

# UNDER OUR SUN

EXPLORE | CRAFT | SURVIVE

## RULEBOOK

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WITH  
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v.1.0



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# INTRODUCTION

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## UNDER OUR SUN EXPLORE | BUILD | SURVIVE

“Under our Sun” is a semi-cooperative, exploration board game set in a post-apocalyptic world.

When a giant asteroid hits the sun, life on earth is suddenly at its mercy.

Modern technology is no longer available, and the entirety of the northern hemisphere becomes a desolate hellscape as a result of the ensuing solar storms. Society’s rules and regulations are replaced by total anarchy, and every day becomes a struggle for survival.

As gameplay commences, you will become an integral member of one of the few remaining honorable and socially-minded communities. Players will choose between four (six with expansions) unique characters, each with their own strengths and weaknesses,

and will head into the wastelands to ensure the survival of the group and fulfill crucial tasks.

Under our Sun has a turn-based gameplay where each round represents a single day divided into different phases (morning, evening, night). Explore the area, tile by tile, to trigger events scattered throughout the map. Find precious loot and scavenge for resources to craft unique items in an effort to upgrade both your character and shelter. Engage in life or death fights against humans, animals, or something completely unknown. Adapt to ever changing weather conditions where even the most elementary of tasks results in a fight for survival.

To succeed in this harsh land, players must manage resources, maintain their health, and ensure adequate water supply. Only through collaboration and the use of individual skills, will players be able to achieve survival and reach their ultimate goal (whatever that may be).

Dive into the thrilling and complex world of “Under our Sun,”

and become one of Earth’s final survivors!



Die Siedlung “New Haven”

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4 Character boards  
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6 Character standees  
25 Enemy standees  
15 Plastic bases



32 Map tiles  
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36 Tokens

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95 Resources  
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# MAP TILES

Map tiles offer a wide range of interaction options, which are represented by various symbols. Three different map tiles are listed here as an example.

**NORMAL MAP TILE**

**Event area**  
Shows whether the map tile has a special event, such as an “event” or “container”

**Movement value**  
Indicates how many action points (AP) it costs to enter the map tile.

**Resource area**  
Shows the available resources that the map tile offers  
In this example:  
Water point/ 1 cloth/ 1 wood

**Map tile number**  
Identifies the map tile

**Enemy symbol**  
Indicates that an opponent can appear (spawn) on this tile (see page 13)

**Movement fields**  
The number of movement fields indicates how many characters can be on the tile at the same time.

Event (see page 6)

Container (see page 10)

**MAP TILE “NEW HAVEN”**

**Trading post**  
Indicates the presence of the trading post in New Haven

**Name of the tile**  
Certain map tiles can have a name and a description

**Camp symbol**  
Indicates that this map tile can be used as a camp

**Map tile “target”**

**No movement fields**  
Any number of characters can stay on map tiles without movement fields.

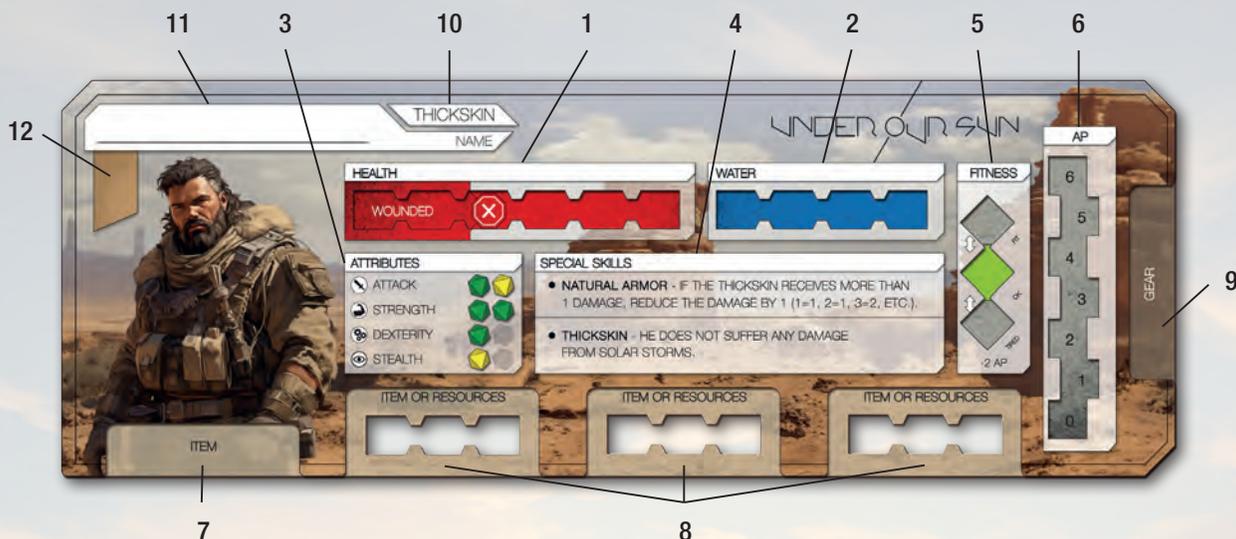
## The settlement “New Haven”

The “New Haven” map tile is the starting point for most of the characters’ missions. As the players’ home settlement, it is an important part of the map and has special features:

- New Haven has a trading post (Lawrence) with which the characters can interact.
- New Haven does not draw night cards.

# CHARACTERS / CHARACTER BOARD

During game setup, players choose one of the 4 (6) available characters. Each character has unique skills, which assign the character a special role in the group and can be found on the corresponding character board.



## Health (1)

This shows the health points (HP) status of the character. If a character receives damage, the corresponding number of HP (red cubes) are removed from the character board and returned to the general supply.

