

UNDER OUR SUN

EXPLORE | CRAFT | SURVIVE

RULEBOOK

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V2.0



INTRODUCTION

UNDER OUR SUN EXPLORE | CRAFT | SURVIVE

“Under our Sun” is a turn-based, semi-cooperative adventure board game.

The action takes place in a post-apocalyptic world in which a huge asteroid has crashed into the sun. As a result of the impact, the northern hemisphere has been transformed into a desert landscape ravaged by solar storms. With the sudden loss of all modern technology and the lack of vital resources, all the rules of previous society have been replaced by anarchy and the fight for survival.

The players start as members of one of the few remaining good settlements and try to ensure the survival of their community. They take on the role of a survivor in the settlement “New Haven” and try to master the situation together. You can choose one of four characters (six with expansions), each with their own individual skills and strengths.

Survival in the world of “Under our Sun” is extremely tough. Players must not only keep their characters alive by obtaining water and food, but also achieve the respective mission objective. During the game, the characters can find resources with which they can craft urgently needed items. In addition, they need shelter to survive the night.

Take on the ultimate challenge and immerse yourself in the world of “Under our Sun”.

The detailed background story can be found starting on page 24 of this rulebook.



*The settlement “New Haven”

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GAME MATERIAL



4 character boards
(see: page 8)



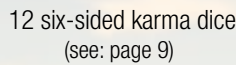
6 character standees
25 enemy standees
20 plastic bases



34 map tiles
(see: page 15)



10 eight-sided dice
(see: pages 9, 19, 20)



12 six-sided karma dice
(see: page 9)



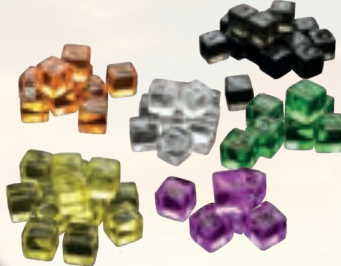
35 tokens



10 markers
(see: page 4)



20 universal markers (UvM)
(see: pages 7, 8, 14, 16, 19)



95 resources
20 Yellow / 19 Black / 17 Clear
15 Orange / 13 Green / 11 Pink
(see: page 16)



38 Water
(see: page 8)



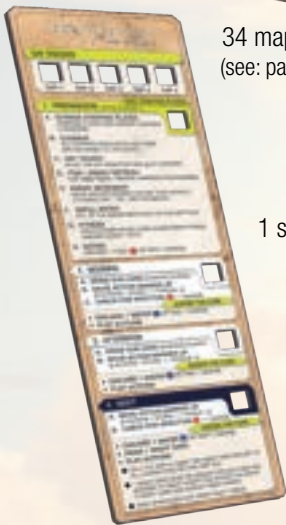
45 HP / Food
(see: pages 8, 9, 11, 17, 20)



9 arrow markers
(see: pages 14, 16)



1 starting player marker
(see: pages 3, 7)



1 day tracker
(see: pages 4, 7)



13 team cards
(see: pages 5, 6)



32 mission and other cards
(see: pages 3, 4, 18)



53 Item Deck
(see: page 14)



19 Gear Deck
(see: page 14)



10 Sun Deck
(see: page 13)



25 Enemy Deck
(see: page 12)



22 Night Deck
(see: page 13)



35 Event Deck
(see: page 13)



48 Loot Deck
(see: page 14)

SETUP

A game of "Under our Sun" can be set up quickly using the following steps.



1. Choose the mission

As a group, select one of the available missions and follow the instructions ("Setup") on the first mission card. Each mission consists of a certain number of consecutively numbered cards and has a difficulty level that is listed on all cards. The difficulty levels are easy (!), challenging (!!)

2. Determine the starting player

Each player rolls three green dice (🎲). The player who rolls the most successes is the starting player and receives the starting player marker. In the event of a tie, the dice are rolled again until a starting player can be determined.

3. Choose the game mode

The group decides whether they want to play this mission **cooperatively** or **semi-cooperatively**. (See: Game Mode / Team Cards on page 5-6).

4. Character selection

Players choose their character for the mission in clockwise order, beginning with the starting player. All players fill the health meter with **health points** (HP) and the water reserve with **water**. Then everyone places a gray, wooden marker on the **OK** space of the **fitness tracker** and one on space number **6** of the **AP tracker** (action point tracker).

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



5. Choose starting equipment

Before the start of each mission, players can equip themselves in New Haven with equipment (item/gear). The item and gear cards that are part of the starting equipment are marked with 1-3 stars in the bottom left-hand corner. They need to be sorted out before each mission and shuffled face down.

Then **6 cards** are drawn **at random**.

The players receive a certain number of points with which they can acquire this starting equipment.

The total number of points depends on the number of players (**1 point per player**), but with a minimum of 4.


These are distributed evenly among the players and any surplus points go to the starting player.

Example with 3 players: The starting player receives 2 points, all others 1 point.

- The cost of starting equipment corresponds to the number of stars on the card.
- The group can pool their points to purchase more expensive items.
- The unselected item / gear cards are set aside and used for the setup of the trading post in New Haven.



6. Random resources

To prepare the random resource bag, take the number of resources listed here from the general supply and place them in the black **random resource bag** .

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


- If it is empty, place one resource cube of each available resource in the bag.



Bag contents

7. New Haven Trading Post

The trading post, "Lawrence," is set up in New Haven, with which the characters can interact right from the start (see: "Merchant Interactions" page 18). Prepare the appropriate merchant card with:

- 4 Water from the general supply
- 2 random, unused starting equipment cards
- 4 resources from the random resource bag  (see above).
- 1 random card (only use item or gear cards) from the loot deck (see: page 14)



8. Prepare game materials

- Shuffle the decks **Enemy, Event, Night, Sun, Loot** and place them face down.
- Prepare the day tracker and place a gray, wooden marker on the **Day 1** and **Morning** spaces.
- Place the **New Haven** map tile in the center of the playing area and fill up the indicated resources.
- Place the remaining tokens, dice, resources, and enemy standees within easy reach of all the players.



Basic Gameplay (see: page 7)

A game round represents one full day in Under our Sun, which is divided into different phases.

These are the **morning, afternoon** and **night** phases. They are marked on the day tracker with a gray marker, which gradually advances as the game progresses.

In each day phase, each player in turn (beginning with the starting player) has a certain number of **action points (AP)** (usually 6 AP), which they can use for a variety of different actions (e.g. movement, combat, crafting items, etc.).

Once all players in turn order have used up their AP for the day phase, the next day phase begins.

At the end of the night, a day ends and the next round/day begins with the preparation phase.

This phase is used to prepare for the following day and no action points are used.

This phase is skipped in the first round.

Goal of the game

The Survivors' goal is to achieve the mission objectives OR to eliminate the SoL traitor within the group (if one exists).

The SoL player's goal is determined by his SoL team card OR he wins if all Survivor players are eliminated.

SOLO GAME

"Under our Sun" can also be played alone. In the solo game mode, the player selects **two characters** during game setup. The player controls both chosen characters and throughout the game can decide at the beginning of each day phase which character will be the starting character. When buying starting equipment, the solo player has 4 points at his disposal which he can use freely. There is no traitor in the solo game and no team cards are used.

GAME MODE

During game setup, players can decide whether they want to play the selected mission **cooperatively** or **semi-cooperatively**. (Please note the recommendation on the first card of the respective mission).

In semi-cooperative mode, a **SON OF LIBERTY** (SoL) may have mingled with the inhabitants of New Haven, called **SURVIVORS**. The SoL are enemies who pursue their own goals and usually try to prevent the Survivors' group objective.

COOPERATIVE GAME

All players work to achieve the goal of the respective mission together. Accordingly, no team cards are drawn.

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

In semi-cooperative mode, each player secretly draws a team card which defines their role for the game. This card assigns him either the role of a **Survivor** or a **Son of Liberty**.

To do this, one of the three Son of Liberty team cards is drawn face down and shuffled with a defined number of Survivor team cards (**number of players +4**). Each player now draws a team card from this pile face down, reads it carefully and then places it face down under their character board.



