Card, the Active Survivor compares the card’s Approach to the group’s Approach.
- 2. Action Step:** The Active Survivor may perform 1 Maneuver and 1 Action.
- 3. Discard Survivor Card Step:** After fully resolving his/her activation, the Active Survivor discards his/her played Survivor Card, placing it on top of his/her discard pile.

Survivor Cards

Each Survivor has a deck of 15 Survivor Cards (typically 5 Reckless, 5 Cautious, and 5 Normal). These cards represent the Survivor’s possible individual Approaches for a given turn, and provide benefits and detriments to that Survivor for that turn. Each Survivor Card consists of the following information:



- **Name of Survivor Card and Survivor:** This indicates the name of the card and the Survivor deck it belongs to.
 - **Exert Bonus:** This icon identifies one of three Characteristics: Attack (👊), Coordinate (👁️), or Interact (🗨️). If the Survivor performs an Action with the corresponding Characteristic during his/her turn, he/she may treat each Exert result on his/her Action Dice as a success.
 - **Ability Characteristic:** This indicates what kind of Ability the Survivor Card grants. If the card grants a Special Action, the name of the Action and the Characteristic it uses will be displayed here. If the card instead grants a Special Maneuver, this area will simply say “Maneuver.”
 - **Effect:** This shows the effect of the card’s Special Action or Maneuver. This effect only happens if the Survivor chooses to execute that Action or Maneuver. If the Ability is neither an Action nor a Maneuver, this simply shows the Ability available to that Survivor.
 - **Success Effects:** If the card indicates a Special Action, the success effects for that Action will be listed here. These success effects are only available if the Survivor is performing the Special Action granted by the card.
 - **Fear Effect:** This effect must be resolved once for each Fear effect result on the Stress Dice during an Action.
 - **Approach:** This shows the Approach of the card (Normal, Cautious, or Reckless). The card the Survivor plays will either be Compliant to the group’s Approach (matching the symbol and color) or Defiant to the Approach (not matching the symbol and color). Playing a Compliant card has no additional effects, unless otherwise stated by a Scenario or game effect. However, each time a Defiant card is played, the Leader suffers 1 Stress. (If the Leader plays a Defiant card, he/she instead discards 1 Trust.)
- If a Survivor cannot play a Survivor Card on his/her turn (due to having none in his/her hand), he/she is immediately defeated and the group loses.

Action Die



Success



Focus



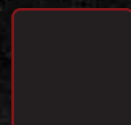
Exert



Threat



Fear



Blank

Stress Die

Actions and Maneuvers

There are various Maneuvers and Actions in the game, with each Action associated with one of three Characteristics. Actions require the Survivor to roll a number of Action Dice and possibly Stress Dice to determine success (✔) or failure, while Maneuvers do not. When performing an Action, each Survivor has a default number of Action Dice he/she rolls based on the Characteristic associated with the chosen Action. Maneuvers do not require an Action Dice roll.

The following standard Actions and Maneuvers can always be performed:

Action (Characteristic)	Action Effect & Success Effects
Grapple (Attack)	Knock down 1 enemy in your Space. ✔: Knock down 1 enemy in your Space. ✔: Defeat 1 knocked-down enemy in your Space.
Search (Interact)	Draw 1 Search Card from your Building. ✔: Draw 1 Search Card from your Building. ✔: Gain 1 Resource of your choice.
Assist (Coordinate)	Gain 1 Trust. ✔: Choose 1 other Survivor to gain 1 Focus and you gain 1 Trust. ✔: Choose 1 other Survivor within range 1 to discard 1 Stress and gain 1 Trust.
Maneuver	Effect
Move	Move orthogonally (non-diagonal) up to 2 Spaces, or stand up (if knocked down). Each time you move out of a Space, you must Exert 1 for each ready (standing) Walker in that Space.
Hide	Reduce Threat by 1. Then, if there are no enemies in your Space, discard 1 Stress.
Focus	Gain 1 Focus.
Resource	Resource Maneuvers are Special Maneuvers listed on the Group Sheet. Each Resource Maneuver requires the Active Survivor to discard 1 of the associated Resource Tokens. Food: Discard 1 Food Token to Heal 2 Ammunition: Discard 1 Ammunition Token and raise Threat by 1 to defeat 1 Walker within line of sight. Material: Discard 1 Material Token to place 1 Barricade in your space.

Special Actions

While similar to the standard Actions on the Actions and Maneuvers Reference Card, Special Actions usually provide unique and powerful Abilities to the Active Survivor. The effects of a Special Action can only be triggered if the Active Survivor chooses to perform that Special Action instead of a standard Action. Special Actions are most commonly found on Survivor Cards, but other components such as Event Cards or the Special Rules of a Scenario can occasionally give Survivors access to Special Actions to choose from as well.

Special Maneuvers and Special Effects

Just like Special Actions, the effects of a Special Maneuver can only be triggered if the Active Survivor chooses to perform that Special Maneuver instead of a standard Maneuver.

Any other special effects on a Survivor Card are only triggered as indicated in the card's text.

Resolving Maneuvers

After choosing a Maneuver to resolve, the Active Survivor fully resolves the effect of the chosen Maneuver. The Active Survivor cannot break up his/her Maneuver. (For example, the Active Survivor cannot choose the Move Maneuver to move 1 Space, perform an Action, then move another Space.)

Resolving Actions and Action Rolls

After choosing an Action to resolve, the Active Survivor may immediately resolve the Action's corresponding Action effect.

