

# QUICK REFERENCE

## SEQUENCE OF PLAY

**1 HUNGER PHASE** (Night Round Only)  
Spend 1 *Supplies* per Faction unit and 1 *Supplies* for all Civilians in a Compound (regardless of number). Apply 1 Hit to any Faction unit not fed. If 1 *Supplies* is not spent to feed all the Civilians units, then any one of those Civilians units is eliminated.

## 2 ACTIVITY PHASE

### DRAW TURN ORDER TOKEN STEP

- **Draw tokens** until Draw Bag is empty. Then proceed to End Phase.

### RESOLVE TURN ORDER TOKEN STEP

- **Fate Token (Red):** Draw Fate Card and apply Spawn and Activation Effects.
- **Impending Doom Token (Black):** Draw Event Card and Resolve.
- **Faction Token (Faction Color):** Player Activation—the number of Player Actions is based on current Game Round [R15]. May use Player unit from your Faction or any NPC unit.
  - ◇ **Crisis Adrenaline:** Each unit in Active Faction may do 1 free *Foot Move*.
  - ◇ **Player Action(s):** *Move, Combat, Crowd Control, Evacuate, Repair, Build Compound, Location Action, Heal, Faction Special Action*
  - ◇ **Follow Actions:** Starting with Player to left of Active Player, Non-Active Players may take Follow Action. Follow Action = Player Action **except** *Faction Special Action* plus may *Reposition*. If Follow Action taken, draw for Event. If Event occurs, no further Follow Actions.

## 3 END PHASE

a) **REPLENISH LOCATIONS STEP** (Night Round Only)

b) **MUTATION REGENERATION STEP**

c) **BIOHAZARD INFECTION STEP**

Draw 2 Cubes and apply on Biohazard Track according to their color. Then place cubes back in bag.

- Green = No Effect
- Yellow = +1 Space
- Red = +2 Spaces

d) **REFILL TURN ORDER BAG STEP**

e) **ADVANCE GAME ROUND MARKER STEP**

## REPAIR TABLE

Fate Number	Effect
1	<b>EPIC FAIL!</b> For a Damaged Area or Bridge, increase the Damaged marker value by one. For a Disabled unit, the unit is immediately eliminated from the game. <b>Duct Tape Option:</b> The player may instead spend 1 <i>Supplies</i> marker to convert this result to No Effect. If so, the Damage marker(s) or Disabled unit remains as is.
2-3	<b>REPAIRS UNDERWAY!</b> For a Damaged Area or Bridge, reduce the Damaged marker value by one. For a Disabled unit, spend 1 <i>Supplies</i> to flip it to its regular (operational) side. Otherwise it remains Disabled.
4-5	<b>YOU'VE GOT SKILLS!</b> For a Damaged Area or Bridge, remove Damaged markers equal to the Admin rating of the unit. For a Disabled unit, flip it to its regular (operational) side.
6	<b>WORKING OVERTIME!</b> For a Damaged Area or Bridge, remove all Damaged markers (regardless of their value). For a Disabled unit, flip it to its regular (operational) side.

## OVERRUN POINTS TABLE

Area	Overrun Points
Great South Bay Bridge*	6
Greenport Docks (3K)	4
Coast Guard Station/Docks (2J)	3
All other Overrun Areas (1L/4K/5i/6M)	2 per Area

\*Remember that the Great South Bay Bridge Area cannot be Overrun until any Damaged markers there are first removed.

## CLOSE COMBAT DAMAGE RESOLUTION

Die Side	Effect
	No Effect
	Cancel 1 Hit inflicted by the Horrors unit in this combat. Horrors Hits cannot be reduced below 0.
	1 Hit: Inflict 1 Hit on the Horrors unit.
	Light Hit: Inflicts ½ of a Hit. The player will need two of these die results to inflict 1 Hit on the Horrors unit. A lone Light Hit result is a Miss.
	Critical Hit: Inflict 1 Hit on the Horrors unit plus the player rolls this die (only) again. Re-rolls can occur any number of times and all results from them are accumulated.

## RANGED COMBAT DAMAGE RESOLUTION

Die Side	Effect
	No Effect
	Treat this as a 1 Hit result unless the targeted Horrors unit is in a Building or Forest terrain Area. In those types of Areas, this result is treated as a Miss result instead.
	1 Hit: Inflict 1 Hit on the Horrors unit.
	Light Hit: Inflicts ½ of a Hit. The player will need two of these die results to inflict 1 Hit on the Horrors unit. A lone Light Hit result is a Miss.
	Critical Hit: Inflict 1 Hit on the Horrors unit plus the player rolls this die (only) again. Re-rolls can occur any number of times and all results from them are accumulated.

