

NO 35
MAY

Defend and Evacuate the Island!

10¢

THE PLUM ISLAND HORROR

REFERENCE GUIDE



GAME DESIGN
Hermann Luttmann



GMT Games LLC © 2023

USING THIS REFERENCE GUIDE

This booklet is intended as a reference for all rules queries not answered in the main rulebook. Unlike the rulebook, this booklet doesn't expressly teach players how to play the game. Players should first read the rulebook in its entirety before referring to this booklet. However, the included Example of Play provides an overview of gameplay and highlights some strategy tips to employ in play.

THERE ARE 7 MAJOR SECTIONS OF THIS GUIDE:

STOP!

Read the Rulebook before reading this document. After reading the rulebook, players are ready to jump into their first game. As questions come up during play, this guide provides information clarifications and citations to the main rulebook for quick reference.

Map, Components, & Cards Overview 3

This overview covers the map and components in *The Plum Island Horror* and labels the parts for easy reference.

Special Unit Overview 6

This overview details the characteristics and special abilities of NPCs, Mutations, and VIP units.

Example of Play 10

Glossary 20

An alphabetical list of defined game terms that provides rulebook references and clarifications.

The Golden Rules of Cooperation 33

Glossary Index 34

Quick Reference 36

Important Note:

This reference guide is the definitive source of rules information. If something in this guide contradicts the rulebook, the reference guide is correct. If an effect on a card seems to contradict the rules found in the rulebook or reference guide, the card effect supersedes.

Rules Reference Notation

[R12] indicates page 12 of the Rulebook

[RG5] indicates page 5 of the Reference Guide

TRACK 1

SPAWN ZONES

The Spawn Zone Areas are special in that they may not be entered by any non-Horrors units and Horrors units in these Areas may not be targeted by a Combat Action or special card effect.

GAME BOARD

Great South Bay Bridge

- Overrun Area
- Bridge
- Evacuation Area

Beach Area

BEACH

OVERRUN AREAS

(plus the **Great South Bay Bridge**)

No QK

VFW Memorial Park

AREA

number of Civilians placed during Setup [R8]

Area Type

Building

Forest

Clear

Area ID

Area Name

Kerri's Korner

Actions available at location

Actions

Decontaminate

Helipad
(Reposition & Evacuation)

