



DAYS OF THE SIEGE

ABOUT THE EXPANSION

INTRODUCTION

By giving too much importance to fine actions one may end by paying an indirect but powerful tribute to evil, because in so doing one implies that such fine actions are only valuable because they are rare, and that malice or indifference are far more common motives in the actions of men.

– Albert Camus, *The Plague*

It seems this horrible siege is a natural way of life for us now. With no help coming from outside Pogoren, we focus solely on everyday survival. Often in this struggle we forget we are not the most vulnerable ones. We forget there are the young ones who have lost their mothers and fathers, and it is up to us to give them a chance for future. Any future. The question is – how much will it cost us?

As time passes, old grudges and grievances resurface among city inhabitants. There are people ready to play on such hatred that can be found only among long-time neighbors. Grazni soldiers are more numerous these days, while rumors about Vyseni freedom fighters infiltrating the city can be heard on the streets almost every day.

With Pogoren's resources already stretched so deadily thin, shall we survive another outbreak of hostilities?

Days of the Siege is an expansion for **This War of Mine: The Board Game**. It is comprised of a number of game modules that can be used to enrich your gaming experience. Additionally, it features **Forlorn Hope**, an epic, 3-act War Campaign based on unique rules.

Each module is standalone and can be used independently or in conjunction with any other modules from this or other expansions by adding its game components to the ones found in the base game. You can use as many modules as you like, however it

is strongly recommended that you choose one or two of them in a single playthrough or a Campaign. Also, it is best to use any modules once you are familiar with the base game and rules as the gameplay becomes more complex depending on the module you choose. In this booklet you can find a detailed description of modules and all components accompanying them.

On the other hand, **Forlorn Hope** is a unique, story-driven, 3-act War Campaign that is played as a separate gaming experience using both base game rules and completely new rules that can be found further in this booklet. **Forlorn Hope** uses a huge number of dedicated components. Their rules are described either in the chapter about the War Campaign or in its gaming materials as players progress through the narrative. You cannot use any game module when playing **Forlorn Hope** (with the exception of Emira, the 13th Character, if you also own the **Tales from the Ruined City** expansion) unless the War Campaign rules specifically allow you to do so.

In addition to the content from the modules and the War Campaign, this expansion also features 13 new Location cards. These cards may be added to the Locations deck and used when playing a base Campaign or any Scenario.

Note: If you choose to use any module in a Campaign, remember to separate its game components from the base game. All components featured in a given module are either unique (such as cards with special backs that cannot be used anywhere else) or marked with a bar featuring the name of the module a given component is a part of (especially in case of cards that are shuffled into the base decks).

All components from **Forlorn Hope**, including the board with the Map of Pogoren, are used exclusively in this War Campaign. Once you have finished it, remember to separate them from the base game.

Important: Unlike the scripts from the base game, many scripts from the game modules and the **Forlorn Hope** War Campaign found in this expansion are not color-coded. This means that you might encounter drastic descriptions, so please be careful when playing with sensitive or younger players.

GAME COMPONENTS



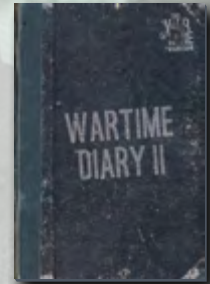
2 Orphan Miniatures, 3 Orphan Cards and 1 Happiness Token



Dog Miniature and Card



4 Soldier Miniatures



Wartime Diary II



6 Kid Fitting Cards



6 Kid Action Cards



19 Location Cards
(including Special Locations)



5 Story Character Cards



7 War Fate Cards



6 Forlorn Hope War Campaign Sheets
(double-sided): 1 Reference Sheet
and 5 Act Sheets with assorted cards,
tokens and markers



Map Board



57 assorted Tokens and Markers



6 Base Discs in 3 colors

GAME MODULES

ORPHANS OF WAR

The little ones suffer the most during any war. Some of them perish, some survive no matter the odds, often choosing to do things a grown man would be afraid to do. But no matter what, such war experience changes them forever.

Now, it is up to us to protect their innocence and hope that once this chaos around us ends, they will build a better future for everyone. Maybe our mistakes will teach them a lesson they won't forget?