- All players keep their cards secret until the Son of Liberty is revealed or until the end of the game.
- The number of Survivor team cards can be reduced to increase the chance of a traitor.
- Tip: The individual objectives of all team cards can be looked up in the game instructions during the game. In this way, the SoL player can avoid looking at his team card and making himself suspicious.

TEAM CARDS

SURVIVOR TEAM CARDS

Each player who has drawn a Survivor team card is a cooperative member of the group, working together to achieve the goal of the chosen mission. As a sworn member of the New Haven community, a Survivor player has nothing but the protection and well-being of New Haven in mind.

- **Main Objective:** Achieve the objective of the selected mission as a group.
- **Alternative Objective:** Eliminate the character who belongs to the Sons of Liberty. Tip: if the players are sure who the SoL player is, they can try to eliminate him even before he is revealed.

Tips for Survivor players:

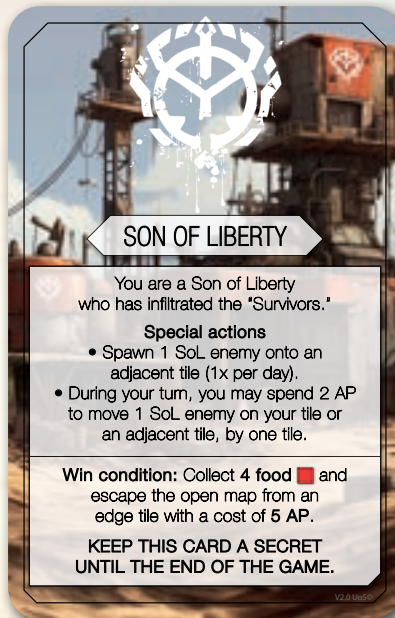
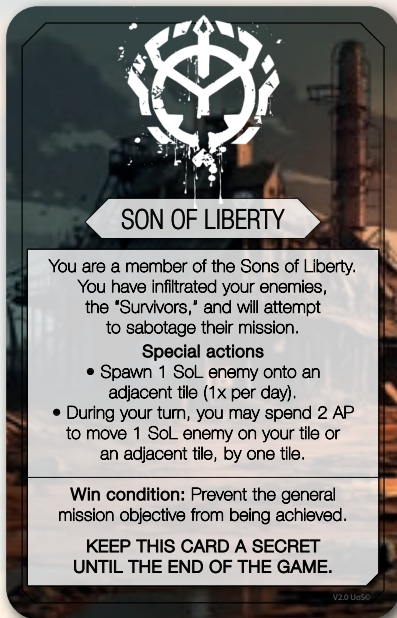
- » Work together as a team.
- » Try to find resources for needed items together.
- » Think about your character abilities and how they fit with other characters.
- » Stay together as a group on the map.



SONS OF LIBERTY (SoL) TEAM CARDS

The SoL are constantly working to expand their territory and sphere of influence. They therefore try to dominate other groups through sabotage and violence. If a player has drawn the role of the traitor, he belongs to this dangerous group. The Survivor players are his opponents, and as soon as they learn his true identity, they will do everything they can to eliminate him. Cunning and a good dose of deception are his best allies.

- **Main Objective:** Achieve the win condition(s) as determined by the unique SoL team card.
- **Alternate Objective:** Eliminate all Survivor characters OR convince them to give up voluntarily.
- **Alternate Objective:** The SoL player wins the game when the survivors voluntarily give up.
- **Special Ability 1:**
The SoL player may bring an SoL enemy into play ("spawn") on an adjacent map tile once per day without using action points (AP). To do this, cards are drawn from the enemy deck until an SoL enemy is drawn. Place this card next to the map and place the appropriate standee on the selected map tile.
- **Special Ability 2:**
During his turn, the SoL player can move SoL enemies on his or an adjacent map tile by 1 map tile at a cost of 2 AP per move (regardless of the movement value of the map tile). If the enemy moved in this way enters a map tile with a character, an initial combat round is triggered (unlike "normal" enemy movement during the preparation phase).



*The three Sons of Liberty team cards from the base game.

Important concepts for SoL players:

- » The SoL player often reveals himself through the use of a special ability.
- » If he encounters an SoL enemy during the game before his reveal, he can choose to remain anonymous and be attacked by the enemy or reveal himself.
- » If a SoL reveals himself, he will no longer be attacked by SoL enemies for the rest of the game.
- » The SoL player can still enter the "New Haven" map tile after his reveal.
- » If the SoL player has revealed himself, he does not have to reveal his mission objective.
- » If the SoL player uses his special ability to spawn an SoL enemy, the normal "Enemy activation and spawn rules" apply (see: page 19, Enemy activation).

Special rule: In the case of an initial combat round initiated by the SoL player, he may decide which survivor character is affected by the initial combat round.

GAMEPLAY

A game round represents one full day and is divided into several phases: Morning - Afternoon - Night and Preparation. In each **day phase**, all players have 6 action points (AP) at their disposal, which can be reduced by game effects.

1. PREPARATION (skipped in the first round)

a. Change starting player

The starting player changes in a clockwise direction and the starting player marker is passed on.



b. Cleanup

All dropped resources, items and gear as well as defeated enemies are discarded from map tiles and returned to the general supply. On map tiles with a character or a camp, everything remains where it is.

c. Day Tracker

The day indicator is moved one day to the right.

(From day 5 it is moved back to day 1, which then counts as day 6, etc.)



d. Item / enemy "refresh"

All face down reusable items are turned face up and thus made usable again.

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

e. Enemy movement

For enemies without characters on their map tile, a roll of a D8 determines if and where they move. See: Page 19.

f. Water sources / small animal traps refill

Water sources and activated small animal traps on map tiles are refilled with 1 water / 2 food.

g. Fitness

Each player moves his character's fitness marker down 1 space.

h. Sustain

Each character must discard 1 food or suffer 1 HP of damage.



2. MORNING (day phase)

a. At the beginning of the morning

- The starting player shuffles the Sun deck, draws a card, and resolves the effect for all players.
- All players reset their AP tracker (reduced if "tired" or by other effects).
- All characters with an infection suffer 1 HP damage.

b. Each player, during his turn

- Drink water: Discard 1 Water from the character board or suffer 1 HP damage.
- Play actions

3. AFTERNOON (day phase)

a. At the beginning of the afternoon

- The starting player shuffles the Sun deck, draws a card, and resolves the effect for all players.
- All players reset their AP tracker (reduced if "tired" or by other effects).

b. Each player, during his turn

- Drink water: Discard 1 Water from the character board or suffer 1 HP damage.
- Play actions

4. NIGHT (day phase)

a. At the beginning of the night (No card is drawn from the Sun deck at night)

- All players reset their AP tracker (reduced if "tired" or by other effects).
- All characters with an infection suffer 1 HP damage.

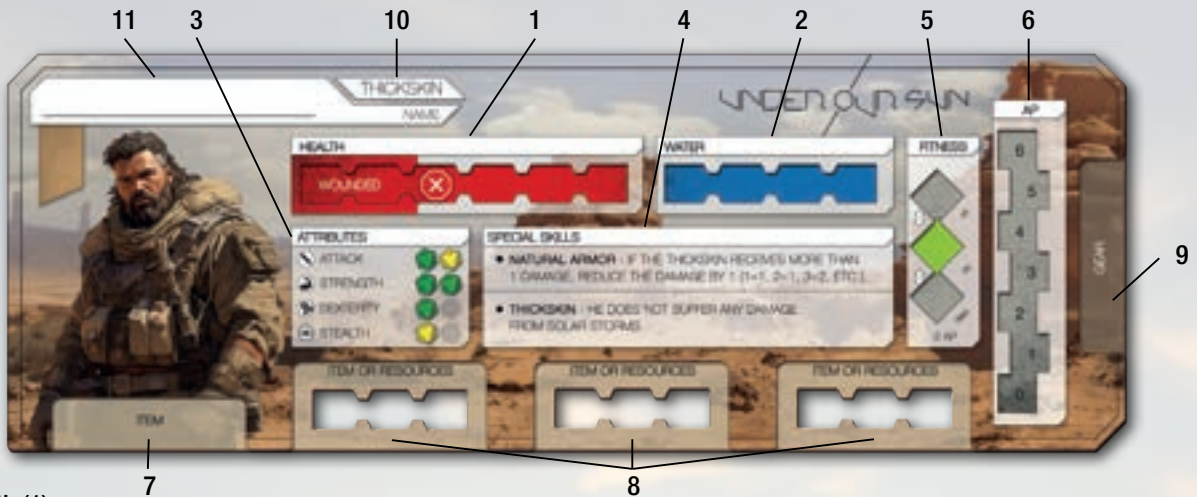
b. Each player, during his turn

- Drink water: Discard 1 Water from the character board or suffer 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).
 - For each new map tile entered at night, 1 additional night card must be drawn.
 - Exception:** There is another character on the map tile who has already drawn a night card for it.
 - On a map tile with a **campfire** Night cards of type **ANIMAL** are ignored/discarded.
 - No Night cards are drawn in New Haven.
- Play actions.



