



Contamination & Fallout ICON KEY



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 Overrunning 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



Horde always starts on Swell



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

Active effect reminder:
place meeple here



Active effect reminder:



Active effect reminder:



Survivors have -1 Resource die until this Horde is defeated



Survivors cannot use Resource tokens while this Hordes in play



Wounds cannot be removed while this Horde is in play



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

Garrison



+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



+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

Settlers



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

+Horde



Reveal an extra Horde in the Opening Phase of each day



Add a Doom Card to the Drawn Doom Tracker

SETTLEMENT ICON KEY



GASOLINE



SUPPLIES



EXPLOSIVES



AMMO



BARRICADES



SKULL

OUTBREAK

MAIN BASE



Collect 1 Survivor favoured Resource

LIBRARY



+1 Exp

CASTLE RUIN



+3 Resource dice in Defence

FARM HOUSE



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

POLICE STATION



+1 Resource die in Defence

MILITARY BARRACKS



+1 Resource die in Attack

WORK SHOP



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

LABORATORY



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

DESERT PLAINS



Discard 1 Fortune card, remove 1 Wound

FALLOUT SHELTER



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

HOSPITAL



Remove 1 Wound (Passive effect, once per day)

TOWN HALL



Restore any 2 Settlements

FOREST



No Garrisons

SLUMS



Swap 1 Resource for any other Resource

SAWMILL



-1 Resource die in Attack

SHOPPING MALL



Cannot Attack from this settlement

COMMAND CENTRE



Remove 1 Doom card from the Drawn Doom tracker

CHURCH



All Survivors remove 1 Wound then reveal a new Horde

TANK YARD



Keep 1 Gasoline Resource here to drive a Tank

MOUNTAIN PASS



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

GARAGE



-1 Resource die in Defence

ARMOURY



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

FREEWAY



Collect 1 Gasoline and 1 Supply Resource

WHARF



Move any other Survivor to any Settlement

Collect 1 Ammo Resource

Collect 1 Explosives OR 1 Gasoline Resource