After fully resolving the chosen Action's effect, the Active Survivor must roll the corresponding number of Action Dice to determine the number of successes. This is considered an Action Roll. To perform an Action Roll, a Survivor follows these steps in order:

1. **Create Action Pool:** The Survivor collects a number of Action Dice based on the Survivor's Characteristic that matches the Action being resolved. Then, he/she adds 1 Stress Die to the pool for each Stress Token on his/her Survivor Sheet. Finally, the Survivor adds 1 Stress Die to the pool if there is at least 1 Walker (ready or knocked down) in the Survivor's Space. If a Survivor must roll more dice than are available, use something to track the results after rolling and roll the additional dice as needed.

2. **Roll Dice:** Roll the Action pool.

3. **Trigger Exert Results:** If the Active Survivor played a Survivor Card with an Exert Bonus matching the Characteristic of the Action he/she is currently resolving, he/she may turn each Exert result to a success result for free. Otherwise, the Survivor may Exert 1 to change 1 Exert result to a success result. This can be triggered multiple times.

4. **Trigger Focus Results:** For each Focus result, the Survivor may spend 1 Focus to change that result to a success result. This can be triggered multiple times.

5. **Apply Successes:** The Survivor applies each of his/her success results to one of the success effects listed under the chosen Action. Each success effect can be triggered multiple times, unless otherwise specified.

6. **Resolve Threat Results:** For each Threat result, the Survivor must advance the Threat Marker on the Threat Track by 1.

7. **Resolve Fear Results:** For each Fear result, the Survivor must resolve the Fear effect on the Survivor Card he/she played this turn.

8. **Gain Focus:** If any Focus icons remain in the results, the Survivor may gain 1 Focus for each unused Focus result. A Survivor may not possess more than 5 Focus Tokens at any one time.

Search Cards

When a Survivor is allowed to draw a Search Card, he/she may only draw a card from a Search deck in his/her current Building. A Survivor may be in any Space of his/her current Building to draw a Search Card from that Building's deck.

If an Objective Search Card is drawn, players refer to the Objective Sheet. If the corresponding Objective on the Objective Sheet is linked to a locked Objective Stage, the Objective Card is returned (face up) to the top of the deck it was drawn from. No cards can be drawn from a Search deck with a face-up Objective Card on it, unless the corresponding Objective Stage is unlocked. If the Objective Card is linked to an unlocked Objective Stage, the Survivor may draw that Search Card as normal.

Exerting and Defeat

Each time a Survivor Exerts (either optionally when resolving an Action Roll, or through mandatory Exert X effects), he/she must either choose 1 card from his/her hand to discard or discard the top card of his/her Survivor deck for each point of Exertion. (For example, this is done 3 times for an Exert 3 effect or 3 individual Exert 1 effects.)

If a Survivor ever must Exert and does not have a card to discard (either in his/her hand or his/her Survivor draw pile), he/she is defeated. Also, if a Survivor must play a Survivor Card on his/her turn and does not have any in hand, he/she is defeated and the group loses.

3. EVENT PHASE

During this phase, the players resolve each Special Rule in effect, as well as the Active Event. The Event Phase is resolved by performing the following steps:

1. **Special Rules Step:** The players resolve each Special Rule in effect. If more than 1 Special Rule is in effect, the rules are resolved in the order they are listed on the Scenario Sheet. Players resolve each step of a Special Rule, in order, before resolving any additional cards.

2. **Event Step:** If the Active Event has no Survivor Tokens on it, the Leader suffers 1 Stress. If the Active Event has at least 1 Survivor Token on it, the Leader does not suffer Stress. Regardless, the Active Event is then discarded and the players proceed to the Walker Phase.

4. WALKER PHASE

All ready Walkers activate during this phase. After each Walker has activated, all knocked-down Walkers stand up and then new Walkers are placed based on the current state of the Threat Track. The Walker Phase is resolved by performing the following steps:

1. **Reanimate Step:** Replace each Corpse Token with a knocked-down Walker.

2. **Walker Activation Step:** Each ready Walker activates, following Walker activation rules (see below).

3. **Ready Walkers Step:** All knocked-down Walkers are stood up.

4. **Threat Step:** Place new Walkers on the map. To place new Walkers, players perform the following effects in order:

- If the Threat Marker currently resides on a yellow space, select a number of Walker figures from the Walker Reserve equal to the number indicated on the space (typically "1"). If the Threat Marker is on a red space, select that many Special Walker figures from the Walker Reserve instead.

No Walkers in the Reserve

Any effect that would place 1 or more Walkers on the map while none of that type remain in the Walker Reserve will trigger Group Tension.

- Reveal a new Map Card for each Walker figure selected and place each figure on the map in the spot indicated on the Map Card.
- Move the Threat Marker left 1 space toward the "0" space. Then, resolve the above effects again if the Marker is not on the "0" space, starting from (a). Otherwise, move on to the Objective Phase.

Threat Track

The Threat Track is divided up into yellow spaces and red spaces. Yellow spaces indicate that 1 or more Walkers will spawn, each placed in a random Space designated by drawing a Map Card (1 Map Card per Walker). Red spaces indicate that 1 or more Special Walkers (as identified in the Scenario setup) will spawn, each placed in a random Space designated by drawing a Map Card (1 Map Card per Special Walker).

In each space of the Threat Track is a number representing both how many Walkers are placed and how many Map Cards are drawn to indicate their placement.

Walker Activation

To resolve Walker activation, players activate an entire Space containing ready Walkers, following the order below:

▪ **Overrun:** Activate each Space containing both ready Walkers and human figures (Survivors, Strangers, or Rivals). The effects of activating Walkers in a figure's Space depends on the type of human:

▪ **Survivor:** The Survivor must Exert X, with X equal to the number of ready Walkers in his/her Space. Then, knock down each Walker in the activated Space. If multiple Survivors are in a Space during an Overrun, the players may choose to divide the Exert effect between the Survivors in that Space as they see fit.