If a character's health drops to **2 HP** or fewer, they are **injured** and an "injury marker" is placed on the character board (See "Injury" conditions). If a character's health drops to **0 HP**, they are **dead**.

Other players may revive the character within one day of death (3 day phases) using an AED (see "AED" item card), failing which the character is permanently eliminated from the game. For example: if a character dies in the "Afternoon" phase on Day 1, they may be revived up to and including the "Morning" phase of Day 2.

## Water (2)

Water is the most important resource in the world of Under our Sun. It is used as a general means of payment and every resource has a certain value in water. In the game, the character must constantly drink (discard water). If they cannot do this, the character loses 1 HP per water. Always ensure your water bottle is full!

## Attributes (3)

The attributes represent individual strengths and weaknesses of the character.

They are used for all actions for which a Skill Test is required (See "Skill Test" on page 10 ).

## Special skill (4)

If a character uses a special skill that can only be used to a limited extent, the character places a universal marker ● on their character board to indicate that the skill has been exhausted. The marker is removed at the time specified within the text on the character board. After that time, it can be used again.

## Fitness - Tracker (5)

Players can increase the fitness of their characters using the "Sleep" action (see Actions). If a character's fitness drops to "TIRED," they have 2 fewer action Points (AP) for each day phase until they have brought their fitness marker back to "OK" or "Fit."

## Action point (AP) - Tracker (6)

This tracker shows the available action points (AP) of the character. If a character performs an action, they move the marker down by the corresponding number of AP.

If the marker is on the "0" field, the character has no more AP available. Their day phase ends, and it is the next player's turn.

### Item area (7)

In this area, 1 item can be created which the character can use in the game.

### Resources or item area (8)

Up to 3 resources or 1 item can be created in this area. The character can use these in the game.

### Gear area (9)

In this area, 1 piece of gear can be created, which the character can then use in the game.

### Archetype / Class (10)

This describes the archetype or class of the character.

### Name field (11)

This field offers the possibility to name and label the characters according to your own ideas. (Optional)

### Player color (12)

Each character has a specific color which is assigned to all of their game material.

## CARDS

Cards are an important part of "Under our Sun." They are divided into three sizes and nine different decks. During the game, the decks may not be viewed without a prompt (from a card or rule). The ITEM and GEAR decks are an exception. Cards with the "eye" symbol may be viewed at any time. Dealt cards are placed face up under the respective deck. If you reach these cards again, the deck is empty and all cards are shuffled into a new pile.



### ENEMY DECK

As soon as an enemy enters the game (spawns), an enemy card is drawn from the enemy deck and the matching enemy standee is placed on the map tile.



### NIGHT DECK

Nighttime in Under our Sun is inherently more dangerous than daytime. Characters should ideally be sheltered in a camp each night to sleep (unfortunately best laid plans are often derailed).

- At the start of each turn, characters must draw a night card.
- On map tiles with a "camp," only one night card is drawn by the first player of the round. Unless otherwise stated on the card, the effect applies to the drawing player. Alternatively, the players can decide by majority vote who the effect of the night card should affect.
- Additionally, a night card must be drawn for **each new map tile** entered at night.

**Exception:** Another character already stands on the tile and has drawn a night card for this particular tile.

- Camps with a **campfire** can ignore card effects with "Animal."
- Successful **sneaking** (+ 🚫) can prevent the drawing of a night card.
- **New Haven** does not draw a night card.



## SUN DECK

At the beginning of each day phase (except at night), the starting player shuffles the Sun deck and draws a card. This card indicates the weather for the respective day phase and describes any effects for the game.



## EVENT DECK

If a map tile depicting an event symbol (cracked) is uncovered, an **event marker** is placed on the symbol.



If a character steps on this tile, an event card is drawn and resolved. If there is an enemy on the tile, the battle is resolved completely first (unless the character has entered the tile in stealth mode, then the event is resolved). Only when there is no longer an active enemy on the tile, is the event resolved and the event marker taken off the symbol (Events are one-off). Events can be good or bad in nature.

## ITEM DECK AND GEAR DECK

These cards include all the items that a character can find and use during their adventures. If a character receives or **crafted** ("makes") an item/piece of gear, the player selects the corresponding card from the respective deck and places it in the appropriate item or gear slot of his character board. From this moment on, the item can be used according to its description.



**Resources**  
Specifies the resources that are required to craft this object

**Name and type**  
Specifies the name and type of the object

**Effect / Benefit**  
Specifies the properties of the object and how it can be used

**Price**  
Value of the object in **water**

**Special feature of the object**

**Melee combat**  
Object can be used in melee combat

**Ranged combat**  
Object can be used in ranged combat

**Electric**  
This object is electric and cannot be used during a **solar storm**.

**Uses / ammunition**  
If a card shows this image, the use of the object is **limited**. Upon receipt, the card is filled with the specified number of universal markers. ● Each time it is used, 1 UvM is discarded. Once all UvM are discarded, the card is also discarded.  
**Exception:** "Weapons" (Ammunition can be crafted)

**Starting item**  
This symbol indicates that this is a starting item.



## LOOT DECK

This deck contains all the cards that can be found as loot. Whenever a character is asked to draw a loot card, they draw from this deck. It contains the most powerful items in the game. The **"Hero items"** (with character name) can only be used by the respective character.

# GAME SETUP

## 1. Choose the mission

As a group, select one of the missions and follow the “Setup” instructions on the first mission card. Each mission consists of a defined number of sequential cards and has the difficulty level listed on the cards. Difficulty ranges from “Easy”(!), ”Challenging”(!!), to “Hard” (!!!).



