

## Dead of Winter (Base and Long Night) – 2 to 5 Players

Note – Indicated Long Night variants by notation '(LN)' and/or 'Long Night'



### End:

- Game ends immediately on the earlier of:
  - Morale track reaches zero;
  - Round track reaches zero; Or
  - Main objective is completed (at step 5 of Colony Phase 'Check Main Objective')
- Win/Lose: If a player completes their secret objective they win, if not, they lose.

### Set Up

#### Game

- Place the colony board, surrounded by the 6 locations.
  - Also place the Graveyard **(LN)**: Is not a location. Place standees and cards of survivors who have died here. It may factor into Crossroads cards.
- Decide if you will play with Hardcore, Coop, Betrayer and/or Player Elimination variants.
  - For Long Night, decide what modules to use: Improvements, Bandits and/or Raxxon.
- Select (choose/random) a main objective card, place face up on the colony board and follow its set up instructions.
  - **Hardcore Variant:** Use the Hardcore side of the main objective card.
- Shuffle Crisis cards and place on colony board (facedown).
- Shuffle survivor, exiled objective and Cross Road cards - set facedown near play area.
- Shuffle each location's search deck separately then place respective location boards.

#### Players

- Each player takes a reference sheet
- Secret Objectives: Shuffle non betrayal cards, draw 2 (facedown) per player and set aside. Shuffle Betrayal cards, draw 1 (facedown) and add to the set aside cards. Shuffle this pile and deal 1 to each player (facedown).
  - Players cannot reveal their secret objective to other players.
- Starter Items: Shuffle the starter items, deal 5 (facedown) to each player.
- Survivors: Deal 4 survivors to each player; Players each choose 2 to keep, return the others to the survivor deck and reshuffle it.
  - Each player selects 1 survivor to be their group leader; Player whose group leader has highest influence receives the first player token.
  - Standees for the selected survivors are added to colony occupant spaces.

Players	Standard	Betrayer Variant	Coop Variant
2	NA	NA	No Secret Objectives. Hardcore side of objective card. Cannot vote to Exile. Remove Non-Coop cards from the game.
3	6 non betrayal + 1 betrayal.	3 non betrayal + 1 betrayal.	
4	8 non betrayal + 1 betrayal.	4 non betrayal + 1 betrayal.	For 2 Players: During set up each player takes 7 starting items and keeps 3 survivors.
5	10 non betrayal + 1 betrayal.	5 non betrayal + 1 betrayal.	

## Game Play

- Each round has two phases: Player Turns Phase and Colony Phase.

### Player Turns Phase

1. **Reveal Crisis** - Turn over top crisis card.
  - a. **Bandit Module (LN)**: Place Bandits as instructed on Crisis card. If no empty survivor spaces do not place that bandit. If using base game crisis card that don't have bandit instructions, instead place 2 bandits at random locations.
2. **Roll Action Dice** - Each player takes 1 die + 1 for each survivor they control. Roll all dice and place in unused dice pool.
3. **Player Turns** - Starting with first player, that player performs as many actions as they wish or are able before passing to the next player. After all players have taken their turns - proceed to the Colony Phase.
  - a. **Crossroads Card**: Player to right of active player draws a Crossroads Card. Only reveal and apply its effect if at any time during the active players turn they meet the requirements. If the card doesn't trigger return it to bottom of deck. If you are unable to meet conditions of an option, you must choose the other option.