▪ **Stranger:** If a Stranger is currently knocked down, it is immediately defeated (resolve Group Tension). If the Stranger is standing (ready), it is knocked down. If there is a Survivor in that Stranger's Space, he/she will protect that Stranger from these effects. (That Survivor will still Exert as described above.) Then, knock down each Walker in the activated Space. Knocked-down Strangers do not stand back up until Rescued.

▪ **Rival:** If no other human figures are in the Space, each Rival in that Space defeats 1 Walker (prioritizing ready Walkers). Then, if ready Walker figures remain in the Space, each ready Walker defeats 1 Rival. Finally, all remaining Rivals and Walkers in the Space are knocked down. A Rival figure is only affected by Walkers if no other type of human figure is in its Space.

▪ **Swarm:** Activate each Space containing only Walkers adjacent to a Space containing human figures. All ready Walkers from the activated Space move into the Space containing human figures. If there is more than 1 adjacent Space containing human figures, use random Walker movement (see the "Walker Movement" section below). Then, knock down each Walker figure that moves this way.

▪ **Shamble:** Activate each remaining Space containing only Walkers with no human figures. Each ready Walker in the activated Space moves 1 Space toward the nearest human figure. Then, knock down each Walker figure that moves this way. Refer to the "Walker Movement" section below for more details.

▪ **Ready Walkers:** All knocked-down Walkers are stood up.

Walker Movement

▪ **Determining Random Directions:** The topmost card in the Map Card discard pile is used to determine random directions (up/down or left/right). If there are different human figures equidistant to activated Walkers in the indicated directions, use the target priority (red line on the compass) on the Map Card. If there's still a tie, the Leader decides.

▪ **Nearest Human Figure:** When determining which human figure is nearest to a Walker, discern the human figure that can be reached by the shortest movement path.

▪ **Barricades:** Walkers cannot move through Barricades. When a Space of Walkers activates and would move through a Barricade, perform the following:

- If the number of Walkers does not exceed the number of Barricades, the Walkers are knocked down and do not move.
- If the number of Walkers exceeds the number of Barricades, 1 Barricade is removed. If no more Barricades remain, the Walkers move as normal. If 1 or more Barricades remain, the Walkers are knocked down and do not move.

5. OBJECTIVE PHASE

The Objective Phase consists of checking the current Objective Stage and possibly passing the Leader Token. The players perform the following steps in order:

1. **Objective Step:** The players refer to the current Objective Stage of the Objective Track. For the current Objective Stage, resolve each effect in order, if able, ignoring the current stage's Immediate Effect (if any). Each time an effect instructs the players to advance the Objective, move the Objective Marker 1 space to the right on the Objective Track, discarding the Lock Token on the Objective space linked to the new Objective Stage. (This Objective is now unlocked.) If the new Objective Stage has an Immediate Effect (text in a red box), it is immediately resolved. Each stage's Immediate Effect is only resolved once each game.

Objective Stage

The Objective Track is broken up into multiple stages. Each stage is represented by an Objective Track space and a text box that contains Objective effects, explaining the criteria that must be met in order to advance the Objective Marker. (This is also referred to as “Advancing the Objective.”)

Sometimes an Objective Stage corresponds to a particular Objective Card that must be revealed. When the Survivors find an Objective Card that matches the current Objective Stage, they are considered to have the item depicted on the Objective Stage. The Survivor who finds the Objective Card keeps it in front of himself/herself as a reminder.

Lock Tokens on the Objective Track indicate which key Objective items cannot be accessed by the Survivors. If a Survivor finds an Objective Card linked to a locked Objective Stage, he/she cannot yet access that card. If a Survivor finds an Objective Card linked to an unlocked Objective Stage, he/she may draw and keep that card as normal.

2. Leader Step: The current Leader may choose to discard 1 Trust to pass the Leader Token to the player to his/her left. That player is now the Leader. If the current Leader is fully Stressed (each Stress space on his/her Survivor Sheet is occupied), he/she must discard 1 Trust and pass the Leader Token to the player to his/her left.

After completing all phases of a game turn, players continue the game by starting a new game turn.

DETAILED RULES

Group Tension

To represent the psychological drama at play in *The Walking Dead*, Group Tension constantly threatens the group's Morale. Each time a Survivor or the group is required to suffer or to discard or place a component (Resource, Walker, Trust, etc.) by a game effect and is unable to do so, the group must immediately resolve Group Tension.

Group Tension reduces Morale by 1 unless each Survivor discards 1 Trust Token from his/her personal supply. Discarding Trust is optional, and the Leader resolves any disputes about whether or not Trust is discarded. However, if 1 or more Survivors do not have Trust to discard, then no Trust is discarded and Morale is reduced by 1.

A single negative effect can only trigger one occurrence of Group Tension, regardless of how many conditions could not be fulfilled.

If a game effect specifically reduces Morale, this is not considered Group Tension and players cannot cancel that Morale loss by discarding Trust.