## 2. Determine the starting player

Each player rolls three green dice once. The player with the most successes is the starting player and takes the starting player token. In the event of a tie, the dice are rolled again.



## 3. Choose game mode

The group decides whether they want to play “cooperative” or “semi-cooperative” (see section “Team cards” on page 08).



## 4. Select Character

Beginning with the starting player and continuing clockwise, the players select their character for the mission.

All players fill up the health meter with **health points (HP)**  and the **water** supply with **water** .

Place a gray, wooden marker on both the “GOOD” space of the fitness tracker and the space labeled “6” on the AP tracker (action points tracker).



Each player takes **3 karma dice** and places them next to their character board.



## 5. Select starting items

Before the mission, each character has the opportunity to acquire “starting items” in “New Haven.”

These items assist the characters during their mission and are selected with the help of equipment points. The number of points available depends on the number of players (1 point per player), but with a minimum of 4 points. These points are distributed evenly among the players. Excess points go to the starting player.

Example: 3 players = the 4 point minimum, resulting in the starting player receiving 2 points and all others receiving 1 point). The group may pool their points to purchase more expensive items.

To determine available starting items, select 6 random “Starting-Item Cards” from the “Item/Gear” cards (marked with a star at the bottom left). The cost of the “purchase” corresponds to the number of stars on the card.



## 6. Prepare the game material

- Separately shuffle the “Enemy,” “Event,” “Night,” “Sun,” and “Loot” decks, and place them face down in individual piles.
- Get the day tracker ready and place a gray, wooden marker on the **Day 1** and **Morning** spaces.
- Prepare the bag with the **random resources** (see page 12 ).
- Place the “New Haven” map tile in the center of the playing area and fill up the resources.
- Prepare the **trading post** (see “merchant” on page 17 ).
- Organize the remaining game material for use later in the game.



## 7. Gameplay

Read the “Briefing section” of your chosen mission aloud and follow the setup instructions.

At the start of the game, the preparation phase is skipped and the starting player begins playing their actions directly in the “Morning” phase.

If a player has exhausted all action points or the character is “waiting,” the next player takes their turn moving in a clockwise direction.

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## GAME MODE / TEAM CARDS

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During game setup, players decide whether they want to play the selected mission **cooperatively** or **semi-cooperatively** (Recommendations on the first card of the respective mission). In semi-cooperative mode, a “**Son of Liberty**” (SoL) may have infiltrated the “Survivors” of New Haven. The SoL are enemies who pursue their own goals and may try to prevent the Survivors’ group objective.

### COOPERATIVE GAME

All players try to achieve the goal of the selected mission together.

### SEMI-COOPERATIVE GAME (recommended for 3 or more players)

In semi-cooperative mode, each player draws a team card face down that defines their character’s role for the game. This card can assign the player either the role of “Survivor” or a “Son of Liberty.” Setup for this mode requires that one of the three “Son of Liberty” team cards is randomly drawn face down and shuffled into the deck of a defined number of Survivor team cards. (Deck of Survivor team cards = # of players + 4). Each player now draws a team card from the pile face down, reads it carefully, and then places it face down under their character board. All players keep their cards secret until the “revelation” of the Son of Liberty or the end of the game.



#### Survivor

As an honest member of the “New Haven” society, Survivors have nothing but the continuation and development of their community in mind.

- **Objective:** Achieve the goal of the selected mission.
- **Alternate objective:** Eliminate the Son of Liberty character.

#### Sons of Liberty (SoL)

The SoL are continually seeking to expand their territory and increase their power. They try to dominate other groups through sabotage and violence.

- **Objective:** Defined on the SoL team card
- **Special ability 1:**  
May spawn a SoL enemy on an adjacent map tile once per day without using action points (draw from the enemy deck until the first SoL is drawn)
- **Special ability 2:**  
During their turn, the SoL character may spend 2 Action Points (AP) to move an SoL enemy on their tile or an adjacent tile, by one tile.

In most cases, the SoL character is revealed through the use of a special ability.

If the SoL player encounters a fellow SoL enemy during the game, prior to their revelation, they can choose to remain anonymous and be attacked by the enemy, or to reveal themselves.

If a player reveals themselves as a Son of Liberty, they will not be attacked by SoL enemies for the remainder of the game.

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## SOLO GAME

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“Under our Sun” can also be played alone. To do this, the player selects two characters during setup which they will control throughout the game. A key difference to the multi-player game is that the player has the choice of which character is the first to carry out their actions during each day phase.

Four points are available when purchasing starting items.

# ACTIONS

Every action that characters perform in the game costs a certain number of action points (AP). There are three types of actions: **movement actions**, **interaction**, and **combat** (see page 15).

## MOVEMENT ACTIONS

**Move** 1-4 AP (movement value depicted on map tile)

The character can move to a previously uncovered, adjacent map tile. Associated action points correspond to the movement value on the map tile the character is entering.



**Charge** 2 AP

The character can charge onto a covered, adjacent map tile to both reveal the tile and move onto it at the same time. This can save AP but risks activating any enemies and an “initial round of combat” (See “Fight” section, page 13).

**Sneak** 2-5 AP (movement value of the map tile +1 plus  test)

With a successful test for **stealth**, a character can move to an adjacent map tile without activating an enemy and without being attacked by active enemies. If they succeed in this test, the character is in **stealth mode**. For each further action on the map tile, another stealth check must take place (see Stealth on page 11).

If the stealth check fails, the character must still move onto the tile and spend the corresponding number of AP while also activating any enemies in the process.

**Important:** If a character sneaks at night, a red die  must also be rolled during the check.

## INTERACTIONS

**Explore** 1 AP

The player may reveal an adjacent map tile. To do this, they announce which adjacent area is to be explored, draw a map tile, and place it on the board. All resources listed on the map tile are filled with the relevant cubes.

