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v1

Nov 2017

Game:	THIS WAR OF MINE
Publisher:	Awaken Realms (2017)
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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THIS WAR OF MINE THE BOARD GAME

SETUP

100

Characters interact with *all* the characters as a group. Choose a **leader** randomly at the start of the game. The leader holds the *Book of Scripts* and is the only player who can touch the game components. When a decision has to be made, all players may discuss the options, but the final decision is made by the leader.

Shuffle the **Character** deck and draw 3 cards: the first red-bordered card and the first 2 black-bordered cards. These are your **starting characters**. Write their names on the save sheet and place the cards faceup near the board with a level 2 **hunger token** next to each.

Place the corresponding figures on the **GUARD** space on the board. Attach a colored base to each that matches a colored token placed on its character card.

There cannot be more than 4 characters in play at a time.

Place the remaining Character cards facedown on the **CHARACTERS** space on the board.

Set aside the cards with a red corner in the **Night Raids** and **Residents** decks. Then place all decks on their corresponding board spaces. The **Fitting** cards with a green corner go on the **FITTINGS** space, and the remaining **Fitting** cards go on the **IDEAS** space.

Draw 3 cards from the **Locations** deck and place them faceup on the 3 **LOCATION** spaces.

Place all the **Shelter** cards faceup (blue corner facedown) on board spaces with a matching name, without looking at them.

Place the **Event** cards facedown on the **EVENTS** space in the following order from the bottom to the top: 3 shuffled Ending Event cards; then the Chapter III card; then 4 random Event cards; then the Chapter II card; then 3 random Event cards; and finally the Chapter I card. Place the remaining cards into the waste bag.

Place these tokens and resources on the **STORAGE** space: 1 lockpick, 1 shovel, 4 components, 4 wood, 2 water, and 3 raw food. Note the **STORAGE X5** space can be used to record 5 of a wood or components resource with one token.

Organise the remaining tokens and resources either in the box compartments or on the table. You cannot have more resources or tokens than those supplied. *Discard* means return to wherever you are storing components; they may be used again. *Remove* means place in a 'waste bag'; they cannot be used again until the end of the campaign.

When an effect raise or lowers a character's **state**, indicate the new level with an appropriate **state token**. Level 4 tokens give instructions for what happens at that level.

Never read the whole scripts aloud. Read them yourself and then narrate what happened in your own words. You can read aloud any quotes in *italics*. Whenever you encounter a script with choices or a continuation to another script, pass the *Book of Scripts* and the role of the **leader** to the next player.

SEQUENCE OF PLAY


1. MORNING

200

Draw and resolve the top card of the **Events** deck (whether it is an Event, an Ending Event, or a Chapter card).

2. DAY

300

 Each character may perform up to 3 actions.

Black circles on **state tokens** possessed by a character indicate which of the 3 actions (left to right, the dots correspond to the first, second, and third rounds of actions) are unavailable to that character. Update which actions are available after resolving each action round.

At the beginning of each actions round, assign all the available characters to their chosen actions, then resolve the effects *simultaneously*.

Characters you cannot perform an action during an action round can be placed in **STORAGE** to make things clear. A character who has just joined the group cannot perform an action during the action round in which they joined.

You may place characters on any **Fitting/Shelter** cards and **SHELTER** spaces to which you have access. Characters move instantaneously: horizontally (freely) and vertically (using the ladder spaces). Movement paths are marked with thick dark lines on the save sheet. Obstacles (bars, locked door, rubble/rubble remnants, holes and boarded-up holes) are impassable. The hole icon blocks horizontal movement even if it is covered by a Board Up token.

Only 1 character can be placed on each **Fitting/Shelter** card and on each **SHELTER** space. Any number of characters may be on Rubble cards and the **POKE ABOUT** action space.

An action on a **SHELTER** space or a **Fitting** card means discard the required resources/tokens (if any) from the **STORAGE** space as soon as a character is assigned to the action. Resources/tokens created as a result are placed on the **STORAGE** space after the action has been resolved.

An action on a **Shelter** card means resolve its back. Some require a particular token from **STORAGE** to also be placed on the card: return it to **STORAGE** after resolving the action. On a Rubble/Rubble Remnants card, instead of a shovel you may place an additional character.

CLOSED DOORS

A Closed Door card requires you to roll the black die:

Pick the lock (requires a lockpick)

1-3: no effect.

4-10: discard the lockpick, then resolve the back of the card.

When *Marko* is using a hatchet instead of a lockpick, do not discard the hatchet after opening a closed door.

CRAFTING FITTINGS

To place a new **Fitting** card, place any **Fitting** card from the **Fittings** deck on an empty space in the shelter (any space without a card or action or the **GUARD** or **SLEEP ON THE FLOOR** options – you cannot place a card on the darkened spaces on the save sheet), then place any character on it and discard the required resources/tokens from **STORAGE**. Flip the **Fitting** card faceup and resolve it.

Fitting cards in the **Ideas** deck are not available for crafting until a character uses 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 2 cards can be crafted as normal.

If a **Fitting** card says 'place next to the ...', the card can be crafted only in a space horizontally adjacent to the required card.

ADVANCED ACTIONS

- A character may use 1 action to move an already crafted **Fitting** card to an unoccupied space.
- A character may use 1 action to discard an already crafted **Fitting** card and add the resources and tokens required to craft that fitting to the **STORAGE**. If a **Fitting** card has a bonus for crafting it, ignore this bonus if it is crafted again after being dismantled.
- A character with no black dots on their state tokens may take an additional fourth action if they increase their fatigue by 2.