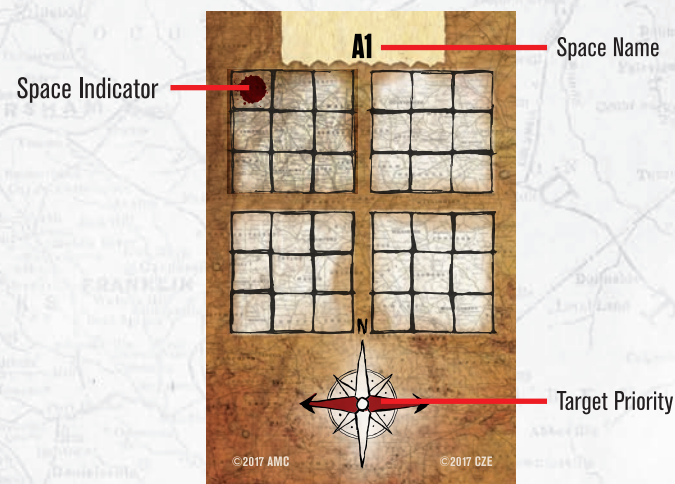
By default, the players should assume that any time they cannot resolve a negative effect, Group Tension must be resolved. Here are some examples of the various effects that will cause Group Tension:

- A Survivor must discard a Trust, Resource, Focus, etc. but cannot (due to not having the corresponding component).
- A Walker must be placed but none remain in the Reserve.
- A Survivor must suffer 1 or more Stress and is unable to do so, because all of the Stress spaces on his/her Survivor Sheet are occupied by Stress Tokens.
- The Threat Track needs to be raised, but it is already maxed out.

Suffer vs. Gain

While Group Tension is triggered when a Survivor must suffer a game effect but is unable to, it is never triggered when a Survivor is supposed to gain a game effect (such as Trust or Focus) but is unable to.

Map Deck



Space Name: The name of the Space indicated by this card.

Space Indicator: The red dot indicates the Space on the map to which this card corresponds.

Target Priority: The red arrow is used to determine random directions. For example, in this case, Walkers would prioritize moving east or west over north or south.

The Map deck is multi-functional: Players use it to determine random locations and establish random directions. Any time the Map deck is shuffled (including during setup), the top card is immediately discarded. The top card of the Map discard pile is used to determine random directions (mainly during Walker activation). To determine a new random location on the map, the players discard the top card of the Map deck.

Morale

This track represents the group's psychological perseverance during a Scenario. Many game effects will reduce Morale, namely Group Tension. In rare instances, a game effect may allow players to raise Morale.

Each time Morale is reduced by 1 or more, the Morale Track Marker is moved right an equal number of spaces. Likewise, each time Morale is raised by 1 or more, the Morale Track Marker is moved left an equal number of spaces.

Unless otherwise specified by the Scenario, if the Morale Track Marker ever reaches “0” on the Morale Track, the group immediately loses the game.

Stress

As Survivors witness the horrors around them, they will suffer Stress. Each Survivor can only have 1 Stress Token in each of the 3 Stress spaces on his/her Survivor Sheet. During an Action, a Survivor must roll 1 Stress Die for each Stress space on his/her Survivor Sheet that has a Stress Token on it (+1 Stress Die if the Survivor currently occupies the same Space as at least 1 Walker).

Each time a Survivor suffers 1 or more Stress, he/she places an equal number of Stress Tokens in the Stress spaces at the top of his/her Survivor Sheet. If a Survivor must suffer 1 or more Stress when each of the Stress spaces on his/her Survivor Sheet are occupied, the exceeding Stress is canceled and Group Tension is immediately resolved.

When a Survivor discards 1 or more Stress, he/she removes that many Stress Tokens from his/her Survivor Sheet.

Survivor Abilities and Survivor Tokens

While a Survivor has at least 1 Trust in his/her personal supply, his/her Survivor Ability is Active. Each Survivor has his/her own Survivor Tokens, representing unique Abilities triggered by his/her Survivor Cards and/or Survivor Ability. Effects can only target Survivor Tokens that are in play, meaning either on the map or on a Survivor Sheet, as indicated by Abilities. Survivor Tokens gained through game effects are placed on the appropriate Survivor's Survivor Sheet. Survivor Tokens not in play are kept in an out-of-play supply.

Survivor Tokens are also used on the Active Event to mark if a Survivor completed that Event Ability.

Trust

The amount of Trust a Survivor has represents how much the group can rely on him/her. If a Survivor has no Trust, his/her Survivor Ability cannot be triggered by any Survivor. A Survivor does not need to discard Trust to trigger his/her Survivor Ability (unless otherwise noted), but he/she must have at least 1 Trust for the Ability to be triggered.


Each Survivor can have a maximum of 5 Trust Tokens in his/her personal supply.

Trust is also used in response to Group Tension. Each time Group Tension is resolved, the players must lose 1 Morale unless each Survivor discards 1 Trust. Discarding Trust is optional, and the Leader resolves any disputes about whether or not Trust is discarded.

Event Cards

Event Cards serve several purposes, including an Active Event effect that affects the turn it is put into play, a Neglect effect that is triggered if the card is Neglected by the Leader, and an Approach type that sets the group's Approach for the turn.

Search Cards

Each Building with a  symbol on the Scenario Sheet's map begins a Scenario with a Search deck. Survivors can interact with a Building's Search deck as long as they are in any of that Building's Spaces (constrained by an orange line). Each time a Survivor draws 1 or more Search Cards, he/she draws the top card of his/her Building's Search deck, resolving each card fully before drawing another. Most Search Cards are resolved and discarded immediately.

In some cases, a Search Card does not specify that it must be discarded after being used or you may not meet the conditions to use the Search Card immediately. In such instances, you can keep the Search Card. There is no limit to the number of Search Cards a Survivor may possess. During his/her turn, a Survivor may trade (giving or taking) any number of Search Cards with any other Survivor in the same Space.

