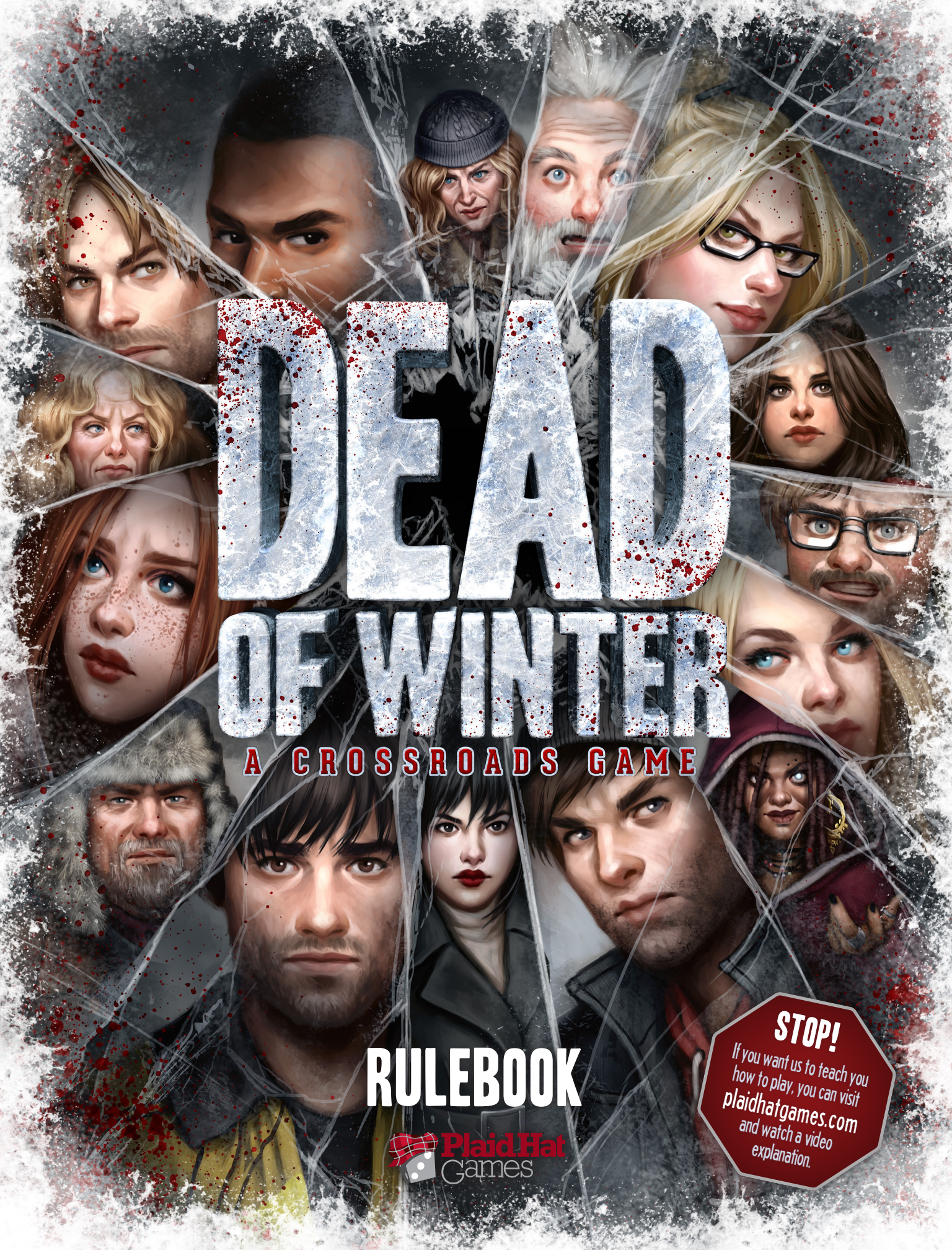

DEAD OF WINTER
A CROSSROADS GAME
RULEBOOK
Plaid Hat Games
STOP!
If you want us to teach you how to play, you can visit plaidhatgames.com and watch a video explanation.

OBJECT OF THE GAME

In Dead of Winter, players are a colony of survivors trying to survive a hazardous winter in the aftermath of the zombie apocalypse. The colony has an objective they are trying to complete, but each player also controls a group of survivors that has a secret objective. Often this secret objective requires that a player help complete the colony objective. Only players who have completed their secret objective when the game ends will win. The game can end in a variety of ways: If the morale track reaches 0, if the round track reaches 0, or if the main objective is completed.

COMPONENTS

- 10 – Dual-Sided Main Objective Cards
- 24 – Secret Objective Cards
- 10 – Betrayal Secret Objective Cards
- 10 – Exiled Secret Objective Cards
- 30 – Survivor Cards
- 5 – Player Reference Sheets
- 1 – First Player Token
- 25 – Starting Item Cards
- 20 – Police Station Item Deck Cards
- 20 – Grocery Store Item Deck Cards
- 20 – School Item Deck Cards
- 20 – Gas Station Item Deck Cards
- 20 – Library Item Deck Cards
- 20 – Hospital Item Deck Cards
- 20 – Crisis Cards
- 80 – Crossroads Cards
- 25 – Wound Tokens
- 20 – Helpless Survivor Tokens
- 20 – Food Tokens
- 20 – Noise Tokens
- 20 – Barricade Tokens
- 6 – Starvation Tokens
- 2 – Track Markers
- 30 – Zombie Standees
- 30 – Zombie Tokens *(use if you run out of standees)*
- 30 – Survivor Standees
- 60 – Plastic Standee Stands
- 1 – Colony Board
- 6 – Location Cards
- 1 – Rulebook
- 30 – Action Dice
- 1 – Exposure Die

MAIN OBJECTIVE CARDS



1. **Name:** This is the name of the main objective.
2. **Setup:** How to set up the board for this scenario.
3. **Goal:** The task(s) that must be accomplished in order to complete the main objective.
4. **Time:** An estimate of how long this main objective will take to complete. Short=45-90 minutes. Medium=90-120 minutes. Long=120-210 minutes.

SECRET OBJECTIVE CARDS



1. **Name:** This is the name of the secret objective.
2. **Goal:** The task(s) that you must accomplish in order to win the game.

Note: Cards in this Dead of Winter game are marked with a crossroads icon in the lower right corner to help distinguish them from cards included in possible expansions.

SURVIVOR CARDS

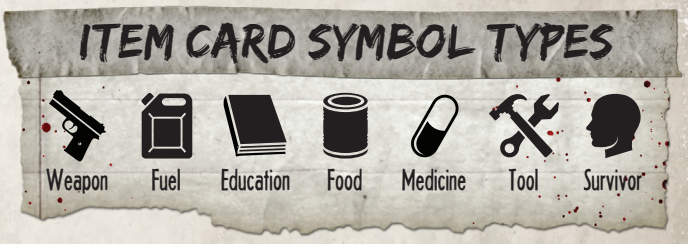


1. **Name:** This is the name of the survivor.
2. **Occupation:** The survivor's occupation before the zombie apocalypse (This has no game effect).
3. **Influence Value:** The survivor's place within the hierarchy of the colony.
4. **Attack Value:** The survivor's proficiency in a fight.
5. **Search Value:** The survivor's proficiency at finding items.
6. **Ability Location:** The location the survivor must be at to use their ability.
7. **Ability:** A unique effect the survivor has on the game.