**Recon** 1 AP

If a character has successfully sneaked onto a map tile with an enemy symbol , they can recon it. To do this, they “spawn” an enemy, draw the top card from the “enemy deck,” and place the matching standee on the map tile. The character remains in “stealth mode.”

**Collect** 1 AP

The character can collect 1 item or up to 2 resources from their map tile and place them on free item resource slots on their character board.

**Important:** Water does not count as a standard resource (see “Replenish water” action).

**Replenish water** 1 AP

On a map tile with a water source (water symbol  in the resource area), the character can completely refill their water supply for one AP. To do this, they take the water cube from the map tile and refill their entire water supply (including all water bottles).

**Crafting** 1 AP

If the character has the required resources to build an item or piece of gear, they can craft the desired equipment for 1AP. After returning the corresponding resources to the general supply, they may take the appropriate item/gear card from the item/gear deck and place it in a free slot on their character board.



### Use item or gear 0-1 AP

Items can be used at any time during a player's turn. Unless it is specifically listed on the item card, the use of equipment does not cost any AP. Some items can only be used once, others are permanent. Certain items can be used multiple times, which is indicated by the trackers on the item card (e.g. ammunition). Additionally, some items must be turned over after use. During the preparation phase, they are turned back over and available for future use.

### Trade / Swap 1 AP

By spending 1 AP, characters can trade any number of items and/or resources back and forth with a character or trader on their map tile. If there are several characters on their map tile, the player at turn can trade with each of them, but must spend 1 AP for each character.

### Looting 1 AP

Characters can loot  the bodies of defeated enemies in the hopes of finding items, gear or resources. To do this, the player rolls a green die . The number of  (success) defines what loot the character finds (see  bottom right of the enemy card). Defeated enemies are removed after looting or during the preparation phase.

### Eat 1 AP / 1 HP

To regain strength, a character can invest 1 AP to move 1 food  from their resources to their health meter.

### Collect rain 1 AP (only possible with "Storm")

With "Storm" (Sun deck card effect), the character can place 1 water  from the supply on a free slot of their water meter for the use of 1 AP. This action can be performed any number of times.

### Sleep 3-5 AP

A character can sleep for 4 AP (3 AP for "Storm") and thus move their fitness tracker up by 1. It is not possible to sleep if there is an enemy standee on the map tile.

**Exception:** when the character is in stealth mode

### Open container 1 AP

On some map tiles and event cards, characters can find containers that they can open with a successful skill test. The type of test (skill  or strength ) is indicated by a symbol on the container. If the test is successful, the player can draw 2 loot cards and keep 1 of them. The second loot card is shuffled back into the loot pile.



### Discard 0 AP

The character can discard any number of resources and/or items or gear on their map tile.

**Caution!** If water is discarded, it is removed immediately.

**Caution!** All other discarded resources and items/gear are removed during the preparation phase.

## SKILL TESTS

In the game, players are often required to complete skill tests for strength , dexterity , and stealth . To do this, the player rolls the dice indicated on their character board under the relevant skill. A test is considered **passed** with **one**  (success). Injured players must also roll a red die for skill tests (1 cross symbol negates 1 success).

The 4 dice colors differ in their probability of achieving success.

	D8 Green	double success  / success  / success  / success  / success 	= 62,5%
	D8 Yellow	success  / success  / success  / success 	= 50%
	D8 Blue	success  / success  / success 	= 37,5%
	D8 Red	failure  / failure  / failure 	= 37,5%

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## STEALTH

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Normally, moving onto a map tile with an enemy standee or an enemy symbol  triggers a combat (see Enemy activation on page 13). In order to avoid this combat, characters can sneak onto neighboring tiles undetected with a successful stealth  check. In this case, they are in **stealth mode**, which only occurs on the target tile.

If the character moves away from a map tile with an enemy, they still receive an attack.

To maintain the stealth mode, a new **stealth check** must be passed for **each action** on the map tile.

If such a test is failed, the character is exposed, and if an enemy has been activated as a result, an initial combat round begins (see Combat on page 14).

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## KARMA / KARMA DICE

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During setup, each character receives **3 karma dice** which can be used once per turn to re-roll a specific die or multiple dice. Karma dice can be used for either a character or an enemy.

The use of Karma dice does not cost AP. When using karma dice, the player re-rolls the intended dice together with the karma dice (1 karma die per re-rolled die).

If the karma dice show a , the player can keep the karma dice for later use.

Used Karma dice without a success are discarded for the remainder of the game.



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## CAMP

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By spending 1 AP and using the required resources, either the item tent or a camp can be “crafted” directly on the current map tile.

The camp can be dismantled at any time using 1 AP. To do this, remove the camp marker from the map tile and place the tent item on the character board. Conversely, by spending 1 AP, the tent (item card) can be exchanged for a camp marker, which is then placed on the character’s map tile.

The number of characters permitted in a camp at the same time is determined by the number of movement spaces displayed on the map tile.

Example: A camp on a map tile with 2 movement spaces can only accommodate 2 characters.

- The camp offers protection at night, as only 1 night card is drawn per map tile with a camp.
- Sleeping on a map tile with a camp costs 1AP less.
- Unlimited resources, water, items, and gear can be stored in the camp without being removed during the preparation phase.
- When dismantling, all resources stored in the camp are transferred to the supply of the dismantling character.



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## CAMPFIRE / COOKING PIT

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A character can build a campfire with an item that has the keyword “**fire**” by spending 1 AP and discarding one wood . The character can then place a campfire marker on their map tile.