CHARACTERS / CHARACTER BOARD

During game setup, each player can choose one of the possible characters. Each character has individual stats and skills, which are listed on the character board and assign them a special role in the group.



Health (1)

Shows the Health Points (HP) level of the character. If a character takes damage, the corresponding number of HP (red cubes) are removed from the character board and returned to the general supply (see: **HEALTH & CONDITIONS**, page 9).

Water reserve (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). Anyone who cannot or does not want to do this loses 1 HP for each water they would have to discard.

Attributes (3)

The attributes represent individual strengths and weaknesses of the character. They are used for combat and other actions for which Skill checks are required (see: skill checks, page 9).

Special Skills (4)

If a character uses a special skill that can only be used to a limited extent, a universal marker (UVM) ● is placed by the skill on the character board to indicate that it has been used up. The marker is **removed** when specified in the text of the special skill, after which it can be used again.

Fitness tracker (5)

A character's fitness affects how many AP he has available per day phase. If it drops to tired, he has 2 AP less in each phase until the fitness marker is raised again to OK or higher by the "Sleep" action (see: page 11). If the marker is already at "tired" during the preparation phase, it remains there and there is no further effect.

Action Point (AP) Tracker (6)

This tracker shows the character's currently available AP. When a character performs an action, he moves the marker down by the corresponding number of AP. If the marker is on the "0" space, the character no longer has any AP available. His day phase ends, and the next player takes his turn.

Item area (7)

In this area, you can store 1 item that the character can use in the game.

Item or resource area (8)

A maximum of 3 resources or 1 item (including an "inactive" gear) can be stored in this area and can be used during the game. Resources & items can be rearranged at any time.

Gear area (9)

In this area, 1 piece of gear can be equipped, whose effects are considered "active" and available for the character's use.

Archetype / Class (10)

Description of the character's archetype or class.



Name space (11) (optional)

The name of the character can be written here.

HEALTH & CONDITIONS

During the game, characters can become INJURED, INFECTED, and DEFEATED.


INJURED (Impairment of combat and skill checks)

If a character receives an **INJURY** or their health drops to **2 HP** or less, they are considered injured and **1 injury marker**  is placed on their character board. As long as he is injured, the character **must roll an additional red die**  for every die roll, with each **cross symbol negating one success** of another die.

- To discard the injury marker, **2 HP** must be restored in a **single day phase** back to 3 HP or higher (via: item / medic / food).
- Only one injury marker can be placed on a character board at any one time.



INFECTED (Impairment of health)

If a character suffers an **INFECTION** (e.g. due to a card effect), **1 infection marker**  is placed on their character board. As long as a character suffers from an infection, they **lose 1 HP** in both the **morning** and **night** phases.

- An infection can be treated with the **Antibiotic** item, the **Medkit** item or by the **Medic** character. The infection marker is then returned from the character board to the supply.
- Only one infection marker can be placed on a character board at any time.



DEFEATED (with limited chance to be "revived")




If a character's **health drops to 0**, he is **defeated**. His standee/mini is laid down and can take no further actions. Other players can **revive** the character for the duration of **3 subsequent day phases** using an AED* on his map tile (see: "AED" item card), after which he is permanently eliminated from the game. *[Automated External Defibrillator]

Example: If he is defeated in the morning, he can be revived until the end of the morning the following day.



- A revived character starts with 2 HP (infection cured). Fitness and water levels remain the same as when they were defeated.
- If a character is revived on a tile with only 1 "movement space", the next action on this tile must be a Move to an adjacent tile.
- If a defeated character is revived by a "hidden" character, the revived character is also "hidden." (see: Stealth, page 12).
- If a character is not revived within three subsequent day phases, they die. Their standee/mini is removed from the map tile and all of their resources, items, and gear are placed on the map tile as "dropped items."






















SKILL CHECKS

During the game, a player must frequently make skill checks for Strength , Dexterity  or Stealth .

To do this, he rolls the dice indicated on his character board next to the corresponding skill.


A check is passed if one  (success) is rolled. If a character is injured, they must roll an additional red die  for each skill check (see: Conditions, above).

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%

KARMA / KARMA DICE

Each character receives **3 karma dice** at the start of the game. They can be used without using AP to reroll one or more dice (your own or your opponent's). To do this, the player can use any number of their karma dice once during their own turn after a die roll and reroll the corresponding number of dice (1 karma die for every 1 rerolled die).

- If a karma die shows the karma symbol , it may be kept and used again in a future turn.
- If the karma die does not show a karma symbol, it is discarded and is no longer available to the player.
- Karma dice can only be used during your turn, but for any one roll of the dice (including for enemies, other characters, events, and skill checks).
- Rerolled dice cannot be rerolled again with karma dice nor with other abilities.



ACTIONS

Many actions that characters perform in the game cost a certain number of action points (AP). There are three types of actions: Movement actions, interactions and combat actions (see: page 21).

MOVEMENT ACTIONS

Move 1-4 AP (movement value of the map tile)

The character can move to a previously revealed, adjacent map tile. Required action points correspond to the movement value on the map tile the character is moving to.



Charge 2 AP

The character can charge onto an adjacent, unrevealed map tile, to both reveal the tile and move onto it at the same time. This can save AP (always costs 2 AP, regardless of the movement value of the revealed map tile), but risks activating any enemies (see: Enemy Activation, page 19) or map tile effects (see: Events, page 13).


Sneak 2-5 AP (movement value of the map tile +1 and stealth check )

With a successful stealth check, a character can move onto an adjacent map tile without activating an enemy or being attacked by active enemies on that map tile. If he succeeds in the check, the character is considered to be **hidden** and a stealth marker is placed next to his standee/mini or onto his character board.



To remain hidden, a new stealth check must be passed after each additional action on the map tile. (see: Stealth, page 12).


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

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

INTERACTIONS

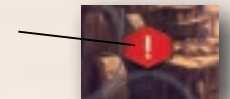
Explore 1 AP

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 and stealth check 

If a **hidden** character is on a map tile with an enemy symbol , he can recon this enemy for 1 AP and a stealth check . To do this, he "spawns" an enemy. (Draw top card from enemy deck and place the matching standee onto the map tile.)

- If the check is successful, the character is still hidden after the Recon action.
- If the check fails, there is an initial combat round (see: page 20).
- Tip: Using the item "Binoculars," this action can be performed at a distance of up to 1 map tile without requiring a stealth check.




Collect 1 AP

For each AP spent, the character can collect up to **2 resources** or **1 item/gear** from their current map tile and place them onto available slots on his character board.

Important! Water does not count as a standard resource (see: Refill Water).



Refill water 1 AP

On a map tile with a water source (water symbol  in the resource area), the character can completely fill up his water supply for 1 AP. To do this, he takes the water from the map tile and fills all the slots in his water reserve, including any water bottles in his items, with water from the general supply.



Craft 1 AP

If the character has access to the required resources, he can craft (build) the desired **craftable** object (item / gear / ammunition) for 1 AP and return these resources to the general supply. Resources from his character board and/or his current map tile (map tile resources and dropped resources) can be used for crafting. Once he has discarded the required resources, he selects the corresponding item or gear card from the item or gear deck and places it in a free slot on his character board.



Use Item / Gear 0-1 AP

Items can be used at any time during a player's turn. Unless it is explicitly listed on the item card, the use of equipment does not cost AP. Whether an item can be used once or multiple times is described on the card text. For items that can be used multiple times, the number of uses (e.g. ammunition) is tracked by universal markers or arrow markers on the card. Some items must be flipped over after use and can only be "refreshed" during the next preparation phase (or when specified on the card).