Forage

Search

AREA CONNECTIONS

Bridges



White arrow



Black arrow

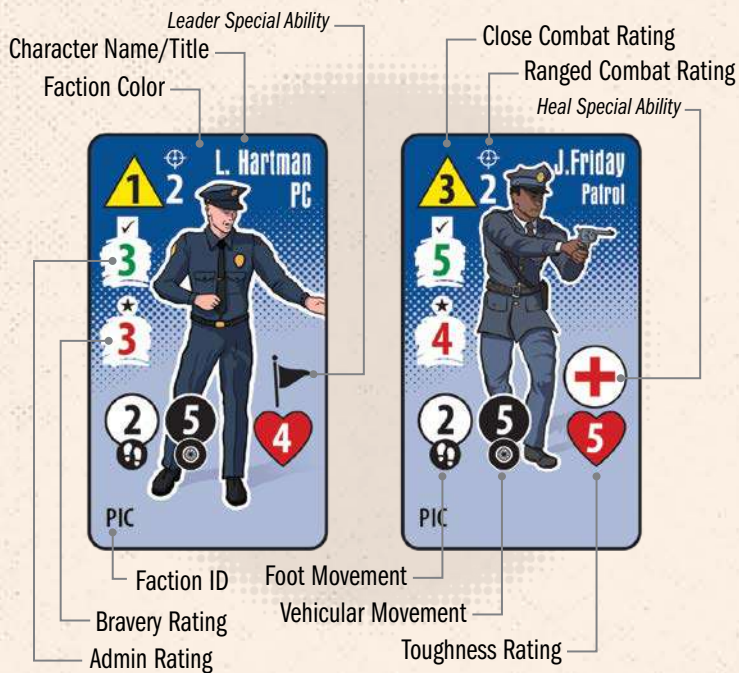


Forked Path



OTHER GAME COMPONENTS

STANDEES

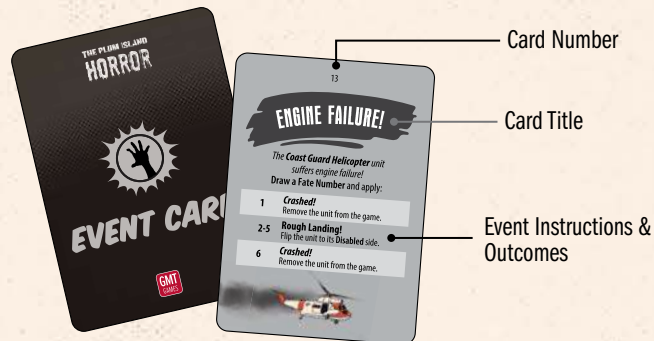
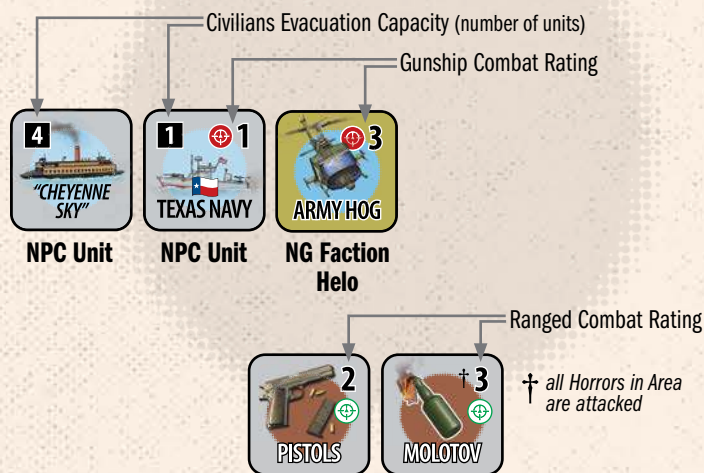


CARDS



* **Bold Italics:** condition for option
Italics: flavor text
 Regular: outcome that is executed

COUNTERS



SPECIAL UNITS & EXAMPLE OF PLAY

Non-Player Character units, Mutations Standees, and VIP Civilians units are the three different types of **Special units** in *The Plum Island Horror*. These units often play by their own rules. If one of these units enters play, it is recommended that you double check their reference below.

NON-PLAYER CHARACTER (NPC) UNITS

Non-Player Character (NPC) units are independent forces that participate in the game and are not controlled by any one player but rather by all players. *It is inevitable that at times you will come to depend on these saviors. How to take advantage of their services effectively without squandering their contributions will be a key decision point.*

There are several NPC units in the game. Some begin the game on the map, and some can appear due to Search Cards.

VEHICLE NPC UNITS

Vehicle NPC units may only be moved by using the Reposition Action during a Follow Action [R23]. If they are in the same Area as a Player Faction unit or an NPC Standee unit, their special abilities may be used to heal, evacuate, and conduct combat depending on their speciality.



The Air Medical Helicopter

This Helicopter unit begins the game at the Good Samaritan Hospital Area. It only has a the Capacity to evacuate one Civilians unit, but it can conduct the special Medevac Helicopter Heal Action [R23].



Coast Guard Boat & Helicopter

The Helicopter unit (Coast Guard Helicopter) and Boat unit (Coast Guard Cutter USCGC Alyssa) make up the Coast Guard Vehicle NPC units. They both begin the game on the map and are immediately available for use by the players. Both the Helicopter and Boat unit have an Evacuation Capacity of two Civilians units [R20]. Additionally, the Boat unit can conduct Gunship Combat in Areas with a Dock [R28].



The Plum Island Ferry

This Boat unit (*Cheyenne Sky*) begins the game in the Greenport Docks Area and is the most efficient method of getting Civilians units evacuated off the island as it has an Evacuation Capacity of four Civilians units [R20].



The Texas Navy

This Boat unit is a tiny fleet of specialized armed rescue boats that happened to be in the area at the time of the storm and enters play through a Search card. They specialize in tough water evacuations and have light armament as well.

This unit can conduct Gunship Combat [R28], has an Evacuation

Capacity of one Civilians unit [R20], and, uniquely, treats all Beach Areas as if they are Docks Areas [R23, RG21]. *This ability is important as players can therefore use a Reposition Follow Action to move this unit to a Beach Area and conduct Evacuations or Gunship Combat from there.*

NPC STANDEE UNITS

All NPC Standee units may be controlled by any player as if one of their own units—thus they are treated as Player units for all purposes except as noted below. **These units may perform any legal Player Actions using the Active player's Player Action allowance.** There is no limit to the number of times an NPC unit can be controlled by the same or different players in a Game Round. There are some cases where NPC units cannot be treated as regular Faction units:

- NPC units cannot benefit from a Leader unit's Leader Ability.
- NPC units may not conduct a free Crisis Adrenaline Move.
- NPC units cannot be used to build a Faction's Compound unit.
- Some Event and Search Cards forbid the use of an NPC unit to satisfy their requirement or perform their abilities.
- NPC units do not pay 1-Supplies for Ranged Combat.



Coast Guard Shore Patrol

This Standee unit begins the game on the map and represents the faithful men and women who protect the sacred shores of Plum Island.

Hero of the Day

This Standee unit is that certain someone special who shows up in the nick of time and displays near-superhuman abilities. If it would spawn into an Area that already has two Player units, place the Hero unit into any eligible adjacent Area instead.

Wolverines

This Standee unit represents a Plum Island High School athletic team (your choice of sport and gender). If it spawns into an Area that would cause an over-stacking situation, place the Wolverines unit into any eligible adjacent Area instead.

NPC SUPPLIES EXPENDITURES

NPC units are considered to have an unlimited supply of ammunition, gas, etc. so a player never has to discard any Supplies to conduct Ranged Combat or Gunship Combat with otherwise eligible NPC units.