- A campfire burns until the next **Storm (Sun deck Card)**.
- The campfire has the keyword, “**FIRE.**”
- On a map tile with a **fire**, all “**animal**” night cards can be **ignored**.
- All “**animal**” enemies do not move onto map tiles with a fire.
- The campfire can be upgraded to a **cooking pit** for **1AP** and paying 1 metal  to the general supply. To do this, flip the campfire marker to the “cooking pit” side.
- At a **cooking pit**, 1 food  can be converted into **3 food**  by spending **2 AP**.
- If a campfire marker with the cooking pit extension has to be removed (e.g. due to a storm), the marker is removed from the map tile and 1 metal  is placed in its place.



# CONDITIONS



During the course of the game, characters can become afflicted by adverse conditions.

## INJURED (Impact on skill tests)

If a character's health drops to **2 HP** or less, they are considered injured and **1 injury marker** is placed on their character board.

As long as they are injured, the character must roll an additional red die with each dice roll.

**1 cross symbol** on the red die **negates 1 success** from the other dice.

To get rid of the injury, the character must increase their health to at least **3 HP**.

A character can only have one injury at a time.

## INFECTION (Impact on health)

If a character suffers an infection due to a card effect, **1 infection marker** is placed on their character board.

As long as a character has an infection marker on the character board, they **lose 1 HP** in both the **morning** and **night** phases.

An infection can be treated with the item, "**Antibiotic**," the item "**Medkit**," or by the **Medic character**.

The infection marker is then returned from the character board to the supply.

Only one infection marker can be on a character board at any time.

# RESOURCES AND TRADING SYSTEM

In the world of "Under our Sun," there are a variety of resources that characters can find and use.

Water is the most important resource and is so highly valued that it is traded as a means of payment.

Water can only be stored in water bottles (not in resource slots). All resources have a specified value in water and can be traded with merchants or other characters accordingly.

Example: 1 food is worth 2 water.

	BLUE	Water	1 Water
	RED	Food	2 Water
	YELLOW	Fabric	1 Water
	BLACK	Metal	1 Water
	WHITE	Connector	2 Water
	ORANGE	Wood	2 Water
	GREEN	Alcohol	3 Water
	PINK	Plastic	3 Water



## RANDOM RESOURCES

During the setup of the game, the resources listed on the right are taken from the supply and placed in the "random resource bag" .

During the course of the game, card effects give players the opportunity to draw random resources from this bag.

If it is empty, one resource cube of every resource still available is placed in the bag.



Bag contents

# AMMUNITION

During the game, characters can also craft ammunition for weapons (cartridges / arrows) for the use of **1AP**.

**1 metal** = **2 x CARTRIDGES**   
**1 wood** = **3 x ARROWS**

Ammunition that is not stored on the item card of the weapon itself can also be stored in a resource slot on the character board. One ammunition takes up one resource slot. This allows characters to craft ammunition even if they do not have a weapon.

- Weapons purchased at the merchant or dealer are always fully loaded.
- For found weapons, the amount of ammunition is determined by a dice roll (see individual item card).

# ENEMIES

Some of the greatest dangers in the game come from enemies. In Under our Sun, a distinction is made between different types of enemies. In the basic game, these are “**Animal**,” “**Human**,” and “**Mutated**” enemies.

## ENEMY ACTIVATION AND MOVEMENT

On some map tiles, an enemy symbol  is shown indicating that an enemy can spawn on it. As soon as a character enters a map tile with an enemy symbol, this enemy is “**activated**” and an “**initial combat round**” is triggered.

**Exception:** the character is in **stealth mode**

Draw the top card of the enemy deck, read it aloud, and place the appropriate standee on the map tile. For further procedure, see “**Combat**” on page 14.

**Important:** Enemy standees do not occupy any of the tile’s movement spaces and are placed freely on the map tile.

Eliminated enemy cards are discarded under the enemy deck and a universal marker  is put on the enemy symbol.

The universal markers are then removed in the preparation phase.

When a character is standing on a tile with an enemy symbol while the universal marker is removed, the character is considered in **stealth mode** (see **Stealth** on page 11).



## ALLOCATION MARKER

During the game, there may be several identical enemies, and therefore, enemy standees on the game board. The assignment markers can be used to distinguish between the individual enemies and the corresponding enemy cards.

To do this, take a pair of letters from the supply, and place one marker on the tile next to the standee. The other marker is placed on the corresponding enemy card.



## ENEMY MOVEMENT

Enemies **without a character on their tile** can move across the map during the **preparation phase** or through **card effects**.

They always move **1 tile** in a direction determined by a **D8**.

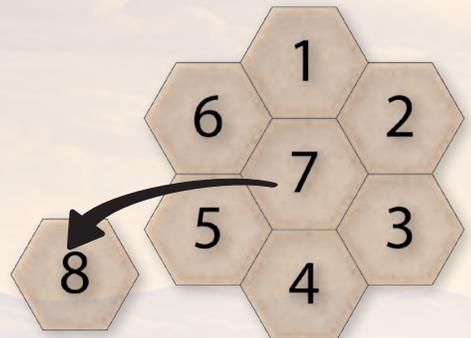
The numbers **1-6** represent **adjacent tiles**, a **7** means the enemy **remains stationary**, and an **8** means they move in the **direction** of the **next character**.

If the distance between characters is the same, the players roll 2 green dice , and the enemy moves to the character with the fewest successes .

If enemies move to a tile that has not yet been revealed, the tile is placed face down, and the enemy standee is placed on top of it.

Enemies standing on a tile with a character do not move.

**Exception:** stealth mode



# COMBAT

There are many situations in Under our Sun in which players must engage in combat. Usually, a fight starts with an “initial combat round.” The “initial combat round” does not use AP, meaning the AP tracker is not moved.