3. DUSK

400

WATER

Each character should drink 1 water (discard from **STORAGE**). For each character that does not, roll the black die:

1-5: raise the character's **hunger** by 1.

6-10: raise the character's **misery** by 1.

HUNGER

Each character should eat 1 or more food (discard from **STORAGE**).

Canned Food: lower hunger by 2.

Raw Food: lower hunger by 1.

Vegetable: hunger stays the same.

No Food: raise hunger by 1.

A character may eat a food token at any time aside from combat and script resolution (however, this does not free the character from resolving hunger this phase).

4. EVENING

500

Assign each character to one of the following tasks. If a character's fatigue reaches 4 due to being assigned to a task, first resolve the task, then the fatigue level.

SLEEP IN A BED

Place a maximum of 1 character on 1 Bed card.

Set their fatigue to 0.

SLEEP ON THE FLOOR

Place any number of characters on the **SLEEP ON THE FLOOR** space. Lower their fatigue by 2.

GUARD DUTY

There must be at least 1 guard. Place any number of characters on the **GUARD** space (higher **proWess** is better). Raise their fatigue by 1.

SCAVENGING

Place up to 3 characters on the **FINDINGS PILE** space (higher **inventory** and **proWess** is better). Raise their fatigue by 1.

5. SCAVENGING

600

CHOOSE A LOCATION

Choose 1 of the 3 available **Location** cards and move all the scavenging characters onto it. Note the rule on the red space of the **Location** card, if there is one.

CHOOSE EQUIPMENT

Available weapons, equipment and/or tokens for possible use and/or trade may be taken from **STORAGE** and placed on the **FINDINGS PILE** space.

SET THE NOISE MARKER

Place the **noise marker** on space 1 of the noise track. If you must raise or lower the noise, move the marker up or down on the track, respectively.

When you must roll for noise, roll the black die. If the result is equal to or less than the current noise, an encounter is triggered: set the noise to 1, then draw and resolve the top **Residents** card. After resolving the card, continue scavenging.

PREPARE THE UNKNOWN DECK AND EXPLORE

Draw **Exploration** cards equal to the number of the **Location** card you are exploring (10, 12, or 14) and place them facedown on the **UNKNOWN** space. Now resolve them one after the other.



If an encounter with a **resident** occurs while resolving a **Findings** card, first resolve the **Residents** card, then return to resolving the **Findings** card. If taking **Findings** may result in consequences, you can first check what was found and then decide whether or not to still take it.

Discarded cards are placed faceup on the **DISCARD** space. *Returned* Exploration cards are returned facedown to the **Exploration** deck. All items acquired during scavenging are placed on the **FINDINGS PILE** space.

When the **Unknown** deck is depleted, exploration ends.

CHOOSE FINDINGS

Shuffle all **Exploration** and **Residents** cards into their decks. You may now add as many resources (wood, water, and components) to the **FINDINGS PILE** space as you wish.

You can bring back a total weight of tokens/resources (including those brought with you) equal to the total **inventory** of all scavenging characters. Each resource weighs 1 , and an item without a  icon weighs 0.

Scavenging characters and their findings return to the shelter in the Dawn phase. They do not take part in the **Night Raid** phase.

6. NIGHT RAID

700

CHOOSE WEAPONS FOR THE GUARDS

Any weapons in **STORAGE** may be placed on the **GUARD** space. Each character may only wield 1 weapon.

NIGHT RAID

Draw and resolve the top **Night Raids** card. **Damage** is the amount of tokens/resources that must be discarded from **STORAGE**. **Wounds** is the amount of wounds that must be distributed among the characters on the **GUARD** space.

Roll the appropriate combat die for each character on the **GUARD** space:

White die: no weapon.


Yellow die: melee weapon (hatchet, knife).


Red die: firearm (pistol, assault rifle, shotgun).



The number of icons shown is the amount you subtract from suffered damage or wounds.

Firearms (pistol, assault rifle, shotgun): A character must discard an ammo token to shoot.

Assault Rifle: You may discard 2 ammo instead of 1 to make 2 shots.

Shotgun: If you roll a , ignore the night raid card currently in play.

Hatchet: If you roll a , ignore the night raid card currently in play.

 and  icons are misses when using other weapons.

Prowess: A character's prowess is the number of re-rolls they may make during a night raid. You do not need to use all of them, but the **last roll is considered final**.

Board-Ups: Every built Board-Up token subtracts either 1 wound or 1 damage.

CRIME WAVE

If there are any Night Raid and Residents cards with a red corner still set aside, shuffle 2 cards in any combination into their corresponding decks (without looking at them).

7. DAWN

800

THE SCAVENGING PARTY RETURNS

Move all the scavenging characters back into the shelter and place all the tokens/resources they brought back with them into **STORAGE**.

ASSIGN MEDS AND BANDAGES

If there are any **meds**, **herbal meds**, or **bandages** in **STORAGE**, you may assign them to the ill and wounded by placing them on the chosen character cards.

DRAW A FATE CARD

Draw and resolve the top Fate card. If it tells you to exchange a Location card, remove that Location card from the game, slide the remaining Location cards down so the **FAR** space is empty, then draw a new Location card and place it on that space.

Alcohol may be used (discard it from **STORAGE**) before or after resolving a Fate card. A character with a fatigue of 4 cannot use alcohol.

Moonshine: raise 1 chosen character's fatigue by 2 and lower their misery by 1. A character with a fatigue of 3 can till can use Moonshine (raise their fatigue to 2).

100% Alcohol: raise 1 chosen character's fatigue by 1 and lower their misery by 1.

Nearest location means the Location card on the board space with the highest number in the green icon.