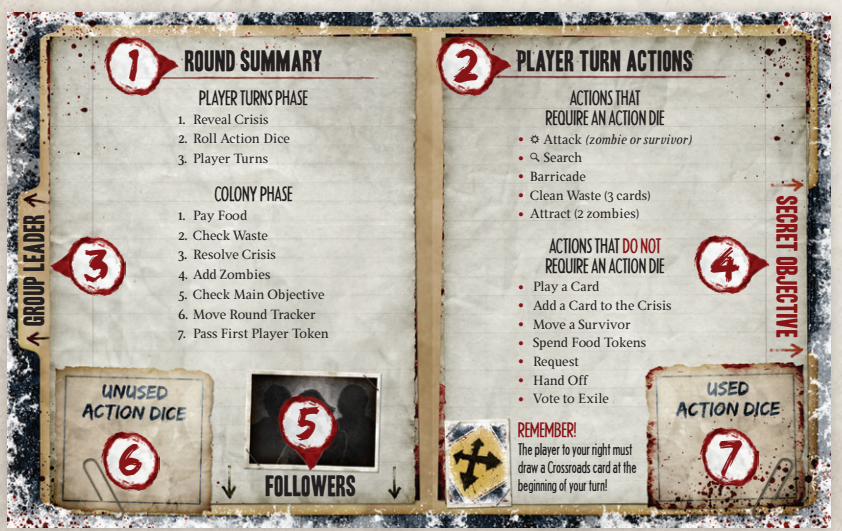
ITEM CARDS



1. **Name:** This is the name of the item.
2. **Symbol Type:** There are 7 different types of item cards.
3. **Ability:** A unique effect the card has when played.
4. **Location:** This determines what deck this item card starts in at the beginning of the game.



PLAYER REFERENCE SHEET



1. **Round Summary:** This reminds players of the order in which things happen each round.
2. **Player Turn Actions:** This reminds a player what actions are available to him on his turn.
3. **Group Leader:** The player's group leader is placed face-up in this area.
4. **Secret Objective:** The player's secret objective is placed face down in this area.
5. **Followers:** The player's remaining survivors are placed in this area.
6. **Unused Action Dice Pool:** After rolling action dice the results are placed here.
7. **Used Action Dice Pool:** When a player uses an action die it is placed here.

CRISIS CARDS



1. **Name:** This is the name of the crisis.
2. **Prevent:** This shows the type of items a player must contribute to the crisis to prevent its effect from happening.
3. **Effect:** The negative effect that happens if the crisis is not prevented.
4. **Optional:** Players may contribute these items to the crisis, in addition to the required items, to gain this specified effect.

CROSSROADS CARDS



1. **Name:** This is the name of the crossroad.
2. **Trigger:** The italicized text is the trigger. It is the event that must happen for this card to take effect.
3. **Options:** The options given to choose from when the card triggers.

Important Note: Some crossroads cards have mature themes like sex, language, suicide, alcohol use, etc. These cards are marked with this symbol: . Players may choose to remove these cards prior to the game.

ADDITIONAL COMPONENTS



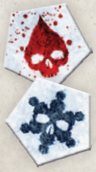
First Player Token: This token identifies who is the first player. The first player goes first in a round and breaks all ties.



Barricade Tokens: Used when barricading entrances.



Helpless Survivor Tokens: These represent members of the community that are either very old or very young and cannot contribute but take up space and eat food.



Wound Tokens: These are double sided. One side is a regular wound and the other is a frostbite wound.



Food Tokens: These are added to and removed from the food supply by various game effects.





Noise Tokens: These are added to locations to represent noise that was made there.



Exposure Die: This is rolled by various game effects to determine if a survivor has been wounded, frostbitten, or bitten.

Survivor and Zombie Standees: These represent the survivors and zombies on the game board. Insert the bottom of the standees into the plastic standee stands.



Action Dice: These are rolled each round and used to perform certain types of actions.



Starvation Tokens: These are added to the food supply when there is not enough food to feed the colony.

GAME BOARD:

The game board is made up of 7 different locations, including the colony board and 6 location cards.



COLONY BOARD

1. **Name**
2. **Entrances:** Numbered entrances. Zombies placed at the colony are placed in order of entrance number.
3. **Entrance Spaces:** Spaces where zombies and barricades may be placed.
4. **Survivor Spaces:** Spaces where survivors may be placed.
5. **Morale Track:** This track shows where the colony's morale is. Morale is affected negatively when a survivor dies, when there are too many cards in the waste pile, when there is not enough food and sometimes as the result of a crisis or crossroads card.
6. **Round Track:** This track shows how many rounds remain.
7. **Food Supply:** Food tokens are added here by various game effects.
8. **Main Objective:** This is where the main objective card is placed.
9. **Waste Pile:** Cards are placed here when they are played.
10. **Crisis Deck:** This is where the crisis deck is placed.
11. **Crisis Contributions:** This is where cards contributed to the crisis are placed.

LOCATION CARDS



1. **Name:** This is the name of the location.
2. **Survivor Spaces:** Spaces where survivors may be placed.
3. **Entrance Spaces:** Spaces where zombies and barricades may be placed.
4. **Item Deck:** Item cards that player draw from when searching the location.
5. **Noise:** Noise tokens are placed here. Only 4 noise tokens may be placed at any single location during a round.
6. **Item Symbols:** The order from left to right is the likelihood of finding items of this type when searching at this location.

GAME SETUP

1. Place the colony board in the center of the play area and place the 6 location cards around it as shown or as best accommodates your table.

2. Each player collects a player reference sheet.

3. Players may decide which standard main objective they would like to play or pick 1 randomly.



Note: We suggest the first time you play you choose the "We Need More Samples" main objective.

Place the main objective card in its space on the colony board and set up the game board according to the main objective's setup instructions. See *Adding Zombies* on page 13 for more details on adding zombies to colony entrance spaces.

4. Shuffle the non-betrayal secret objective cards and set aside 2 (facedown) per player. Return the rest of the non-betrayal cards to the game box. Shuffle the betrayal secret objective cards and add 1 of them (facedown) to the non-betrayal cards that were set aside. Return the remainder of the betrayal secret objective cards in the game box. Shuffle all of the set aside cards together and deal 1 to each player. Return the remaining secret objective cards to the game box without looking at them. A player cannot reveal his secret objective card to other players.

5. Shuffle the crisis cards and place the deck on its space on the colony board.

6. Shuffle and make decks of the survivor, exiled objective and crossroad cards and place the decks off to the side of the play area.