ELIMINATED NPC UNITS

Should an NPC unit get eliminated for any reason, place the NPC unit back into the game box or onto their Faction Mat. The unit is out of the game permanently. *Note that Standee NPC units do get a Last Stand attempt [R27].*

MUTATIONS

A very special and particularly insidious group of Horrors are the so-called Mutations. These are severely altered mutants of not only people but animals as well, some of which were thought not to exist! There are six different Mutations that are spawned from Event Cards.

Mutations activate and move when a Fate token is drawn [R16]. Like Murder of Horrors Stacks, they trigger a Close Combat attack if there are Faction, NPC and/or Civilians units in its Area after all movement has been conducted.

Unlike Murder of Horrors Stacks, Mutations are exceptionally diseased and advantageously morphed, and these units can take more punishment than regular Horrors. To reflect this, Mutations are represented with a Standee (rather than tiles) and have a Toughness Rating (like Player units) which represents the number of Hit Cubes they can absorb before being eliminated. Hits are applied against Mutations by placing Hit Cubes into the Toughness Rating box on their Faction Mat. Once the number of Hit Cubes equals or exceeds the Toughness Rating, the Mutation Standee is eliminated. Mutations **do not** get a Last Stand chance.

A Mutation's resiliency is reflected with the Mutation Regeneration Step. During that step, automatically remove one Hit Cube from each Mutation. [R17]

Historical Note

This terror-inducing characteristic of Mutations was observed firsthand by Constable Elwood Schmidt, who served with Francis Drebin's Detective Squad. He recalls in vivid detail how he fired upon some advancing monstrous Leper Messiahs outside the Second Precinct building and watched as his shots found purchase in two of the Horrors—one having its arm (or something resembling that appendage) blown off and the other having its second head decapitated. But he was the only member of the squad able to fire effectively at that moment. He then watched in stunned silence as both creatures stopped, shuddered and their missing body parts began growing back! They were soon whole again, and the squad was forced to retire as quickly as possible. To this day, Elwood is haunted by nightmares reliving this experience.

MUTATION STANDEE DETAILS



Birds of Prey

This unit represents flocks of dangerous infected birds that escaped from the zoo's aviary. Instead of doing a normal move when activated, these units will perform a Fly Move. When this unit is activated, it will take flight and any player will draw two Fate Cards to get two Fate Numbers. The first number drawn is the Track Number to which the Standee will move. The second number has +3 added to its value and that is how many Areas down that Track the Standee is moved (with the **A** Area as the first Area counted). Draw additional Fate Numbers for Fork Areas normally but ignore Damaged Bridges and Player/Civilians units while counting (it flies over them). The birds will land in the last Area moved and if there are any Player or Civilians units in that Area, the Mutation will conduct a normal Horrors Close Combat Attack immediately. This unit can cause an Overrun if it lands in an Overrun Area and otherwise qualifies.

Birds of Prey Example: The track the Birds of Prey unit is on is activated and it will immediately take flight. A player draws a Fate Number to determine the track number the birds fly to and then a second Fate Number to determine the distance. The first number is 1 so players move the unit to Track #1. The second number is 5. The players add +3 to that Fate Number so the birds are moved to the eighth Area on that track, which is Area 1K (Erikka Woods). The Birds of Prey are placed in Erikka Woods and there happens to be the Ellie May Bobby unit there as well. The Watch Team is immediately attacked in Close Combat and has 4 Hits scored on them.



Infected Sasquatch

Who knew that this catastrophe would produce some positive news for cryptozoology? The particular strain of infection that permeated the atmosphere has also affected the Big Foot population in a bad way, causing them to reveal themselves (yay, finally!) but also go on a violent rampage. These no-longer-shy beasts have a Rough Hide and as such will remove two Hit Cubes (instead of one) during each Mutation Regeneration Step.

Leper Messiahs

Some things are just too horrifying to even discuss. The emergence of the Leper Messiahs was just such an event. From the depths of the bowels of the most extreme Experimentation Rooms, these personifications of horror walked straight out of the laboratories' wreckage. No one who encountered them could explain



the experience without openly weeping. No unit can attack this Mutation in Close Combat unless it has a Bravery Rating of 4 or more. A Ranged Combat attack has no such restriction. When the Leper Messiahs unit attacks a Player unit in Close Combat and the Bravery Rating of the defending unit is 3 or less, the Leper Messiahs unit increases

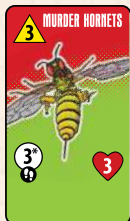
its Combat Rating from a 4 to a 6. This effect will automatically apply against all Civilians units.



Most Wanted

Well, it turns out that unbeknownst to the locals, the government has been housing the most dangerous and evil criminals in the country right here on Plum Island! And now they're on the lam. When attacking in Close Combat (only), one Shielded die result rolled by the defending unit is canceled

and has no other effect. This applies even if the Shielded result is obtained by a special effect.