When **resolving spirit**, resolve characters in any order.

NARRATIVE ACTION CARD

Draw 2 Narrative Action cards, read them, choose one and resolve it (shuffle the other back into the deck).

DEATH

If any character died or abandoned the group between morning and dawn, roll the black die and compare the result with each character's **empathy**. If the result is equal to or less than their empathy, raise their misery by 2.

COMBAT

900

When resolving a Residents card, A, B, and C tokens may be drawn to represent enemies (you can skip this if you do not intend to fight them). Place the tokens on the spaces on the first column of the **combat chart**, depending on the weapons the enemies possess.

Each of your characters may be assigned 1 weapon from the **FINDINGS PILE** space (or from **STORAGE** when you fight in the shelter).

During each round of combat, roll the appropriate combat die for each character and enemy. Fighting is simultaneous.

White die: no weapon.

Yellow die: melee weapon (hatchet, knife).

Red die: firearm (pistol, assault rifle, shotgun).

The number of icons shown is the amount of **wounds** dealt. Distribute the wounds dealt by enemies among the characters present (mark wounds with wound state tokens). Distribute the wounds dealt by characters among the enemies (mark wounds by sliding the token to the right on the combat chart).

At the beginning of each round of combat a character or enemy may change their weapon if they have another; eg. if ammo runs out, they may change their pistol to a knife.

Prowess: A character's prowess is the number of re-rolls they may make during a night raid. You do not need to use all of them, but the **last roll is considered final**. Enemies use their prowess automatically; they re-roll the result only if the result is 0 wounds.

Fleeing: Before each round of combat, you may choose to flee. If you do, the enemies perform a **backstab**, then the characters leave the location (go to Choose Findings).

Backstab: Only one side attacks; the other side cannot retaliate. Resolve the attack roll as normal. If performing a backstab from a **hiding place**, after the backstab is resolved (and if any enemies are still alive), regular combat begins.

WEAPONS

Firearms (pistol, assault rifle, shotgun): Shooters always roll first; if they kill a non-shooting opponent, that opponent does not get a chance to attack. A character must discard an **ammo token** to shoot; if you are out of ammo you must use another weapon or fight unarmed.

Enemies do not use ammo tokens. When an enemy rolls the **out of ammo icon** (🔴), slide that enemy to a new row on the combat chart as appropriate.

Assault Rifle: You may discard 2 ammo instead of 1 to make 2 shots.

Shotgun: If you roll a 🎯, the target dies immediately.

Hatchet: If you roll a 🗡️, the target dies immediately.

🔴 and 🗡️ icons are misses when using other weapons.

TRUSTING FATE

If you or an enemy rolls a \$ on a combat die, choose if it is a miss or you **trust fate**. If you trust fate, draw a Fate card and check the color of the combat die icon on that card. If it matches the combat die rolled, resolve the text below the icon. Otherwise the roll is a miss.

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 the Fate card into play.

ENEMY DEATH

If you kill somebody (excluding **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.

When characters get hold of a dead enemy's firearm, and the script does not specify how much ammo is with it, there was no ammo left.

TRADING

When a **trade** is allowed, you must first pay the **trade commission** by discarding tokens of a total value equal to that given in the trade's description. Then, you can exchange tokens by discarding your tokens of a total value equal to or higher than the **value** of the tokens you want to buy. Each token's value is shown in the yellow icon.

Water, wood, and components cannot be bought or sold and are never part of a trade.

DYING DURING SCAVENGING

If a character dies during scavenging, immediately after resolving the scene, 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, the character atops scavenging and is placed on the **FINDINGS PILE**, to return to the game during the Choose Findings step.

If all characters die during scavenging, the Scavenging phase ends immediately and no one brings anything back to the shelter.

ADVANCED RULES

EATING AT ANY TIME

A character may eat a food token at any time aside from combat and script resolution.

This is resolved the same way as during the Dusk phase, but does not free the character from resolving **hunger** during the Dusk phase.

EATING A CAT OR A DOG

Should players agree, they can allow eating a pet: remove the **cat** from the game and add 2 Raw Food to **STORAGE**, or remove the **dog** from the game and add 4 Raw Food.

Then roll the black die and compare the result with the **empathy** of each character present. If the result is equal to or lower than a character's empathy, raise their misery by 1.

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. They 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.

HIDING FINDINGS IN THE LOCATIONS

If players agree, they may hide in a location any tokens or resources not taken back to the shelter, in the hope of retrieving them during another trip to the same location. To do so, place all these tokens on that location.

During the next visit to the location, roll the black die. On 1-6 discard these 'hidden' tokens and resources, and on 7-10 place them on the **FINDINGS PILE**.

Should the location be removed from game, the tokens and resources are immediately discarded.

If you need to draw tokens or resources and there aren't any left, but there are some 'hidden' on a Location card, you must take them from that location instead.

MORE INVENTORY

Each of the characters participating in scavenging can lift 1 weight more than their **inventory** indicates if they raise their fatigue by 2. This means they cannot do this if their fatigue is already 3 or 4.

EXCHANGING LOCATIONS

At the beginning or the end of scavenging you may return 4 Exploration cards to exchange any of the 3 locations placed on the board with a new one drawn from the Locations deck.

ADVANCED SIDE OF THE BOARD

The advanced side of the board has no **IDEAS** space. Put all the **Fittings** cards on the one **FITTINGS** space.

The **Sniper Fire** rule refers only to the character who has just performed an action on the shelter's top floor...

Rules on the board spaces covered by Shelter cards are ignored until that space is cleared.