Actions Requiring a Die		
Action	Cost	Detail
Attack	Die >= attack value of the attacking survivor	Choose a target that shares a location with the attacking survivor. - Zombie - Remove from board. Roll for exposure. - Survivor - Roll the spent action die, if result <= targeted survivors attack value, targeted survivor takes a wound, take a random card from the player who controls that survivor. Do not roll for exposure. - Bandits (LN) - Roll the action die, if result <= 4 remove the bandit. Do not roll for exposure. NB - Can attack multiple times; Cannot attack survivors you control; Cannot attack helpless survivors.
Search	Die >= search value of the searching survivor	Non-Colony Location, draw 1 card at the survivor's location, then: - Add that card to your hand, end search action; Or, - Make Noise: Place a noise token on an empty noise space at the location, draw an additional card. May repeat this. Once finished, select 1 of the cards to keep. Return unselected cards to bottom of deck. - Raxxon (LN): Any time you search at Raxxon, roll for exposure.
Barricade	Die of any value	Place a barricade on an empty entrance space at the survivor's location.
Clean Waste	Die of any value	At the Colony, spend an action die of any value to remove the top 3 cards from the waste pile (return to box).
Attract	Die of any value	Spend an action die of any value to move 2 zombies from any location to empty entrance spaces at the survivors location.
Survivor Ability	See number before ability text	Survivor abilities with numbers before the ability text require an action die. Spend die >= that number to use the ability.
Bandits Hideout (LN)	Spend die as per usual search/attack	(LN) When at the hideout, a non-exiled survivor can: - Attack a bandit/survivor/zombie (spend die as usual, normal rules apply) - Attack or Search the hideout: Spend an action die (as usual), then roll it to determine effect.

Actions Not Requiring a Die	
Play a card	To play a card, place it on the waste pile. <ul style="list-style-type: none"> <li>- Events - When played, do not add to the waste pile, remove from game.</li> <li>- Equip - Equip to a survivor you control.</li> <li>- Once equipped cannot be unequipped unless handing off or adding to a crisis.</li> <li>- If survivor dies with equipped cards - at colony, add cards back to players hand; at any non-colony location, shuffle equipped cards into that location deck.</li> </ul>
Play a card – Pill Items <b>(LN)</b>	<b>(LN)</b> To use Pill Items: <ul style="list-style-type: none"> <li>o Chose a survivor you control</li> <li>o Roll a die and follow the cards instructions.</li> <li>o If instructed to equip a side effect card, search the deck and equip it to the survivor. Side-effect cards cannot be unequipped.</li> </ul>
Add cards to crisis	Add 1 or more cards from you hand and/or cards equipped to your survivors to the crisis. Cards from your hand are added face down. Note it is the number of cards, not the values shown that matter for crisis contributions.
Move a survivor	May move each survivor you control once per round to a location with an empty survivor space. Roll for exposure each time a survivor moves.
Spend Food Tokens	Spend 1 or more food tokens from the food supply area. For each spent food token you can increase the value on an unused action die by 1.
Request	May request 1 or more item cards form other players. If given a card it is played immediately and cannot be added to the crisis.
Hand off	A survivor you control with an equipped item card may hand it off to another survivor that shares the same location. The item is immediately equipped to receiving survivor. NB – If the item has a ‘once per round’ ability and has already been used this round, it cannot be used again until the next round.
Vote to Exile	Once per turn a player may choose a player and initiate a vote to exile them. All players simultaneously vote thumbs up/thumbs down to exile. Players cannot initiate a vote to exile themselves; Ties votes broken by first player.
Flip Unruly Helpless Survivor <b>(LN)</b>	<b>(LN)</b> Active player may flip an unruly helpless worker by placing a medicine card into the waste pile without using its effect.
Containment Code <b>(LN)</b>	<b>(LN)</b> If you have a survivor at Raxxon you may place action dice from your unused pool on the Raxxon location.

Rolling for Exposure	
Blank	Nothing
Wound	Survivor receives 1 wound token. (A survivor dies when they receive 3 wounds.)
Frostbite	Survivor receives 1 frostbite token. Considered a wound token. At the start of your turn, your survivors with 1 or more frostbite tokens receive an additional wound token.
Bitten	Survivor immediately killed and bite effect spreads. The bite effect spreads to the survivor with the lowest influence at the same location (or location the bitten survivor was moving to). Each time the bite spreads the player controlling the lowest influence survivor must choose: <ol style="list-style-type: none"> <li>1. Kill the lowest influence survivor. Bite effect stops spreading; Or</li> <li>2. Roll the exposure die. Blank – lowest influence survivor is not killed, and bite effect stops spreading. Not blank – lowest influence survivor is killed and bite spreads again (to the next lowest influence survivor). Repeat until bite stops spreading or no more survivors at that location.</li> </ol>

### Killing Zombies

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- Whenever a zombie is killed (by attack or card effect), must roll for exposure.
- When killing zombies at the Colony, choose which one to kill, may be at any entrance.