- A character can use certain items on themselves or a character on their map tile (e.g. a medkit).

Swap with a character 1 AP


Characters can make exchanges with other characters on their current map tile.

The active character must spend 1 AP per character they want to swap with.

Any number of equipment, water and / or resources can then be exchanged back and forth.


Trade with a merchant 1 AP + 1 Water




Characters can trade with merchants on their current map tile or with the trading post on the New Haven map tile.

The character must spend 1 AP and pay a fee of 1 water  to the merchant.

Afterwards, any number of purchases, sales or trades can be carried out without any further AP costs.


Looting 1 AP

Characters can search defeated enemies to find loot  (items, gear or resources).

To do this, the player rolls a green die . The number of successes  defines what loot the character finds (see:  bottom right of the enemy card). (See: Loot on page 17).


- Defeated enemies are **removed after looting or during the preparation phase**.
- Defeated characters can also be looted for 1 AP. However, no dice are rolled for this; the same rules are applied as for the "Collect" action.

Eat 1 AP

To regain health, a character can eat food. For 1 AP, he can move as much food  as he wants to his health meter. The food can be taken from his character board or his current map tile.

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

During a **storm** (a Sun deck effect), the character can collect rain.

For each AP spent, he places 1 water  from the general supply to a free slot on his water reserve or water bottle.





Sleep 2-5 AP

For a certain number of action points, a character can sleep to immediately move their fitness tracker up **1 space**. If there is a **camp** on his map tile, the cost is **reduced by 1 AP**.

- If you sleep on a map tile with a **camp** at night, the fitness tracker is immediately set to **FIT**.
- **Important!** You cannot sleep on map tiles with active enemies (Standeeds / Minis).

Sleep	day	storm	night
without camp	4AP	3AP	5AP
with camp	3AP	2AP	4AP

Open container 1 AP

On some map tiles and event cards, characters can find containers that they can open with a successful skill check. The type of check (dexterity  or strength ) is indicated by a symbol on the container. If the check 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.





Drop 0 AP

Characters can place any number of resources, items or gear on their current map tile without using AP.

- If water is dropped on map tiles without a camp or outside of New Haven, it is discarded immediately.
- All dropped resources, items, and gear are removed from map tiles during the next preparation phase and placed back in the general supply.
- On map tiles with a character or a camp, as well as on the New Haven map tile, nothing is removed during the next preparation phase.

STEALTH


Normally, moving onto a map tile with an **enemy** or **enemy symbol**  triggers a combat (see: Enemy activation, page 19). To avoid combat, characters can try to sneak onto a map tile.

To do this, they must spend **1 AP** in addition to the **movement costs** and make a **stealth**  check.

If the Stealth check succeeds while moving:

- » The character is considered **hidden** on the new map tile. A stealth marker is placed next to the standee/mini or on their character board.
- » The stealth effect only applies on the new map tile. If there is an enemy on the map tile he is moving away from, and the character was not previously hidden, he still receives an attack in response to his movement action.
- » To remain hidden, a new stealth check must be passed after **each action** on the map tile.

If the Stealth check fails while moving:

- » The character must still pay the movement cost and move onto the map tile. However, he is not hidden.
- » If there is **no other non-hidden character** on the map tile, an initial combat round takes place, or in the case of an enemy symbol on the map tile, an enemy spawns with an initial combat round.
- » If the stealth check after an action in a hidden state fails, the character's stealth marker is removed. This may result in an enemy activation with an initial combat round (in the case of an enemy symbol) or a counterattack, if there is already an enemy on the map tile.
- A character cannot use stealth if an enemy on the map tile has already interacted with them.
- If a defeated character is revived by a hidden character, this character is also hidden.
- If a UvM is removed from an enemy symbol on a map tile with a character, that character is considered hidden.
- If an enemy moves onto a map tile with a character, that character is considered hidden.
- Each "Stealth" movement action is a **sneak** action (+1 AP to the movement cost).
- When **sneaking at night**, 1 additional **red die**  must also be rolled (exception: item flashlight).
- When hidden, a character can perform the "Recon" action.
- Any combat action immediately ends a character's hidden state.



CARDS

Cards are an important part of "Under our Sun". These are divided into different decks.

During the game, the decks may not be searched without a prompt (from a card or the game instructions).

- The ITEM DECK and GEAR DECK are exceptions. Cards with the "eye" symbol may be viewed at any time.
- Resolved/Discarded cards are placed face up on the bottom of the respective deck. When you reach these cards again, the deck is considered "empty" and all cards are shuffled into a new pile.
- The **order of resolution** of possible card effects on a map tile is as follows:
 1. **Night card** - resolve all effects
 2. **Enemy card** - resolve all effects
 3. **Event card** - only once enemies are defeated, resolve all effects



ENEMY DECK

When an enemy enters the game (**spawns**) by an activated enemy symbol (see: page 19) or by a card text (by an event or night card), an enemy card is drawn from the enemy deck and the matching **enemy standee** is placed on the corresponding map tile.




SUN DECK

At the beginning of the morning and afternoon, the starting player shuffles all ten Sun cards and draws one. This determines the weather for that particular phase of the day.

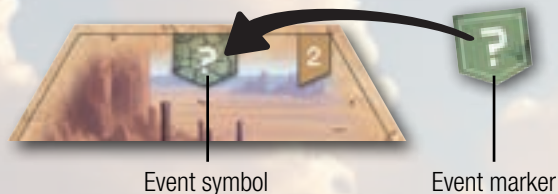
- No Sun card is drawn at night.
- The card drawn is only valid for the respective day phase, not for the entire day.
- However, the disruptive effect of the **solar storm** on **electrical devices** lasts until the next **preparation phase**. If the solar storm card is drawn, no electrical devices can be used until the next day and all ⚡ item cards are turned over.



EVENT DECK


If a map tile with an event symbol  is revealed, an event marker is placed on this symbol. If a character enters such a map tile, an event card is drawn and resolved. The event marker is then removed from the map tile (one-time event).

- If an enemy is on the map tile, it must first be defeated. Only then is the event triggered.
- Exception: If the character has successfully sneaked onto a map tile with an event marker, the event is triggered immediately. If the event triggers an encounter with an enemy, the character is no longer hidden and may immediately have 2 active enemies against them.



NIGHT DECK

The night in "Under our Sun" is far more dangerous than the day. It is therefore advised to be in a camp and sleep at night. But things often turn out unexpectedly...

- At the start of their night turn, each character must draw a night card and resolve its effect in full.
- On map tiles with a **camp**, only one night card is drawn - namely by the first character on that map tile during their turn. Unless otherwise stated on the card, the effect applies to the player who drew the card.
- Additionally, a night card must be drawn for each **new map tile** entered at night, unless:
 - » There is another character on the map tile who has already drawn a night card for this map tile that night.
 - » Or the character has successfully sneaked onto the new map tile (see below).
- Successfully **sneaking** (+ ) onto a map tile prevents a night card from being drawn.
- Map tiles with a **campfire** ignore the effects of night cards with the opponent type Animal.
- No night cards are drawn on the **New Haven** map tile.



ITEM DECK AND GEAR DECK

These cards include all equipment that characters can find and use during their adventures. If a character obtains or **crafts** an item or gear, the player selects the corresponding card from the respective deck and places it in the corresponding area of their character board. From this moment on, they can use the respective item. **Craftable** objects (items / gear / ammunition) can be broken down **into their resources** again using the "Multitool" item or in interacting with a merchant.



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 what properties the object has and how it can be used.

Resource Slot
Resources can be stored on square spaces.

Cost
Value of the object in **Water**.

Special feature of the object

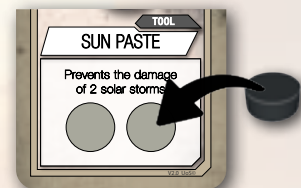
- Close combat**
Object can be used in close combat.
- Ranged combat**
Object can be used in ranged combat.
- Electric**
This item **cannot be used** for the rest of the day after a **solar storm** (see: Sun deck, page 13).

