

HORDE'S PRIORITY

1. MINE /
2. CARGO SHIP /
3. FAIR /
4. FOREST /
5. HUNTING GROUND /
6. DAM
7. MILITARY BASE (+)
8. CITY /

HORDE'S PRIORITY

1. CARGO SHIP +
2. FAIR /
3. FOREST /
4. HUNTING GROUND /
5. DAM
6. MILITARY BASE (+)
7. CITY /
8. MINE /

HORDE'S PRIORITY

1. FAIR /
2. FOREST /
3. HUNTING GROUND /
4. DAM
5. MILITARY BASE (+)
6. CITY /
7. MINE /
8. CARGO SHIP +

HORDE'S PRIORITY

1. FOREST /
2. HUNTING GROUND /
3. DAM
4. MILITARY BASE (+)
5. CITY /
6. MINE /
7. CARGO SHIP +
8. FAIR /

HORDE'S PRIORITY

1. HUNTING GROUND /
2. DAM
3. MILITARY BASE (+)
4. CITY /
5. MINE /
6. CARGO SHIP +
7. FAIR /
8. FOREST /

HORDE'S PRIORITY

1. DAM
2. MILITARY BASE (+)
3. CITY /
4. MINE /
5. CARGO SHIP +
6. FAIR /
7. FOREST /
8. HUNTING GROUND /

HORDE'S PRIORITY

1. MILITARY BASE (+)
2. CITY /
3. MINE /
4. CARGO SHIP +
5. FAIR /
6. FOREST /
7. HUNTING GROUND /
8. DAM

HORDE'S PRIORITY

1. CITY /
2. MINE /
3. CARGO SHIP +
4. FAIR /
5. FOREST /
6. HUNTING GROUND /
7. DAM
8. MILITARY BASE (+)



RULES SUMMARY

DAY

On its turn, the Horde draws the top card of the Horde Deck and move one of **the Horde's** inactive Heroes to the first Location indicated on the card. If no inactive Heroes can reach that Location, the player must send them to the second Location indicated on the card and so on until a Location can be reached.

Note

The Horde is always the first player.
The Horde cannot be pressured, but puts Pressure on other players.
The Horde never pays Microchips at the Dam.
The Horde doesn't use anti-radiation pills nor anti-radiation seaweed, but gains new Survivors instead.
The Horde cannot possess more than 4 broken Equipments at the same time.

NIGHT

The Horde doesn't act during **steps 3 to 5** of the Night phase.

Resolve Events (starting with the one with the most SP – the Horde is always the first player).

Feed Survivors: **1 Commodity for every 2 Survivors** (rounded down).

Recruit new Survivors: **1 Commodity for each Survivor** (with a maximum of 7 per Night phase).

Fix Equipments (starting with those that allow it to complete symbols).

SURVIVAL POINTS (SP) COUNT

- SP from resolved Events.
- 1 SP per Fixed Equipment + 1 SP per completed symbol.
- 2 SPs per Survivor in the Horde's Tribe.



Setup: 2



Setup: 1



Setup: 4

BROKEN EQUIPMENT'S (MAX 4)

FIXED EQUIPMENT'S