## An initial combat round is triggered when:

- A character **enters a map tile** with an **enemy standee**, and no other character is on the map tile.  
**Exception:** the character is sneaking or in stealth mode.
- A character **enters a map tile** with an **enemy symbol** .  
**Exception:** the character is sneaking or in stealth mode.
- The text of a card (Enemy cards / Event cards / Night cards) triggers a combat.

## PROCEDURE

Each combat is divided into individual combat rounds, with each action of the character serving as one combat round.

### 1 action of the character = 1 combat round

As long as a character is on a map tile with one or more enemies, each action by the character triggers a counterattack by all enemies (For exceptions, see the **Sneak** or **stealth action**).

All figures (characters or enemies) on a map tile have only **one combat action per combat round**.

If an enemy has carried out an attack, their card is **tapped** until the next combat round. This indicates that they have already attacked in the current combat round. This is particularly important for multiplayer combat.

The attacks take place concurrently, i.e. even if an enemy is eliminated, the enemy still attacks in the combat round.

If a combat takes place, the player to the left of the active player takes on the role of the enemy and rolls their dice.

All **dice** rolls in combat are **rolled individually**. For example, if 2 enemies attack a character, they don't form a dice pool but roll their dice separately.

In each combat round, all participants roll the number of dice corresponding to their available combat dice  plus any additional dice due to weapons. All successes are then added together and respective damage is given.

- For each success  of the character, the enemy loses 1 HP .
- For each success  of the enemy, the character loses 1 HP .



If an enemy receives damage, the equivalent number of red HP cubes is placed on their card.

If the number of HP cubes on the card **equals** or **exceeds** the enemy's **HP value**, the enemy is defeated.

## A combat ends when:

- All enemies involved in the combat have been defeated.
- The last character has moved away from the map tile.
- The last character on the map tile has been defeated.

## COMBAT LOOT

If an enemy is defeated, the character can use **1 AP** to **loot** the body (search) in order to find resources, items, or gear.

To do this, the character rolls a green die , and the number of successes  determines how rich their loot is. Refer to the loot section  at the bottom right of the enemy card.



Example in the picture: With one , the character would get 1 random resource and 1 card from the loot deck.

### Possible loot:



# COMBAT ACTIONS

If a character is within range of a possible attack target (enemy or character), they can perform the following combat actions:

## Attack 1 AP

A character can attack an enemy or character on their map tile for **1 AP**. When this occurs, they receive a **counterattack** from the enemy at the same time.

Both roll the number of dice equal to their **combat value**  plus any **additional dice** from **weapons**.

If the character has a **ranged weapon** , they can also attack enemies on an **adjacent map tile** (see ranged combat below).

## Dodge 1 AP + test

If a character wants to avoid taking damage in combat (every action the character performs on a tile with an enemy provokes a counterattack), they can use **1 AP** and try to **dodge** the next counterattack.

To do this, the character must perform a **skill**  check, and if successful, dodge the entire attack of an enemy.

If there are several enemies, the player can choose which attack to dodge after the dice roll.

Dodging is useful if you are required to perform combat actions and do not wish to do so, are unable to flee, and/or have few HP left.

## Wait 0 AP

A character can **save** their **own AP** until the end of the current day phase in order to let other players move first.

This gives the character the opportunity to “wait” for other characters to fight together on one tile.

The saved AP can be used at any time in the form of **combat actions** and must be played by the end of the day phase at the latest. If no combat is possible, the **remaining AP expire**.

**Example:** Character A stands on a tile with a strong enemy at the start of their day phase.

After realizing that they would probably not survive 6 AP alone, they “wait.” It is now Player B’s turn to use their first action to move to player A’s map tile and their second action for an attack. Player A decides to intervene and chooses to attack as their 1st action of the day phase. At the end of the combat round, it is player B’s turn again, and player B decides to attack. After three more combat rounds, the enemy is destroyed. The 3 remaining AP of the “waiting” player A are therefore forfeited, as player A cannot perform any further combat actions.

## Sneak attack 2 AP + test

If a character is in **stealth mode** on a map tile with an enemy, they can perform **1 attack**  **without a counterattack** for the cost of **2 AP** and a successful **stealth**  check.

After this, the character is “**exposed**” and is no longer in stealth mode.

## Ranged combat 1 AP

If a character has a weapon with the ability for **ranged combat** , they can attack an enemy or character on an adjacent map tile for **1AP**. When an enemy is attacked via ranged combat, a blue die  is used to determine whether the enemy **moves** to the **attacker’s map tile** (if successful ) or **remains** on the **map tile** (if unsuccessful).

If the enemy moves to the attacker’s map tile, this is their action in this round of combat, and their card is “**tapped**”

(turned sideways). If they do not move onto the tile but have a ranged combat value , they carry out a ranged counterattack.

If the enemy card is already tapped, the enemy cannot react to the ranged attack.

## Reaction to ranged combat from characters 1-4- AP

The attacked character can attempt to **dodge** the ranged attack for **1 AP** (the number of successes  is deducted from the attack damage). Alternatively, the character can attempt to **move onto** the attacker’s **map tile** with the corresponding amount of AP and a successful **strength**  test, and receive the full attack damage.

If the strength test fails, the character must still pay the AP without being able to move onto the tile.

This is only possible if the character has enough AP in the current day phase.

---

# EXAMPLES OF COMBAT

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## 1 CHARACTER AGAINST X NUMBER OF ENEMIES

Each action of the character triggers 1 counterattack from all enemies on the map tile.

**Example:** A character is standing on a map tile with 2 enemies and decides to attack one of them. As a result, the character receives a counterattack from both enemies.