Starting equipment
This symbol indicates that this item/gear is starting equipment. (see: page 4)

Limited uses

An item card with gray circles in the text box is gradually used up. When such a card is drawn, universal markers (UvM) are placed on the gray circles. They indicate how many times the item can be used.

- Each time such an item is used, 1 UvM is removed from the card and returned to the general supply.
- Once all UvM have been removed, the item is **used up** and the card is **discarded**.
- An item with limited uses is always **fully charged** from the **start** (crafted / found / bought from a merchant).

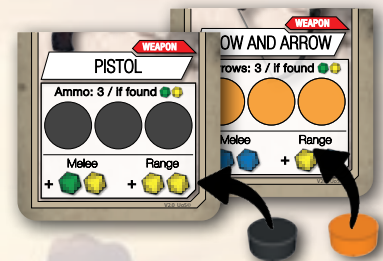


Limited ammunition

For weapons, the colored circles in the text box indicate the maximum amount and type of ammunition (cartridges / arrows) with which this weapon can be loaded. Cartridges are represented by universal markers and arrows by arrow markers .

If there are no markers on a weapon card, this weapon is "empty" and cannot be used.

- Empty WEAPON cards do not have to be discarded.
- 2 cartridges can be crafted for 1 AP and 1 metal (see: Ammunition, page 16).
- 3 arrows can be crafted for 1 AP and 1 wood (see: Ammunition, page 16).
- If a weapon is **crafted** or **found**, a dice roll of 1 green and 1 yellow determines starting ammunition (based on).
- If a weapon is **bought** from a **merchant**, the ammunition always starts **full**.



LOOT DECK

This deck contains all the cards that can be looted or found. Whenever a character is asked to draw a loot card , they draw from this deck. It contains, among other things, the most powerful items in the game. The **Hero Items** (with character name) can only be used by the respective character. However, they can be picked up by any character and used for trading, etc. The character-specific hero items always start fully charged when they are found.



MAP TILES

Map tiles offer different interaction options, which are represented by various symbols. There is also the unique “New Haven” map tile and several target map tiles.

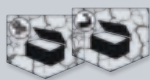
NORMAL MAP TILE

Event area

Shows whether the map tile has a special interaction, such as an “event” or “container”.



Event
(see: page 13)



Container
(see: page 11)

Movement spaces

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

Water source

Shows whether the map tile has the resource “Water”.

Enemy symbol

Indicates that an enemy can appear (spawn) on this tile.
(see: page 19)

Movement value

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

Resource area

Shows the available resources which the map tile offers.

In this example:
1 fabric/ 1 wood

Map tile number

To identify the map tile.

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.

TARGET MAP TILE

No movement spaces

Any number of characters can stay on map tiles without movement spaces.


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 (see: page 18).
- New Haven does not draw night cards
- New Haven has a camp, but no campfire!
- Unlimited resources, water, items and gear can be stored in New Haven.

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 valuable that it is used as currency.

Water can only be stored in the character’s water reserve and in water bottles (not in resource slots). All resources have a certain value in water and can be traded with merchants or among characters at these conditions.





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

Example A: 1 food corresponds to the value of 2 water. **B:** You can buy 3 ammunition from the merchant using 1 plastic.







AMMUNITION

Characters can craft cartridges or arrows during the game by spending **1 AP** and discarding the corresponding **resource**.

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

Ammunition that is not stored on the item card of the weapon itself can be stored in resource slots on the character board. Ammunition takes up one resource slot. Characters can produce ammunition even if they do not have a weapon.

- If a **weapon** is **crafted** or **found**, a dice roll of 1 green  and 1 yellow  determines starting ammunition (based on $\frac{1}{6}$).
- If a **weapon** is **bought** from a **merchant**, the ammunition always starts full.
- With the “Multitool” item, 3 arrows  can be **broken down** into 1 wood  or 2 cartridges  (UvM) into 1 metal .

CAMP

The “Tent” item can be crafted for **1 AP** and discarding the resources indicated on the card.

When crafting, the player can decide whether to place the **tent item card** on their **character board** or place a **camp** (mini or marker) on their **current map tile**.

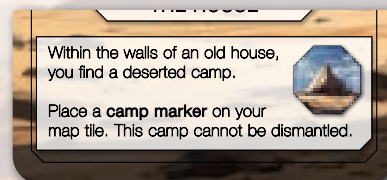
The **camp** can be **dismantled** at any time for **1 AP**. To do this, remove the camp marker from the map tile and place the tent item on the character board.

Conversely, the **tent item card** can be **discarded** at any time for **1 AP** to set up a camp on a map tile (place camp mini / camp marker on the current map tile).




Important! How many characters can be in a camp at the same time is determined by the number of **movement spaces** on the map tile. Example: A camp on a map tile with 2 movement spaces offers room for 2 characters.

- On a map tile with a camp, only the **first player** whose turn it is on this map tile must draw a **night card**.
- The camp reduces the **AP costs** for the “**Sleep**” action on the map tile by **1 AP**.
- If a character sleeps in a camp at **night**, their fitness tracker is immediately set to “**FIT**”.
- Unlimited resources, water, items and gear can be stored on map tiles with a camp. They are not removed from the map tile during the preparation phase.
- When dismantling, all resources, items and gear stored in the camp are transferred to the supply of the dismantling character.




A camp can also be found on map tiles or through card texts.




FIRE / CAMPFIRE / COOKING PIT

If a character has an item with the keyword **FIRE**, they can discard a wood  resource to build a campfire **without using AP**. They then place a campfire marker on their current map tile.

- A campfire burns until the **next storm** (Sun deck card).
- The campfire has the keyword **FIRE**.
- A campfire cannot be dismantled.
- Night cards of the type **ANIMAL** have no effect on a map tile with **FIRE**. They are simply ignored/discarded.
- The night card **FROSTBITE** has no effect on a map tile with **FIRE**.
- **ANIMAL** enemies do not move to map tiles with **FIRE**. In this case, they remain on their current map tile.
- If an Enemy card with type **ANIMAL** spawns on a map tile with **FIRE**, there is no initial combat round. Instead, the animal moves away immediately using a D8 (see: Enemy movement p. 19).






The campfire can be upgraded to a cooking pit **without using AP** by discarding 1 metal . The campfire marker is then turned over and becomes a cooking pit marker.

- On a map tile with a cooking pit, 1 food  can be converted into 3 food  for 2 AP.
- If a campfire with a cooking pit is removed due to a storm, the corresponding marker is removed and 1 metal  is placed on the map tile.



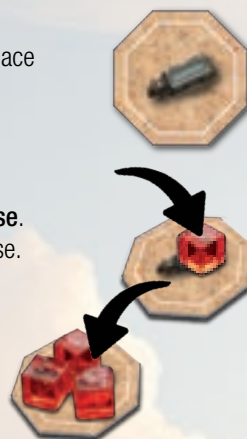
SMALL ANIMAL TRAP

If a character has the item “**small animal trap**”, they can discard this card **without spending AP** to place a **small animal trap marker** on their map tile. A marker placed in this way is considered a “**set**” trap. To be able to use the effect of a trap, the set trap must first be **activated** by placing 1 food  on it. To do this, the character places a food resource from their supply or from their map tile on the small animal trap marker without using AP.




A **set and activated** small animal trap generates 2 food  once at the **start of the preparation phase**. Accordingly, there will be 3 food  on the small animal trap marker at the start of the preparation phase. (1 food from activating the trap and 2 food generated).

If only 2 food are removed during the course of the day (i.e. 1 food is still on the marker), the trap is still considered “activated” and will generate 2 food again in the next preparation phase.


- Only an activated small animal trap (equipped with food) generates food in the preparation phase.
- A small animal trap can be **picked up** at any time for 1 AP. To do this, the marker is removed from the map tile and the character takes the “Small animal trap” item card.
- When dismantling, all the food is transferred to the dismantling character’s supply.
- It is only possible to build one trap at a time with one card.
- Several small animal traps can be placed on a map tile at the same time.
- A small animal trap that is filled with 3 food does not generate any more food.