2x Rubble cards in a space means that you must place 2 Rubble cards there during setup, and that the cards need to be resolved one after the other.

SLEEPING CHARACTERS

A sleeping 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),
- eat and drink
- receive meds/herbal meds/bandages.

When resolving Fate cards during the Dawn phase, do not resolve the **spirit** of this character.

Use common sense when resolving scripts when deciding which effects apply to a sleeping character.

If the sleeping character's fatigue increases to level 4 as a result of the character being assigned to an action or to scavenging / guarding, then the character performs this action / scavenges / guards before they go to sleep.

CARD FAQ

EVENTS

Airdrop or Shelling: If drawn as the first event in a campaign or continuing campaign, ignore their special text (but add Cold tokens as normal).

Snipers: When one character is shot, the card is immediately removed and there is no roll for the rest of the characters.

Crime on the Rise or Crime Wave: Their effects do not stack.

OBJECTIVES

The first Event card of a campaign instructs you to set up an **Objectives deck**. Each Objectives card is assigned to a **chapter** of the game, as defined by the Events cards, and rewards and penalties from an Objective card are **only resolved when the appropriate Chapter card is resolved**.

You cannot start completing a later objective without completing the current one.

If the Objective card has a counter on it, when it is revealed place the **Objective Status token** on the leftmost space. You can at any time discard the appropriate resources from **STORAGE** to advance the token along the track. When the token reaches the rightmost space, the objective is completed.

FORFEITING THE GAME

If, during a campaign, all the starting characters are lost and the group is therefore unable to complete the **final objective**, the players may forfeit the game, but they are not required to.

It 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 of whether they win or lose the game.

THIS WAR OF MINE THE BOARD GAME

SEQUENCE OF PLAY

1. MORNING

200

Draw and resolve the top card of the Events deck.

2. DAY

300

Each character may perform up to 3 actions.

Black circles on a character's **state tokens** indicate which of the 3 actions are unavailable to them. At the beginning of each actions round, assign all the available characters to their chosen actions, then resolve the effects *simultaneously*.

Place characters on any Fitting/Shelter cards and **SHELTER** spaces to which you have access. Movement paths are marked with thick dark lines on the save sheet. Obstacles (bars, locked door, rubble/rubble remnants, holes and boarded-up holes) are impassable.

CLOSED DOORS Roll the black die:

Pick the lock (requires a lockpick)

1-3: no effect.

4-10: discard the lockpick, then resolve the back of the card.

When *Marko* is using a hatchet instead of a lockpick, do not discard the hatchet after opening a closed door.

CRAFTING FITTINGS Place any Fitting card from the **Fittings deck** on an empty space in the shelter, then place any character on it and discard the required resources/ tokens from **STORAGE**. Flip the Fitting card faceup and resolve it.

ADVANCED ACTIONS

- Use 1 action to move an already crafted Fitting card to an unoccupied space.
- Use 1 action to discard an already crafted Fitting card and add the resources and tokens required to craft that fitting to the **STORAGE**.
- A character with no black dots on their state tokens may take an additional fourth action if they increase their fatigue by 2.

3. DUSK

400

WATER Each character should drink 1 water. For each that does not, roll the black die:

1-5: raise the character's **hunger** by 1.

6-10: raise the character's **misery** by 1.

HUNGER Each character should eat 1+ food.

Canned Food: lower hunger by 2.

Raw Food: lower hunger by 1.

Vegetable: hunger stays the same.

No Food: raise hunger by 1.

A character may eat a food token at any time aside from combat and script resolution (but this does not free the character from resolving hunger this phase).

4. EVENING

500

Assign each character to one of the following tasks:

SLEEP IN A BED Place a maximum of 1 character on 1 Bed card. Set their fatigue to 0.

SLEEP ON THE FLOOR Place any number of characters on the **SLEEP ON THE FLOOR** space. Lower their fatigue by 2.

GUARD DUTY There must be at least 1 guard. Place any number of characters on the **GUARD** space (higher prowess is better). Raise their fatigue by 1.

SCAVENGING Place up to 3 characters on the **FINDINGS PILE** space. Raise their fatigue by 1.

5. SCAVENGING

600

CHOOSE A LOCATION CARD and move all the scavenging characters onto it. Note the rule on the card's red space.

CHOOSE WEAPONS, EQUIPMENT &/OR TOKENS and place them on the **FINDINGS PILE** space.

SET THE NOISE MARKER TO 1 To roll for noise, roll the black die. If the result is equal to or less than the current noise, set the noise to 1, then draw and resolve the top Residents card. Afterwards, continue scavenging.

DRAW EXPLORATION CARDS EQUAL TO THE LOCATION CARD'S NUMBER and place them facedown on the **UNKNOWN** space. Now resolve them one after the other. When the Unknown deck is depleted, exploration ends.

Place *discarded* cards faceup on the **DISCARD**. Place *returned* Exploration cards facedown to the Exploration deck. Place all items acquired on the **FINDINGS PILE**.

CHOOSE FINDINGS

Shuffle all Exploration and Residents cards into their decks. **You may add as many resources** (wood, water, and components) to the **FINDINGS PILE** space as you wish.

You can bring back a total weight of tokens/resources equal to the total **inventory** of all scavengers. Each resource weighs 1 . An item without a weighs 0.

6. NIGHT RAID

700

CHOOSE WEAPONS FOR THE GUARDS Each character may only wield 1 weapon.

DRAW & RESOLVE A NIGHT RAIDS CARD Resolve **damage** (tokens/resources discarded from **STORAGE**) and **wounds** (distributed among characters on the **GUARD** space). Roll the appropriate combat die for each character on the **GUARD** space:

White die: no weapon.