This module is comprised of 2 Orphan miniatures, 3 Orphan cards (Boy, Girl, Kids), 6 Kid Fitting cards, 6 Kid Action cards, 1 Happiness token, and a dedicated Orphans of War chapter in the Wartime Diary II, containing unique scripts for the module.

This module provides a wholly different experience for players and is somewhat similar to Scenarios. Your main task, besides trying to survive until the Ceasefire, is ensuring the safety and well-being of a child (or a pair of children), whom you are looking after. The children can also aid you in your everyday struggles, but, of course, only to a limited extent. The Happiness trait that can be found only on their cards represents both their physical condition and health, but it also stands for their emotional state.

If you wish to use this module, at the beginning of a playthrough, during Setup, draw 1 of the 3 Orphan cards (Boy, Girl, or Kids) and place the corresponding miniatures on the Shelter board, on any space you want. Then place the Happiness token on the marked space of the Happiness track on the Orphan card you have drawn.

Next, place the Kid Fitting card Kid's Room based on the description provided on the back of the card. The remaining Kid Fitting cards from this module should be shuffled into the Fittings deck.

Finally, shuffle the Kid Actions deck and place it next to the board. You may acquire and use the Kid Action cards when you craft some of the Kid Fitting cards.



OTHER GAME COMPONENTS

The 13 Location cards should be simply shuffled into the Locations deck found in the base game – they add more variety to the places that can be discovered in ruined Pogoren. You do not need to remove them from the game when you start a new playthrough or a normal Campaign – they now form the integral part of their deck.

Important: Using these new Location cards might affect the difficulty of Scenarios found in the base game or in other expansions for *This War Of Mine: The Board Game*. You might consider removing them when deciding to play a Scenario.



THE DOG

Beside all the people, many animals were trapped in the war-torn city as well. Pets used to be loved and taken care of, but now no one cares about them anymore, and they have to try to live through the conflict they don't understand. They fight their own war to survive at any cost...

This module features 1 miniature of the Dog and 1 card representing the animal. They are used if you come across the Dog in one of the scripts and decide to keep it under your roof in the Shelter.

In the normal Campaign mode, you may choose to start the game with the Dog already in the Shelter. If you do this, do not add 2 Raw Food to the Storage during Setup.



FORLORN HOPE

WAR CAMPAIGN

INTRODUCTION

The conflict already lasts many months. For the first couple of weeks, it seemed it would end quickly, but we hardly ever get what we wish for. Neighbors from our street disappeared every day. Some of them joined the Grazni military, some left Pogoren to look for guerillas from the Vyseni Liberation Uprising. One family had gone at the very beginning when newspapers informed about the first clashes. We heard they had bought plane tickets and escaped before the airport was closed.

When Grazni entered the city, some of our neighbors went to greet them with flowers. They threw them under tank tracks. They quickly understood, however, that men in uniforms and shouting lieutenants were not the new order they had been waiting for after weeks of uncertainty and fear.

Soon, inspections, seizures, and executions followed... People started to disappear again. The rebels hidden among nearby hills shelled the city once or twice a day. A few houses in the neighborhood burnt down, a few simply collapsed. Then everything abruptly ended. It's been calm for the last couple of weeks. The Grazni soldiers feel in Pogoren as if at home. Yet, this war has lasted too long for us to believe that things are finally taking a good turn.

Forlorn Hope is a 3-act, story-driven War Campaign for **This War Of Mine: The Board Game**. It features new game mechanics and game components that are used only when playing it. Depending on the decisions you make and actions you perform, the War Campaign may unfold in different ways. This is represented by different Act Sheets used during the game.

Below you can find new rules for the War Campaign, as well as the general setup that should be performed at the beginning of the first playthrough. Most of the time you may treat the War Campaign as a series of separate Scenarios, with their own rules and matching elements. However, they are all connected by the main storyline and the players' decisions influence its progress. Therefore, you always start by resolving Act I: Home and proceed according to the instructions in the scripts.