Objective Cards


When a Scenario includes Objective Cards, the setup insures that there can only ever be at most 1 Objective Card per Search deck. To distribute Objective Cards among the Search decks during setup, first find the Objective Cards needed for the Scenario. Next, combine those cards with a number of other cards indicated in the “Objective Cards” section of the Scenario Sheet. This should give you a set of cards equal to the number of Search decks in the Scenario. Shuffle 1 of those cards into each Search deck created for the Scenario, then place those Search decks on the map.

When an Objective Card is drawn, the Active Survivor references the current Objective Stage. If the Objective Card is linked to a locked Objective Stage, it is considered locked and placed back on the Search deck face up, with a Lock Token placed on top. A Search deck with a locked Objective Card cannot be interacted with. (Survivors must draw from the other Search decks for the required Objective.) When an Objective Stage linked to an Objective Card that's face up on its Search deck is unlocked, the Lock Token is removed and that card is available to be acquired by a Survivor. However, the Survivor must still draw the Objective Card through normal game effects.

Buildings and Barricades

A Building is defined by 1 or more Spaces on a single Tile that are completely surrounded by Walls, indicated by orange lines.



Each Building on the Scenario Sheet's map with a  symbol on it will have 1 Search deck associated with it. A Survivor inside a Building may interact with its Search deck regardless of which Spaces in the Building he/she and the Search deck are in.

Barricades hinder Walker movement and may only be placed on Walls. Each Wall can hold a maximum of 3 Barricade Tokens. Walkers may not move through Barricades. When a Space with Walkers activates and they would move through a Barricade, perform the following:

- If the number of Walkers does not exceed the number of Barricades, the Walkers are knocked down and do not move.
- If the number of Walkers exceeds the number of Barricades, 1 Barricade is removed. If no more Barricades remain, the Walkers move as normal. If 1 or more Barricades remain, the Walkers are knocked down and do not move.

Barricades and Walls do not affect human figures.

Range and Line of Sight

When counting range from a figure's Space, a player may count adjacent Spaces as well as diagonal Spaces. Each Space counted from the originating Space counts as 1 range. For example, every Space surrounding a figure is within 1 range of that figure.

Line of sight is the imaginary line drawn from the center of 1 Space to another target Space. If such a line can be drawn between 2 Spaces without touching any part of a Wall, then the Spaces are within line of sight of each other. A figure must have line of sight to a target figure's Space in order for that figure to be within range. **A figure drawing line of sight from a Building Space may ignore the Walls of his/her current Space when drawing line of sight.**

SPECIAL RULES

Allies

When playing **The Walking Dead: No Sanctuary – The Board Game** with less than 4 players, 1 or more Allies are used. There can be up to 4 Survivors in play, and each Survivor that is not controlled by a player is treated as an Ally. Allies are treated exactly like Survivors, with the following exceptions:

- An Ally can never be the Leader.
- Allies do not have Survivor decks.
- Each Ally must be assigned to a player-controlled Survivor, and activates immediately after that Survivor in the turn sequence.
- An Ally uses the Ally side of the corresponding Survivor Sheet (i.e., the Ally Sheet).
- Each time an Ally Exerts (whether he/she is forced to or voluntarily does so), that Ally instead gains 1 Exert Token (regardless of the Exert value).
- If an Ally gains his/her third Exert Token, that Ally is defeated and the entire group loses.
- Each time an Ally Heals X, he/she may discard 1 Exert Token (regardless of the Heal value).
- An Ally does not play Survivor Cards, and may only use the Actions on the Actions and Maneuvers Reference Card or on the Ally Sheet.
- An Ally may perform an Action on his/her Ally Sheet that does not match the Approach of the controlling Survivor only by spending 1 Trust.
- For each Fear result rolled during an Ally's Action Roll, he/she must resolve the Fear effect listed on his/her Ally Sheet.

Ally's Approach

Some game effects trigger based on a Survivor's Approach for the turn. An Ally's Approach matches the controlling Survivor's Approach. During an Ally's turn, players never trigger the effects of the controlling Survivor's card, but must still trigger effects that target the Ally's Approach.

Ally Sheet

The Ally side of the Survivor Sheet is referred to as the Ally Sheet. The Ally Sheet is similar to the Survivor Sheet, but instead of a Survivor Ability there are 3 fixed Actions listed (1 for each Approach type).

When activating an Ally, the Action listed on the Ally Sheet matching the controlling Survivor's Approach is available to that Ally. However, if the Ally spends 1 Trust, he/she may choose either of the 2 other Actions listed on the Ally Sheet to perform that turn. The Fear effect listed on the Ally Sheet applies to all Actions performed by that Ally, and must be triggered for each Fear result in his/her Action Roll.

Strangers

Strangers Setup

When playing a Scenario that uses the Strangers Special Rules, players perform the following after resolving all other Scenario setup steps:

1. Put the Strangers Activation Card into play. If the Scenario does not specify an orientation, put it “Active” side up.
2. Place the Strangers Sheet next to the Group Sheet.
3. Create the Stranger Supply by placing all Stranger figures next to the Strangers Sheet.

Strangers Rules

While on the map, Strangers are considered human figures and are subject to all effects that target human figures. Each time a Stranger is defeated, resolve Group Tension. (Like any other defeated human figure, the Stranger will leave a Corpse Token in its Space.)

Each time a Stranger on the map is Rescued—using the “Rescue (Interact)” Action on the Strangers Sheet—that Stranger is placed on the Rescued Strangers pool on the Strangers Sheet. Any Stranger figure in the Rescued Strangers pool of the Strangers Sheet is considered a Rescued Stranger and can be affected by game effects targeting Rescued Strangers.