Murder Hornets

(not to be confused with a Murder of Horrors)

Nothing ticks off hornets more than having their hive threatened, especially by something that throws off their senses like this infection does. This unit does a Stinging Swarm attack while it moves.

The unit will not stop when encountering other units

as it moves. Instead, it will automatically inflict 1 Hit on any one Player or Civilians unit in any Area it moves through and will only conduct a special* Close Combat if there is a unit to attack in the Area where it ends its movement. If more than one unit is in the Area, the players decide which unit will take the Hit. In addition, when a Hit is inflicted, the players place a yellow or red Biohazard Cube into the Biohazard Bag per the Biohazard Infection rule for each separate Hit inflicted. If the Murder Hornets enter the last Area of their Track, they will automatically stop there and conduct special* Close Combat against any eligible units located there. If alone in an Overrun Area, they will cause an Overrun and be removed normally. **These Close Combats are special because a unit cannot perform a Last Stand.*



Wild-Eyed Rats

This unit represents thousands of crazed rats that pour out of their hidey holes. These rodents are Diseased and have an enhanced Biohazard Infection effect. Players must add two Biohazard Cubes to the Biohazard Bag with each Close Combat fought with these dirty critters. Apply all normal Biohazard Infection rules.

Murder Hornets Example: The Murder Hornets are in Area 3G (the 1st Precinct) and are activated. Their Movement Allowance is 3 and they will be heading towards Area 3J (Town Hall). As they move into 3H, there are three Civilians units there. The players will have to choose one of the Civilians to be eliminated and they will add a red Biohazard Cube to the bag because all the yellow cubes are already in the bag. In Area 3i, they encounter a lone National Guard Infantry Squad Standee, and it takes 1 Hit as well and another red cube goes into the bag. The hornets are then moved into the Town Hall Area and located there is the Chief Lee Hartman Standee. Since the Murder Hornets are done with their movement, a normal Horrors Close Combat Attack is now resolved.

VIP CIVILIANS UNITS

VIP Civilians units will enter the game through certain Search Cards. These are island residents with particular skills or other benefits that could be important to the players and their cause. Some VIP Civilians units provide a special ability or unique Evacuation Point (EP) scoring. Whatever the case, they are worth paying attention to and rescuing. The special characteristics for these singular Civilians units are detailed as follows.

Brad "Babblin" Brook



This up-and-coming country superstar was on tour when the big storm hit. Now he and his road crew are fighting for their lives. One key weapon that he possesses is his remarkable singing voice, and in particular, his mesmerizing yodel. Any player may use

a Combat Action with this unit (as if it is an NPC unit) to attack (actually, to serenade) one Horrors unit in the same or an adjacent Area. Draw a Fate Card to get a Fate Number. On a 1 or 6, nothing happens and the attack fails. If the Fate Number is a 2 - 5, the Horrors unit is Stunned. If the target Area contains more than one Horrors unit, the player must choose one target only.



Cruise Ship Passengers

This unit encompasses an entire group of friendly vacationers donning their Bermuda shorts and carrying colorful, umbrella-skewered cocktails. But as we all know, when things go badly on a confined cruise ship, hygiene, immune systems, and overall

well-being plummet dramatically. If this unit is evacuated, immediately add one red Biohazard Cube directly to the Biohazard Bag. If there are no cubes to add, then increase the Biohazard Level by two spaces.



Greenport Utility Board

These bureaucrats are vital to getting the island back into working order after the crisis. Therefore, the condition of the Power Station itself when you save this unit is important. This unit is worth 4 EP if the Islandwide Light & Power Area (3H) is not Compromised when this unit is Evacuated. If it is Compromised, the unit is only worth 2 EP.



First Class Passengers

These dozen or so people crawled out of the First Class lounge section of a crash-landed jetliner. Obviously, these are individuals who are quite successful and who could afford these expensive tickets. But what are they worth to society in actuality—and can they help? Players don't know the answer to that question, so when this Civilians unit is evacuated, the player who did the evacuation will draw a Fate Card and get a Fate Number. The EP value of this unit is equal to the drawn number.



Jim "Boo-Boo" Kay

Jim was a somewhat famous ghost-hunter on the show Paranormal Hijinks. But his real claim-to-fame is his second career as a professional Squatcher, hunting Big Foot during the off season. Evacuating this unit is normally worth only 2 EP. But if the Infected Sasquatch Mutation Standee is currently in the game or has been eliminated, this unit is then worth 5 EP instead (for his being right after all!).



Naked & Afraid: Plum Island

This is the cast of one of the most popular reality TV shows around. Despite the obnoxiously conceited participants and stand-offish crew, they are also quite influential. If you rescue them, they promise a new series entitled The Housewives of Plum Island and they swear they can turn it into a mega hit and benefit the island's tourist industry.