Yellow die: melee weapon (hatchet, knife).

Red die: firearm (pistol, assault rifle, shotgun).

icons = amount subtracted from damage or wounds.

Firearms (pistol, assault rifle, shotgun): A character must discard an ammo token to shoot.

Assault Rifle: You may discard 2 ammo instead of 1 to make 2 shots.

Shotgun: If you roll a ignore the night raid card.

Hatchet: If you roll a ignore the night raid card.

and icons are misses when using other weapons.

Prowess: The number of re-rolls a character may make during a night raid. **The last roll is considered final.**

Board-Ups: Every token subtracts either 1 wound or 1 damage.

THIS WAR OF MINE THE BOARD GAME

SEQUENCE OF PLAY

1. MORNING

200

Draw and resolve the top card of the Events deck.

2. DAY

300

Each character may perform up to 3 actions.

Black circles on a character's **state tokens** indicate which of the 3 actions are unavailable to them. At the beginning of each actions round, assign all the available characters to their chosen actions, then resolve the effects *simultaneously*.

Place characters on any Fitting/Shelter cards and **SHELTER** spaces to which you have access. Movement paths are marked with thick dark lines on the save sheet. Obstacles (bars, locked door, rubble/rubble remnants, holes and boarded-up holes) are impassable.

CLOSED DOORS Roll the black die:

Pick the lock (requires a lockpick)

1-3: no effect.

4-10: discard the lockpick, then resolve the back of the card.

When *Marko* is using a hatchet instead of a lockpick, do not discard the hatchet after opening a closed door.

CRAFTING FITTINGS Place any Fitting card from the **Fittings deck** on an empty space in the shelter, then place any character on it and discard the required resources/ tokens from **STORAGE**. Flip the Fitting card faceup and resolve it.

ADVANCED ACTIONS

- Use 1 action to move an already crafted Fitting card to an unoccupied space.
- Use 1 action to discard an already crafted Fitting card and add the resources and tokens required to craft that fitting to the **STORAGE**.
- A character with no black dots on their state tokens may take an additional fourth action if they increase their fatigue by 2.

3. DUSK

400

WATER Each character should drink 1 water. For each that does not, roll the black die:

1-5: raise the character's **hunger** by 1.

6-10: raise the character's **misery** by 1.

HUNGER Each character should eat 1+ food.

Canned Food: lower hunger by 2.

Raw Food: lower hunger by 1.

Vegetable: hunger stays the same.

No Food: raise hunger by 1.

A character may eat a food token at any time aside from combat and script resolution (but this does not free the character from resolving hunger this phase).

4. EVENING

500

Assign each character to one of the following tasks:

SLEEP IN A BED Place a maximum of 1 character on 1 Bed card. Set their fatigue to 0.

SLEEP ON THE FLOOR Place any number of characters on the **SLEEP ON THE FLOOR** space. Lower their fatigue by 2.

GUARD DUTY There must be at least 1 guard. Place any number of characters on the **GUARD** space (higher prowess is better). Raise their fatigue by 1.

SCAVENGING Place up to 3 characters on the **FINDINGS PILE** space. Raise their fatigue by 1.

5. SCAVENGING

600

CHOOSE A LOCATION CARD and move all the scavenging characters onto it. Note the rule on the card's red space.

CHOOSE WEAPONS, EQUIPMENT &/OR TOKENS and place them on the **FINDINGS PILE** space.

SET THE NOISE MARKER TO 1 To roll for noise, roll the black die. If the result is equal to or less than the current noise, set the noise to 1, then draw and resolve the top Residents card. Afterwards, continue scavenging.

DRAW EXPLORATION CARDS EQUAL TO THE LOCATION CARD'S NUMBER and place them facedown on the **UNKNOWN** space. Now resolve them one after the other. When the Unknown deck is depleted, exploration ends.

Place *discarded* cards faceup on the **DISCARD**. Place *returned* Exploration cards facedown to the Exploration deck. Place all items acquired on the **FINDINGS PILE**.

CHOOSE FINDINGS

Shuffle all Exploration and Residents cards into their decks. **You may add as many resources** (wood, water, and components) to the **FINDINGS PILE** space as you wish.

You can bring back a total weight of tokens/resources equal to the total **inventory** of all scavengers. Each resource weighs 1 . An item without a weighs 0.

6. NIGHT RAID

700

CHOOSE WEAPONS FOR THE GUARDS Each character may only wield 1 weapon.

DRAW & RESOLVE A NIGHT RAIDS CARD Resolve **damage** (tokens/resources discarded from **STORAGE**) and **wounds** (distributed among characters on the **GUARD** space). Roll the appropriate combat die for each character on the **GUARD** space:

White die: no weapon.

Yellow die: melee weapon (hatchet, knife).

Red die: firearm (pistol, assault rifle, shotgun).

icons = amount subtracted from damage or wounds.

Firearms (pistol, assault rifle, shotgun): A character must discard an ammo token to shoot.

Assault Rifle: You may discard 2 ammo instead of 1 to make 2 shots.

Shotgun: If you roll a ignore the night raid card.

Hatchet: If you roll a ignore the night raid card.

and icons are misses when using other weapons.

Prowess: The number of re-rolls a character may make during a night raid. **The last roll is considered final.**

Board-Ups: Every token subtracts either 1 wound or 1 damage.

CRIME WAVE

If there are any Night Raid and Residents cards with a red corner still set aside, shuffle 2 cards in any combination into their corresponding decks.

7. DAWN

800

MOVE THE SCAVENGERS BACK TO THE SHELTER and place all the tokens/resources they brought back into **STORAGE**.