Certain effects allow Survivors to place Focus Tokens in the Rescued Strangers pool of the Strangers Sheet. A Focus Token in the Rescued Strangers pool may be spent as a normal Focus by any Survivor (representing assistance from your Rescued comrades). Additionally, certain Event Cards may target these Focus Tokens in different ways.

If a Rescued Stranger is ever defeated, place a Corpse Token in a random Space.

Strangers Activation Card

The Strangers Activation Card is used to place new Strangers on the board. Players perform each step of the Strangers Activation Card, in order, during the Special Rules Step of the Event Phase.

Strangers Sheet

The Strangers Sheet contains summarized rules for Strangers, as well as a new Action that Survivors may perform when using the Strangers Special Rules:

Rescue (Interact): Suffer 1 Stress to rescue 1 Stranger in your Space.
✔: Discard 1 Stress.
✔: Place 1 Focus in the Rescued Strangers pool.

Rivals

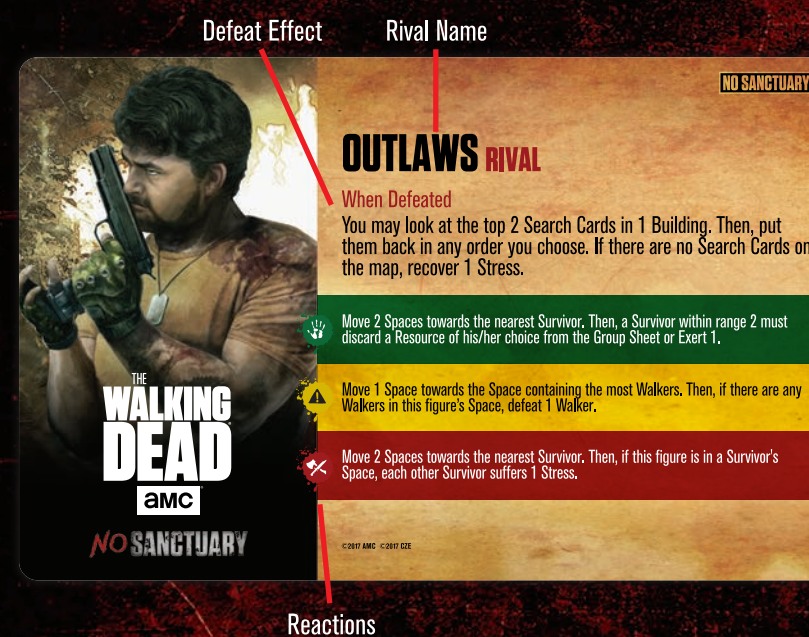
Rivals Setup

When playing a Scenario that uses the Rivals Special Rules, players perform the following steps after resolving all other Scenario setup steps:

1. Gather the necessary Rival Sheets and corresponding Rival figures. If a particular Rival type is used for the Scenario, it is indicated in parentheses after the Rivals Special Rules. If no Rival type is indicated, players may choose which Rival type to use.
2. Place the Rival Sheets and figures to the side of the play area, within easy reach of all players.
3. Put the Rivals Activation Card into play. If the Scenario does not specify an orientation, put it “Active” side up.

Rivals Rules

Rival figures represent hostile figures out to do harm to the Survivors. The Rival Sheet governs how each Rival figure activates during the Event Phase. It contains the following information:



Reactions

- **Rival Name:** This identifies the type of Rival.
- **Reactions:** There are 3 separate Reaction effects for each Rival, 1 corresponding to each of the Approach types. When activating Rival figures, players resolve the Reaction effect that matches the group's Approach for that turn.
- **Defeat Effect:** Each time a Rival figure is defeated, this defeat effect must be resolved. (Like any other defeated human figure, the Stranger will leave a Corpse Token in its Space.)

Rival figures are treated as human figures, and Survivor figures treat them as enemy figures.

Activating Rival Figures

When resolving the Rivals Activation Card, players follow these steps in order:

1. **Rival Reaction:** For each ready Rival figure on the map, players resolve the Rival Reaction matching the group's Approach for that turn. After activating a Rival, knock down the figure. (This allows players to determine which figures have already been activated, avoiding activating the same Rival twice.)
2. **Rival Ready:** Each knocked-down Rival is stood back up.
3. **Place Rival** (“Active” side of card only): Place 1 Rival in a random Space.

Variants

The following variants can be added to any game at the discretion of players. It is not recommended to use more than a single variant in a game.

Never Surrender

This variant reduces the frequency of Group Tension by adding additional Walkers to the Reserve. Depending on the Scenario, this can make things easier or harder; regardless, the variant typically keeps more pressure on the players by making them deal with additional Walkers on the board.

When setting up a Scenario in which the “Never Surrender” variant is chosen to be in effect, the players may add to the Reserve any number of additional Walkers and/or Special Walkers.

We're Not Alone

By using the “We're Not Alone” variant, players can add the Rivals and/or the Strangers Special Rules to Scenarios that don't already incorporate them.

When adding Rivals to a Scenario that doesn't already feature the Rivals Special Rules, the players may randomly or freely choose which Rival Sheets to use. During setup, put into play the required Rivals components, including the Rivals Activation Card (“Active” side face up).

Likewise, when players add Strangers to a Scenario that doesn't already feature the Strangers Special Rules, the players put into play the Strangers Sheet, Strangers figures, and Strangers Activation Card (“Active” side face up).

NOTE: Adding these Special Rules can result in varying increases in difficulty depending on the Scenario.

GAME TERMS

Action Pool: The number and type of dice a Survivor rolls during his/her Action. An Action pool consists of at least 1 Action Die and possibly 1 or more Stress Dice.

Active Event: An Event Card put into play by the Leader during the Planning Phase. An Event’s Ability text is Active while the Event Card remains in play.