Nick Grimes

This unit represents a once highly skilled sheriff who was critically injured during an arrest. He was in a coma in the hospital and suddenly awoke—understandably shocked at what happened to the world during the time he was unconscious. Suffering from psychological trauma and amnesia, he once again rises to the occasion. This unit has a Close Combat Rating of 3 and may attack and defend in combat like an NPC unit. However, it can

still only take 1 Hit before being eliminated and does not get a Last Stand attempt.



Oren's "Pump You Up" Gym

These super-beefcake men and women can handle themselves in a fight and can absorb a lot of punishment. This unit has a Toughness Rating of 3 and thus can take three Hits before being eliminated. You can place

black Hit Cubes next to the unit on the map or keep track some other way. These units can be the recipients of a Heal action as well, which will remove a cube. However, this unit does not get a Last Stand attempt.



Rachel's Uber Chakra Yoga

A very dedicated Yoga studio whose members all have solid cores and a wonderful spiritual effect on other survivors. This unit is worth 3 EP when evacuated and increases the EP value of each Civilians unit that is evacuated with them (in the same Evacuation action) by +1 EP each.



Rex Kramer

Famous for being an Ace jet fighter pilot during the Korean War, Rex was also a M.A.S.H. unit helicopter pilot and an America's Cup yacht skipper . . . and he crochets afghans. Having all these talents means he gets to sit in the pilot or captain's seat of any plane, helicopter or vessel. Therefore, he may be Evacuated by any eligible Helicopter or Boat unit without being counted against its Capacity limit.



Shady Acres Retirement Home Seniors

Saving these senior citizens is essential for so many reasons—most importantly, of course, is that no one wants to see grandma and grandpa devoured by hideous monsters. But getting them to actually move along is a real chore because they require a lot of maintenance, care and assistance. This Civilians unit occupies 2 Capacity spots on a Helicopter and Boat unit (yes, which means the Air Medical Helicopter and the Texas Navy units cannot evacuate this unit).



Uncle Ted's Archery School

These civilians are armed with bows and arrows and thus are considered to have a Ranged Combat Rating of 2 (only). A player may use a Combat Action to have this unit issue a Ranged Combat Attack (only) just like an NPC unit (i.e., it does not cost 1 Supplies to do so).

into the Biohazard Bag (because a Close Combat was fought) and adds another tile to the Murder of Horrors Stack (because it eliminated a unit, therefore adding a newly minted Horror to their horde). The Murder is now five tiles strong and feeling very good about itself, positioned confidently under the walls of the prison. This concludes the First Contact phase of the game since a combat has been resolved.

***F41:** The second activation from the “Surge!” result does not occur—if contact is made on the first activation of two, the second is ignored during the First Contact procedure. The Fate cards used during First Contact are returned to the deck and the Fate Deck is reshuffled.*

GAME ROUND 1

Ken will be drawing the Turn Order tokens in this round. Checking the Game Round Track, he sees that for Game Round #1 players are allowed only one Player Action for each Faction.

FATE TOKEN

Ken draws the top Fate Card to enact its Spawn and Activate instructions. The card indicates “Chaos!” as its Spawn entry. Ken places this Fate Card to the side so that he remembers to return to it and apply its Activate instructions. Ken draws the next two Fate Cards to get their Fate Numbers and he will Spawn onto each same-numbered track. He draws a “1” and then another “1”, so he places three new Murder of Horrors tiles (because the Biohazard Level is currently “0”) into the Spawn Zone of Track #1 and then repeats that action, placing another three Murder of Horrors tiles. Track #1 now has a ten-unit Murder sitting in its Spawn Zone (separate groups of Murder of Horrors tiles automatically amalgamate into one larger Murder when they end up in the same Area). Going back to the Fate Card he set aside, Ken then reads the Activate instruction on that card and it indicates “Tracks 2 & 5”. He first activates the Murder in the Spawn Zone of Track #2 and moves it two Areas (because its size is four tiles) into the Inga Forest. He then moves the Murder in Track #5’s Spawn Zone two Areas (its size is also four tiles) into the Pine Barrens (5B).

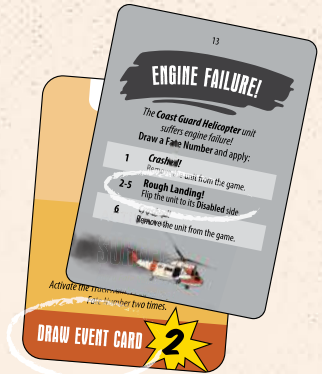
NATIONAL GUARD TOKEN

Ken’s Faction is activated. He can first conduct a free Crisis Adrenaline Foot Move with his one Standee but opts not to use it as he wants Mack Reacher to stay at the airport. He also chooses not to bring another Standee on just yet, as he wants to manage how many supplies he needs later and only has one Action this Round. For his one Action, Ken has Reacher use his Special Ability—“Checkpoint”. By doing so, he may collect Supplies markers and/or reduce the Biohazard Level by an amount equal to half the number of NPC and Civilians units in the Area with him (rounded up). Unfortunately for the Walker Family Civilians unit (sitting in the

Departure Zone of the airport) they have their luggage confiscated by the MPs. Ken collects a 1-Supplies marker and places it on his Faction Mat. The National Guard is now finished with its activation.

