

<p>1. Morning (a new day begins) FAQ 250</p> <ul style="list-style-type: none"> * Draw 1 Event card (chapter card first if it is on top of the deck) * Add Cold tokens per Event card * Resolve all text on Event card 	<p>2. Day Actions (three actions) FAQ 300</p> <ul style="list-style-type: none"> * Check how many columns are not blocked by a black circle ● on Hunger, Illness, Wounds, Misery, or Fatigue tokens per character * If not blocked by a black circle on a token each character does Action 1 * If not blocked by a black circle on a token each character does Action 2 * If not blocked by a black circle on a token each character does Action 3 * If Fatigue is 2 or less and other tokens have no black circles a character may add 2 to Fatigue to do a 4th Action. * New Ideas Action: move 2 orange tip cards to the green tip Fittings deck * Fittings may be crafted if you have the required items and a free space for it => <i>continued on back =></i> 	<p>3. Dusk FAQ 400</p> <ul style="list-style-type: none"> * Each character drink 1 water * If no water roll die * 1-5 raise Hunger +1 * 6-10 raise Misery +1 * Each character should eat * 1 Canned Food lower Hunger -2 * 1 Raw Food lower Hunger -1 * 1 Vegetable Hunger unchanged * No food raise Hunger +1 NOTE: you may eat at any time, but you must eat at Dusk even if you ate at another time.
<p>4. Evening FAQ 500</p> <ul style="list-style-type: none"> * If Fatigue level hits 4 during evening duty, finish that duty, then must rest Duties: (choose one) * Sleep in bed: Fatigue set to zero * Sleep on floor: Fatigue lowered -2 * Guard Duty: Fatigue raised +1 (a reminder is on the Night Raid card) * Scavenging: Fatigue raised +1 (a reminder is on the Scavenging card) NOTE: Characters on Guard Duty may have one weapon each NOTE: if nobody is on Guard Duty, then see #333 	<p>5. Scavenging FAQ 600 [remember Fatigue +1]</p> <ul style="list-style-type: none"> * See back to recover items left there * All characters must go to same location and may bring items with them (weapons as well as other items) * Draw the number of Exploration cards indicated to right of location (these are your Unknown Deck) * Noise: level 1 (reset it each time die roll isn't higher) * Flip and Resolve Unknown deck card * Some items found have a weight that is noted inside a black icon * You can only bring back what your character(s) can carry * You also can bring back water, components, wood (1 weight each) * Expansion: may draw a <i>Heart of the City</i> card => <i>continued on back =></i> 	<p>6. Night Raid FAQ 700 [remember Fatigue +1]</p> <ul style="list-style-type: none"> * Choose one weapon per guard * Draw and resolve a Night Raid card * If there is damage / wounds you can roll a die to reduce them (amount of prowess is how many rerolls) * Knife/Hatchet roll yellow die * Guns roll red die * No weapons roll gray die * Each Board Up is -1 wound/damage (all 3 board ups is -3 wounds/damage) * You choose how to divvy up the reduction between wounds and damage (items removed from your storage). You can choose to reduce your wounds first, or prevent items from being stolen instead. * MUST do Crime Wave (see back) => <i>continued on back =></i>
<p>7. Dawn FAQ 800</p> <ul style="list-style-type: none"> * Scavenging party returns with their items (none were subject to night raid) * Assign Meds (for illness) and Bandages (wounds) 1 per character * Use Moonshine to raise Fatigue +2 and lower their Misery -1 * Use 100% Alcohol to raise Fatigue +1 and lower Misery -1 * Draw a Fate card. Resolve what it says from the top down (ignore bottom portion with the dice) * Draw 2 Narrative Action cards and keep one. Other goes back into deck. * If someone died, roll the black die. If die is equal to or less than Empathy of a character, raise their misery +2 (you should have seen the log listed on the level 4 token already) 	<p>What to do for:</p> <ul style="list-style-type: none"> * Cold: Build a Workshop (then add