The War Campaign is not meant to be played during one gaming session. However, you should be able to play each separate Act in full and save the game in between according to the instructions found in the Wartime Diary II. Additionally, due to different decisions that can be made during the game, you may play the War Campaign more than once, each time discovering new stories and chances to change the fate of the Pogoren conflict.

Important: If no component or rule states otherwise, use normal rules that can be found in the Journal and the Book of Scripts from the base game.

CAMPAIGN RULES

This section describes general rules unique for the War Campaign *Forlorn Hope*. Special rules connected with separate Acts are featured on their respective Act sheets. If there is any conflict between these general rules and Act rules, Act rules always take precedence.

MAP BOARD

The War Campaign uses an additional board depicting Pogoren. Throughout the rules it is called the Map. It features the following elements:

- Districts:** The Map is divided into 10 Districts. Each District features a DISTRICT NUMBER used to resolve certain random effects; a MOVEMENT COST informing how many Exploration cards are returned when a Scavenging Party enters the District; a STARTING NOISE for a Scavenging Party when you choose to resolve an Exploration of a Location in the District; a MAP LOCATION name, which is used when you draw a new Map Location and place it next to the board; a DISTRICT COLOR used in conjunction with the Color cards for special effects.



- Bridges:** There are 2 bridges used to cross the river. They are not counted when Soldier miniatures or Scavenging Parties move around the Map (i.e. no Exploration cards are returned when crossing them).
- Arrows:** Black and white arrows are used in conjunction with WAR FATE cards to resolve the Soldier movement around the Map.
- Time Track:** It is used to place Event and Objective cards. Whenever you place a new card on the Time track, place it on the top space, pushing all other cards on the track 1 space lower. If a card leaves the track, resolve any special effects described on it (if any), then remove it from the game.
- Findings Pile 2:** If you decide to form 2 Scavenging Parties, this is the space for keeping tokens and markers belonging to the second Scavenging Party. Treat it in exactly the same way as the Findings Pile from the board.
- Map Location Space:** At the top-left corner of the Map there is a special space for the Plundered Old Town, which is always used as the Starting Location of the War Campaign. Below there is a long space for Map Locations featured on the Map. You may place as many Map Locations there as you like.
- Rules Summary:** A short rules reference for resolving the Scavenging phase during the War Campaign.

SCRIPT AND STORY TOKENS

During the War Campaign, Script tokens from the base game lettered A to I are used to mark on the Map certain lasting effects connected with Events or Objectives that are currently on the Time track. Whenever you are instructed by a card to use



one of them, simply take the token depicted on the card and place it in the District indicated in the card's text. When a card leaves the Time track, all its corresponding tokens should be discarded from the board as well.

The War Campaign additionally introduces Story tokens. They are numbered on their backs and feature an artwork on their fronts. They represent unique items, people or events that may be important to your progress through the War Campaign. When they appear in the game, any corresponding scripts introducing them will tell you what they are and how to use them. Once acquired, place them on the designated space on the current Act sheet.

STORY CHARACTERS

These cards feature people of special importance that you might meet during the War Campaign. Their cards are double sided, with a longer, 2-space Favor track on their fronts. When a script instructs you to introduce a Story Character into the game, you usually place their card next to the District inhabited by a particular Story Character and place a Favor token on space 1 of the track.



You may interact with Story Characters in various ways by performing Scavenging Actions. They usually enable you to resolve their Favor and thus push their personal story forward or to perform some unique action connected with a given Story Character (see the card overview for details).

DETERMINING DISTRICT AND DISTRICT RESOLUTION ORDER

Whenever you are instructed to "determine District", roll the Black die and check the Map. Each District has a number (from 1 to 10). The District with the rolled number is affected by whatever effect caused the roll (e.g. a Script token or a Soldier miniature should be placed there).

Whenever you have to resolve a few similar effects, e.g. move a Soldier or resolve a Scavenging run for one of the Scavenging Parties, **always start from the District with a lower number.**

Important: If actions of the first Scavenging Party introduce game components or affect the District with the second Scavenging Party in some way, consider them "suspended" until the end of the current Scavenging phase – the second party cannot interact with such components or resolve effects of the first Scavenging run to its advantage (both parties are considered to be acting simultaneously).