Play continues to the Follow Actions Phase, starting with Jason sitting to Ken’s left. Jason opts to Follow and moves Bones Corey from P.I.R.L. East back to the Old Republic Airport, as he is afraid the Horrors at the penitentiary might advance soon. Because he chose to Follow, Jason must draw the top Fate Card to see if an Event occurs. The card says “No Event” so nothing happens.

The next Follow opportunity now moves to Candace, who also elects to seize the moment. She chooses to have Ed Kramden do a Repair action as all players want the power restored as quickly as possible. She draws the next Fate Card, and the Fate Number is “3”, so she flips over the Damaged marker in the Islandwide Light & Power Area from Damaged-2 to Damaged-1. She then draws a Fate Card, and it shows, “Draw Event Card”! Candace lets out a string of obscenities and draws the top Event Card. The event is “Engine Failure!” and she draws a Fate Number to determine what happens to the Coast Guard Helicopter unit (located in Area 2i). It’s a “3”, which means she flips the helicopter unit over to its “Disabled” side. OK, that’s going to be an issue when the players get around to trying to evacuate civilians. That ends the Follow steps and Ken draws the next Turn Order token.



IMPENDING DOOM TOKEN

Ken joins Candace in the Obscenities Club (poor Jason is just trying to ignore them). He draws the top Event Card, and it is the “That Looks Infected” event. Luckily for the players, they have no Wounded units and thus this card has no effect. They all let out a big sigh of relief and both Candace and Ken apologize for their previous outbursts.

FATE TOKEN

Ken draws the next Fate Card for instructions. This card’s Spawn entry says “Tracks 3 & 4” so he adds three more Murder of Horrors tiles to each track’s Spawn Zone (both tracks now have a seven-unit Murder in their Spawn Zones). The Activate instructions indicate “Tracks 1 & 6”. Starting with Track #1, the Murder of Horrors in the Spawn Zone moves only one Area (because it is ten tiles large) into Area 1A. On Track #6, the Murder in Clementine State Penitentiary can move two Areas (it is five tiles large) so it barrels into the Old Republic Airport, which contains Mack Reacher, Bones Corey, the Army HOG Helicopter, and the Walker Family units. When entering an occupied Area, the Horrors

automatically attack in Close Combat. The players choose Mack Reacher to defend the Area against the monsters. The Horrors can possibly inflict up to 2 Hits (five tiles in the Murder divided by four, because it is a Building Area, rounded up). Ken rolls two Combat Dice for Reacher, as his Close Combat rating is “2”. He rolls a Shield and a Hit result and that means he cancels one of the Hits from the Horrors and inflicts one Hit as well! Nice job by the Military Police as they step up to protect the airport and its inhabitants. Ken puts one Hit cube in Mack Reacher’s Hit area, and he also removes one tile from the Murder, placing the tile back into the pile of available Murder of Horrors tiles. He also adds another yellow Biohazard cube to the Biohazard Bag (as this was a Close Combat, the result of which does not matter when it comes to Biohazard Infection).



WILD TOKEN

The three players consult with one another, and decide that Candace should activate the Greenport Township Faction so she can try to repair the power station as quickly as possible. She first does her Crisis Adrenaline Moves and opts to move Ralph Norton to Area 6L (Hampson Shores) to start corralling the Civilians and moves Mayor Andy Mayberry to 3K (Greenport Docks) to hopefully begin repairs (Greenport is a real mess). Note that Candace considered moving Bill LeFlamme into the airport, but could not as that Area is already at capacity with two Player Units (Reacher and Corey).

Candace decides against using her Repair action because she has something better up her sleeve. She instead chooses Bill LeFlamme for her one Player Action and has him do his special Ranged Combat attack (“Fire Hoses”). The hoses are aimed at the Old Republic Airport Area to rid it of those pesky Horrors. Candace discards one Supplies token (hooking up the water) and draws a Fate Number to see what happens. Amazingly, she draws a “6”



and all Horrors units in the Area are pushed back one Area (into P.I.R.L. East) and are also made Stunned! She places a “Stunned” marker on the Murder to indicate that they are all surprised, soaked, and shocked at what happened to them. These Horrors will miss their next activation (removing the marker instead of moving).

Ken gets a chance to Follow, but opts not to do so. He only

has two units: the Army Hog and Reacher are where he wants them, so why risk an Event. Jason has the next Follow option, and he decides to take it. He has Kevin Blart do a Crowd Control action and moves both the Lewis Family and Kuhn’s Coffee and Roastery Civilians units to the P.I.R.L. West Area (which he can do because his Admin Rating allows up to four units to be moved with this action). Jason draws a Fate Card, and it thankfully indicates “No Event”.