Important Note: Some crossroads cards have mature themes like sex, language, suicide, alcohol use, etc. These cards are marked with this symbol. Players may choose to remove these cards prior to the game.

7. Shuffle all of the starter item cards and deal 5 to each player. Return any remaining cards to the game box.

8. Separate the remaining item cards into separate decks according to their location. Shuffle each deck and place it on its corresponding location card.

9. Deal 4 survivor cards to each player. Each player then chooses 2 to keep and returns the others to the deck. Re-shuffle the survivor deck.

10. Each player makes 1 of those 2 survivors her group leader, placing it in the respective space on her reference card.

11. The other survivor is placed in the player's following, below their player reference sheet.

12. The corresponding survivor standees for each player's survivors are added to the colony.

TO ADD A SURVIVOR STANDEE TO THE COLONY



Survivor standees are placed on the dashed circles in the "Colony Occupants" section of the colony board.

13. Separate the remaining standees and tokens placing them within easy reach of all players.

14. The player whose group leader has the highest influence value receives the first player token and will take the first turn of the game.



"I'll give the end of the world one thing – it's never boring. Just when you think you know what the new normal is, it goes and changes. Every day is different than the last."

Loretta Clay

3 PLAYER GAME SETUP

























Note: When setting up the game board according to the main objective, use the blue marker to keep track of morale and the red marker to keep track of rounds.

ROUND ORDER

Dead of Winter is played over a series of rounds. Each round is divided into 2 phases that must be played in order.

1. Player Turns Phase
2. Colony Phase

PLAYER TURNS PHASE

During the player turns phase resolve the following 3 effects in order.

1. **Reveal Crisis:** Reveal the top card of the crisis deck. This card's effect will take place during the colony phase if it is not prevented. Crisis cards can be prevented if players contribute enough of the correct type of cards to that crisis.

2. **Roll Action Dice:** At this time each player removes any action dice remaining in her used and unused action dice pool. Then each player receives 1 action die, plus 1 additional action die for each survivor she controls (so players will start the game with 3 action dice). Each player must roll all of her action dice and keep the results in her unused action dice pool for use during her turn. Even though a player receives 1 action die per survivor she controls, the action die does not belong to that survivor, but to that player's group of survivors. A player can spend multiple action dice on performing multiple actions with a single survivor.

3. **Player Turns:** During the player turn phase, each player starting with the first player will take a turn. At the beginning of a player's turn the player to her right draws a crossroads card (applying its effects to the player taking the turn if, at anytime during that turn, they meet the trigger requirement). On a player's turn she may perform multiple actions. Once a player has performed all of the actions she wishes (or if she runs out of actions she is able to perform) on her turn, play passes to the player on her left. Play will continue clockwise around the table until each player has taken a turn. Once each player has taken a turn the player turns phase is over and the colony phase begins.

PLAYER TURN ACTIONS

Some actions require spending an action die and others do not. To spend an action die, a player removes the appropriate die from his unused action die pool and moves it to his used action die pool. Some actions require that the action die be a specific result (from having rolled it during the roll action dice step).

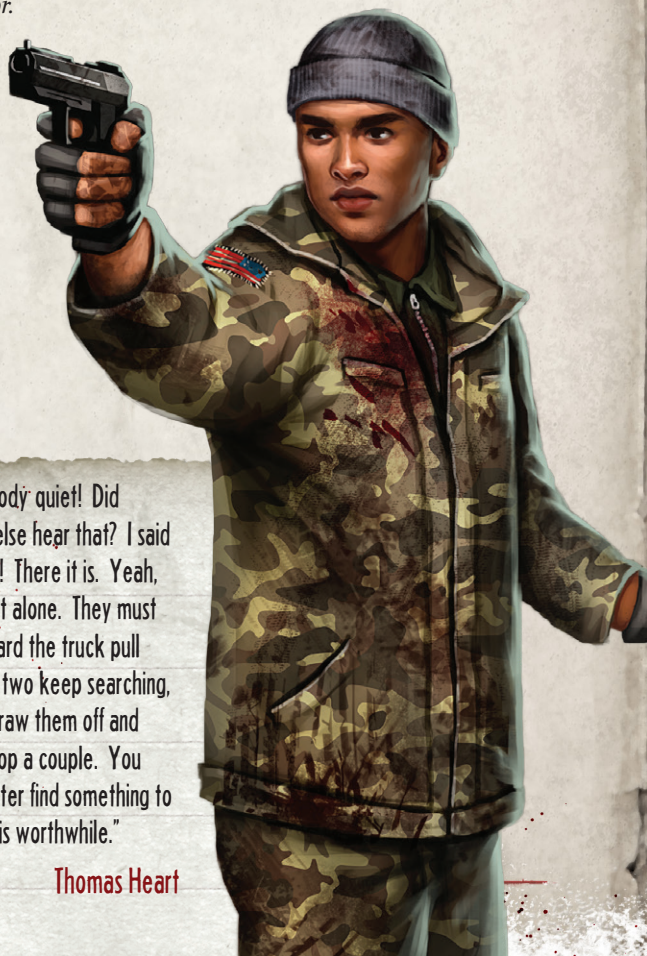
Actions that require an Action Die 

- **Attack:** To perform an attack, a player must choose a survivor he controls and spend an action die equal to or higher than the attack value of that survivor. That player may then choose a target for that attack. The target must be a zombie or a survivor that shares a location with the attacking survivor.

  If a zombie is chosen, kill it and remove it from the game board. Roll for exposure on the survivor that attacked (see *Rolling for Exposure* on page 11 for details). See *Example: Attacking a Zombie* on page 9.

  If a survivor is chosen, roll the spent action die. If the result is equal to or less than the chosen survivor's attack value place a wound marker on the chosen survivor and take a card at random from the hand of the player that controls that survivor. See *Example: Attacking a Survivor* on page 9.

  Note: *The exposure die is not rolled when attacking another survivor.*



"Everybody quiet! Did anyone else hear that? I said be quiet! There it is. Yeah, we're not alone. They must have heard the truck pull up. You two keep searching, and I'll draw them off and try to drop a couple. You guys better find something to make this worthwhile."

Thomas Heart

EXAMPLE: ATTACKING A ZOMBIE





1. *Player one controls the survivor Ashley Ross. Ashley is at the school and player one chooses to attack a zombie in that location with Ashley.*
2. *Ashley has an attack value of 2+. Player one spends an action die with a value of 4 which is equal to or higher than her attack value.*
3. *The zombie is killed and removed from the school. However, player one must now roll the exposure die.*
4. *Player one rolls a wound on the exposure die, and places 1 wound marker on Ashley's survivor card.*

EXAMPLE: ATTACKING A SURVIVOR





1. *Ashley Ross is back at the school and player one chooses to have Ashley attack Mike Cho, a survivor that player two controls.*
2. *Ashley has an attack value of 2+. Player one spends an action die with a value of 3, which is equal to or higher than her attack value.*
3. *Player one then rolls an action die. He rolls a 1, which is less than Mike's attack value of 2+.*
4. *Player two must place 1 wound marker on Mike Cho's survivor card, and player one gets to take a card at random from player two's hand. Player one does NOT roll the exposure die (that die is not rolled when attacking a survivor).*

A player may attack multiple times with the same survivor in a single turn. An action die equal to or higher than the attack value of that survivor must be spent each time that survivor attacks. A player cannot have a survivor he controls attack another survivor he controls. A player cannot attack a helpless survivor.