WAR CAMPAIGN SCRIPTS

Due to a story-driven nature of this campaign, some scripts might result in a 'narrative' movement of a Scavenging Party around the Map, or force you to "End this Scavenging", thus disabling you from performing certain activities. Bear this in mind when planning your Scavenging runs.

Additionally, when using Blank tokens, it is recommended to write down the number of Exploration cards that have to be returned in order to resolve a script connected with a given Blank token.

COLLECTIVE PROWESS

Whenever you are instructed to use your "collective Prowess", you may add the Prowess of all Characters present (usually from the Scavenging Party currently resolving its Scavenging run) and re-roll dice according to normal rules.

LOCATION CARDS

Whenever you are instructed to introduce a new Location / Map Location / Special Location card into the game, remember to place 1 Exploration token on it to indicate there are supplies to be found there.

Important: Exploration tokens are used only when you wish to resolve an Exploration of a given Location – they do not affect any Scavenging Actions (see the next page).

If you draw a Map Location, place it to the left of the Map on the indicated space, below other Map Locations. The name of the Map Location appears in one of the Districts indicating, where the actual Map Location is situated. Map Locations cannot be discarded or removed from the game unless specifically stated, and they often feature certain special abilities you may use when Scavenging in their District.



If you draw a normal Location, place it on any empty Location space on the board and use the matching Location marker to indicate, where on the Map the Location is situated. If there is no empty Location space on the board, replace any Location card from a chosen space with the new Location. Remove the replaced Location from the game.

Special Locations can only enter the game under unique circumstances. Some of them may feature special abilities, others do not come with Exploration tokens and are only used for unique purposes as described in scripts that brought them into the game.

Important: Due to narrative uses of Special Locations it is best to keep them in the game – if you wish to replace a Location placed on



a Location space on the board, we recommend choosing a normal Location. However, if a Special Location is removed from the game for any reason, remember to remove all of its corresponding game components (e.g. Story Character cards, Story tokens, Blank tokens).

WAR FATE CARDS AND SOLDIER MOVEMENT

During the War Campaign, War Fate cards are used instead of normal Fate cards. They should be used in exactly the same way as normal Fate cards except for the following: the War Campaign deals with movement and Scavenging in different ways. Therefore, these cards do not feature the section that describes how to exchange available Locations placed on Location spaces. Instead, they inform how to move different Soldier miniatures placed on the Map according to their base color.

When a War Fate card instructs you to move each WHITE Soldier, check matching white arrows from the Map leading out of Districts where given Soldiers are currently placed. Then move them the number of Districts indicated on the card.

Discard all Engagement tokens from the Map.
Move each WHITE Soldier 3 Districts.
Move each BLACK Soldier 1 District.

Example of Soldier movement on War Fate card (see the example for details).

Once all WHITE Soldiers have been moved, repeat this process for all BLACK Soldiers, this time checking black arrows and moving miniatures accordingly.

There can only be 1 Soldier of each color in the same District:

- if a Soldier would move into a District containing a Soldier of the same color, it stops before entering such a District
- if a Soldier moves into a District containing a Soldier of any other color, place an Engagement token on this District and remove both Soldier miniatures from the Map (rules for Engagement tokens can be found at the back of this rulebook, on the War Campaign Reference Sheet and on Act sheets featuring these tokens)

Important: As Soldiers move in the order based on their District number, this may result in some Soldiers not moving at all.

If a Soldier moves into a District containing a Scavenging Party, nothing happens immediately. However, there is a much higher chance that an encounter with a Soldier happens when you choose to explore a Location in a given District.

If a Soldier miniature would be placed on a District already containing a Soldier of the same color, place it on the nearest District with the next lower number. In case of Soldiers of different colors, they may be placed in the same District – simply add an Engagement token as if the new Soldier just moved into the District and remove both Soldier miniatures from the Map.

SCAVENGING PHASE

The Scavenging phase is resolved in the War Campaign a little differently from the base game, however, many elements remain very similar. Below you can find the detailed description. As you may send 2 separate Scavenging Parties, remember to resolve the Scavenging run starting from the District with a lower number. The Scavenging Party currently resolving its Scavenging run is called the **ACTIVE PARTY**.