Active Survivor: The Survivor currently resolving his/her activation during the Action Phase.

Adjacent Space: A Space that shares a dividing line with a figure’s Space (no diagonals).

Alone: A figure is considered alone if there are no other figures in its Space.

Approach: The Event Card put into play by the Leader during the Approach Step of the Planning Phase. The Approach can be Normal, Cautious, or Reckless.

Building Space: A Building is defined by 1 or more Spaces on a single Map Tile that are mutually surrounded by Walls (orange lines).

Compliant: A Survivor Card that matches the current Approach.

Defeated: When a Walker is defeated, it is returned to the Reserve. When a human figure is defeated, a Corpse Token is placed in the figure’s Space, and then the figure is returned to the Reserve.

Defiant: A Survivor Card that does not match the current Approach.

Enemy: An enemy is a figure that is in opposition to the Survivors. Enemies include Walkers and Rivals.

Exert X: A Survivor must discard X cards from his/her hand or from the top of his/her Survivor Card draw pile (in any combination). When an Ally must Exert, he/she gains 1 Exert Token and places it on his/her Ally Sheet, regardless of the Exert value. If a Survivor cannot completely fulfill the requirements of the Exert effect (due to running out of cards), he/she is immediately defeated. If an Ally ever has 3 Exert Tokens, he/she is immediately defeated.

Fear: Fear is one of the results on the Stress Dice. For each Fear result in his/her Action pool, a Survivor must trigger the Fear effect on the Survivor Card he/she played that turn.

Focus: This refers to both a token type and an Action Die result. The Action Die can be turned into a success result if the Active Survivor chooses to discard 1 Focus Token. (This can be repeated on a one-for-one basis.) Each unused Focus result in the Action pool provides the Active Survivor with 1 Focus Token. Focus Tokens represent advanced precautions taken by the Survivors, and can be used to trigger various card effects. Each Survivor can have a maximum of 5 Focus Tokens.

Group Tension: Each time the group must resolve Group Tension, Morale is reduced by 1 unless each Survivor discards 1 Trust. Discarding Trust is optional, and the Leader resolves any disputes about whether or not Trust is discarded. If not all Survivors can discard 1 Trust, then no Trust is discarded and Morale is reduced by 1.

Heal X: The target Survivor shuffles his/her Survivor Card discard pile and removes X random cards to shuffle back into his/her draw pile.

Human: Human figures can include Survivors, Strangers, and Rivals.

Knocked Down: A knocked-down figure is tipped over on its side. If this figure is a Walker, it is ignored during its activation and is stood up after all ready Walkers have activated. If this figure is a Survivor, that Survivor must spend 1 Move Maneuver to stand up.

Leader: During the Planning Phase, the Leader determines the group’s Approach and all Survivors prepare for the round. To determine the Leader at the beginning of the game, take 1 of each player’s Survivor Tokens into a closed fist and shake them up. Draw 1 token to determine the starting Leader. The player that owns the corresponding token claims the Leader Token. During the Leader Step of the Objective Phase, the current Leader may choose to discard 1 Trust to pass the Leader Token to the player to his/her left. If the current Leader is fully Stressed (each Stress space on his/her Survivor Sheet is occupied), he/she must discard 1 Trust and pass the Leader Token to the player to his/her left.

Locked: A Scenario Stage that has a Lock Token is considered locked. Each time the Objective advances, the players discard the Lock Token onto which the Objective Marker is moved.

MORALE: This track represents the group’s psychological perseverance during a Scenario. Many game effects will reduce Morale, namely Group Tension. In rare instances, a game effect may allow players to raise Morale.

Each time Morale is reduced by 1 or more, the Morale Track Marker is moved right an equal number of spaces. Likewise, each time Morale is raised by 1 or more, the Morale Track Marker is moved left an equal number of spaces. Unless otherwise specified by the Scenario, if the Morale Track Marker ever reaches “0” on the Morale Track, the group immediately loses the game.

Neglect: This refers to the negative effect on the bottom of Event Cards that triggers if the Leader chooses to Neglect the card during the Approach Step of the Planning Phase.

Objective Marker: Represented by an unused Survivor figure, this marks the group’s current Objective on the Scenario Sheet’s Objective Track.

Outside: All areas that are not within Walls (Building Spaces) are considered to be outside. A Survivor is outside when he/she is in an outside Space.

Ready: A standing figure is considered ready (not knocked down).

Resource Maneuver: A special type of Maneuver referred to by certain card effects. These are Special Maneuvers printed on the Group Sheet. Each Resource Maneuver requires the Active Survivor to discard 1 of the associated Resource Tokens.

Resource Pools: The Resources collected by the group, such as Food, Ammunition (a.k.a., Ammo), and Materials. Each Resource type has its own pool on the Group Sheet.

Stress: Survivors suffer Stress as they encounter adversity. Each Stress Token on a Survivor Sheet adds 1 Stress Die to his/her Action pool.

Stressed: A Survivor is considered fully Stressed when all the Stress Spaces on his/her Survivor Sheet are occupied by Stress Tokens.

Survivor Sheet: The Survivor Sheet represents the character you are playing as in the game. It describes his/her Survivor Ability, indicates the values of his/her three Characteristics (Attack [FIST], Coordinate [HANDSHAKE], and Interact [FACES]), and contains slots to place up to 3 Stress Tokens as needed.

