Dead of Winter
Reference Sheet

Setup

1. Place board and all location cards on table.
2. Give each player a reference card and 3 action dice.
3. Choose (either player choice or randomly) objective card and follow setup rules on the objective card.
4. Create a deck of objectives consisting of 2 non-betrayal objectives per player plus 1 betrayal object. Each player is then assigned a random objective from this deck
5. Shuffle remaining decks and place in proper locations.
6. Deal each player 5 Starting Equipment Cards
7. Deal 4 survivors to each player. Each player chooses 2 to keep. Leftover survivors are shuffled back into the survivor deck.
8. Each player chooses 1 survivor to be their group leader.
9. Each player collects their respective survivor standees and places them in the colony.
10. The player with the group leader who has the highest influence receives the first player token.

Basic Round Order

A round consists of the two phases listed below. Each phase is completed entirely and in order.

Player Turn Phase - See *Player Turn Phase*

Colony Phase - See *Colony Phase*

Game End

- The game immediately ends when:
  - **Morale tracks reaches 0** (only betrayer can win)
  - **Round Track Reaches 0** (only betrayer can win)
  - **The Main objective is completed.**
- When the game ends due to the main objective being completed, any player who has completed his secret objective wins, all other players lose. It is possible to have multiple winners and losers.

Crossroads Cards

- At the start of each players turn, the player to their right draws a Crossroads card. That player should read the italicized text to themselves.
- If at any time during the active players turn the condition is met or occurs, immediately stop the current players turn to resolve the crossroads card.
- Any effect of the crossroads card immediately takes place
- If one of the Crossroad options cannot be met the other option must be taken.
- Once the active players turn is over, whether or not it activated the Crossroads card is removed from the game.

Player Turn Phase

1. **Reveal Crisis** – The 1st player reveals the top card of the crisis deck. The crisis will resolve in the colony phase.
2. **Roll Action Dice** - Each player rolls 1 die plus 1 for each survivor they control. All players roll simultaneously. **Players only add or remove action dice during this step, not when survivors are added or lost.**
3. **Player turns** – Starting with the 1st player and proceeding left, each player takes their turn as follows:
   - The player to their rights draws a Crossroads card (see *Crossroads Cards*)
   - Apply any effects from Frostbite (see *Frostbite*)
   - The player may then perform as many actions as they have action dice and any number of free actions.

Colony Phase

- **Pay food** – Remove 1 food from the food supply for every 2 survivors **in the colony** including helpless survivors (round up). If there is not enough food, Starvation sets in (see *Starvation*).
- **Check Waste** – If there is at least 10 cards in the waste pile morale drops by 1 for every 10 cards in the pile.
- **Resolve Crisis** – See *Resolving Crises*.
- **Add Zombies** - See *Adding Zombies*
- **Check main objective** – If the main objective has been met, the game immediately ends.
- **Move round tracker** – Move the round tracker down 1 space. If it is at 0 the game ends immediately.
- **Pass first player token** – Pass token to the right.

Player Turn Actions

Each of these actions cost an action die to perform.

- **Attack** – See *Attacking*.
- **Search** –See *Searching*.
- **Barricade** – Spend any die to place a barricade in an empty entrance space where the player has a survivor.
- **Clean Waste** – Spend any die to remove 3 cards from the waste pile. Must have a survivor in the colony. These cards are removed from the game.
- **Attract** – Spend any die and move to 2 zombies from any location to the survivor's current location.
- **Survivor Ability** – Use an ability that requires an action die.

Player Turn Free Actions

These actions do not cost an action die and can be done as many times on a players turn as the player wants.

- **Play a card** – Resolve a cards effects and place it in the waste pile. Equipment items are placed on a survivor the player controls.
- **Add card to the crisis** – Place a card face down in the crisis pile.
- **Move a survivor** – Each survivor may move once per turn. Roll for exposure.
- **Spend Food Tokens** – Spend a food token from the colony supply to increase an action die by 1.
- **Request** – Ask other players for cards. Any cards received must be immediately used. **Requested cards cannot be added to the crisis.**
- **Hand off** – Give an equipped item to another survivor at the same location. It is immediately equipped.
- **Vote to Exile** – Initiate a vote to exile another player. All non-exiled players vote for or against the exile.

Frostbite

- Frostbite tokens are obtained when a survivor rolls for exposure and a frostbite symbol is rolled.
- At the beginning of a players turn, any of their survivors who have one or more frostbite tokens receive a wound token.
- Frostbite tokens are considered to be wound tokens when counting number of wounds and when healing.

Exposure

- **After** a survivor moves or kills a zombie they must roll for exposure.
- If a blank is rolled, nothing happens.
- If a wound or frostbite symbol is rolled, the survivor gains one of the appropriate tokens.
- If the bitten symbol is rolled the survivor has become infected. **That survivor dies**. The infection then spreads to the survivor with the lowest influence **at that location**. That player then chooses one of the following:
  - Kill the survivor, stopping the spread of infection.
  - Roll the exposure die. On a blank result the survivor is not infected. Any other result is the same as rolling a bitten symbol (death and subsequent spreading of the infection).