A) CHOOSE A DISTRICT FOR EACH SCAVENGING PARTY AND PLACE THEIR FIGURES THERE

You may organize up to 2 Scavenging Parties each day, according to normal rules. Place all Characters from a given party on the District to which you want it to move (it has not moved there yet). You cannot send separate parties to the same District.

B) CHOOSE EQUIPMENT FOR EACH SCAVENGING PARTY

Resolve this step as normal. Use the Findings Pile from the board if you send one Scavenging Party. Otherwise, use the Findings Pile 2 from the Map, too.

C) RESOLVE SCAVENGING RUN STARTING FROM THE DISTRICT WITH THE LOWER NUMBER:

Repeat the steps below for each Scavenging Party.

1) Prepare the Unknown deck

Draw **16 Exploration cards** and create the Unknown deck as normal.

2) Resolve Map movement for the Active Party

Choose how the Active Party moves, starting from the District with the Shelter marker and following a continuous line to the District with the Character miniatures from the party. You may choose any possible path – not necessarily the shortest one. Return as many Exploration cards as the total cost of all Districts covered, including the District with the Shelter marker (1 card in Act I). If you encounter any Soldier miniatures or tokens / markers on the way, check the current Act sheet to see if you should resolve any special effects.

Important: Ignore arrows on the Map when moving Scavenging Parties – they are only used for the Soldier movement. Additionally, you may move to any District, even if it does not contain any Locations. For thematic purposes some places are not always available (i.e. there is no card representing them in the game), but the Characters can reach any part of Pogoren.

3) Set the Noise marker as shown in the Active Party's District

Depending on how frequented or dangerous a District is, its starting Noise level varies. Do not add Noise levels of all the Districts the Active Party

has moved through – only the final District counts when determining the Noise level.

4) Resolve Scavenging Actions for the Active Party

Now the Active Party is considered to be in the chosen District. If you wish, you may resolve any of the following **SCAVENGING ACTIONS**, returning the required number of Exploration cards. All actions must pertain to Locations in the District.

- **LOOK AROUND (2 cards):** Choose 1 Location in the District and resolve its “Look around the area” script.
- **DISCOVER NEW LOCATION (6 cards):** Draw a new card from the Locations deck and place it on any Location space on the board according to the rules for placing new Locations. Place the corresponding Location marker in the District with the Active Party to indicate the District (remember to place 1 Exploration token on the card). You can only discover normal Locations this way.
- **FORAGE X RESOURCES (X cards):** Add X resources (Wood, Components, Water) to the Findings Pile. Use this action only if you do not plan to Explore any Location in the District.
- **USE LOCATION SPECIAL ABILITY (various):** Choose 1 Location in the District and resolve its special effect (described on an orange bar).
- **RESOLVE TOKEN / CARD SPECIAL EFFECT (various):** Resolve effects of a token or card matching the District (e.g. a Script token corresponding to an Event or Objective card, an effect from a Story Character card etc.).

5) Explore 1 Location in the District

You may resolve a normal Exploration, choosing any Location in the District (normal, Map Location or Special Location), as long as it has at least 1 Exploration token on its card. If you do, discard 1 Exploration token from the chosen Location. Then check the Location card and add Exploration cards to the Unknown deck according to its size: SMALL / MEDIUM / LARGE: add 1 / 2 / 3 cards accordingly.

6) Shuffle all Exploration and Residents cards back into their decks.

Resolve this step normally.

7) Choose Findings

Resolve this step normally. You may also add free resources (Water, Wood, Components), but only if you Explored a Location (i.e. discarded 1 Exploration token from it).

IF THERE ARE 2 SCAVENGING PARTIES, RESOLVE THE STEPS 1-7 FOR THE SECOND SCAVENGING PARTY. OTHERWISE, PROCEED TO THE NIGHT RAID PHASE. ALL SCAVENGING PARTIES RETURN TO THE SHELTER AS NORMAL AT THE BEGINNING OF THE DAWN PHASE.

WAR CAMPAIGN SETUP

Before starting the first playthrough of the War Campaign, perform the following steps.