LOOT

Characters can loot (search) defeated enemies for 1 AP. With a bit of luck, they may find valuable items or resources. To do this, the player rolls a green die , with the number of  (successes) indicating the loot yield (see:  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:



= Resources



= A resource from the random resource bag



= One card / two cards from the loot deck

MERCHANT


MERCHANT SETUP

If a merchant roaming the land appears during the game, the corresponding marker is placed on the map tile, the merchant card is prepared with the following:

- 4 Water
- 4 resources from the random resource bag
- 3 random cards from the loot deck (only use item or gear cards)



MERCHANT INTERACTIONS

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 on their turn for **1 AP** and **1 water** .

They can then carry out the following options as often as they like without spending any more AP:

Buy equipment

The items / gear available from the merchant can be purchased for the corresponding water or resource costs.

Trade resources


Characters can trade any water and resources they own for any from the merchant's supply.



Sell equipment

When a character sells something to a merchant, they will receive the equivalent value (top right) in water, resources, and/or equipment, provided the merchant has adequate water, resources, and/or equipment in stock to offer. The water and resources are NOT taken from the general supply.



Buy ammunition

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


The cartridges  (UvM) and arrows  (arrow markers) are taken from the general supply when purchased.


Disassemble

Items or gear can be disassembled into their components by a merchant free of charge.

- The character then receives the resources of the disassembled item/gear.
- These resources are taken from the general supply.

! STEAL FROM THE MERCHANT (1 AP)

If a character is on a map tile with a merchant, they can attempt to steal from the merchant for **1 AP** and a **stealth**  check.


If they **succeed**, they can take one resource from the merchant for each success  of their dice roll.

If they **fail** the check, they do not receive any resources and a combat begins immediately, starting with an **initial combat round**.

- If a theft fails, the character now treats this merchant as an enemy until the end of the game.
- The trading post in New Haven cannot be stolen from.

! RAID THE MERCHANT

A character can try to attack and loot the merchant. To do this, he must defeat the merchant in **combat**.

If the merchant is defeated, the character can loot the merchant once for 1 AP. To do this, the character rolls a green die  as with normal looting and receives the reward shown on the merchant card.

Afterwards, this merchant is **removed from the game**.

- Once a character attacks a merchant, he treats the merchant as an enemy until the end of the game.
- If the merchant is not defeated, his damage disappears as soon as there are no more characters on his map tile.
- If a character flees, he can no longer trade with this merchant for the rest of the mission.
- The trading post in New Haven cannot be raided.




ENEMIES

In "Under our Sun," there are different enemy types.

In the basic game, these are **ANIMAL**, **HUMAN** and **MUTATED** enemies.


ENEMY ACTIVATION / SPAWNING

Some map tiles have an enemy symbol  on them.

This symbol indicates that an enemy can **spawn** (appear) on this map tile.

As soon as a character enters an empty map tile with an enemy symbol (exception: hidden character), they activate the enemy and it spawns.

To do this, the top card of the enemy deck is drawn, read out loud, and the corresponding enemy standee is placed on the map tile.

A **universal marker**  is then placed on the enemy symbol.

Then, an **initial combat round** is played.

(See: "Combat" page 20)



- In the preparation phase, all universal markers are removed from map tiles. If, during the preparation phase, a character is standing on a map tile with an enemy symbol from which a UvM has been removed, they are considered to be **hidden** at the start of their turn (see: Stealth, page 12).
- Cards from defeated enemies are put face up on the bottom of the appropriate deck.
- **Important!** Enemy standees do not occupy movement spaces but are placed freely on the respective map tile.

ALLOCATION MARKER

During the game, there may be several identical enemies on the game board.

Allocation markers are used to assign the individual enemies to the correct enemy cards. To do this, take two identical letters from the supply, place one marker on the map tile next to the standee, and place the other on the corresponding enemy card.





ENEMY MOVEMENT

Enemies **without a character on their map tile** can move on the map during the **preparation phase** or as a result of card effects.


They typically 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 **nearest character**.

If the distance between characters is equal, each player rolls 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.



- If enemies are standing on a map tile with a character, they do not move.
- Enemies cannot enter the New Haven map tile. If they would enter New Haven, they don't move instead.
- If an enemy moves onto a map tile with a character, that character is considered "hidden" (place a "stealth marker") and no initial combat round takes place.
- Enemies on **target map tiles**  are **not** moved during the preparation phase. However, they can move away from the map tile in response to a ranged attack (see: Ranged combat, page 22).
- If an enemy would move onto a map tile that has not yet been revealed and there are no more map tiles available, roll the die again until the enemy can move onto an existing map tile or remains stationary.
- **ANIMAL** enemies do not move onto map tiles with **FIRE**. In this case, they remain on their current map tile.
- If a 7 is rolled and an enemy is required to move to an adjacent map tile, simply roll the die again.

COMBAT

INITIAL COMBAT ROUND

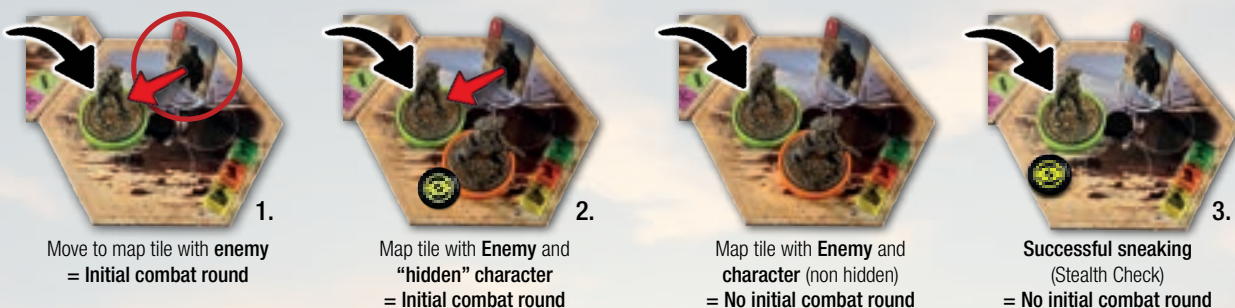
There are many situations in “Under our Sun” in which combat can occur.

A combat often begins with a so-called “initial combat round.” In the initial combat round, a character can perform **1 combat action** (attack or dodge) for which they **do not have to spend AP**. Any enemies involved in the initial combat round always attack.

An initial round of combat is triggered...

- A. ... if a **character** enters a map tile with an **enemy** (Standee / Mini) on which there is either no **other character** (Ex 1) or only **hidden** characters (Ex 2), which are invisible to the enemy.

Exception: The character successfully sneaks onto the map tile (Ex 3).



- B. ...when an enemy spawns on a map tile (by enemy symbol or card text) with at least one “non hidden” character on that map tile.



- A ranged attack on an enemy does not trigger an initial combat round.
- If an enemy moves onto a map tile with a character during the preparation phase (see: Enemy movement, page 19), the character is considered to be hidden: (place a “stealth marker”) there is no initial combat round.

PROCEDURE

Combat is divided into individual combat rounds, with each character action corresponding to one combat round.

- **1 character action = 1 combat round**
- **Every action** by a character that **costs AP** triggers a **counterattack** by **all enemies** on the map tile.
Exception: sneaking and remaining hidden (see: Sneak, page 10; Stealth, page 12).
- Characters with an enemy on their map tile **must** spend all their AP. It is not possible to forfeit AP.
- All figures (characters or enemies) on a map tile have one action per combat round.
- If an enemy has already carried out a counterattack, their card is rotated 90° (**tapped**) until the next combat round.
- All attacks are considered simultaneous. Thus, enemies defeated in a combat round still make their final attack.
- When attacking, each participant rolls a number of dice equal to his combat value (1).
- Weapons give characters additional dice for their attack roll for (2) or (3).
- The player sitting to the left of the active player rolls the dice for enemies.
- Each enemy attack is rolled separately, i.e. there is no dice pool for all enemies in the combat.
- All successes are added together on a combat roll. Each **success** (✓) represents **1 damage**.
- The enemy loses 1 HP (red square) for each success (✓) of the character.
- The character loses 1 HP (red square) for each success (✓) of the enemy.



If an enemy receives damage, the corresponding number of red HP cubes is placed on its card. If the number of HP cubes on the card **equals or exceeds his HP value**, it is defeated and its standee is laid down on the map tile. It remains there until the “loot” action has been carried out, or until the “cleanup” step of the preparation phase.

