



Collect any 1 Resource



Collect any 2 Resources



Collect a Fortune card



Add a Doom card to the Drawn Doom Tracker



Reveal a new Horde



Survivor removes 1 wound



Survivor takes 1 wound



Causes 2 wounds to a Survivor when Overruning a settlement



Affects all survivors



Horde always moves to Overrun the Helpless



Survivor loses 1 Resource



Resource dice cannot be used against this Horde



Survivors cannot use Resource tokens against this Horde



Skull rolls cannot be used against this Horde



Survivors cannot Attack this Horde (unless it's overrun the Main Base)



Survivors cannot Defend against this Horde



Add 2 Zombie meeples, must be killed twice



Horde Overruns settlement in the Reveal Hordes Phase

Survivors have -1 Resource die

until this Horde is defeated



Horde always starts on Swell



Shuffle the Horde discard pile and return one Horde to the top of the current Horde deck

Wounds cannot be removed

while this Horde is in play



Active effect reminder: place meeple here



Active effect reminder:



Survivors cannot use Resource tokens while this Hordes in play



Active effect reminder:



Power Cut token. Survivors on or adjacent to a Power Cut token (or Horde with this icon), cannot request settlement aid



Contamination token. At the end of the Zombie Phase, Survivors on or adjacent to a Contamination token (or Horde with this icon), take 1 Wound (Helpless and Settlers would be killed)



Fire token. At the end of the Zombie Phase, Survivors on or adjacent to a Fire token (or Horde with this icon), take 1 Wound (Helpless and Settlers would be killed). A Fire token also removes all Development buildings at its location (not adjacent)

# DEVELOPMENT & DAY TRACKER ICON KEY





+1 Resource die in Attack or Defence. Lone Garrison: 2 Resource dice Auto Defence Roll. Multiple Garrisons per settlement allowed, removed after use and if Overrun

**Bulwark** 



When a settlement with a Bulwark is Overrun, remove the Bulwark token instead. Multiple Bulwarks per settlement allowed

Watchtower



+1 Resource die in defence. Survey: Players may look at any adjacent facedown Hordes in the Opening Phase. Gain 1 Exp each Opening Phase. Only 1 Watchtower per settlement, removed if Overrun

Turret



+2 Resource dice for every Ammo Resource token you add to Attack or Defence roll

Fortress



**4Horde** 

+2 Resource dice in Defence. Only 1 Fortress per settlement, replaced after Overrun

Doom



A Doom Card is added to the Drawn Doom Tracker every time a settlement is Overrun





Add a Settler Token to Main Base. All Survivors gain 1 Fortune card on completion of a new settlement



Reveal an extra Horde in the Opening Phase of each day



Add a Doom Card to the Drawn Doom Tracker

















#### **MAIN BASE**



Collect 1 Survivor favoured Resource





+1 Exp

#### **CASTLE RUIN**





MILITARY BARRACKS

+3 Resource dice in Defence

#### **FARM HOUSE**



Roll 1 Resource die and collect rolled Resource.

= Any Resource



**POLICE STATION** 

+1 Resource die in Defence



+1 Resource die in Attack

Collect 1 Ammo Resource



Collect 1 Ammo Resource



Collect 1 Ammo Resource

#### WORKSHOP



Trap Token. 3 dice Auto Defence Roll OR +3 dice for a Defending Survivor

Collect 1 Explosives

Resource

**LABORATORY** 

2 identical Resource tokens placed here reduce the matching resistance of all Hordes by 1

Collect 1 Explosives Resource





Discard 1 Fortune card, remove 1 Wound

Collect 1 Explosives Resource

## **FALLOUT SHELTER**



Survivors may choose to ignore Overrun, Fire & Contamination Wounds, and Horde Fallout effects

Collect 1 Supply Resource

#### HOSPITAL



Remove 1 Wound (Passive effect, once per

Collect 1 Supply Resource

#### TOWN HALL



Restore any 2 Settlements

Collect 1 Supply Resource

#### **FOREST**



No Garrisons



SLUMS

Swap 1 Resource for any other Resource

Collect 1 Barricade

Resource

SAWMILL



9

-1 Resource die in Attack

Collect 2 Barricade

Resources

SHOPPING MALL

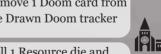
Collect 1 Barricade Resource

Cannot Attack from

this settlement



Remove 1 Doom card from the Drawn Doom tracker

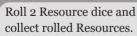


**CHURCH** 



All Survivors remove 1 Wound then reveal a new





= Any Resource

Roll 1 Resource die and collect rolled Resource.

= Any Resource



Remove 1 wound





Keep 1 Gasoline Resource here to drive a Tank

1 hex per day move. +1 Resource die in Attack & Defence. Remove Tank & Gasoline if Overrun

#### **MOUNTAIN PASS**



Survivor may look at any adjacent facedown Hordes in the opening phase

Roll 1 Resource die and collect rolled Resource. = Any Resource

## **GARAGE**



-1 Resource die in Defence



Collect 2 Gasoline Resources

### **ARMOURY**



Trap Token. 3 dice Auto Defence Roll OR +3 dice for a Defending Survivor

FREEWAY

Cannot Defend from this settlement

Collect 1 Gasoline and 1 Supply Resource

#### WHARF



Move any other Survivor to any Settlement



Collect 1 Explosives OR 1 Gasoline Resource



Collect 1 Ammo Resource