## MULTIPLE CHARACTERS AGAINST ONE ENEMY

As soon as several characters are within range of an enemy, they have the option of fighting together.

The prerequisite for this is that they all have enough AP in the current day phase. After each combat action of the active character, all characters within combat range are asked whether they would like to take part in the combat. They then have the opportunity to perform a combat action against the enemy. If a “multiplayer combat” develops, this combat is played first and occurs before the normal turn order is resumed and the other players are allowed to play their remaining AP.

**Example:** Character A and character C are standing on a map tile with an enemy. Character B is within range on the neighboring tile. Character A chooses the “Dodge” combat action and avoids the counterattack with a successful skill test. Character B has the option to participate in this combat round with a ranged attack but does not do so. Character C now has the option of attacking the enemy in close combat for 1 AP outside the normal turn order and does so. Since the enemy has already attacked in this combat round (counterattack against character A), they cannot perform a counterattack. Now it is character A's turn to use their 2nd action. At the end of the combat, if character A has no more AP in the current day phase, it would be character B's turn.

## X NUMBER OF CHARACTERS AGAINST X NUMBER OF ENEMIES

The rules are identical to “Multiple characters against one enemy.” Only the counterattacks are handled differently:

If no other character is involved in the combat, the **active character receives 1 attack from each enemy for each action.**

If other characters on the map tile take part in the combat, the attacking character only receives one counterattack from the enemy being attacked. If the enemy has already attacked in that combat round, the attacking character receives a counterattack from the strongest remaining enemy on the map tile.

If, at the time of the second character's combat action (character B), several enemies have not yet attacked and no other character intervenes, character B receives a counterattack from all previously inactive enemies.

If there are more characters than enemies on the map tile, the characters receive a maximum of as many counterattacks as there are enemies on the tile.

**Example A:** 2 characters are standing on a map tile with 3 enemies. Character A attacks enemy A and receives a counterattack from enemy A. Character B joins the fight and also attacks enemy A. As no other character takes part in the combat, character B now receives counterattacks from enemy B and enemy C (enemy A has already attacked in this round of combat).

**Example B:** 3 characters stand on a map tile with 2 enemies. Character A attacks enemy A and receives a counterattack from enemy A. Character B also attacks enemy A and receives a counterattack from enemy B. Character C now also attacks enemy A, and as all enemies have already attacked in this round of combat, does not receive a counterattack.

## CHARACTER AGAINST CHARACTER

If a character attacks another character during their turn, the character under attack has the option to counterattack or dodge.

The prerequisite for this is that they still have enough AP in the current day phase.

Retreats are only possible during a character's turn.

# MERCHANT

Characters can encounter various merchants in the game. If a character is on a map tile with a merchant, they can interact with the merchant for one AP.

Characters can perform the following actions indefinitely and without spending additional AP:

## Buy items

Buy items/gear for the corresponding water/resource costs.

## Trading resources

Characters can trade water and resources back and forth at will.

## Sell items

Merchants buy items from the character for 50% of their value (rounded down).

## Buy ammunition

Merchants always have ammunition  in stock. 1 water  corresponds to one cartridge / arrow.

## Disassemble

Items can be broken down into their component parts for a fee of 1 water .

The character then receives the dismantled resources (thus avoiding the 50% fee when selling items).

## ! Stealing

A character can attempt to commit a theft for the additional cost of **1 AP** and a test of **stealth** . If the character succeeds, they can take one resource from the merchant for each successful attempt. 

If unsuccessful, the character does not steal any resources and is **attacked** by the merchant, thus resulting in combat.

For the **rest of the game**, that **merchant** is now considered an **enemy of that character**.

**Important:** Nobody can steal from the trading post in New Haven.

## ! Robbing

A character can try to attack and rob a merchant. To do so, the character must **defeat the merchant in combat**.

If the character succeeds, they receive **2 item cards** of their choice and **all** of the merchant's **resources**.

The merchant is then removed from the game. If the merchant is not defeated, any damage dealt to him vanishes as soon as there are no more characters on the map tile. If the character flees, they can no longer trade with this particular merchant during the game. **Important:** The trading post in New Haven cannot be robbed.

## MERCHANT SETUP

**New Haven's Trading Post** (Merchant name: "Lawrence")

During the game setup, "Lawrence's" New Haven trading post is built, with which the characters can interact immediately.

Prepare the appropriate trader card and place the following on the trader board:

- 4 water
- 4 resources from the random resource bag
- 2 random starting items (not used at the start of the game)
- 1 item card from the loot deck



## Dealer

If a dealer appears during the course of the game, the appropriate marker is placed on the map tile and the respective merchant board is filled.

- 4 water
- 4 resources from the random resource bag
- 3 item cards from the loot deck



# GAMEPLAY

A game round corresponds to the course of a complete day and is divided into different phases.

**(Preparation / Morning / Afternoon / Night)** In each of these phases, all players have a certain number of action points (AP) at their disposal. Generally, 6 AP are available; however, this can be reduced by the Sun deck and the fitness of the character.

The exact sequence is shown below:

## 1. PREPARATION (skipped in the first round)

### a. Starting player changes

The starting player marker rotates in a clockwise direction.



### b. Cleanup

All dropped / discarded resources and items are placed back in the general supply (Resources and items on a map tile with a “camp” remain in place).

### c. Day Tracker

The day tracker is advanced by one day.



### d. Refresh items / enemy symbols

Reusable items that were previously used are turned over and made available.

All universal markers (UvM)  are removed from the enemy symbols  on the map tiles.

### e. Enemy movement

Enemies without characters on their tile, are moved to neighboring map tiles (roll d8) (see section “Enemy movement” on page 13).