- **Search:** A player can search at any location except the colony. To perform a search, a player must choose a survivor he controls and spend an action die equal to or higher than the search value of that survivor. He may then draw 1 card from the item deck of the location that survivor is on, looking at it but not yet adding it to his hand. He may then choose to either:
  - add that card to his hand and end his search action, *or*
  - make noise by placing a noise token on an empty noise space at his location to draw and look at an additional card. He may draw additional cards as long as there are still empty noise spaces for the corresponding noise tokens.

  When the player has decided he has made enough noise or can no longer make any more noise, he must keep 1 of the drawn cards, adding it to his hand, and place the rest

EXAMPLE: SEARCH A LOCATION



1. *Player one controls the survivor Forest Plum. Forest is at the gas station and player one chooses to search with him. Player one is hoping to find a fuel card.*
2. *Forest has a search value of 5+. Player one spends an action die with a value of 5, which is equal to or higher than Forest's search value.*
3. *Player one draws the top card from the gas station's item deck, and finds a lighter card.*
4. *Still hoping to find fuel, player one continues his search action by making some noise. He places a noise marker onto an empty noise space on the gas station location card, and then draws another card from the gas station's item deck and finds a fuel card! Player one adds the fuel card to his hand, and places the lighter card at the bottom of the gas station's item deck.*

on the bottom of that item deck. A player may search multiple times with the same survivor in a single turn. An action die equal to or higher than the search value of that survivor must be spent each time that survivor searches. See *Example: Search a Location* to left.

- **Barricade:** To perform a barricade action, a player must choose a survivor he controls and spend an action die of any result to place a barricade token on any empty entrance space at the chosen survivor's location.



- **Clean Waste:** A player may perform a clean waste action if he controls at least 1 survivor at the colony. To perform a clean waste action, that player must spend 1 action die of any result and remove the top 3 cards of the waste pile from the game.
- **Attract:** To perform an attract action, a player must choose a survivor he controls and spend an action die of any result to move 2 zombies from any location to any empty entrance spaces at chosen survivor's location.
- **Survivor Ability:** Some survivor abilities require an action die to be spent. When this is the case it will be signified by a number in front of the ability's text. The action die spent must meet or exceed that number in order for it to be used. A player may use the same survivor's ability multiple times in a single turn, unless the ability says otherwise. An action die equal to or higher than the ability's number must be spent each time it is used.

Actions that do not require an Action Die



- **Play a Card:** As many times as he likes during his turn, a player may play a card from his hand. To play a card, place it on top of the waste pile.

  Reminder: For every 10 cards in the waste pile during the check waste step the colony will lose 1 morale.

  A card with an equip ability is not placed in the waste pile, instead a player may equip it to any survivor he controls by placing that card next to that survivor. That survivor now has the effect listed on that item card. Once a card is equipped it cannot be unequipped unless it is being added to a crisis or is being handed off. If a survivor with 1 or more equipped cards dies at the colony the equipped cards are added back to the controlling player's hand. If a survivor with 1 or more equipped cards dies at a non-colony location the equipped cards are shuffled into that location's item deck. A player can only play cards during his turn.

- **Add a Card to the Crisis:** A player may add 1 or more cards from his hand and/or cards that are equipped to survivors he controls to the currently revealed crisis card. Cards added to a crisis from a player's hand are added face down so that no other player can see them. Adding cards that match a symbol shown in the prevent area of the crisis card helps to prevent that crisis from happening. Each card added that does not match a symbol helps cause the crisis to happen.

  Note: Some food cards add multiple food tokens to the food supply when they are played. Those food cards still only count as 1 card played into the crisis.

- **Move a Survivor:** A Player may move each survivor he controls once during his turn. A survivor may be moved to any location that has an empty survivor space. After each time a player moves a survivor, he must roll for exposure.

  Note: If the result of rolling for exposure was a bitten, when it is spread it spreads to a survivor in the location that the moved survivor just moved to.

- **Spend Food Tokens:** A player may spend 1 or more food tokens by removing them from the food supply area on the colony board. That player increases any 1 unused action die he controls by 1 for every food token he spends.



- **Request:** During his turn a player may request 1 or more item cards from other players. Other players may give the requesting player an item card from their hand, if they do, that card must be revealed and immediately played. The requested card cannot be added to the crisis.

- **Hand Off:** During his turn a player may have a survivor he controls that has an item equipped hand that item off to another survivor at the same location. When an item is handed off it is unequipped from the survivor that is handing it off and is immediately equipped to the survivor that it is being handed to.

  Note: If the item has a once per round ability and it has already been used that round it cannot be used again by handing it off to another survivor.

- **Vote to Exile:** Once during each of his turns a player may choose another player and initiate a vote to exile that player. Initiating a vote forces all players to simultaneously cast a vote of yes (thumbs up) or no (thumbs down) to determine whether or not the chosen player is exiled. A player cannot initiate a vote to exile themselves. Remember all ties are broken by the first player, this includes votes to exile (see the *Exile* section on page 14 for details).

ROLLING FOR EXPOSURE



Immediately after a survivor moves to a new location or kills a zombie, the player that controls that survivor must roll for exposure by rolling this die. Each die face has an effect that is triggered when that result is rolled.

Effects



Blank: Nothing happens.



Wound: The survivor receives 1 wound token.



Frostbite: The survivor receives 1 frostbite wound token. This is considered a wound. At the beginning of each of your turns, each survivor you control that has 1 or more frostbite wound tokens on it receives an additional wound token.



Bitten: The survivor is killed and the bite effect spreads.

Spreading a Bite Effect

When a survivor is killed as a result of a bitten roll, the bite effect spreads to the survivor with the lowest influence that shared a location with the bitten survivor. Each time a bite effect spreads, the player that controls the survivor it spread to must choose from the following options:

- **Option 1:** Kill the survivor that the bite effect spread to. The bite effect stops spreading.

- **Option 2:** Roll the exposure die again. On a blank result, the survivor that the bite effect spread to is not killed and the bite effect stops spreading. On any other result, the survivor that the bite effect spread to is killed and the bite effect spreads again. The bite effect will continue to spread until a player either chooses option 1, rolls a blank result after choosing option 2, or there are no more survivors at the location.

Remember: Whenever a survivor is killed by any game effect the colony loses 1 morale.

"Bark bark!" (Translation: He wasn't movie material, but as people go, he was a good one. I shall miss him.)