ASSIGN MEDS AND BANDAGES to the ill and wounded by placing them on the chosen character cards.

DRAW 1 FATE CARD

Alcohol may be used (discard it from **STORAGE**) before or after resolving a Fate card. A character with a fatigue of 4 cannot use alcohol.

Moonshine: raise 1 chosen character's fatigue by 2 and lower their misery by 1.

100% Alcohol: raise 1 chosen character's fatigue by 1 and lower their misery by 1.

DRAW 2 NARRATIVE ACTION CARDS, choose one to resolve (shuffle the other back into the deck).

DEATH If any character died or abandoned the group between morning and dawn, roll the black die and compare the result with each character's **empathy**. If the result is equal to or less, raise their misery by 2.

COMBAT

900

When resolving a Residents card, draw A, B, and C tokens to represent enemies and place them on the spaces on the first column of the **combat chart**, depending on the weapons the enemies possess.

Each of your characters may be assigned 1 weapon from the **FINDINGS PILE** (or **STORAGE** when you fight in the shelter).

During each simultaneous round of combat, roll the appropriate combat die for each character and enemy.

White die: no weapon.

Yellow die: melee weapon (hatchet, knife).

Red die: firearm (pistol, assault rifle, shotgun).

icons = amount of wounds dealt. Distribute wounds dealt by enemies among the characters present (mark wounds with wound state tokens). Distribute the wounds dealt by characters among the enemies (mark wounds by sliding the token to the right on the combat chart).

Prowess: The number of re-rolls they may make during a night raid. **The last roll is considered final.** Enemies use their prowess automatically; they re-roll the result only if the result is 0 wounds.

Fleeing: Before each round of combat, you may flee. If you do, the enemies perform a **backstab**, then the characters leave the location (go to Choose Findings).

Backstab: Only one side attacks; the other side cannot retaliate. If performing a backstab from a **hiding place**, after the backstab is resolved (and if any enemies are still alive), regular combat begins.

WEAPONS

Firearms (pistol, assault rifle, shotgun): Shooters always roll first; if they kill a non-shooting opponent, that opponent does not get a chance to attack. A character must discard an **ammo token** to shoot.

Enemies do not use ammo tokens. When an enemy rolls the **out of ammo icon** (🔴), slide that enemy to a new row on the combat chart as appropriate.

Assault Rifle: You may discard 2 ammo instead of 1 to make 2 shots.

Shotgun: If you roll a 🟡, the target dies immediately.

Hatchet: If you roll a 🟡, the target dies immediately.

🟡 and 🟡 icons are misses when using other weapons.

TRUSTING FATE

If you or an enemy rolls a § on a combat die, choose if it is a miss or you **trust fate**. If you trust fate, draw a Fate card and check the color of the combat die icon on that card. If it matches the combat die rolled, resolve the text below the icon. Otherwise the roll is a miss.

ENEMY DEATH

If you kill somebody (excluding **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.

ADVANCED RULES

EATING AT ANY TIME

A character may eat a food token at any time aside from combat and script resolution. This is resolved the same way as during the Dusk phase, but does not free the character from resolving **hunger** during the Dusk phase.

EATING A CAT OR A DOG

Should players agree, they can allow eating a pet: remove the **cat** from the game and add 2 Raw Food to **STORAGE**, or remove the **dog** from the game and add 4 Raw Food. Then roll the black die and compare the result with the **empathy** of each character present. If the result is equal to or lower than a character's empathy, raise their misery by 1.

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. They 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.

HIDING FINDINGS IN THE LOCATIONS

If players agree, they may hide in a location any tokens or resources not taken back to the shelter, in the hope of retrieving them during another trip to the same location. To do so, place all these tokens on that location. During the next visit to the location, roll the black die. On 1-6 discard these 'hidden' tokens and resources, and on 7-10 place them on the **FINDINGS PILE**.

Should the location be removed from game, the tokens and resources are immediately discarded. If you need to draw tokens or resources and there aren't any left, but there are some 'hidden' on a Location card, you must take them from that location instead.

MORE INVENTORY

Each of the characters participating in scavenging can lift 1 weight more than their **inventory** indicates if they raise their fatigue by 2. This means they cannot do this if their fatigue is already 3 or 4.

EXCHANGING LOCATIONS

At the beginning or the end of scavenging you may return 4 Exploration cards to exchange any of the 3 locations placed on the board with a new one drawn from the Locations deck.

CRIME WAVE

If there are any Night Raid and Residents cards with a red corner still set aside, shuffle 2 cards in any combination into their corresponding decks.

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EXCHANGING LOCATIONS

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THIS WAR OF MINE

THE BOARD GAME

SAVING THE GAME

Write down the following on the Save sheet:

- the amount and type of resources you have in the **STORAGE X5** space;
- the names of the Characters and their state levels (in the characters chart);
- the names of the 3 Location cards you have on the board (on the **LOCATION** spaces);
- the Shelter cards still on **SHELTER** spaces – mark with an X; mark Rubble Remnants cards with an RR (on the corresponding **SHELTER** spaces);
- the names of the already crafted Fitting cards (on the corresponding **SHELTER** space).
- the names of the face up Event cards on the board (if any), in the appropriate places;
- Wait tokens present (mark with a W in the corresponding places).
- Board-Up tokens (mark with an X on the corresponding hole spaces);
- the position of any used Blank tokens (note their numbers).