GREENPORT TOWNSHIP TOKEN

Candace does not do any Crisis Adrenaline Moves as everyone is pretty much where she wants them to be. She activates Ed Kramden to again do a Repair action and draws a “5” Fate Number, which removes the Damaged-1 marker and thus power is restored! Yeah! As a reward for getting the lights turned on again, each player immediately takes a 5-Supplies marker, and they add it to their Faction Mat. Everyone is all smiles—you see, this game is so easy!

Ken now has a chance to Follow with the National Guard and he takes that opportunity. He considers conducting Ranged Combat with Mack Reacher at the Horrors in P.I.R.L. East, but they are Stunned and won’t be a threat for a while. Instead, he takes the bold decision of building his Compound (Strongpoint Delta) at the airport to secure that key location. Reacher can build the Compound because he has an Admin Rating of “5” (he needs to be at least a “3” to build a Compound). He first applies a Hit to Reacher, placing a second Hit cube in his Toughness box, and then he spends the requisite 2-Supplies. The Strongpoint Delta unit is placed into the Old Republic Airport Area (which is allowed as the Compound does not count against the Area’s Faction Capacity Limit). Then Ken freely moves the Walker Family Civilians unit under the Compound counter, taking the family into the facility to shield them (obviously feeling guilty for absconding with all their possessions earlier). They may remain there the entire game and if they survive, they will be counted as being successfully evacuated

(the Evacuation Points are not yet counted, but the players can make a mental note that 3 EP are sitting in the Compound and will be credited to them if the Compound is not destroyed). Ken also needs to remember that housing the Walker Family unit means he needs to feed them during the Hunger Phase of each “Night” Game Round. Ken then draws the top Fate Card, and the result is “No Event”.

Jason also decides to Follow and has Kevin Blart’s security guards conduct a Ranged Combat at the Murder sitting in Inga Forest to start whittling them down. Jason spends 1-Supplies (for the bullets) and rolls two Combat Dice as Blart’s Ranged Combat rating is “2”. He rolls a Shield (which is a Miss since the Horrors are in a Forest—had they been in a Clear Area, it would have been a Hit) and a Critical Hit. That gives him 1 Hit and he re-rolls the die for the Critical, getting a Hit result. So, a total of 2 Hits are inflicted on the Murder of Horrors and two tiles are removed and placed back into the pool. Note that Blart’s special “Segway” ability would allow him to now move one Area, but Jason does not exercise that option. Jason draws a Fate Card and bam!—it’s a “Draw Event Card”. He grabs the top Event Card and it’s the “Big Foot Lives!” event. Oh my—the moose is loose! Jason finds the Infected Sasquatch Mutation Standee and places it in the Pine Barrens (5B) Area, joining the Murder there. He knows that the Jim “Boo-Boo” Kay Civilians unit is not in the game as it is a VIP unit and no Search Cards have been drawn yet (which is how the VIP units get into the game). Therefore, the tribe of Sasquatches enters the game without any Hits on it.

P.I.R.L.S.S. TOKEN

That means Jason is active. He opts not to do any Crisis Adrenaline Moves and thinks the best course of action is to have his CEO Martha Winfrey jump into her two-seater Mercedes and race to bridge #6 and try to get that span fixed up. He really needs her to get with the other P.I.R.L.S.S. units so she can start applying her Leader Ability, but the bridge needs to be repaired to do that. He declares a Vehicular Move for the CEO, spends 1-Supplies (for high octane gas), and moves Winfrey from 4H to 4G to 4E to 4D to 3F and finally to 3G (1st Precinct).

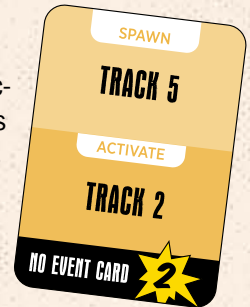
Candace chooses to Follow, and she has Ed Kramden take out his tool kit yet again and try to repair bridge #8. However, this time she draws a “1” on the Repair Table, which is an “Epic Fail!” result and would increase the damage to the bridge. But she goes for the “Duct Tape Option”, spends another 1-Supplies and converts this Repair attempt to “no effect”. Phew! Thank God Ed’s crew is handy! She draws a Fate Card, but it yields “No Event”.

Ken also decides to Follow and chooses a Reposition action, which is only allowed while Following. He can move the Army HOG Helicopter unit to any Uncompromised Area with a Helipad and chooses 4C (adjacent to Kerri’s Korner), figuring that from here

it can use its Gunship ability to shoot up any advance on Track #’s 3, 4 or 5. He draws a Fate Card and gets a “No Event” result. Yeah, look at the team go!

FATE TOKEN

Ken draws the top Fate Card, and the instructions are to Spawn on Track #5. Ken places three Murder of Horrors tiles into that track’s Spawn Zone (note that there are now two distinct groups on that track—a three-tile Murder in the Spawn Zone and the Infected Sasquatch Mutation with a four-tile Murder in the Pine Barrens (5B). The Activate instruction is Track #2 and that means that the two-tile Murder in Inga Forest



does not have to put a Biohazard cube into the bag because of Blart’s Biohazard Suits special ability (the lab’s security guards are equipped for the job).