Sparky



RESOLVING CROSSROADS CARDS



At the beginning of each player's turn, the player to her right will draw a crossroads card. That player must keep the crossroads card secret, only revealing it if its trigger happens. The text on that card applies to the player taking a turn. If at any time on the player's turn she meets the requirements of the trigger, all of the card's text is read aloud by the player who drew it. Most crossroads cards provide 2 options to choose from, all of the text from these options is read out loud. The player the card applies to must then choose 1 of the options. That option immediately takes effect and the card is removed from the game. If the card doesn't trigger, place it on the bottom of the crossroads deck. If a player is unable to meet the conditions of an option on a crossroads card, she must choose the other option.

Note: Some crossroads cards trigger when a player performs an action. This trigger takes place after the action being taken has been resolved.

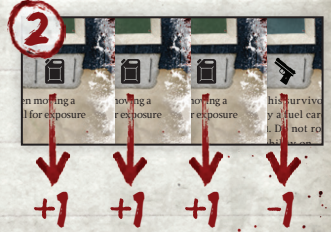
Note: Some crossroads effects have you search a deck for a specific card. After searching a deck, shuffle it.

EXAMPLE: RESOLVING A CRISIS

1. *During a three player game, the Fuel Shortage crisis is resolved. None of the three players have been exiled, so a total of 3 points must be obtained to prevent the crisis.*



2. *Four cards have been placed into the crisis contributions. The cards are shuffled and revealed to show cards with three fuel symbols and one weapon symbol. Each fuel symbol adds 1 to the point total. However, the weapon symbol is not included in the prevent section of the crisis card and therefore takes a point away from the total points. The final total is 2 points, which is less than the number of non-exiled players. The crisis is not prevented.*



COLONY PHASE

During the colony phase, resolve the following 7 effects in order.

1. **Pay Food:** Remove 1 food token from the food supply for every 2 survivors in the colony (rounded up). Remember that helpless survivor tokens count as survivors for this purpose.

   Note: Survivors at locations other than the colony do not count towards the total number of survivors in the colony. They are considered to be foraging food for themselves and so do not require food be paid from the supply.

   If there are not enough food tokens do the following in order:

   - Do not remove any food tokens.
   - Add a starvation token to the food supply.
   - Decrease morale by 1 for each starvation token currently in the food supply.

2. **Check Waste:** Count the cards in the waste pile. For every 10 cards (rounded down), decrease morale by 1.

3. **Resolve Crisis:** Shuffle the cards that were added face-down to the crisis during the player turns phase. Reveal them one at a time. Each item card added that has a symbol matching a symbol in the prevent section of the crisis is worth 1 point. Each card that doesn't have a symbol matching a symbol in the prevent section of the crisis subtracts 1 point. After revealing all of the cards, if the combined point total is lower than the number of players then immediately resolve the crisis. If the point total equals or exceeds the number of players the crisis is prevented. Additionally, if the point total exceeds the number of players by 2 or more the colony gains 1 morale. After resolving the crisis, remove all cards added to the crisis from the game. See *Example: Resolving a Crisis* to left.

4. **Add Zombies:** Add 1 zombie to the colony for every 2 survivors (including helpless survivors) present there (rounded up). Add 1 zombie to each non-colony location for every 1 survivor present at that location. One at a time remove each noise token at a location and roll an action die for each. Add a zombie to that location on each roll of 3 or lower (see *Adding Zombies* on next page for details on adding zombies to the colony).

5. **Check Main Objective:** Check to see if the goal on the main objective has been achieved. If it has been achieved the game immediately ends.

6. **Move Round Tracker:** Move the round tracker down 1 space on the round track. If it is moved onto 0 the game immediately ends.

7. **Pass First Player Token:** The first player passes the first player token to the player on his right. A new round begins starting with the reveal crisis section of the player turns phase.

ADDING ZOMBIES

Whenever adding zombies, they are added 1 at a time until all zombies that need to be added have been added.

When adding zombies to the colony, always place the first zombie on any empty space in entrance 1, the second zombie on any empty space in entrance 2, the third zombie on any empty space in entrance 3, etc. until all of the zombies that need to be added have been placed. When adding a seventh zombie, place it on any empty space in entrance 1 again, an eighth zombie on any empty space in entrance 2, etc. If there are no empty entrance spaces in the entrance the zombie would be placed but there is a barricade token in one of those spaces, destroy that barricade token and remove the zombie that would have been placed. If there are no empty spaces and no barricade tokens, the entrance has been overrun, remove that zombie and kill the survivor at the colony that has the lowest influence value. If there are only helpless survivors at the colony, kill a helpless survivor. If there are no survivors at the colony remove the zombie that would have been placed without further effect. Every time a survivor is killed (including a helpless survivor), decrease morale by 1. When adding zombies to non-colony locations follow all of the same rules, except there is only 1 entrance to place zombies in so all of the zombies are placed in spaces at that entrance. See *Example: Adding Zombies* to right.



In the rare case that players ever have to add zombies and there are no more zombie standees left, use the zombie tokens included in the game to add the additional zombies.

KILLING ZOMBIES

Whenever a zombie is attacked it is killed. Whenever a zombie is killed by an attack or card effect, the player that controls the survivor that killed that zombie must roll for exposure on that survivor. When killing a zombie at the colony, choose which zombie to kill. It may come from any entrance. A zombie that is killed or otherwise removed from the game board is placed back into the pile of unused zombies.



EXAMPLE: ADDING ZOMBIES



1. *During the Add Zombies phase, there are fourteen survivors in the colony so seven zombies need to be added to the colony. The first zombie is placed on an empty space in entrance 1.*
2. *Continuing counter-clockwise, next zombie is placed on an empty space in entrance 2,*
3. *The third zombie would be placed in entrance 3 but entrance 3 is already full of zombies. Entrance 3 is therefore overrun. The zombie that would be placed is not placed and the survivor at the colony that has the lowest influence value is killed.*
4. *Continuing counter-clockwise, the fourth zombie is then placed on an empty space in entrance 4.*
5. *Continuing counter-clockwise, the fifth is placed on an empty space in entrance 5*
6. *Continuing counter-clockwise, the sixth is placed on an empty space in entrance 6.*
7. *Continuing counter-clockwise, the seventh and final zombie is placed on an empty space in entrance 1.*

ADDING SURVIVORS

Some game effects will cause a player to add a new survivor to her following. Whenever a survivor is added to the game, its corresponding standee is added to the "Colony Occupants" section of the colony board. The player who controls the new survivor may use that survivor during her turn, but does not roll an additional action die for it until the roll action dice step of the player turns phase. If there are no empty survivor spaces remaining at the colony, then players cannot trigger crossroads cards that would add survivors (including helpless survivors) and cannot play item cards that would add survivors.

KILLING SURVIVORS

- When zombies overrun a location entrance a survivor is killed.
- When a survivor has 3 or more wound tokens it is killed.
- When a survivor is bitten it is killed.
- Some card effects may kill a survivor.