Threat: Located on the Group Sheet, the Threat Marker indicates how many new Walkers to place on the map during the Threat Step of the Walker Phase. If the Threat Marker currently resides on a yellow space, select a number of Walker figures from the Walker Reserve equal to the number indicated on the space (typically “1”). If the Threat Marker is on a red space, select that many Special Walker figures from the Walker Reserve instead. Reveal a new Map Card for each Walker figure selected and place each figure on the map in the spot indicated on the Map Card, then move the Threat Marker left 1 space toward the “0” space. Resolve the above effects again if the Marker is not on the “0” space; otherwise, move on to the Objective Phase.

Trust: Token type that measures how much confidence the group has in the Survivor. Each Survivor may only have a maximum of 5 Trust. While a Survivor has no Trust, that Survivor’s Survivor Ability cannot be used by any Survivor.

FREQUENTLY ASKED QUESTIONS

When performing an Action, for example a Grapple, do you get the top Action effect regardless of the success of your dice roll?

Yes. In fact, you perform the top effect in its entirety before making your Action Roll.

If I’m performing an Action and roll more than 1 success, do I get to choose how I distribute the success effects?

Yes, you choose which success effects to perform. Each success effect can be triggered multiple times, unless otherwise specified.

Is there a limit to the number of Survivor Cards you can have in your hand?

No, there is no maximum hand size.

When do I use Andrea’s Survivor Ability?

Andrea’s Survivor Ability can be used at any point during the Walker Phase. You may use it before or after Walkers move, or even after new Walkers are placed on the map during the Threat Step.

When setting up the Search deck with Objectives and there are 4 or more decks, how are the Objective Cards shuffled or distributed?

When distributing Objective Cards among the Search decks, find the Objective Cards needed for the Scenario and combine them with the cards indicated in the “Objective Cards” section of the Scenario Sheet. For example, “A and B + 3 Hazards” would mean to take Objective Card A, Objective Card B, and 3 random Hazard cards. The total number of cards should equal the number of Search decks in the Scenario. (In the above example, the Scenario should have 5 Search decks.) Shuffle these cards together, then deal out 1 card from that group face down to each of the Search decks built for the Scenario. Shuffle those Search decks, then place them in the spaces indicated on the Scenario Sheet.

How many Rivals can we add to a game?

You may add any number of different Rivals to a Scenario, particularly if you’re looking to increase the challenge. Note that each type of Rival normally starts with 10 figures in the Reserve.

How does Ammo work?

Ammo is a Resource the Survivors can collect. When the Survivors acquire Ammo, that many Ammo Tokens are placed on the Group Sheet. A Survivor may discard an Ammo Token from the Group Sheet to perform the Ammo Resource Maneuver, raising Threat by 1 and defeating 1 Walker within that Survivor’s line of sight.

Can I perform a Search Action if my Survivor is in a Building without Search Cards?

Yes, you can perform the Search Action even if your current Space is not part of a Building that has Search Cards. You can even perform the Search Action while outside. However, in such cases, any effect that instructs you to draw a Search Card from your Building is ignored. You can still use any success results from your Action Roll to activate the “Gain 1 Resource of your choice” effect of the Search Action.

How does Food Work? How do you Heal?

Like Ammo, Food is a Resource the Survivors can collect and later discard to perform the Food Resource Maneuver, allowing a Survivor performing that Maneuver to Heal 2. Remember, to Heal, a Survivor shuffles his/her discard pile and removes that many random cards to shuffle back into his/her draw pile.

Do I start with all of my Survivor Tokens available to use for my Survivor Ability?

No. While you set aside your Survivor Tokens during setup, they aren’t available for use right away. Various effects (usually from your Survivor Cards) will give you the ability to gain your Survivor Tokens, give them to other Survivors, or even place them on the map, depending on the Survivor in question. After the tokens have been put into play this way, they can be discarded to use your Survivor Ability. (Remember that you also need to have at least 1 Trust for your Survivor Ability to be active.)

If there are two adjacent Spaces that combine to form a Searchable Building, can I put a Barricade on the line connecting both Spaces?

Barricades may only be placed on Walls, which are indicated by the orange lines.

If a token is placed on the map, how can I remove it? Does it stay on that Space permanently?

If the rules for that type of token or for the Scenario don’t indicate how to remove a token from the map, assume that it stays there permanently.

Is there a way to switch the Leader?

During the Leader Step of the Objective Phase, the current Leader may choose to discard 1 Trust to pass the Leader Token to the player to his/her left. That player is now the Leader. If the current Leader is fully Stressed (each Stress space on his/her Survivor Sheet is occupied), he/she must discard 1 Trust and pass the Leader Token to the player to his/her left.

Do you Exert if you leave or pass through a Space with a Walker? What if there are multiple Walkers?

When you move out of a Space with ready Walkers (that is, Walkers that are currently standing), you must Exert 1 for each of those ready Walkers in that Space. Knocked-down Walkers have no effect on movement.

Can you build a Barricade with a Walker in your Space?

Yes. Having a Walker in your Space does not prevent you from placing a Barricade.

Can you Search with a Walker in your Space?

Yes. Having a Walker in your Space does not prevent you from drawing Search Cards. Note that if you are performing an Action to do so, the Walker will cause you to add a Stress Die to your Action Roll.

Can any figure move diagonally?

No. All movement of figures is orthogonal (up, down, left or right from current position).

Why do you knock down Walkers after they Overrun or Swarm during the Walker activation?

This is to track which Walkers have already activated, so that they aren’t accidentally activated twice. All Walkers stand back up at the end of the Walker activation.

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Special Maneuver	6, 12	Walker Phase	4, 7, 13
Map Card	2, 7	Walker Reserve	2, 3, 7
Map Tile	2-3	Wall	9, 12-13
Morale	2-3, 8, 12	Winning the game	2



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