Board Ups), a Simple Heater, an Efficient Heater * Hunger: Find Canned Food, Raw Food, Vegetables, Build a Crude Stove, Cooking Stove, Deadfall Trap, Cage Trap (Chems), Herbal Garden improved to Vegetable Garden * Thirst: Find water, Build a Rainwater Collector, add to Scavenge inventory * Misery: Find 100% Alcohol, Moonshine, Build a Moonshine Still, Build an Alcohol Still, Build a Chair (books), Guitar * Fatigue: Build a Bed (can build 2) * Wounds: Apply Bandages * Illness: Apply Meds, Herbal Meds * Gain Character: Day Action: Outside 	<p>Weapons: FAQ 900</p> <ul style="list-style-type: none"> * Hatchet: Yellow hatchet icon target dies immediately; Night Raid canceled. * Shotgun (requires a shell): Red buckshot icon target dies immediately; Night Raid canceled. * Pistol (requires ammo): buckshot icon on red die is a miss * Assault Rifle (requires ammo): buckshot icon on red die is a miss. May shoot twice with 2 ammo. * Knife: the hatchet icon on the yellow die is a miss * Fists: roll gray die with no weapon You may switch weapons at any time if you have more than 1 on hand Character Prowess is how many rerolls you get Backstab, Fleeing, Death: see FAQ 900

<p>3. Dusk (continued)</p> <p>*</p>	<p>2. Day Actions (continued)</p> <p>* Nap: on a bed: -2 Fatigue</p> <p>* Rest: on a chair: roll die -1 Misery</p> <p>* Poke About: roll die, check results</p> <p>* Bars: cut with Sawblade Resolve it</p> <p>* Rubble: clear with Shovel (requires 2 Actions as flip side is rubble remnants)</p> <p>* Closed Door: use Lockpick - die roll 4-10 is success (discard Lockpick) die roll 1-3 fails (keep Lockpick) Resolve it</p> <p>* Heap: resolve the back of card</p> <p>* Furniture: resolve the back of card</p> <p>* Place Fitting (or add 2 New Ideas)</p> <p>* Use Workshop to board up holes</p> <p>* Outside: die roll 1 character gets 2 wounds. Draw a Visitor card. If there are only 1 or 2 characters in the game, keep drawing Visitor cards until you get an Arrival card.</p>	<p>1. Morning (continued)</p> <p>*</p>
<p>6. Night Raid (continued)</p> <p>* If guard has a Hatchet and rolls the hatchet icon on the yellow die, the entire night raid is canceled</p> <p>* If guard has a Shotgun and rolls the scatter shot (buckshot) icon on the red die, the entire night raid is canceled</p> <p>* MUST End a Night Raid with a Crime Wave: Shuffle 2 cards any combination (Night Raid / Residents) into their deck (with exclamation points in the corner, set aside during setup)</p>	<p>5. Scavenging (continued)</p> <p>* If the items in Findings are over your maximum weight you may leave them behind at this location (stack them on the location card)</p> <p>* If a location is removed from the game all items on it are returned to the box</p> <p>* During game play if anything left behind at a location is needed, just take it from the items left there</p> <p>* When you return to the location you can try to return all the items to the Findings pile by rolling the black die</p> <p>> result 1-6 discard all items to storage</p> <p>> result 7-10 recover all items</p> <p>* If any Scavengers die see 266 (and also see log for the state that hit level 4)</p>	<p>4. Evening (continued)</p> <p>*</p>
<p>Characters:</p> <p>* Amanda: can lower misery of 1 char</p> <p>* Anton: can lower his misery</p> <p>* Arica: lower noise -5 Scavenging and may reroll lockpick die</p> <p>* Boris: can carry inventory 6</p> <p>* Bruno: chance Vegetable as Action</p> <p>* Cveta: can lower misery of 1 char</p> <p>* Emilia: can lower her misery</p> <p>* Emira: 1 Vegetable free Scavenging</p> <p>* Jonathan: can reduce combat wounds</p> <p>* Katia: Trade Commission always 0 and can lower misery of 1 char</p> <p>* Marin: +3 Poke About die roll</p> <p>* Marko: Hatchet opens closed doors</p> <p>* Pavel: can reduce backstab wounds</p> <p>* Roman: rolls yellow combat die</p> <p>* Wolodymyr: can lower misery of 2</p> <p>* Zlata: can lower misery of 2 chars</p>		<p>7. Dawn (continued)</p> <p>*</p>