A combat ends when...

- ... all enemies involved in the combat have been defeated.
- ... the last character has retreated by moving to another map tile.
- ... the last character on the map tile has been defeated.

Remarks on combat


- » A character can only use 1 weapon per attack. If he has several weapons, he can **freely switch weapons for each attack**.
- » Actions that do **not cost AP** do **not trigger a counterattack** from enemies on a map tile.
- » If a character uses a weapon for an attack, all their **basic attack dice** are added to the **dice of the weapon** to form a dice pool (ranged weapons often add different dice types at different combat distances).
- » Any damage dealt to an enemy remains on the enemy card until it is defeated.


COMBAT ACTIONS

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

Attack 1 AP


The character can attack an enemy or character on their map tile for **1 AP**. The attacker and the defender simultaneously roll a number of dice equal to their **combat value** , **plus additional dice** if using a weapon.

If the character has a **ranged weapon** , he can also make an attack on adjacent map tiles (see: Ranged combat, page 22).

- If the target of the attack is an enemy that has not yet been tapped, the enemy performs a counterattack and is then tapped.
- If a character who still has AP is attacked by another character, they have the following reaction options to choose from:
 - » **Counterattack for 1 AP**.
 - » **Dodge for 1 AP** and a dexterity check  (see below).
 - » Receive any damage and do not perform a reaction to save AP.
- If an attacked character has no AP left, he cannot react to the attack.

Dodge 1 AP and dexterity Check

If a character wants to avoid damage in combat, they can attempt to dodge an attack for **1 AP**.

They must announce the use of “dodge” **before** the attacker’s dice roll and can then **dodge an enemy’s entire attack** with a successful dexterity  check. If there are several attackers, the player may decide which attack he wants to dodge after all enemies’ dice rolls, provided his dodge roll was successful.

Wait 0 AP

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

This gives him the opportunity to fight together with others. The saved AP can be played at any time as **combat actions**.

These **must** be played as combat actions by the end of the current day phase at the latest.

If no combat is possible, the **remaining AP are lost**.

Example: Character A stands on a map tile with a strong enemy at the beginning of his day phase.

After realizing that he would probably not survive his 6 AP turn alone (6 combat rounds), he waits.

It is now Character B’s turn to move into Character A’s map tile with his first action and attack with his second action.


Character A decides to intervene and attacks as the first action of this day phase.


At the end of the combat round, it is Character B’s turn again and he decides to attack.

After three total combat rounds, the enemy is defeated.

The remaining 3 AP of the waiting Character A are forfeited as he cannot carry out any further combat actions.

Sneak attack 2 AP and Stealth Check

If a character is on a map tile with an enemy and is **hidden**, they can spend **2 AP** and roll a **stealth**  check.

If they succeed, they perform 1 attack  without any counterattack, even if multiple enemies are present.

If other characters participate in multiplayer combat, however, they will receive all counterattacks (see: page 23).

The hidden character is then exposed and his stealth marker is discarded.



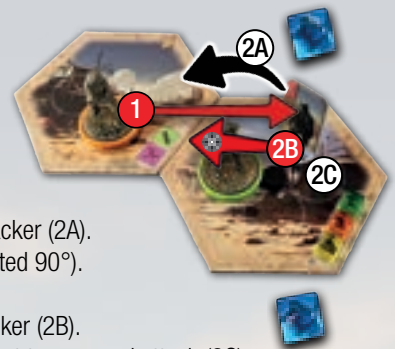
Ranged attack 1 AP

If a character has a **ranged weapon** (🔫), they can attack an enemy or (or character: see below) on an **adjacent map tile** for **1 AP**.

Then determine how the enemy reacts to the attack.

Only the attacked enemy reacts and no other enemies on the map tile.

1. The character rolls a **ranged attack** (🎲) and possibly deals damage.
2. A blue die (🔵) is rolled: (Enemy reacts even if it is defeated)
 - **Success symbol** (🔵): The enemy **moves** in response onto the **Map tile** of the attacker (2A).
 - » This is the enemy's action in this combat round and its card is "**tapped**" (rotated 90°).
 - **No success symbol**: The enemy remains on its map tile.
 - » If the enemy has a **Ranged combat value** (🔫), they **counterattack** the attacker (2B).
 - » If the enemy has no ranged combat value or its card is tapped, it does not react to a ranged attack (2C).



React to ranged attack from a character 1-4-AP

If a character is attacked from range by another character, they can attempt to **dodge** the ranged attack for **1 AP** (see: Dodge, page 21). Alternatively, he can attempt to **move onto the attacker's tile** with the **corresponding amount of AP** and a successful **Strength** (💪) **check**, but receives the full attack damage. If the strength check fails, he must still pay the AP without moving onto the tile. The prerequisite is that he still has enough AP in the current day phase.

Or if the attacked character still has AP and has a **weapon** with ranged attack (🔫), he can perform a counterattack for **1AP**.

COMBAT EXAMPLES

1 CHARACTER AGAINST 1 OR MORE ENEMIES

If a character is on a map tile with an enemy, he can attack them for 1AP.

If the enemy's card has not yet been tapped in this combat round, the character receives a counterattack from the enemy.

Important! Each action of the character triggers 1 counterattack from all "untapped" enemies on the map tile.

Example: The character is standing on a map tile with 2 enemies and decides to attack one of the enemies as an action. This triggers a counterattack from both enemies.



MULTIPLE CHARACTERS AGAINST 1 ENEMY

If several characters are within range of an enemy and still have AP left, a multiplayer combat is possible:

- To start a multiplayer combat, the character whose turn it is begins with a combat action and receives a counterattack.
- The next player within combat range is then asked if they want to participate in the multiplayer combat. If so, they perform a combat action for 1 AP. Then the next player is asked, and so on.
- The combat ends when:
 - » The enemy is defeated.
 - » Other characters no longer wish to participate in multiplayer combat. They are not obligated to participate each round.
- Once the combat is over, the normal day phase order resumes, meaning the player whose turn it is uses his remaining AP.
- Only then do the next players take their turns in order and use any remaining AP for that day phase.

Example:

Character A is standing on a tile with an enemy. Character B is within range on the neighboring tile. Character A chooses the "Dodge" combat action and avoids the counterattack by making a successful dexterity (🧠) check.

Character B now has the option to participate in this combat round with a ranged attack and decides to use his ranged weapon for 1 AP.

As the enemy has already attacked in this combat round (the counterattack on character A), it cannot perform a movement reaction or a counterattack.

Now it is character A's turn again with his next action, and so on.



MULTIPLE CHARACTERS AGAINST MULTIPLE ENEMIES

If several characters are within combat range of several enemies on a map tile, they can fight these enemies together in a multiplayer combat. To initiate a multiplayer combat, the character whose turn it is begins with a combat action against one of the possible enemies and receives a counterattack from an untapped enemy in return.

The attacked enemy will counterattack initially. Later on, if the enemy is already tapped, the character receives a counterattack from the strongest untapped enemy (with the most attack dice) on the map tile.

- All players in combat range are then asked, in turn order, if they want to take part in the combat. They then have the opportunity to perform a combat action for the corresponding AP. They are free to decide which enemy they want to attack. Each attack is immediately followed by a counterattack from the attacked enemy, provided that this enemy's card has not yet been tapped.
 - Enemies who have carried out a counterattack in this combat round are tapped and can no longer react.
 - If all enemies are already tapped, no more counterattacks will be carried out in the combat round.
 - If all characters have made their one combat action in this combat round and there are still enemies who are not tapped (have not yet made a counterattack), the remaining enemies attack the character who made the last attack.
 - A multiplayer combat does not change the normal turn order.
- After each round of combat, it is the active player's turn until he has used up all his AP or he "waits."

Example A:

2 characters are standing on a tile with 3 enemies.

Character A attacks enemy 1 and receives a counterattack from him.

Character B joins the fight and also attacks enemy 1. As no other character is taking part in the battle, character B now receives counterattacks from enemy 2 and enemy 3 (enemy 1 has already attacked in this combat round).



Example B:

3 characters are standing on a map tile with 2 enemies.

Character A attacks enemy 1 and receives a counterattack from him.

Character B also attacks enemy 1 and receives a counterattack from enemy 2.