PREPARE DECKS:

The following decks are excluded from the War Campaign: **EVENTS**, **OBJECTIVES**, **FATE**. Remove them from the game.

Remove the **DUTY** card from the **NARRATIVE ACTIONS** deck.

Remove all **REALITY IMPACT** cards from the following decks: **EXPLORATION**, **FINDINGS**, **NIGHT RAIDS**, **RESIDENTS**, **VISITORS**. Then shuffle the **SOLDIER PATROL** card into the **EXPLORATION DECK**.

Remove the **CENTRAL SQUARE**, **OLD TOWN** and **SNIPER JUNCTION** cards from the **LOCATIONS** deck. Add new Locations from this expansion to the ones from the base game.

Remove the **SOLDIERS** and **REBELS** cards from the **RESIDENTS** deck.

Place the **STORY CHARACTERS** deck next to the board, with the 2-space Favor track side face-up (1).

Place the **WAR FATE** deck on the Fate space on the board.

Remove **CLOSED DOOR** cards from the **SHELTER** deck. Then set aside the deck (do not place any Shelter cards on the board yet).

Place all of the **FITTING** cards (both those with a green corner and with an orange corner) in a single deck on the Fittings space. During the War Campaign the Ideas space and the New Idea action are not used.

NEXT PLAYER

PREPARE THE MAP, TOKENS AND MARKERS:

Place the board depicting Pogoren next to the board from the base game – this is the **MAP**.

Place the **SHELTER** marker in District 10 on the Map. It shows the current location of your Shelter (2).

Place the **LOCATION** markers (2 in each color) in the following way: the bigger one next to a Location space on the board, so that the number next to it is covered (these numbers are not used during the War Campaign) and the smaller one on the corresponding Location space.

Form a pool using all of the following tokens: **EXPLORATION**, **SCRIPT**, **COMPLETION**, **FAVOR** and **AIRDROP** tokens (3). All tokens are described in detail on the back of this rulebook.

Place all **STORY** tokens face-down (with their numbered side visible) next to the board (4).

NEXT PLAYER

PREPARE LOCATIONS:

Take the **STARTING LOCATION** (Plundered Old Town) card and place it face-up on the indicated space of the Map (5).

Find all **9 LOCATION** cards matching the names shown on the Map – from now on they are called **MAP LOCATIONS** (Airport, Church, Factory, City Hospital, Main Station, Military Outpost, Port, Stadium). Form them into the MAP



LOCATIONS deck, shuffle it and place it next to the Map, above the Plundered Old Town card (6).

Draw 2 cards from this deck and place them face-up below the Plundered Old Town card on the indicated space on the Map. Place 1 Exploration token on each of those cards (7).

Take the **SPECIAL LOCATIONS** deck and place it face-down next to the Map (8).

Take the remaining **LOCATION** cards, shuffle them and form them into the Locations deck. Place it face-down on the matching space on the board. Draw 1 card from this deck and place it face-up on any Location space, taking the Location marker off the space. Then determine 1 District (roll the Black die) – re-roll if the result is 10. Place the matching Location marker on the District of the Map with the matching number. Finally, place 1 Exploration token on the Location card (9).

NEXT PLAYER

PREPARE SHELTER CARDS:

Divide the Shelter cards according to their fronts into **BARS**, **FURNITURE**, **HEAP**, and **RUBBLE** piles. Then place certain cards from these piles face-up (the side without a blue corner) on the board in the Shelter's basement (i.e. on the same level as the Poke About Action space or lower), without looking at their backs:

- Place the **BARS** card on its space
- Randomly draw **2 FURNITURE** cards and place them on their spaces, then remove all remaining Furniture cards from the game
- Randomly draw **1 HEAP** card and place it on its space, then remove all remaining Heap cards from the game
- Take **2 RUBBLE** cards and place them on their spaces, then remove all remaining Rubble cards from the game (10).

NEXT PLAYER



PREPARE THE FINAL ACT OBJECTIVE, SOLDIERS, AND THE ACT SHEET:

Take the **FINAL ACT OBJECTIVE** card and place it face-up on the Objectives space on the board. This card is used in each Act and sets the main winning conditions for the War Campaign.