### Adding Survivors

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- Take the survivor card and add new standee to colony occupants' section of colony board
  - If there are insufficient spaces on the colony board, you cannot trigger crossroad cards or play item cards that would add survivors.
- May use the survivor immediately, but you will not receive an additional die until the next 'Roll Action Dice' step of the player turns phase.

### Killing Survivors

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- May occur when: An entrance is Overrun; They receive a 3<sup>rd</sup> wound token (includes frostbite and despair **(LN)** tokens); They are Bitten; Or, certain card effects take place.
- NB. 'Remove' is not the same as kill. Effects that 'remove' survivors will not decrease morale unless specified.
- Helpless Survivor: When killed, remove helpless survivor token and decrease morale by 1.
- Survivor: When killed, remove standee and card, and decrease morale by 1.
  - If survivor dies with equipped cards:
    - At colony, add cards back to players hand;
    - At non-colony location, shuffle equipped cards into that location deck.
  - If survivor was a leader, the player selects a new leader from their other survivors.
  - If survivor was a players last survivor, all cards in their hand are removed from the game, draw and add a new survivor and make it their leader.
    - **Player Elimination Variant:** All cards in their hand are removed from the game, that player is out of the game.

### Exiled

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- If a player is exiled, they:
  - Draw 1 exiled secret objective card
  - Move all survivors they control at the colony to non-colony locations (following normal movement rules. Does not count as the 1 move they can take during turns).
- **Important:** If at any time there are 2 exiled players and neither had a betrayal secret objective, morale immediately drops to zero.

#### Exiled rules

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| <ul style="list-style-type: none"> <li>• Cannot vote</li> <li>• Cannot add helpless survivor tokens (ignore any such card effects)</li> <li>• When adding a survivor, they are added to a non-colony location (player's choice).</li> <li>• Colony does not lose morale when an exiled player's survivor is killed.</li> </ul> | <ul style="list-style-type: none"> <li>• Cannot add cards to a crisis</li> <li>• Cannot spend food tokens. May play food cards, increase die result by 1 per card.</li> <li>• Cannot add to the waste pile. After playing a card remove it from the game.</li> </ul> |
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**Bandits (LN):** An exiled player, who was not the betrayer becomes the leader of the bandits.

- Whenever bandits are placed (reveal crisis/player turns), the exiled player decides where to place those bandits.
- Once per round the leader of the bandits may take 1 card from the Bandits Hideout (stockpile).

**Colony Phase** (Resolve in order)

1. **Raxxon (LN) Containment Code:** See Long Night: Raxxon.
2. **Pay Food** – Remove 1 food token per 2 survivors (including helpless survivors) at the Colony (rounded up).
  - a. **Unruly Helpless Survivors (LN):** Count as 2 helpless survivors.
  - b. If there are not enough food tokens: Do not remove any food tokens; Add a starvation token to the food supply; Then, decrease morale for every starvation token currently in the food supply.
3. **Check Waste** – For every 10 cards (rounded down) in the Waste Pile, decrease morale by 1.
4. **Resolve Crisis** - Shuffle the cards added to the crisis, then reveal them one at a time.
  - a. Calculate points:
    - i. Each card with symbol that matches the crisis, add 1.
    - ii. Each card with symbol that doesn't match the crisis, subtract 1.
  - b. Points < # non-exiled players – resolve the crisis, follow instructions on card.
  - c. Points >= # non-exiled players – crisis is prevented.
    - i. If exceed # non-exiled players by >=2, colony gains 1 morale.

**5. Add Zombies**

Colony	Add 1 zombie to the colony for every 2 survivors (including helpless survivors). <ul style="list-style-type: none"> <li>• <b>Unruly Helpless Survivors (LN):</b> Count as 2 helpless survivors.</li> <li>• Add zombies one at a time, placing one at each entrance (#1-6), returning to entrance #1 when placing more than 6 zombies.</li> </ul>
Non-Colony Locations	Add 1 zombie to the colony for every 1 survivor (includes Bandits (LN)). <ul style="list-style-type: none"> <li>• Noise Tokens: For each noise token at a location roll an action die, on result of 1-3 add a zombie, 4-6, no effect.</li> <li>• (LN) Alternate: One at a time remove each noise token and flip it like a coin, if lands on '!!!' add a zombie to that location.</li> </ul>
Barricades	If no empty spaces, but a barricade token, destroy the barricade token and remove the zombie that would have been placed.
Explosive Traps (LN)	If no empty spaces, but an explosive trap token, destroy the explosive trap token and remove the zombie that would have been placed along with all other zombies at that entrance.
Overrun	If no empty spaces, no barricades or explosive trap tokens, and a zombie needs to be added, that entrance is overrun. Remove the zombie that would have been placed and kill the lowest influence survivor at that location. <ul style="list-style-type: none"> <li>• If only helpless survivors, kill a helpless survivor.</li> <li>• If no survivors, no effect.</li> <li>• If using Bandits (LN): If no survivors, remove all bandits from the location.</li> </ul>