Character C now also attacks enemy 1, and as all enemies have already attacked (been tapped) in this combat round, he does not receive a counterattack.



CHARACTER AGAINST CHARACTER

If a character attacks another character during his turn, the attacked character has the option to either **counterattack** or to **dodge**.

However, the prerequisite is that they still have AP left in the day phase.



COMBAT TUTORIAL VIDEO

To explain combat a little more clearly, we have created a video in which we play through several combat situations.

You can find this and other videos here:

<https://www.youtube.com/@TABLETOPPER-GAMES>



BACKGROUND STORY

We are in the not-so-distant future. Despite all humanity's efforts, climate change and social imbalance have increased in recent decades. The habitable part of the earth has become smaller and smaller in the face of rising sea levels, violent storms and persistent heatwaves. Those who could afford to left the larger cities.

The elite retreated to gated communities, which over the years developed into self-sufficient and heavily guarded cities.

Thanks to advanced genetic engineering, artificial intelligence and robotics, there was abundance in these enclaves.

At some point, the entire coordination, control and technical development was handed over to a super AI called "Sapphire", which subsequently, autonomously controlled almost the entire data stream worldwide. Former members of the military, known and feared as the "Prime Elite," were paid to protect and defend the enclaves.

Meanwhile, survival outside the enclaves became increasingly difficult. As the gap between rich and poor widened, resentment grew among the poorer sections of the population.

However, the increasing number of uprisings were brutally suppressed with the help of the Prime Elite.

Then came the day when everything changed.



In 2062, the James Webb Space Telescope discovered a mega-asteroid over 500 km in diameter that had detached itself from the inner asteroid belt of the solar system. The calculation of its trajectory by Sapphire confirmed the worst fears:

The asteroid was on a collision course with Earth, with an estimated impact in about two years. Sapphire calculated a satellite-guided defensive mission as the most effective countermeasure, and shortly afterwards twelve unmanned launch vehicles were launched into space. And indeed: eight months later, the newly calculated data showed that the asteroid's course had been successfully altered and its collision with Earth averted.

There was great rejoicing and Sapphire was celebrated as the savior of mankind. However, when the asteroid became visible in the sky a year and a half later, the first doubts arose about the proclaimed success of the defense mission. Independent scientists now calculated the asteroid's course for the first time without the use of artificial intelligence.



It turned out that it was once again on a collision course - with our sun.

There was no time for further defensive measures.

Panic broke out in the northern hemisphere as everyone faced the sun at the calculated time of impact.

Those who had the means fled to the opposite side of the Earth facing away from the sun in the following months.

When it entered the sun's atmosphere on July 20, 2064, it tore the asteroid apart in an unimaginable explosion.

It triggered a solar storm of unparalleled proportions, which swept over the Earth eight minutes later.

Almost all modern technology in the western hemisphere was destroyed in one fell swoop.

Satellites burned up in a gruesome display of fireworks, power stations exploded, and energy supplies and communication structures collapsed worldwide. The consequences were substantial.

The earth was plunged into darkness from one second to the next.



The Earth's magnetic field was no longer able to keep out the cosmic radiation, and the Earth's atmosphere was almost completely destroyed by the massive bombardment of charged solar particles. Solar quakes triggered by the explosion continued to send solar storm after solar storm towards the Earth. Large regions of the already inhospitable surface of the planet were transformed into hostile deserts. Everything became scarce - and one resource in particular: fresh water! Chaos broke out. In North America, paramilitary groups took advantage of the power vacuum and took over large parts of the wasteland.



The most powerful group, the “**Sons of Liberty**”, quickly took control of large areas, which they divided into protection zones, thanks to their particularly brutal behavior. They were led by a mysterious leader who led his troops with a firm hand.

Apart from his name “**Mr. Liberty**,” little is known about his true identity. He proclaimed all technology and especially artificial intelligence as a symbol of oppression by the rich elite and conjured up a new, long-gone age: a world without technology.

The use of modern technology was forbidden for the normal population in the protected zones under threat of draconian penalties.



Because of this and the collapse of satellite communication, almost no one in North America knows what is going on in the rest of the world.

Over the years, the cosmic radiation and the unrelenting solar storms changed the genetic make-up of humans and animals and led to sometimes drastic mutations. The first mutated humans were sighted in the areas that had been most heavily irradiated by the initial solar storm.

Hairless, covered in pustules and with skin detaching from their bodies in shreds, they were no longer masters of their senses due to the massive radiation.

The accelerated cell decay had caused them to develop an insatiable hunger for flesh, and they did not even stop at human flesh.

They gathered in hordes in self-dug cave systems under the ground, from where they usually went out in search of food at night.

They were called “crawlers” because of their crawling gait on hands and feet.

Decades after the asteroid crashed into the sun, the game characters try to survive “somewhere in North America” in the vastness of the wasteland. They are inhabitants of New Haven, one of the few free settlements outside the sphere of influence of the Sons of Liberty. In constant search of food, resources, and especially water, they ensure the well-being of their small community.

In doing so, they expose themselves daily to the countless dangers of this new world on their expeditions.

This is the world of “**UNDER OUR SUN**”...



QUICK OVERVIEW

MARKER

	Starting player (See: pages 3, 7)		Stealth (See: Page 12)
	Merchant (See: page 18)		Injury (See: page 9)
	Event (See: page 13)		Infection (See: page 9)
	Container (See: page 11)		Camp (See: page 16)
	Objective (Target) (for some missions)		Campfire (See: page 17)
	SoL (for some missions)		Cooking pit (See: page 17)
	Allocation (See: page 19)		Small animal trap (See: page 17)
	Universal (UvM) (See: Page 7, 8, 19)		Arrow (See: Page 14, 16)

SYMBOLS

	Melee (See: Page 21)		Ranged (See: Page 22)		Enemy (See: Page 19)
	Strength (See: Page 9)		Objective (See: Mission)		Movement value (See: Page 15)
	Dexterity (See: Page 9)		Electric (See: Page 14)		Loot card / Loot (See: Page 11, 14, 17)
	Stealth (See: Page 9, 12)		Starting item (See: Page 4, 14)		Random resource (See: Page 4)
	Success (See: Page 9)		Double s. (See: Page 9)		Karma (See: Page 9)

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
AMMUNITION	2 X CARTRIDGES	1 METAL
AMMUNITION	3 X ARROWS	1 WOOD

ACTIONS

MOVEMENT

Move	1-4 AP	» move onto map tile
Charge	2 AP	» explore and move onto map tile
Sneak	2-5 AP	» MV +1 + check

INTERACTIONS

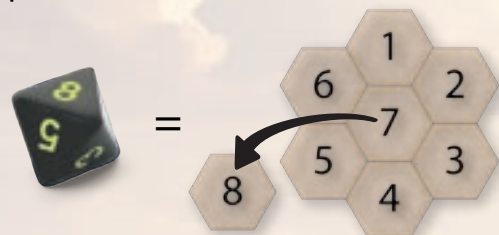
Explore	1 AP » reveal one map tile
Recon	1AP + check » spawn 1 enemy
Collect	1 AP » 2 resources or 1 item from MT
Refill water	1 AP » fill up all water (incl bottles)
Craft	1 AP » craft 1 Item / Gear
Use Item / Gear	0-1 AP » see: card text
Swap	1 AP » with 1 character
Trade	1 AP +1 » with a merchant
Loot	1 AP » 1 = on card
Eat	1 AP » Move X food to HP
Collect rain	1 AP » 1 Water (only during storm)
Sleep without camp	4 AP Day / 3 AP Storm / 5 AP Night
Sleep with camp	3 AP Day / 2 AP Storm / 4 AP Night
Open container	1 AP » with or check
Drop	0 AP » on the map tile

COMBAT

Attack	1 AP » + of the weapon
Ranged attack	1 AP » + of the weapon
Sneak attack	2 AP » + check
Dodge	1 AP » + check
Wait	0 AP » attack later

ENEMY MOVEMENT

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



*If there are conflicts between the rulebook and the texts of the game material, the information in the rulebook always applies.

Actual components may vary from those shown. Developed and designed in Munich, Germany. Made in China.

NOT SUITABLE FOR PERSONS UNDER 14 YEARS OF AGE.

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