Take **3 SOLDIER** miniatures and insert each of them into one **WHITE** base disc. Then place all Soldiers next to the Map – at the beginning of the campaign they represent Grazni forces occupying Pogoren.

Take the sheet **ACT I: HOME** and place it next to the board. Then read the narrative introduction and resolve the Act I setup according to instructions found on the back of sheet. Set aside all remaining Act sheets and any unnecessary game components – they will be needed in later Acts of the War Campaign.





SCAVENGING EXAMPLE

The Scavenging Party is formed of 2 Characters (Emilia and Marin). Their miniatures are placed in District 8 as this is their destination for the current Scavenging run.

No equipment is placed on the Findings Pile.

Preparing the Unknown deck: The players draw 16 Exploration cards.

Resolving the Map movement: The players return 5 Exploration cards for the Characters to cover their route (1 card for District 10, 2 cards for District 7, and 2 cards for District 8) (1).

As they encounter 1 WHITE Soldier on the way, players check their current Act sheet for the effect of this Map Encounter. For example, in Act I it entails rolling the Grey Combat die. The collective Prowess of the Characters is 2 (1 for Emilia and 1 for Marin), so they may roll up to 3 times. In the end the result is 2 (2), so the players need to decide what to do – they could bribe the soldiers (using tokens from the Findings Pile), but nothing was taken from the Shelter. It means that they have to distribute 1 Fatigue among the Characters from the Active Party (Marin is the one chosen to suffer this effect).

Setting the Noise: The players place the Noise marker on space 3 of the Noise track, as shown on District 8.

Resolving Scavenging Actions: With 11 Exploration cards left, the Characters start by Discovering New Location for their District (3). The players return 6 Exploration cards, draw a Location card from the deck, and place it on any Location space on the board – here it is placed next to the green Location marker, so the matching marker is also placed in District 8. Additionally, 1 Exploration token is placed on the new Location card to show that it can be Explored.

There are still 5 Exploration cards left. The Active Party could now resign from performing Scavenging Actions and try to Explore the new Location, but it's better to do it later with more cards. Instead, they return 5 Exploration cards to Forage 5 Resources (2 Components, 2 Water, 1 Wood) (4).

With no cards left in the Unknown deck, this Scavenging run is basically finished. No Exploration or Residents cards were drawn, so there is no need to shuffle the deck. The Active Party chooses to take all 5 foraged Resources back to the Shelter.

If there was another Scavenging Party on the Map (either in District 9 or 10, as you always resolve Scavenging runs starting from the District with the lower number), the players would resolve their second Scavenging run now. However, there is none, so they proceed to the Night Raid phase.

SOLDIER MOVEMENT EXAMPLE AND ENGAGEMENTS

It's the Dawn phase during Act III and there are both WHITE and BLACK Soldiers on the Map. A War Fate card is drawn.

Discard all Engagement tokens from the Map.
Move each WHITE Soldier 1 District.
Move each BLACK Soldier 1 District.

It instructs the players to move all WHITE Soldiers 1 District (using white arrows). The players move them, starting from the District with the lower number (here it is District 1). The first WHITE Soldier moves normally (1). The second one (from District 3) enters a District with a BLACK Soldier. According to the special rules for Act III, both of these Soldier miniatures are taken off the Map and an Engagement token is placed in District 4 (2).

Now it's time to move the BLACK Soldiers. Since one BLACK Soldier was removed from District 4 (replaced by an Engagement token), there is only one left on the Map (in District 9), and it moves 1 District (using black arrows) (3).



STORY CHARACTER OVERVIEW

- Matching Location:** It indicates where a given Story Character resides. If a given Location is removed from the game, so is its matching Story Character.
- Available Actions:** How players may spend Exploration cards to interact with a given Story Character in their District.
- Favor Track:** A Favor token is placed on space 1 when a Story Character enters the game. You may resolve a script matching a given space of the track in order to befriend a Character and advance their story.
- Script Bars and Tokens:** Separate bars show script numbers and certain tokens matching a given Favor. For example, when you choose to resolve Favor 2 from Karl's card, first read script h63 – it describes the requirements for the Favor, while the separate bar below and the Script token shown are there to remind you how to meet these requirements.



