

CRAFTING

	Item	Res. Value	Description	Applications	Start item	Icon
TOOL	WATER BOTTLE	5	Allows 2 water to be stored	permanent	★ ★	
	LIGHTER	4	Can make fire. Discard 1 wood, for 1 campfire token	permanent	★	
	ROPE	2	Reduces movement costs 3 to 2 / 4 to 3	permanent	★	
	SMALL ANIMAL TRAP	3	Generates 3 food in the preparation phase	permanent		
	FLASHLIGHT	3	no red die when sneaking at night / Ignore "Animal" night cards	flip		
	SUN PASTE	2	Prevents damage from 2 sun storms	2 x		
	TENT	5	1 AP and return card: 1 camp marker to the current map tile	permanent	★ ★ ★	
	MULTITOOL	4	2 AP: 1 Item / Disassemble Gear into Resources / Open Container +	permanent	★	
	BINOCULARS	6	1 AP: explore 1 MT up to Dist 2 / 1 AP: Recon 1 enemy distance 1	permanent	★ ★	
	CAMPFIRE	fire +	Protects against animals	permanent		
	COOKING PIT	campfire +	For the use of 2 AP, 1 food is converted into 3 food	permanent		
GEAR	CARRYING BAG	3	Carrying capacity: 3 resources	permanent	★	
	SUN CAPE	3	No damage during solar storm / no additional water during "heat"	permanent	★	
	TACTICAL BELT	3	Allows you to carry an additional 1 item	permanent		
	BACKPACK	5	Carrying capacity: 3 resources and 1 additional item	permanent		
	LIGHT ARMOR	4	Reduces damage by -1 to a minimum of 1	permanent	★ ★	
	HEAVY ARMOR	6	Reduces damage by -1 to a minimum of 0	permanent		
HEALING	STIMULANT	3	Gives +2 AP	one-off		
	ANTIBIOTIC	4	Heals 1 infection	one-off		
	BANDAGE	3	Regenerates 2 HP	one-off	★	
	MEDKIT	6	Regenerates 4 HP once or heals 1 infection and 1 HP	one-off	★ ★	
	A.E.D.	6	1 AP: Revive 1 character up to 3 day phases with 2 HP	permanent		
WEAPON	CLUB	3	Melee combat+ / Can be converted into a torch	permanent		
	CROWBAR	3	Melee combat+ / + when opening containers	permanent	★	
	KNIFE	4	Melee combat+	permanent	★ ★	
	SPEAR	knife + 6	Melee combat+ / Ranged combat+	permanent		
	BOW AND ARROW	6	Melee combat+ / Ranged combat+	permanent / 3x		
		ARROWS		One wood yields 3 arrows for the bow.		
	AMMUNITION		One metal yields 2 ammunition for firearms.			

GLOSSARY

AP	Action points
Check	A dice roll on one of the character's attributes
Crafting	Crafting item / gear
Dist	Distance
D6	Six-sided die
D8	Eight-sided die
Fire	Keyword indicating that this object can make fire or burn.
HP	Healthpoints / Health points
Loot	Loot that can be found
MV	Movement value
MT	Map tile
Phase	One of the 4 parts of a game round Preparation / Morning / Afternoon / Night
Res.	Resources
SoL	Son of Liberty
Spawn	An enemy appears on a map tile
Standee	Set up the character figures and enemies
Tapped	See "tap"
Tap	Turn an opponent's card sideways to indicate that he has taken his action for the combat round.
UvM	Universal marker

HOUSE RULES

QUICK REFERENCE

 : Draw 1 random resource

 : Draw 1 loot card

 : Draw 2 loot cards

 : Draw 2 loot cards and keep one

 : Draw 1 event card

RANDOM RESOURCES