# VIP CIVILIANS



## BRAD "BABBLIN" BROOKS

Mesmerizing yodel. Country music superstar. Any player may use a Combat Action with this unit (as if it is an NPC unit) to attack (actually, to serenade) one Horrors unit in the same or adjacent Area. Draw a Fate Card to get a Fate Number. On a **1** or **6**, nothing happens and the attack fails. If the Fate Number is a **2 - 5**, the Horrors unit is Stunned. If the target Area contains more than one Horrors unit, the player must choose one target only.



## CRUISE SHIP PASSENGERS

Biohazard risk. Group of friendly vacationers. When things go badly on a confined cruise ship, hygiene, immune systems, and overall well-being plummet dramatically. If this unit is evacuated, immediately add **1** red Biohazard Cube directly to the Biohazard Bag. If there are no cubes to add, then increase the Biohazard Level by **2** spaces.



## GREENPORT UTILITY BOARD

Key personnel. These bureaucrats are vital to getting the island back into working order after the crisis. Therefore, the condition of the Power Station itself when you save this unit is important. This unit is worth **4** EP if the Islandwide Light & Power Area (3H) is not Compromised when this unit is Evacuated. If it is Compromised, the unit is only worth **2** EP.



## FIRST CLASS PASSENGERS

Survivors of the First Class lounge section of a crash-landed jetliner. Successful and wealthy individuals. But what are they worth to society in actuality—and can they help? When this Civilians Unit is evacuated, the player who did the evacuation will draw a Fate Card and get a Fate Number. The EP value of this unit is equal to the drawn number.



## JIM "BOO-BOO" KAY

A somewhat famous ghost-hunter on the show Paranormal Hijinks. But his real claim-to-fame is his second career as a professional Squatcher, hunting Big Foot during the off season. Evacuating this unit is normally worth only **2** EP. But if the Infected Sasquatch Mutations unit is currently in the game or has been eliminated, this unit is then worth **5** EP instead (for his being right after all!).



## NAKED & AFRAID: PLUM ISLAND

This is the cast of one of the most popular reality TV shows around. Despite the obnoxiously conceited participants and stand-offish crew, they are also quite influential. If you rescue them, they promise a new series entitled The Housewives of Plum Island and they swear they can turn it into a mega hit and benefit the island's tourist industry.



## NICK GRIMES

A once highly skilled sheriff who was critically injured during an arrest. In a coma, he awoke in the hospital—understandably shocked at what happened to the world during the time he was unconscious. Suffering from psychological trauma and amnesia, he once again rises to the occasion. This unit has a Close Combat Rating of **3** and may attack and defend in combat like an NPC unit. However, it can still only take **1** Hit before being eliminated.



## OREN'S "PUMP YOU UP" GYM

These super-beefcake men and women can handle themselves in a fight and can absorb a lot of punishment. This unit has a Toughness Rating of **3** and thus can take three Hits before being eliminated. You can place black Hit Cubes next to the unit on the map or keep track some other way. These units can be the recipients of a Heal action as well, which will remove a cube. However, this unit does not get a Last Stand attempt.



## RACHEL'S UBER CHAKRA YOGA

A very dedicated yoga studio whose members all have solid cores and a wonderful spiritual effect on other survivors. This unit is worth **3** EP when evacuated and increases the EP value of each Civilians Unit that is evacuated with them (in the same Evacuation action) by **+1** EP each.



## REX KRAMER

Famous for being an Ace jet fighter pilot during the Korean War, Rex was also a M.A.S.H. unit helicopter pilot and an America's Cup yacht skipper.... and he crochets afghans. Having all these talents means he gets to sit in the pilot or captain's seat of any plane, helicopter or vessel. Therefore, he may be Evacuated by any eligible Helicopter or Boat unit without being counted against its Capacity limit.



## SHADY ACRES RETIREMENT HOME SENIORS

No one wants to see grandma and grandpa devoured by hideous monsters. But getting them to actually move along is a real chore because they require a lot of maintenance, care and assistance. This Civilians Unit occupies **2** Capacity spots on a Helicopter and Boat unit (yes, which means the Air Medical Helicopter and the Texas Navy units cannot evacuate this unit).



## UNCLE TED'S ARCHERY SCHOOL

These civilians are armed with bows and arrows and thus are considered to have a Ranged Combat Rating of **2** (only). A player may use a Combat Action to have this unit issue a Ranged Combat Attack (only) just like an NPC unit (i.e., it does not cost **1** Supplies to do so).