### f. Refill water

Water resources  on the map tiles are refilled.

### g. Fitness

Each player moves their character’s fitness marker down 1 space.



### h. Eating

Each character must return 1 food  to the supply or take 1 damage.

## 2. MORNING

### a. At the beginning of the phase:

- The starting player shuffles the Sun deck, draws a card, and the effect is dealt to all players.
- All players raise their AP trackers (Normally 6 AP / 5 AP during a Storm / -2 AP when tired).
- All characters with an infection marker  on their board suffer 1 HP damage.

### b. Each player during their turn:

- Drink water: Return 1 water  from the character board to the supply or take 1 HP damage.
- Play actions

## 3. AFTERNOON

### a. At the beginning of the phase:

- The starting player shuffles the Sun deck, draws a card, and the effect is dealt to all players.
- All players raise their AP trackers (Normally 6 AP / 5 AP during a Storm / -2 AP when tired).

### b. Each player during their turn:

- Drink water: Return 1 water  from the character board to the supply or take 1 HP damage.
- Play actions

## 4. NIGHT

### a. At the beginning of the phase:

- All players raise their AP trackers (Normally 6 AP / -2 AP when tired).
- All characters with an infection marker  on their board suffer 1 HP damage.

### b. Each player during their turn:

- Drink water: Return 1 water  from the character board to the supply or take 1 HP damage.
- Draw a night card
  - Map tiles with a camp only draw one night card (on the first player’s turn on this tile).
  - 1 night card must be drawn for each new map tile entered at night.  
**Exception:** Another character stands on the map tile and has already drawn a night card for this tile.
  - Tiles with a campfire ignore card effects with “Animal.”
  - New Haven does not draw a night card.
- Play actions **Important:** Sleeping outside a camp at night costs 5 AP.



## MARKER

 <b>Starting player</b> (See page: 7, 18)	 <b>Universal</b> (See page: 4,13,17,18)
 <b>Merchant</b> (See page: 17)	 <b>Injured</b> (See page: 12)
 <b>Event</b> (See page: 6)	 <b>Infection</b> (See page: 12)
 <b>Container</b> (See page: 10)	 <b>Camp</b> (See page: 11)
 <b>Objective (Target)</b> (for some missions)	 <b>Small animal trap</b> (See item card)
 <b>SoL</b> (for some missions)	 <b>Campfire</b> (See page: 11)
 <b>Allocation</b> (See page: 13)	 <b>Cooking pit</b> (See page: 11)

## SYMBOLS

 <b>Melee</b> (See page: 15)	 <b>Ranged</b> (See page: 15)	 <b>Enemy</b> (See page: 13)
 <b>Strength</b> (See page: 10)	 <b>Objective</b> (See mission)	 <b>Movement value</b> (See page: 3)
 <b>Skill</b> (See page: 10)	 <b>Electric</b> (See page: 6)	 <b>Loot card</b> (See page: 6)
 <b>Stealth</b> (See page: 10)	 <b>Starting item</b> (See page: 6)	 <b>Random resource</b> (See page: 12)
 <b>Double success</b> (See page: 10)	 <b>Success</b>	 <b>Karma</b> (See page: 11)

## RESOURCES

 BLUE	WATER	1 WATER
 RED	FOOD	2 WATER
 YELLOW	FABRIC	1 WATER
 BLACK	METAL	1 WATER
 WHITE	CONNECTOR	2 WATER
 ORANGE	WOOD	2 WATER
 GREEN	ALCOHOL	3 WATER
 PINK	PLASTIC	3 WATER
 MUNITION	2 X CARTRIDGES	1 METAL
 MUNITION	3 X ARROWS	1 WOOD

## ACTIONS

### MOVEMENT

<b>Move</b>	1-4 AP	» move onto map tile
<b>Charge</b>	2 AP	» explore and move onto map tile
<b>Sneak</b>	2-5 AP	» MV +1 +  text

### INTERACTIONS

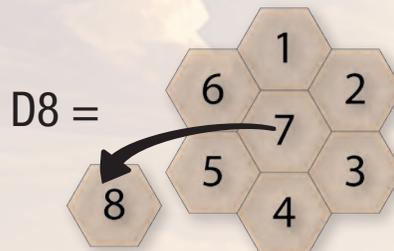
<b>Explore</b>	1 AP	» reveal one map tile
<b>Recon</b>	1 AP	» recon 1 enemy (spawn)
<b>Collect</b>	1 AP	» 2 resources from map tile
<b>Fill up water</b>	1 AP	» fill up all water bottles
<b>Crafting</b>	1 AP	» craft 1 item / gear
<b>Use item / gear</b>	0-1 AP	» see card text
<b>Trade / Swap</b>	1 AP	» with 1 character
<b>Looting</b>	1 AP	» 1  (  ) =  on card
<b>Eat</b>	1 AP	» Move 1 food to 1 HP
<b>Collect rain</b>	1 AP	» 1 Water (only during storm)
<b>Sleep</b>	4 AP	/ during storm 3 AP / at night without camp 5 AP
<b>Open container</b>	1 AP	» with  or 
<b>Discard</b>	0 AP	» on the map tile

### COMBAT

<b>Attack</b>	1 AP	»  +  of the weapon
<b>Dodge</b>	1 AP	» + test 
<b>Wait</b>	0 AP	» attack later
<b>Sneak attack</b>	2 AP	» + test 
<b>Ranged combat</b>	1 AP	»  +  of the weapon

## ENEMY MOVEMENT

Preparation phase: Enemies without a character on the map tile move 1 tile in D8 direction.



Special thanks to all our beta testers as well as JB and RL.  
The actual components may differ from those shown.  
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