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Attacking

- Choose a survivor and spend an action die equal to or higher than that survivors attack value. The player then chooses a zombie or another survivor in that survivor's location to attack.
- If the survivor is in the colony they can choose to attack any zombie in any location at the colony.
- If a zombie is attacked, remove it from the board and roll for exposure (see *Exposure*).
- If another survivor is attacked, roll the spent action die. If the result is equal to or less than the attacked survivors attack value, place a wound token on the attacked survivor and the attacking player randomly takes a card from the attacked player's hand.
- The exposure die is NOT rolled when attacking another survivor.

Killing survivors

- A survivor dies when...
  - ...zombies overrun the entrance of a location they are at and they have the lowest influence of the survivors at that location (see *Adding Zombies*).
  - ...they have 3 or more wound tokens.
  - ...they roll a bitten symbol on the exposure die.
  - ...a card effect kills them.
- When a survivor dies, remove the survivor from the board, remove the survivor card from the game and decrease morale by 1. If the survivor had any equipped items and was at the colony, the cards go back into the player's hand. If they had equipped items and were at a non-colony location the items are shuffled into that location's deck.
- If a group's leader is killed, that player chooses one of their existing survivors to be their new group leader.
- If a player's last survivor is killed that player removes all of the cards in their hand from the game and draws a new survivor from the deck (secret goal remains).
- If a helpless survivor is killed, remove a helpless survivor token from the board and reduce morale by 1.
- **Some cards may remove survivors from the game but not kill them. In this case morale is not lowered.**

Tie Breakers

- If two effects would trigger at the same time, the 1st player decides the order.
- If there is a tie in a voting situation, the 1st player resolves the tie.

Starvation

If there is not enough food to feed the colony during the Pay Food portion of the Colony Phase the following occurs:

- Do not remove any food
- Add one starvation token
- Reduce morale by one for each starvation token

Do not reduce morale for starvation tokens when paying food if there is enough food in the colony to feed everyone.

Resolving Crises

During the Resolve Crisis portion of the Colony Phase the following occurs:

- Shuffle the cards in the Crisis Contribution and reveal them.
- For each card that shows a symbol matching the crisis request, count 1 towards the current crisis (i.e. a "Food 2" card only counts as 1 towards the crisis).
- Any card with a symbol that does not match the current Crisis counts as -1 towards the crisis.
- If the crisis goal is met, nothing happens (unless the bonus Crisis goal was also met). Otherwise resolve the crisis effect.
- Cards used in the Crisis Resolution are then removed from the game, they do not go to the waste pile.

Exile

Upon being exiled a player draws a card from the Exiled deck. He also moves all of his survivors in the colony to any non-colony locations. The following applies to exiled players:

- They are not allowed to add cards to the crisis.
- If some effect would have them add helpless survivors, that effect is ignored.
- Any new survivors that join that player appear in a non-colony location of the player's choice.
- The exiled player cannot spend food tokens but may instead spend food cards to increase die results.
- The exiled player cannot vote.
- The colony does not loose morale if an exiled player's survivor dies.
- Any card an exiled player uses is removed from the game instead of going to the waste pile.

Searching

- A player can search at any non-colony location they have a survivor at. To perform a search the player spends an action die equal to or greater than the survivors search value. The player then draws 1 card from that locations deck and chooses to either:
  - Add that card to his hand and end the search action
  - Make noise and continue searching
- If the player chooses to continue searching, a noise token is added to the location (as long as there is an empty noise token spot) and the player then draws another card.
- Once the player no longer wishes to keep making noise and searching, he must keep 1 card and the rest go to the bottom of the locations card pile.
- Noise tokens are resolved in the Adding Zombies phase.

Adding Zombies

- Zombies are added to the colony, any location that has at least one survivor in it, and possibly at any location with a noise token at it.
- For every two survivors (including helpless survivors) in the colony (round up), add 1 zombie to the colony
- When adding zombies to the colony, always start at area 1 and add the 1st zombie. The 2nd zombie is added to area 2 and so on. If more than 6 are added, the 7th is added to area 1, the 8th added to area 2 and so on, until the required number of zombies have been added.
- If there is a survivor in a location, add 1 zombie for each survivor at that location.
- If a location has a noise token, roll a die for each token present and remove the noise tokens. For each result of 3 or less, add a zombie to that location.
- If there is no empty space in a location for a zombie, but there is a barricade, destroy the barricade and do not add the zombie.
- If there is are no empty spaces and no barricades, the entrance has been overrun, remove the zombie and kill the survivor with the lowest influence in that location. If there are only helpless survivors, remove 1 of them.
- If a location is overrun and there are no survivors there, no zombies are added and there is no further effect.

Voting

Players are allowed to deliberate before a vote. Once everyone is ready count down from 3 with all players giving a thumbs up or down simultaneously to cast their vote.