6. **Bandits Scavenge (LN):** Each active Bandit draws 1 search deck card at their location, adding it face up to the bandits' hideout.
7. **Check Main Objective** – If main objective has been completed, game ends immediately.
8. **Move Round Tracker** – Move round tracker 1 space; if moved to 0 game ends immediately.
9. **Pass First Player Token** – Pass first player token to next player on the **right**.
  - a. (LN) At the end of each round, any player may initiate a vote to prevent the first player marker passing. If the vote passes, the current player retains the first player token, if not, the token passes to the next player.

## Morale

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- Survivor Killed: Whenever a survivor (incl. helpless survivor) is killed decrease morale by 1.
- Exile: If at any time there are 2 exiled players and neither had a betrayal secret objective, morale immediately drops to zero.
- Waste: During Check Waste step of Colony Phase, for every 10 cards (rounded down) in the Waste Pile, decrease morale by 1.
- Starvation: During Pay Food step of Colony Phase, if there are not enough food tokens, do not remove any food tokens, add a starvation token to the food supply, and then, decrease morale for every starvation token currently in the food supply.
- Other: Crisis cards, Crossroad cards and survivor abilities may also impact morale.

## Long Night: General Rules

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- During set up decide which modules you will use: Improvements, Bandits and/or Raxxon.
- For each module selected, find their cards (marked with icons) and add them to the game.
  - NB. Some cards may have multiple effects, if an effect on a card relates to a module not in use, that card can only be used for its other effect.
- Long Night Concepts:

Graveyard	See Set Up.
Explosive Traps	See Add Zombies
Despair	Are wounds that cannot be removed, unless an effect explicitly specifies despair tokens.
Unruly Helpless Survivors	<ul style="list-style-type: none"> <li>• Helpless survivors may become unruly, flip to unruly side.</li> <li>• Unruly Helpless Survivors count as 2 helpless survivors during Pay Food and Add Zombies.</li> <li>• Active player may flip an unruly helpless worker by placing a medicine card into the waste pile without using its effect.</li> </ul>

## Long Night: Improvements

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Set up:

1. Add crisis, survivor, Crossroads and objective cards marked with Hammer Icon.
2. Shuffle improvements deck - draw 4 improvement cards, place face up near the colony.

Game Play:

- During the game items/effects will allow placement of advancement tokens. These are added to improvement cards to show progress towards completing an improvement.
- If an improvement ever has advancement tokens  $\geq$  the number indicated on the card, add the improvement card or its token to the colony blueprint; The improvement's ongoing effects are now active.

## Long Night: Bandits

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### Set up:

1. Add crisis, survivor, Crossroads and objective cards marked with Bandit Icon.
2. Add Bandits' Hideout location to play area. (Note this has no search deck).
3. Place the Bandit standees near the Bandits' Hideout.

### Game Play:

- Placing Bandits: See Reveal Crisis Card.
- Attacking Bandits: See Actions Requiring a Die.
- Adding Zombies: Bandits count as survivors for Add Zombies step. See Add Zombies.
- Bandits Scavenge: Additional step in Colony Phase. Each active Bandit draws 1 search deck card at their location, adding it face up to the bandits' hideout. See Colony Phase.
- Leader of Bandits: See Exile.
- Bandits Hideout: When at the hideout, a non-exiled survivor can perform a search or attack:
  - Attack a bandit/survivor/zombie (spend die as usual, normal rules apply)
  - Attack the hideout: Spend an action die (as usual), then roll it to determine effect.
  - Search the hideout: Spend an action die (as usual), then roll it to determine effect.