Put the following into a 'save bag':

- all the tokens/resources from **STORAGE**;
- the Characters cards;
- the current Location cards;
- all Shelter cards;
- any crafted Fitting cards;
- all the Cold tokens from the **COLD** space;
- Event cards on the board;
- the Night raids deck;
- the Fittings deck (do not mix them with the Fitting cards from the Ideas box);
- the Narrative Action cards;
- used Board-Up tokens;
- used Blank tokens.

Put the following into the box:

- the whole Events deck;
- all the Objective cards (do not change their order) and the unused Night Raid cards (the ones that did not make it into the deck during initial setup);
- the remaining game components.

RESTORING THE GAME

When you begin another campaign playthrough, while restoring a saved game, modify the setup rules as follows:

Place the game components from the save bag and place them according to what is written on the save sheet:

- put tokens / resources into **STORAGE**;
- put resources into the **STORAGE X5**;
- place the characters and their state tokens;
- place the 3 Location cards in the **LOCATION** spaces on the board;
- place the Shelter cards on the board on their appropriate **SHELTER** spaces (pay attention to the names on the **SHELTER** spaces on the board);
- in places marked RR, flip the Rubble card so it is showing the Rubble Remnants side;
- place the Fitting cards on the board on their **SHELTER** spaces;
- place the rest of the Fitting cards on the Fittings deck space.
- place the Cold tokens on the **COLD** space.
- place any faceup Event cards on their appropriate spaces;
- place the Night Raids deck on its space;
- take any Narrative Action cards you have;
- place any Wait, Board-Up, and Blank tokens on the board;

Place the rest of the elements from the box:

- place the Events deck on the Events space (do not look at the card's front).
- place the Objectives deck on the Objectives space (do not mix them up and change their order).
- set up the rest of the decks from the box on their corresponding spaces on the board.

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FARMERS

Add the 2 farmer miniatures, 2 Fitting cards, 1 Night Raid card, 2 Resident cards, 1 Event card, and 1 Visitor card from this expansion to the game. You must use the basic side of the board. During setup, place the 2 new Fittings cards on the board as described on the cards. Shuffle the remaining new cards into their decks.

The **farmer miniatures** only enter the game when you encounter **farmers** during an Outside action and you decide to hire them.

DOG AND CAT

Use the appropriate card, token, and miniature if you encounter either of these animals and, as a result of a script, decide to keep them in the shelter.

In campaign mode, you may start the game with one chosen pet already in the shelter. If you do so, *do not* add 3 Raw Food to **STORAGE** during setup.

OUR STREET

You can only use this expansion if you are not already using the *Tactics* or *Farmers* expansions. Distribute the 4 new cards faceup next to the board in sequence.

Place all the **soldiers**, **thugs**, and **farmers** miniatures next to the board. When a rule says to place one figure on the board, place a miniature only if there are unused miniatures of that type in the pool.

When a rule says to discard a figure, remove it from the board (if it was present) and return it to the pool. If a figure is placed on the **OUTSIDE** space or the **FINDINGS PILE**, choose from where it is removed.

DESPERATE MEASURES

Add the 7 Desperate Measures cards to the game. When a character dies or abandons the group, draw a Desperate Measures card. Keep it and use it at any time as described on its back.

HIDDEN OBJECTIVES

Add the 6 Hidden Objective cards to the game. Each player draws 1 Hidden Objective card at the start of the game, reads it, and keeps it secret. When the conditions on your Hidden Objective card are fulfilled, reveal the card and remove it from the game.

In a scenario-based game, remove the *Thief* card from the game.

HEART OF THE CITY

You can only use this expansion when playing in campaign mode. Add the large angel statue miniature, 5 cards, and the *Heart of the City* booklet to the game.

After scavenging (but before Choose Findings), decide if you also want to visit the heart of the city. If you do so, draw 1 card from the Heart of the City deck and resolve it. Then remove that card from the game. When there are no cards left, the Heart of the City location becomes unavailable for the rest of the campaign.

ORPHANS OF WAR

Add the 2 orphan miniatures, 3 Orphans cards, 6 Fittings cards, 6 Kid Action cards, 1 Happiness token, and the *Orphans of War* booklet (in the *Heart of the City* booklet) to the game.

During setup, draw one of the 3 Orphans of War cards. Place the corresponding miniatures in the shelter on any space. Place the Fitting card *Kid's Room* as described on the card. Shuffle the rest of the new Fittings cards into Fittings deck. Shuffle the Kid Actions deck and place it next to the board.

SEWERS

ADVANCED PLAYERS

Add the 3 miniatures, 8 Sewers Map cards, 6 Room cards, and 6 Corridors cards.

During setup, place the 3 decks by the board.

At the start of any Day actions phase, you may place any number of characters on the Sewers deck. They cannot perform any actions during this phase. At the end of the phase, they begin their exploration.

First place the Sewers *Starting Zone* card faceup next to the board and place any of the exploring character miniatures on it on the room marked S. This marks the location of the whole group (the group cannot split or backtrack during exploration). Choose any path leading to an exit on the edge of the card.

Resolve all the **letters** (draw a card from the Room deck and resolve the corresponding letter) and **numbers** (draw a card from the Corridors deck and resolve the corresponding number) shown on the chosen path.

Then draw a new card from the Sewers Map deck and match it to the card on the table, connecting your exit path to an entrance on the new card. Move the miniature to the new card, choose an exit, and resolve the letters and numbers on the new card.

At any time, you may forfeit further exploration and return to the shelter instead of drawing a new card from the Sewers Map deck. Resolve the Choose Findings stage, but you cannot add free resources to the **FINDINGS PILE**.

Once you have placed the fourth Sewers Map card on the table (not counting the *Starting Zone*), the exit leading to one of the 3 locations is marked on the card in red. First resolve this room in the usual way, then roll the black die:

- 1-5: Near location.
- 6-8: Distant location.
- 9-10 Far location.