When a survivor is killed, remove its survivor standee from the game board, decrease morale by 1, and place its survivor card in the removed from game pile. If that survivor had any cards equipped to it and that survivor is at the colony those cards are added to the hand of the player that controlled that survivor. If the survivor is at any other location those cards are shuffled into that location's item deck.

If a player's group leader is killed (or otherwise lost), she must choose a survivor from her following and make it her group leader.

If a player's last remaining survivor would be killed (or otherwise lost), that player immediately removes from the game all cards in her hand, draws a new survivor card, adds it to the game, and makes that survivor her new group leader.

If a helpless survivor is killed (by the effects of a card or as the result of a zombie overrun where there are only helpless survivors in the location), remove a helpless survivor token and reduce morale by 1.

Note: Some card effects remove survivors from the game. This is not the same thing as killing a survivor. You do not lose morale when removing a survivor unless the card directs you to.

EXILE



If the players vote in favor of exiling a player, the exiled player must immediately draw 1 exiled secret objective card. This card will adjust his secret objective. The exiled player must move all of the survivors he controls that are in the colony to non-colony locations of his choice. Those survivors follow all of the normal rules for movement, except this move does not count as the 1 move survivors are allowed to make during his turn. Some new rules apply to the exiled player:

- The exiled player cannot add cards to a crisis.
- When the exiled player is directed to add helpless survivor tokens to the colony those tokens are not added.
- If the exiled player plays a survivor item card to add a survivor to the game it is placed at a non-colony location of his choice rather than at the colony.
- The exiled player cannot spend food tokens to increase his action die results, but may play food cards to increase an action die result by 1 for each food card played rather than carrying out the effect listed on the food card.
- The exiled player cannot vote.
- The colony does not lose morale when a survivor the exiled player controls is killed.
- When the exiled player plays a card, instead of placing it in the waste pile, he removes it from the game.

Important note: If at any time during the game there are 2 exiled players and neither had a betrayal secret objective, morale immediately drops to 0.

WINNING AND LOSING THE GAME

When the game ends for any reason, if a player has completed his secret objective he wins. If he has not, he loses. Some players may win in a game that other players lost; there can be multiple winners. It is also possible for everyone to lose if no one has completed his secret objective when the game ends.

The game can end in a variety of ways:

- If the morale track reaches 0 the game ends immediately. Do not check to see if the main objective has been completed.
- If the round track reaches 0 the game ends immediately. Do not check to see if the main objective has been completed.
- The main objective is completed.

VOTING

During the game players may be given the option to vote with a thumbs up or down, either because a player initiated a vote to exile or because a crossroads card called for a vote to be cast. Players may take time to deliberate before casting their vote. Once players are ready to vote, count down from 3, with every player simultaneously casting his vote on 0.

CARD TEXT

When a card effect contradicts the rulebook, the card effect takes precedence. If 2 game effects would ever seem to trigger simultaneously, the first player decides in which order they will resolve. An item card cannot be played to interrupt an effect currently taking place.

Example: A medicine card cannot be played to prevent a wound, it can only be played after receiving a wound, so if a survivor receives their third wound they cannot be saved by playing a medicine card, they will be killed.

ROLEPLAYING, SECRET OBJECTIVES AND GAME BALANCE

In Dead of Winter each player takes on the role of a survivor of the zombie apocalypse. That survivor leads a group of other likeminded survivors. That group of survivors is a part of a larger colony of survivors who are all trying to live through a harsh winter in a broken world.

Each player starts the game with a secret objective. That secret objective represents the psychological bearing, or secret aspirations, of that player and her following. Most players are driven to see the colony succeed but they also have other compulsions that run so deep that they too must be achieved.

Betrayal secret objectives represent a survivor who is actively working against the colony. An exiled secret objective represents the reaction of that group of survivors to being exiled. Some secret objectives may be more difficult to complete than others.

GAMEPLAY VARIANTS

CO-OP VARIANT

Players may choose to play the game cooperatively. Use the hardcore side of the main objective card and do not assign secret objectives. Each player's only objective is to complete the main objective. Players cannot vote to exile a player. During setup, remove from the game every card showing the non co-op symbol on the bottom right corner of the card.



Non Co-op symbol

2 PLAYER VARIANT

Follow the same rules as the Co-Op Variant. When setting up each player receives 7 starting item cards instead of 5 and receives 4 survivors and keeps 3 of them instead of keeping only 2 of them.

BETRAYER VARIANT

During the setup players may choose to add only 1 non-betrayal secret objective per player rather than 2, greatly increasing the odds of a betrayer.

HARDCORE VARIANT

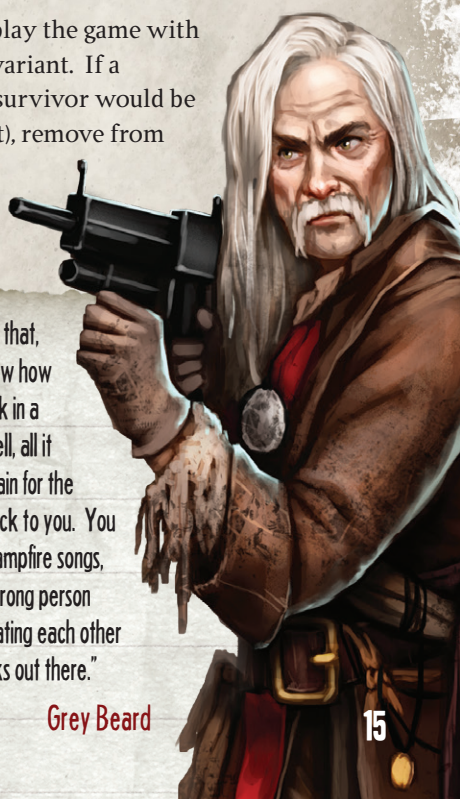
Instead of playing with the standard side of the main objective, players may choose to play the normal game but use the hardcore side of the main objective for a greater challenge.



Hardcore side

PLAYER ELIMINATION VARIANT

Players may choose to play the game with the player elimination variant. If a player's last remaining survivor would be killed (or otherwise lost), remove from the game all cards in her hand. That player is out of the game.



"You're all idiots. Worse than that, you're dead idiots. Sure, I know how it goes, each one of you's a link in a chain and blah, blah, blah. Well, all it takes is one weak link in a chain for the whole thing to fail. So good luck to you. You all hold hands and sing your campfire songs, but as soon as you trust the wrong person to the wrong task, you'll be eating each other like the rest of the dead freaks out there."

Grey Beard

MAIN OBJECTIVE STORIES

M01 – X Weeks of Darkness

January 30th

This place is as dead as the things that hunt us. When we formed the colony here, we thought we could live off the town for years. But we misjudged what this place had to offer. I can only assume it's been hit by other survivors and much of the goods and supplies we should have been able to find are in short supply. Canned goods, ammunition, fuel… everything we need is in conspicuously small quantities. We need to move on, but it's just too cold. So we wait, praying for the weather to let up so we can get the convoy rolling again, and start the miserable search all over again. It seems like each time I'm ready to eat a bullet, a new crisis appears, and suddenly I'm fighting as if living is the only thing that matters.