## Long Night: Raxxon

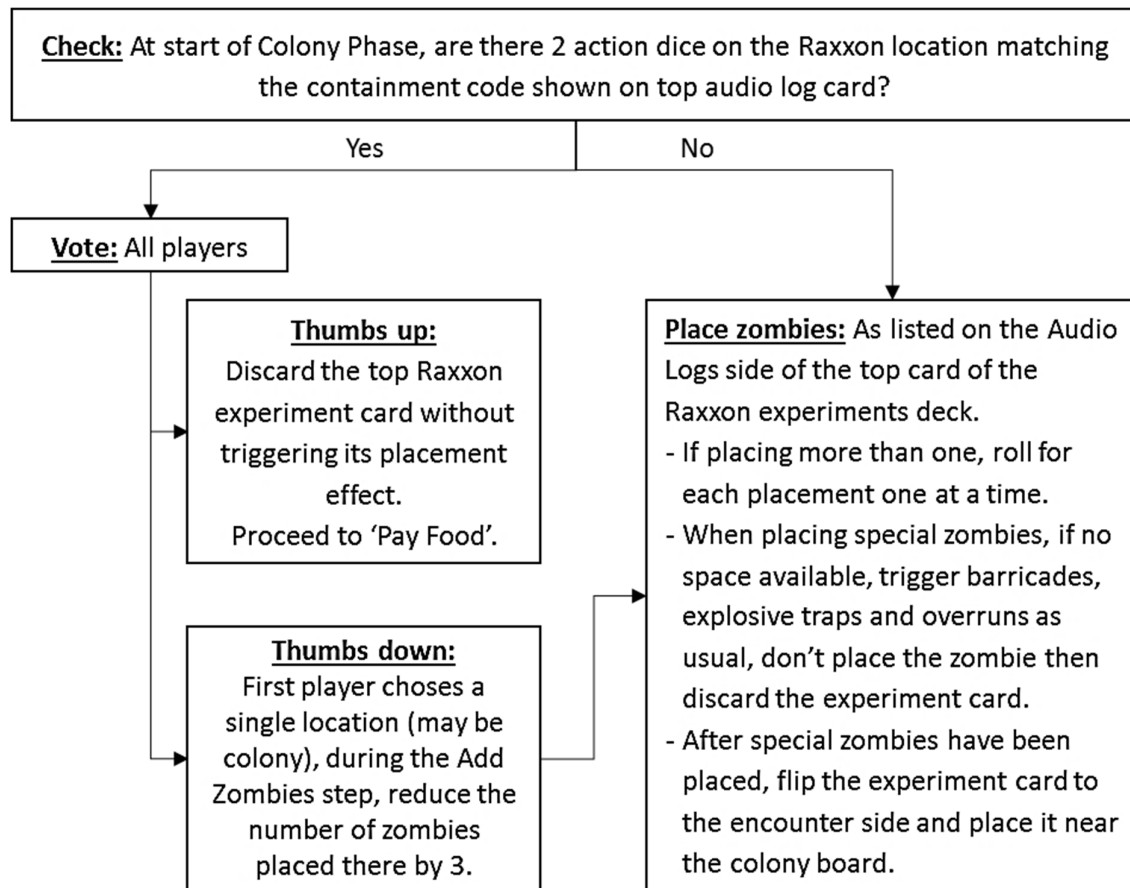
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### Set up:

- Add crisis, survivor, Crossroads and objective cards marked with Skull & Crossbone Icon.
- Add Raxxon location to play area. Set up its search deck normally.
- Shuffle the Raxxon experiments deck, place on the Raxxon location with Audio Logs face up. Players may read the audio logs on the top card at any time.
- Place the Raxxon side-effect deck near the Raxxon location, this does not need to be shuffled. Players may look through the deck at any time.

