



Rulebook

Plot

Survivors: A Dystopia Rising Story is a cooperative, story focused game that follows a caravan of survivors trying to outrun a horde of zombies. In addition to their undead problem, the caravan is trying to find a new place for their people to settle and thrive.

Summary of Gameplay

A seven hex board is set up, with each tile representing a different area in the wastes. Each turn the Caravan Leader will collectively decide which way to travel. They will be chased by three Hordes of zombies, and run into an Encounter which must be overcome. The Faction Leaders will pool their skills to overcome the Threat and Obstacles of the Encounter, and then choose if they wish to continue traveling or establish a new settlement. They should choose when and where to engage the Horde before they settle, otherwise their new home will be swarmed with undead.

Setup

Each player picks a Faction Leader. Take a number of dice (Combat, Civilized, and Production) and Ability Cards based on the faction and the number of players as indicated on the Faction Tile.

Shuffle the Wasteland tiles. Set out a center tile (known as the Encounter Tile), then one at the top, and moving clockwise around it until there are seven tiles on the board.

Pick three tiles and place a Horde Token on each of them.



All players share one Caravan Tile. Mark the following resources:

- 8 Survivors
- 8 Scrap
- 8 Herb
- 8 Resolve
- 7 Fuel

Mechanisms

Caravan



The Faction Leaders will be traveling on a caravan to [hopefully] safety. The caravan is a storage facility and transportation vehicle for the following resources:



1. Survivors - The people who are counting on you to find a new haven to live



2. Scrap - Metal and materials for weapons and structures



3. Herb - Components for food and medicine



4. Resolve - The will and courage to keep going and stand up to threats



5. Fuel - Keep those wheels moving

Caravan Leader, Factions, and Skills

Each player represents a Faction Leader on the caravan. Factions' skills and abilities will shift based on how many players are participating, allowing a group of 1-5 players to embark on their survivors' journey. Each turn one player will take the role as the Caravan Leader. It is their responsibility to roll the dice, move the Horde, read the Encounter, and break ties.

Factions have three different sets of skills that determine how many dice they roll for any given encounter:



1. Combat - Strength of arms and martial capability



2. Civilized - The ability to politic and reason your way through a problem



3. Production - The ability to build or harvest resources

Dice Pool

A Faction's competence in each area is represented by a dice pool, which will shrink as more players are added to the game. For example, the Morettis would have 4 Combat dice, 3 Production, and 1 Civilized in a single player game, while that same Faction only has 2 Combat dice in a five player game.

Factions are not one sided. Each faction will also have a smaller, secondary dice pool that shows their capabilities when out of their element. This gives factions the ability to try to use talents they are less capable with in Encounters which do not line up with their forte. For example, the Morettis' secondary dice pool has 3 Civilized, 2 Production, and 2 Combat in a single player game, or 1 Production die in a five player game.

Aberrant Dice

- Aberrant dice are wild cards. They always produce or remove a success, but it is random which Challenge they apply to.
- In games with 1, 2, or 4 Factions, add one Aberrant Die to every Challenge Roll.
- With 5 Factions, roll an Aberrant Die and remove its rolled success from every Challenge Roll.
- Do not add an Aberrant Die in a 3 player game.

Ability Cards



There are three decks of Special Abilities labeled Combat, Civilized, and Production. These abilities range from board manipulation, to Challenge reduction, to increasing gains. Factions start with a certain number of cards to bolster the theme of their group, and can gain more as they travel through the Wastes.

Ability Cards specify when they may be played. Once a card is used, remove it from the game. New cards may be gained through Encounter Rewards and Bonuses.

Tiles



There are 36 different tiles with 12 different location types. Each tile represents a location in the wastes, and will have 3 different Encounters associated with it. This offers 108 different stories in the game, with an average of 7 being experienced with each play through. We'll talk more about this in the Encounter section.

Each corner has an icon representing a Combat , Civilized , or Production  Challenge.

Moving the Caravan and The Horde

The Horde

The zombies that destroyed the Survivors' home splintered off three Hordes that are now chasing the caravan. The caravan needs to address this threat, otherwise they'll swarm whatever new home the Factions establish. See the Horde section in later pages for more detail.