M02 – Kill Them

January 15th

I refused to believe it at first, but the proof is there for everyone to see. Twenty four hours has passed and Mel still hasn't risen. Sure the bites killed him, but they were grotesquely severe. What's important is they lacked the juice to bring him back. Optimism is raging through the colony like fire in a dry forest. We were already wondering why the ranks of the dead seemed to be thinning. Could our wildest hopes have come to pass? Has whatever force that animated the corpses finally left or died off? Should this be true, it changes everything. If we can only kill those dead that shamble through the town and around our walls, we might be able to spend the rest of our lives in peace. Finally! I'm not afraid to die fighting, but I don't want to die and become the very enemy I fought.

M03 – Find a Cure

December 20th

I sit here in silent shock. Could the answer be so simple? Has our great species been brought to the edge of extinction by a mutation of one of its simplest and oldest viruses? If there are gods, surely they are laughing at us now. Or at least they laughed at each moment in my life when I failed to wash my hands. But what next? I need a better lab. And supplies. I need to rally the others and have them bring me everything they can. At the very least I think I can immunize us, but even better, I think I might be able to eradicate this plague in one fell airborne swoop. I think back to that summer when I, drunk on youth and love, considered staying in Italy and saying to hell with finishing med school. How horrifying to think that a cheating Italian boyfriend may have been a critical factor in ending the greatest catastrophe to mankind!

M04 – Home Sweet Home

February 5th

All of our hard work has rewarded us more than I could have hoped. Yesterday this was a refugee camp, and today it's an honest-to-God town. When people call it the Colony, there's no bitter irony in their voices, and that speaks volumes. Only problem is, all of our hard work has brought down a swarm of the dead upon us. Each day brings new invaders to our walls, and they wander the streets in town waiting for a living morsel to present itself. If we can just figure out a way to kill this swarm, build up our defenses and hopefully stop attracting more of them. Sure, we'll probably be dealing with stragglers for the rest of our days, but anything would be better than the horde we're dealing with now.

M05 – Raiding Party

November 13th

Winter will be upon us before we know it, and we don't want to be here when it arrives. The town doesn't seem to have been looted much – they must have been hit hard. We'll set up a camp here, then hunker down and see what we can find. We'll need to move quickly, and not just because of the weather. The dead seem to have caught wind of our presence, and we see more and more each day. If we lose people or waste supplies fighting those freaks off, then this whole raid will be for nothing. Our primary target for the search is fuel, but personally I'm hoping medical supplies are abundant. If I don't get this bite treated soon, someone's going to notice. Already I've got a light fever that won't go away, and once I start to sweat I just can't stop. All I need is some antibiotics or something. I just know it. There's no way I'm going out like those other fools. I won't let it happen.

M06 – Leave it all Behind

February 21st

It's us or them now. I hate that it's come this – I really do. But our species isn't going to survive without staring down some terrible and hard truths. There's a core group of us and then there are the tagalongs. The core group makes all the tough calls. It does all the hard work. The tagalongs seem to just be there to eat our food and complain about their inconveniences. Screw them. I say when it's time to go we leave behind the bickering fools who think every decision deserves a debate and a vote. I say we ditch the moaners who don't appreciate the concept of a meritocracy. Of course they don't like that idea – they don't do anything. Well my mind is made up, and I know the others will agree. We just need to make sure we act quickly when the opportunity presents itself.

M07 – Stockpile

December 16th

This morning I stood on the watchtower (I still can't believe the thing hasn't collapsed) and looked out at the town. I pretended I couldn't see the dead that staggered through the streets, and it seemed lovely to me. Fog was rising from the ground in ghostlike wisps, and the crisp air that filled my lungs felt magnificent. I don't want to leave this place. Winter will be hard, but I'm already dreaming of what spring will bring. Maybe I'm a fool to find inspiration in the season where the Earth seems to wither and die, but it's always felt like starting over to me. Now is the time to hunker down and gather all the food we can. Now is when we build big walls our enemies cannot overcome. The snow shall melt and everything that's green will flourish and bloom again, and when it does, Spring shall find us not just alive but thriving.

M08 – Winter Has Come

November 28th

We've been caught with our pants down just like I warned them. Anyone willing to keep their eyes open could have seen the warning signs. Early morning frosts. Rapidly changing weather. It was just a matter of time. Now winter is here and up to now we've only been concerning ourselves with food. The generators can keep us alive but they're useless without fuel. Yesterday one of the kids offered to drive into town to scavenge, and it was all I could do not to slap him. Drive? Doesn't that use fuel? Try walking – it will keep you warm at least. God help me, it's like the parable of the Ant and the Grasshopper, only in this scenario the ants will die right alongside their lazy companions.

M09 – Too Many Mouths

February 10th

Is today Groundhog's Day? I can't remember anymore. Weird how hunger lets one dwell on such trivial thoughts. Shouldn't every brain cell be conserved right now? The canned goods ran out a week ago, and the grains followed soon after. The chickens are gone and so is the last of the venison. We're living off what scraps we find in town, but they aren't enough. I've never thought myself an evil man, but God help me, my thoughts are dark of late. I know I'm not the only one. There just isn't enough food to go around, and it's hard not to feel bitter when it has to be shared with people who don't pull their own weight. These thoughts are wrong. I know that. It's no one's fault that the skills they possess belong to another world. Another time. Our intellectual capacity is what separates us from animals, yet when our most basic needs cannot be met, it's hard not think and act like animals.

M10 – We Need More Samples

January 25th

As if the colony needed to smell even worse! Now we're storing corpses in the sheds where we once kept our plentiful food stores. God, what I wouldn't give to taste a carrot again. You-know-who has on her bossy boots once more. I didn't like doctors before the world ended, and I don't like them now. She says studying the bodies might help her identify how to stop the plague. Yeah, right. Better to spend time figuring out the quickest, cheapest way to commit suicide. But whatever. Everyone else is excited to help, and maybe that's the real value of this little project. All this "research" will do is tell us what we already know – the dead come back and try to eat you. Whoopty-freakin'-do. Still, if Her Royal Highness does come up with a cure, I'd better be first in line to get it.

S11 – Gluttony Betrayal

Each morning I stand naked in front of the mirror and drink in the sight of my body. I've noted the leanness in the faces of the others or the visible ribs along their flanks. They eat enough to survive, but everyone is hungry, and though I cannot explain it, that fact excites me. Each night I uncover my secret hoard and just stare at it. Sometimes I sample these stolen morsels, but of course I can't eat too much or everyone will know. I revel in the thought that my belly is filled while everyone else's growls with hunger. When I look in the mirror, I lovingly caress my flesh; joyously touching those parts of myself that look so plump and prosperous. I adore my love handles and the slight paunch I've been nurturing. Such a luxury, and I thrill that it comes at the expense of my neighbors. I have while they do not, and I find that achingly exquisite.