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WAR CAMPAIGN TOKENS AND MARKERS

Below you can find the description of all tokens and markers used during the War Campaign. Some of them are used in all Acts, others are introduced later into the game depending on the Act currently being played. If your current Act sheet does not feature a given token or marker, simply ignore it.



SHELTER MARKER and **SAFE ZONE MARKER** indicate the Districts, in which the Shelter and the area where Pogoren inhabitants can mingle with people from outside the city are located (District 10 with the Plundered Old Town in Act I and District 6 in Act II, respectively).



LOCATION MARKERS are used in pairs to indicate, where on the Map normal Locations from the Location spaces are situated. Use the bigger marker to cover a number next to a Location space on the board and its matching smaller marker to indicate a District on the Map.



COMPLETION TOKENS are used to mark the status of Act Objectives – whether they have been successfully resolved (the “tick” side) or not (the “X” side). They may also fulfill other narrative functions.



EXPLORATION TOKENS represent supplies that can be found in a certain Location. Whenever a new Location (normal, Special Location, Map Location) is introduced into the game, always place 1 Exploration token on its card.

After the Active Scavenging Party resolves its Scavenging Actions in a District, it may choose to perform the Exploration of 1 Location in the District. Only Locations with at least 1 Exploration token can be explored and when this happens, 1 Exploration token should be immediately discarded from a given Location.

There is no limit to the number of Exploration tokens that can be placed on a Location card.



SCRIPT TOKENS mark Districts, which are featured on Event, Objective or Story Character cards.



STORY TOKENS feature unique elements (items, people) that may play an important role in the War Campaign.



MEDIA COVERAGE TOKEN is moved up and down the Media Coverage track to show how the international community perceives the situation in Pogoren.



FAVOR TOKEN is placed on a Story Character card to mark the level of familiarity between the Characters and the person featured on the card. When a new Story Character is introduced into the game, always place the Favor token on space 1 on the card's front.



AIRDROP TOKENS feature script numbers on their fronts. When you flip one of these tokens, check its corresponding script to see what is inside the package.



FURY TOKEN is moved up and down the Fury track to show how dangerous stray Pogoren inhabitants are to the Shelter and what harm they may cause.



NORTH BRIDGE TOKEN is placed on the Map so that it covers the upper bridge. In order to cross it, Scavenging Parties must return the number of Exploration cards shown (2 or 1) and cannot end their movement on it. As it is not considered a Location or a District, no Scavenging Actions or Exploration can be resolved there.

Soldiers ignore this token when moving, as if the token was not placed on the Map.



FIRE TOKEN is placed on a District to indicate that fires are consuming the area. As long as a Fire token is in a District, when a Scavenging Party is moving through or to such a District, you must choose to either:

- return 3 additional Exploration cards to find a safe route **OR**
- choose 1 Character present to suffer 1 Wound (you cannot kill a Character this way)

Otherwise, you cannot enter a District with a Fire token.

When Scavenging in a District with a Fire token, the Active Party may return 6 Exploration cards to discard the token from the Map. If the District is not adjacent to the river, the Active Party must additionally discard 3 Water from the Findings Pile.



RUINS TOKEN is placed on a District to show that a given area has been badly damaged. When a Ruins token is placed on a District, remove from the game 1 chosen Location situated in this District (thus taking it from its Location space on the board) and discard all Exploration tokens from a Map Location situated there.

From now on until the end of the game, the Starting Noise for the District is lowered to 1. Additionally, the Discover New Location Scavenging Action performed in such a District costs 9 Exploration cards (instead of 6).



ENGAGEMENT TOKENS are used to represent pitched battles between Vyseni rebels and Grazni soldiers. Whenever Soldier miniatures of both sides end up in the same District (as a result of Soldier movement or new Soldiers being introduced on the Map), an Engagement token should be placed on a given District and both Soldier miniatures in the District should be removed from the Map. Soldier miniatures cannot enter or be placed in Districts with Engagement tokens.