Now you may begin **scavenging** in this location as you would in a Scavenging phase. However, ignore all Reality Impact cards, and halve the number of Exploration cards in the Unknown deck.

THUGS AND RESOURCES (OPTIONAL)

When you enter the sewers, you may place 0-3 **thug miniatures** on the *Starting Zone* card. The number of them determines the **threat level** during your sewer exploration.

If you forfeit your exploration and return to the shelter, roll the black die as many times as this threat level:

Result lower than or equal to threat level: Combat begins with a number of thugs armed with knives equal to the threat level. You may try to **stop the fight** (see 40). After combat, remove the thug miniatures from the card (the threat level is now 0) and see 33.

Result 6-8: Add 5 resources (water/wood/components) to the **FINDINGS PILE**.

Result 9-10: Add 10 resources (water/wood/components) to the **FINDINGS PILE**.

EXPANSIONS

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EXPANSIONS

TACTICS

ADVANCED PLAYERS

Add the 4 miniatures, Tactics map, 9 Tactics tokens, and 20 cards to the game. During setup, divide the cards into the Rooms and Corridors deck, the Hiding Space and Open Space deck, and the remaining cards. Place them next to the board. Place the Tactics map next to the decks, along with the tokens and miniatures.

Tactics is an alternative way of resolving combat with residents (soldiers, deserters, rebels, or thugs) during scavenging. When triggered, lay out the **Tactics map** on appropriate side: in medium or large locations, use side A; and in small locations, use side B.

Place 1 **Tactics token** on each space marked with a single Tactics token icon, and 2 tokens on each space marked with 2 Tactics token icons.

Determine the number, prowess, and weapons of **enemies** according to the Residents card. Place the tokens of the enemies on the **combat chart** on the board.

Roll the black die for each character in the scavenging group and place them on the Tactics map on the spaces that match the results (numbers on a black background).

TACTICS TURNS

During a turn:

1. Perform 1 action from the Actions cards.
2. Check the color of the space you have finished your movement on:
 - Blue** = draw and resolve a Room and Corridors card.
 - Green** = draw and resolve a Hiding Space card.
 - Red** = draw and resolve an Open Space card.

On each **hiding space**, black dots dictate the maximum number of characters that can stand there.

After each turn, pass the roll of leader to the next player.

MOVEMENT

Movement actions allow a character to move in any direction along the passages marked on the map.

Special passages and special spaces marked on the map are described on the Specials cards.

Characters on the same space are a **group** – choose 1 miniature to represent the group and place the remaining miniatures aside. When a character finishes a move on a space occupied by another character, they immediately form a group.

When you start a group move, you may split the group by moving one or more characters and leaving the rest behind.

For multiple groups or individual characters, choose which group or character is moving this turn. You can choose the same one as many times in a row as desired.

TACTICS TOKENS

During a move collect all the Tactics tokens from the spaces you have moved through and the space you finished your move. At any time, until you leave this location, you can discard a Tactics token to:

- re-roll any chosen result (combat die/black die/own/enemy's);
- lower or raise the Wound result of a combat die roll by 1 (own/enemy's)

You can discard several tokens at once to trigger these effects multiple times.

ENEMIES

An enemy can appear as a result of a **hide test** roll, a **noise test** roll, or when **marking an enemy** occurs.

When you start a combat, choose any 1 enemy token on the combat chart. If there is more than one enemy or another appears, choose another. If there are no more tokens on the chart, there are no more enemies.

You can immediately pick up weapons of dead enemies.

To **mark an enemy** on a particular space (due to a card effect), place a soldier miniature there.

When a marked space is within the move range of a character or group, you may perform the **assault** or **sneak up** actions (see the Actions cards).

At the beginning of each turn roll the black die for each marked enemy. On a 1-3, unmark that enemy.

If the characters **defeat all enemies** on the map, all those characters can continue scavenging (even if they were moved to the **FINDINGS PILE** earlier). If this happens, ignore **noise** until the end of this Scavenging phase.

HIDE

To perform a **hide test**, roll the black die (the character group may use their prowess to re-roll).

If the result is equal to or lower than the hide value, the enemy does not spot you.

If the result is higher than the hide value, the enemy spots you and combat begins.

The **hide value** of a character or group equals the hide modifier of the action + the blue number on the space where the character or group finished their move.

NOISE

To perform a **noise test**, roll the black die (the character group may use their prowess to re-roll).

If the result is equal to or lower than the noise value, the enemy has heard us – resolve a Noise card.

If the result is higher than the noise value, no enemies heard us and nothing happens.

The **noise value** of a character or group equals the noise modifier of the action + the red number on the space where the character or group finished their move.

OTHER RULES

Prowess: If a group uses their prowess, you must use the lowest prowess in the group.

Shooting and raising the alarm: When a character or enemy uses a firearm, roll the black die. On a 1-5, activate the Alarm card.

Fleeing: If you choose to flee from combat, the enemy performs a **backstab** then, after you have moved the fleeing character or group 3 spaces from the combat space, activate the Alarm card and finish the turn.

Support: A character or group on an adjacent space to a space where combat is happening may join the combat as a free move. Characters can pass weapons between themselves if they are in the same space.

LEAVING THE TACTICS MAP

A character or group landing on an exit space automatically leaves the map and finishes scavenging. Place the characters on the **FINDINGS PILE**.

A character left on the map after tactics mode has finished may continue scavenging.

If all characters leave, move to the Choose Findings step.

EXPANSIONS

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