S12 – Runaway Betrayal

Dear friends,

If you hadn't figured out I was missing, well, now you know. Words cannot express how terrible I feel about cutting out on you like this, but I hope you'll forgive me. I'd like to tell you my actions are governed by deeply held convictions or something, but really I'm just a coward. And I've been scared lately. This colony is barely holding together. In the past weeks I've noticed a lot of weaknesses in our setup here, and it scared me. I suppose I could have said something, maybe helped come up with solutions, but I think it's best to just have some "me time" right now, you know? Nothing personal – I think you're a great bunch of human beings. I love you guys so much!

P.S. I had to cut the eastern fences with bolt cutters to get out, so there's probably a bunch of zombies getting in that way right now, or something. Just FYI.

S13 – Take Over Betrayal

First of all, I'd like everyone here to give themselves a hand. Truly, this was a group effort. Great job everyone – nice hustle. The colony couldn't be more perfect now. Lots of defense, plenty of food – everything me and my crew need to ensure our comfort while we wait out the zombie apocalypse. Now if you don't mind, as the old saying goes, you don't have to go home but you can't stay here. Oh, don't look so glum. You guys did a bang-up job here and I'm sure you can do it again. Or you'll die. Either way, I'm good. So what we need now is for everyone to form a line so you can be searched before you're taken to the gates. Don't get so excited. We're not monsters. We'll let you keep your clothes.

S14 – All for One Betrayal

You idiots never had a hope of surviving. The only reason any of you are alive is you got lucky, or someone smarter and stronger like me saved you. I've wanted to laugh each time you talked about setting up barricades or going out to forage. What a waste of effort! It's only a matter of time before this place falls, and man it's coming. So I've stockpiled some stuff, and now it's time to get out of here. What? Oh please. Man, I knew someone would say that. Sure my taking this stuff is probably going to hasten the colony's collapse, but I'm not going to feel bad about something that was going to happen anyway. That isn't my fault and this is not my doing. I bet any one of you would have done the same thing already if you morons were only smart enough to think of it. Now… step away from the truck or I'll show you how dangerous I am with this thing. I'm done letting you live off my hard work.

S15 – Accept Your Fate Betrayal

Only now do you all understand the doom laid upon our species. I tried to tell you it was hopeless, but I guess you wanted to squander what was left of your lives on hard labor. The colony was just a child's daydream. Surely in your hearts you knew it wasn't sustainable? Nothing could be in the face of complete annihilation. The dead will always keep coming, and the few of us left on this planet will always be swelling their ranks. It is best to go and seek death now in the manner most fitting for you. Me? I shall just lie here and wait. To do anything more would be embarrassingly pointless.

S16 – Trigger Happy Betrayal

Come out, come out, wherever you are. I killed most of you already, and those who are left can't hide. You see, I didn't shoot anyone in the head. Your precious neighbors and loved ones will be moving again soon, and you'll find this colony has become just another death trap. It's the zombies or me kids! You have no one but yourselves to blame. I couldn't have stockpiled all these weapons if you had just taken a moment to notice me. To recognize my

hard work. Didn't you see all the things I contributed to the community? If you had just paid attention I wouldn't have been able to build this arsenal. But oh no, you all just ran around like chickens with your heads cut off, jumping from crisis to crisis. Our brave self-appointed colony leaders! Psh. Just another exclusive clique that doesn't care about all the other people it chews up and spits out. Because it's your story, right? The rest of us are just supporting actors! Isn't that what you think? Well surprise, it turns out it's my story, and this one's all about revenge. So I'll say it again. Come out, come out, wherever you are…

S17 – Cult Leader Betrayal

The dawn of a new age is upon us! In the Old Testament, God sent down his angels to deliver punishment to the flock. But when two thousand years passed, the flock believed the Shepherd did not exist. They claimed he was mythological, and so they wallowed in their earthly comforts and sins. But what is a thousand years to God? What could even ten thousand years be to the Almighty? Now the Shepherd has turned his eye back to his flock and found them sick with corruption, and so he does what any good caretaker would do: he culls the diseased so that the healthy might live. Make no mistake my disciples! The dead that roam across this country are the damned, and they seek out those sheep bereft of repentance. Our Lord does not wish to kill his children – indeed he loves them, even as he strikes them down. But he shall not suffer the poisoning of our souls any longer. And so we welcome the ravenous dead, those wretches that our Lord found wanting, knowing it is a just punishment for an unjust world.

S18 – Serial Killers Betrayal

Before the outbreak I lived in terror of being caught. I'm not a sadist I don't think. I don't get off on seeing people in pain, or anything sick like that. It just fascinates me is all. I think I'm kind of like a scientist. I just really need to study people in those precious final moments. See how they react physically and emotionally to pain… see how they deal with the realization that they're going to die. I think God understood what I needed when he made the world end. There's suffering all around me now: the pain of manual labor, the pangs of hunger, and of course the violence caused by the dead. And now so many people in the colony have died that I don't think I have to just watch anymore – there aren't enough of them to stop us and we've got the element of surprise on our side. And surprise does make for especially fascinating studies. Everyone here is going to die in the time and manner of my choosing. I'm very excited – there's going to be so much to watch and learn.

S19 – Mad Scientist Betrayal

They're almost perfect, you know? The dead, I mean. They can not only withstand any trauma save that to the brain, but they will attempt locomotion no matter the amount of damage to their trunk or extremities. Their only flaws are that they are not controllable, and of course their utter lack of intellectual capacity. Until now. Let me introduce you to two of our fallen comrades. Before my experiments they would have been doomed to be mindless cannibals that slowly rotted away. But my engineered version of the so-called zombie virus prohibits 35% of the damage done to the brain during the incubation period. Our friends here are only suffering from the standard cellular decay that all living creatures experience, and many of their brain functions have been left intact. Oh, they're drooling automata to be sure, but they are still able to follow rudimentary commands, all while remaining completely without fear. So lay down your weapons you fools. You are too late. I secreted my gZ3 compound in the drinking water… yesterday morning. Haven't you noticed how performance at the colony started suffering then? Have you not found my words harder to follow the longer I talk? We have come to the end of your adventure, and all of you now belong to me.

S20 – Obsessed Betrayal

It's just you and me now. When I first saw you I understood that we were meant to be together. It was an epiphany of almost religious significance. Don't you get it? You were made for me. Every nuance of your personality, every feature on that lovely face – all of it came to be so that you would be perfect just for me. So you can understand my frustration when I felt, nay, witnessed your love being directed at everyone but me. You must think I'm blind to not see it. But what I cannot fathom is, why? Do you derive some perverse pleasure out of denying your purpose in this world? Is it cruelty? Or maybe, and this is what I hope, it's all some sort of test. Well here we are my love. It's just you and me, and a little something to make it clear there are no more places for you to run. The others you so disgustingly leered at and planned secret trysts with? Dead or gone. I did that. I did it for you. For us! Always for us! So here we are, at the end of the test. So please stop your incessant weeping, and embrace our new life together. Just think – you will never have another moment in your life in which I am not right by your side.

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