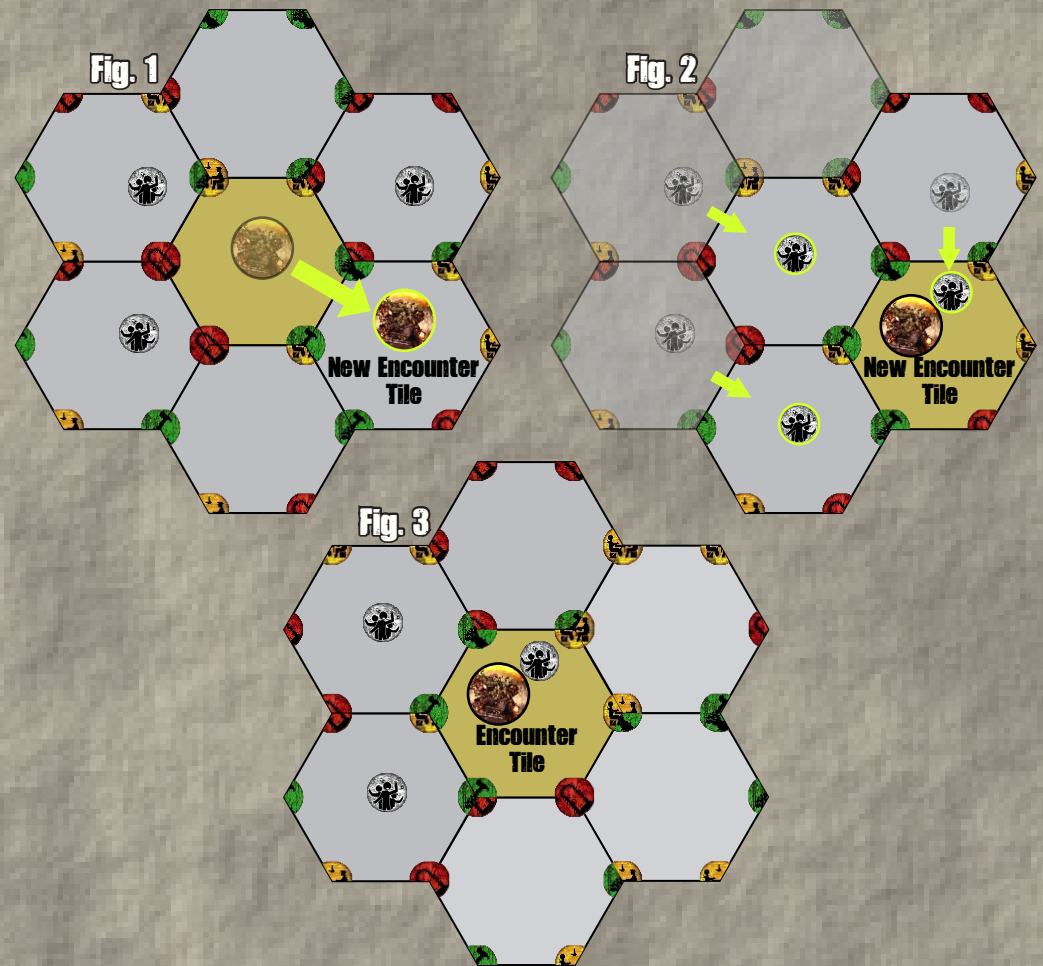
The board will always consist of a central hex tile surrounded by six adjacent tiles. The caravan will always be on the center tile, also known as the Encounter Tile, as it moves through the world.

Each turn the players will move the caravan token to an adjacent tile of their choice, remove a Fuel from the Caravan, advance the Horde, and adjust the map. (See Fig. 1-3 on next page)

Moving the Caravan and The Horde Continued

The Caravan Leader moves each Horde one space closer to the Caravan, moving onto the center tile (Encounter Tile) if they can. Hordes will not move onto the same tile (unless they are converging on the Encounter Tile). The Caravan Leader should move them the most efficiently they can to attack, or otherwise approach and surround the Encounter Tile.

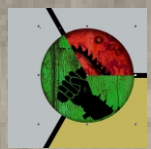
The three tiles that no longer border the Encounter Tile are removed. Draw and place three new tiles in the empty spaces adjacent to the Encounter Tile, starting with the north side and going clockwise. This ensures the Encounter Tile is always in the center when Challenges are calculated. The players will then have to calculate the Challenges, and read the associated story in the Encounter Guide.



Calculating Challenges

Challenges the caravan must overcome in the world are divided into three categories: **Combat**, **Civilized**, and **Production**.

Players count up how many **Combat**, **Civilized**, and **Production** Challenges they have to overcome:



1. Each corner icon on the Encounter Tile adds 1 Challenge if it does not match either of the adjacent corner icons, 2 challenge dice if it matches one adjacent corner icon, or 4 challenge dice if it matches both adjacent corner icons.

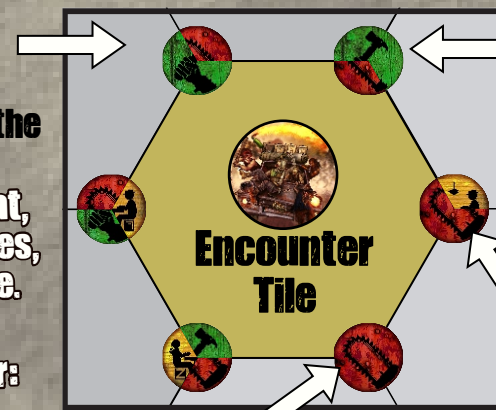


2. If a Horde is present on the Encounter Tile, add three Challenges of the Caravan Leader's choice and remove the Horde from the game.