### Game Play:

- Search: Any time you search at Raxxon, roll for exposure. See Actions Requiring a Die.
- Pill Items: To use:
  - Chose a survivor you control, roll a die and follow the cards instructions.
  - If instructed to equip a side effect card, search the deck and equip it to the survivor. Side-effect cards cannot be unequipped.
- Special zombies:
  - Can only be killed with a regular attack;
  - Cannot be moved by game effects other than listed on encounter card;
  - When performing an attack, must target special zombie before can target normal zombie, survivor or bandit.
  - After attacking a special zombie, roll for exposure, then roll a die and look at the encounter card to determine any further effects.
  - If all special zombies of a type are removed from play, discard its encounter card.
- The Containment Code - Player Turn Phase: If you have a survivor at Raxxon you may place action dice from your unused pool on the Raxxon location.
- The Containment Code - Colony Phase: See flowchart below.

**The Containment Code - Colony Phase:****Clarifications/Forgotten Rules**

- Ties: Broken by first player
- First Player Token: Passes to right. Can vote to stop it moving.
- Colony Occupancy Spaces: If there are insufficient spaces on the colony board, you cannot trigger crossroad cards or play item cards that would add survivors.
- Random Locations: To determine, roll a die, look to the location with the matching number.
- Cards: If an objective or crisis, etc, states a number of cards, it's the number of cards - not the value shown on the cards.
- Action Dice: Although you gain 1 action die per survivor, they do not belong to that survivor and may be used by any survivor in that player's group.
- Equipped items: Once equipped cannot be unequipped unless handing off or adding to a crisis.
- Crossroads Cards: Remember to draw Crossroad cards!
- Limited Actions: Movement is once per survivor per turn, other actions may be taken multiple times unless otherwise specified.
- Killing Zombies: Whenever a zombie is killed (by attack or card), must roll for exposure.
- Remove: 'Remove' is not the same as kill. Effects that 'remove' survivors will not decrease morale unless specified.

## Player Reference

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### Player Turns Phase

1. **Reveal Crisis:** Turn over top crisis card. (May instruct placement of Bandits (LN)).
2. **Roll Action Dice:** Takes 1 die + 1 for each survivor; Roll and place in unused dice pool.
3. **Player Turns:** Perform actions, when all players have passed proceed to Colony Phase.
  - a. **Important: Player to right of active player must draw a Crossroads Card.**

### Colony Phase

1. **Raxxon (LN) Containment Code:** See Long Night: Raxxon.
2. **Pay Food:** 1 food token per 2 survivors (incl. helpless/unruly +2) at the Colony (rounded up).
3. **Check Waste:** For every 10 cards (rounded down) in the Waste Pile, decrease morale by 1.
4. **Resolve Crisis:** Shuffle the cards added to the crisis, then reveal and resolve.
5. **Add Zombies:** Per survivors at Colony and Non-Colony Locations. Remember noise tokens.
6. **Bandits Scavenge (LN):** Each Bandit at non-colony location draws 1 card, adding it face up to the bandits' hideout.
7. **Check Main Objective:** If main objective has been completed, game ends immediately.
8. **Move Round Tracker:** Move round tracker 1 space; if moved to 0 game ends immediately.
9. **Pass First Player Token:** Pass first player token to next player on the right.
  - a. May initiate vote to prevent first player token from passing.

## Player Actions

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Actions Requiring a Die	
Attack	Die >= attack value of the attacking survivor
Search	Die >= search value of the searching survivor
Barricade	Die of any value
Clean Waste	Die of any value
Attract	Die of any value
Survivor Ability	See number before ability text
Bandits Hideout (LN) Attack/Search	<ul style="list-style-type: none"> <li>• Attack a bandit/survivor/zombie (spend die as usual, normal rules apply)</li> <li>• Attack or Search the hideout: Spend an action die (as usual), then roll it to determine effect.</li> </ul>

Actions Not Requiring a Die	
Play a card	Items: Waste Pile; Events: To Box; Equip: Attach to survivor.
Play a card – Pill Items (LN)	Choose survivor, roll die and follow instructions on the card.
Add cards to crisis	Facedown from hand, face up from equipped items.
Move a survivor	Each survivor may move once per turn.
Spend Food Tokens	For each token, increase the value on an unused action die by 1.
Request	Request items, on receipt play immediately. Cannot add to crisis.
Hand off	Give equipped item to another survivor at your location.
Vote to Exile	Initiate vote to exile a player. All players vote.
Flip Unruly Helpless Survivor (LN)	Place medicine card in Waste Pile to flip an unruly survivor.
Containment Code (LN)	At Raxxon, may place unused action dice on Raxxon location.