Example: Top left
2 = 2 Production,
no Combat { does not match the Encounter Tile }

Add up the three totals of **Combat**, **Civilized**, and **Production** Challenges, then consult the Encounter Guide.

Total for this example Encounter:
7 Combat (Threat)
3 Production (Obstacle)
2 Civilized (Obstacle)



Top right
1 = 1 Combat
{two are not counted since they do not match the Encounter Tile }

Right Middle
2 = 2 Combat
{the does not match the Encounter Tile, and is not counted }

Bottom Right
3 = 4 Combat {all 3 match, providing extra danger }

Encounters

The Encounter Guide will have one page dedicated to each tile with three different Encounters. The Threat (highest Challenge) determines the type of Encounter. Combat would be the Threat in our example. The other two Challenges are the Obstacles, which are Production and Civilized in our example. If there is a tie for the Threat, the Caravan Leader chooses.

Threat and Obstacles

The Threat presents the most danger to the players' Resources. The Obstacles have story components and outcomes that further hamper or help the caravan.

Play Ability Cards

Ability Cards will detail when they can be played. Keep this in mind as you read through/roll against the Encounter, as cards can affect Challenges, tiles, and dice rolls.

Roll Dice

Each Faction has Primary and Secondary skills and a corresponding dice pool to represent their competence when they are in and out of their element. Each Faction Leader chooses their Primary or Secondary skills and rolls the dice for all three skills as per their Faction Tile.

As a variant, we recommend the Caravan Leader roll all of the collective Factions' dice so the team wins or loses together, rather than one player feeling like they rolled poorly.

Count Successes

Each icon that matches the challenge type counts as a success. Count up the total successes and compare them to the Threat and Obstacle Challenge totals. Rolling successes equal to or greater than a Challenge is a success. Rolling less is a failure. See Resolve Consequences below for any failed Challenges.

Resolve Consequences

Threat

- Remove one Resource designated by the Encounter for every missed success

Obstacles

- The caravan suffers the Penalty in the Encounter Guide if it fails both Obstacles
- The caravan suffers no Penalty if it only fails one Obstacle
- The caravan gains the Reward listed if it succeeds in both Challenges

Bonus

- The caravan gains the Reward and Bonus if it succeeds on the Threat and both Obstacles

Example:

Encounters Continued

The Caravan lands on a tile that has 5 Combat, 4 Civilized, and 2 Production Challenges. This is a Combat Encounter since Combat has the most Challenges. The Caravan Leader consults the Encounter Guide for the Encounter Tile, reads the description, then reads the Combat Encounter.

The players contribute from their Factions' skills, adding a total of 4 Combat dice, 3 Civilized dice, 1 Production die. Since this is a four player game, they add the Aberrant die.

Their roll totals are:

Combat - 3 Successes

Civilized - 5 Successes

Production - 2 Successes

The Threat was Combat, and the players missed the target by 2. They will lose 2 Resources as determined by the Encounter Guide.

The Obstacles were Civilized and Production. The Civilized Obstacle was exceeded with 5 successes, and the Production Obstacle was met with 2 successes. Because both Obstacles were successfully overcome, the Reward in the Encounter Guide is collected. Unfortunately, since the Threat was failed, the Bonus is not collected.

The Horde

While the majority of the zombies who raided your previous home stayed behind, a smaller horde of hundreds of undead is pursuing your caravan. They must be dealt with eventually, otherwise your new home will be swarmed as well.

Each round the Horde will advance towards the Encounter Tile in the best way they can. A Horde will never move onto the same tile as another Horde, unless they are able to move onto the Encounter Tile. If none of the Horde can reach the Encounter Tile, start by moving the Horde token which is the farthest away, then move the closer ones to ensure they do not get in each others' way.

A Horde on the Encounter Tile adds three Challenges of the Caravan Leader's choice to the Encounter. It is then removed from the game. If there are Hordes still on the map when the caravan chooses to Settle, each remaining Horde removes 10 Resources of the Caravan Leader's choice from the caravan.

Hordes may be added or removed by Encounters (Penalty, Reward or Bonus), or after moving onto the Encounter Tile. If a new Horde is added, the Caravan Leader chooses an empty tile to place them.

Settling

The caravan may choose to Settle on a tile after resolving the Encounter. Alternatively, if the caravan has 0 Fuel after an Encounter, it must Settle. When the caravan Settles, the Caravan Leader reads the Settlement story at the bottom of the Encounter page, and follows the instructions. The fate of the settlement will be determined by the remaining Horde, the caravan's Resources, and the tile they chose to settle on.

Each factor will have a portion of the story, followed by the fate of the settlement. Not all settlements will survive, but if players are able to get to a suitable tile with the right resources, they will have a happy ending to tell tales about.