This ends the **Activity Phase** and play proceeds to the **End Phase**. The End Phase’s first step is technically the **Replenish Location Step**, which is not in effect as it is not a “Night” Game Round. Next is the **Mutation Regeneration Step**, which is also ignored as the *Infected Sasquatch* Mutation does not have any Hits. The **Biohazard Infection Step** is next and Jason dips into the Biohazard bag to draw out two random Biohazard cubes (there are now five green cubes and two yellow cubes in the bag). He draws two green cubes so there is no increase in the Biohazard Level—well done by Jason! Jason then moves to the **Refill Turn Order Bag Step**, and he places all eight Turn Order tokens back into the Turn Order bag. Finally, he pushes the “Game Round” marker to the next space on the Game Round Track and play proceeds to the next round.

GAME ROUND 2

For this round, each player will receive two Player Actions. Again, there is no Hunger Phase, so we jump right into the Activity Phase. This time Candace will be drawing the Turn Order tokens.

NATIONAL GUARD TOKEN

Ken decides that for his Faction's Crisis Adrenaline Move, he will bring Sgt. O'Rourke's special forces Standee into the game. Note that this Faction cannot bring units into the game via a Follow action as the entry of a new Standee is its Crisis Adrenaline Move, and Crisis Adrenaline Moves are not allowed as a Follow action. O'Rourke's special ability is to be able to be placed into any Area (even if Compromised), and Ken places it into Kerri's Korner to take on the Infected Sasquatch.

He then opts to have O'Rourke use both Player Actions to issue Ranged Combat at the Mutation and see if he can rid the island of these beasts before they become a real threat. He spends 1-Supplies for the first Action, rolls three Combat Dice (O'Rourke's Ranged Combat rating is "3") and gets a Miss, Hit and a Critical Hit. His re-roll is a Partial Hit, which will do nothing by itself. The special forces score 2 Hits on the Big Footsies and Ken places two black Hit cubes on the Mutation's Faction Mat entry. He has O'Rourke shoot again, paying another 1-Supplies, and this time rolls two Shields and a Miss. No Hits!

Jason gets the first Follow opportunity, and he has Wenkman do a Search Location action at P.I.R.L. West (which is allowed as there is a "Search" icon in that Area). He draws the "Gun Locker Discovered" Search Card. Because this is a Building Area, he places two "Pistols" markers in the Area along with a 1-Supplies marker. He then has Wenkman pick up one of the "Pistols" markers (which he is allowed to do for free), placing it on the unit's entry on the Faction Mat, and he also drops an "Exhausted Location" marker in the Area per the card's instructions. Now no unit can conduct any Location actions in this Area until that marker is removed during the next Replenish Locations Step (which only occurs at night). Jason draws a Fate Card and there is no event.



Candace Follows next and she decides to have Mayor Mayberry do a Repair action in the Greenport Docks Area, trying to clean up the wreckage there. She draws a "5", which, coupled with the Mayor's Admin rating of 5 is enough to remove the "Damaged-2" marker from the Area. The Mayor has the skills to get the job done!

She draws a Fate Card and unfortunately it does call for an Event. She draws the top Event Card and it's "Run Aground!". She then draws a "2" Fate Number and the Coast Guard Cutter Boat unit in 2J is flipped to its "Disabled" side! Things are looking bad for evacuation opportunities!

P.I.R.L.S.S. TOKEN

Jason has Blart do his Crisis Adrenaline move to Wenner Bread (hoping to rescue the civilians and gather supplies there) and he moves Wenkman to Oceanside Industrial Park. For his first Player Action, he has Winfrey Repair bridge #6 and draws a "3", which removes one Damage level. He then chooses Blart to do a Forage Location Action and because there are two "Supplies" icons in the Wenner Bread Area, he takes a 2-Supplies marker and adds it to his Faction Mat. He then places an "Exhausted Location" marker in the Area, as that action automatically exhausts the Area.

Candace Follows and does a Reposition action, moving the Cheyenne Sky Boat unit to Area 1L (which is a Docks Area and therefore eligible for a Boat unit). She draws a Fate Card and there is no Event.

Ken also Follows, seeing an opportunity to get some quick Evacuation Points. He does an Evacuation action by having the recently moved Cheyenne Sky evacuate the Latimer Pest Control Civilians unit (lots of vermin at Fred's Fish Market apparently). He places the Civilians unit onto his Faction Mat and scores 1 EP for the players by doing so (the EP value is on the front of the evacuated Civilians unit). He moves the "Evac Pts" marker up to the "1" box on the Evacuation Points Track.

***FYI:** For an Evacuation action, the player simply removes the Civilians unit, scores the EP and leaves the Boat unit in the Docks Area (thematically, the boat could be making multiple evacuation trips, but the unit marker remains in the Area for simplicity).*

Ken draws a Fate Card and there is no event.

WILD TOKEN

The players consult and choose the Greenport Township to activate. Candace conducts her Crisis Adrenaline Move and moves Haus to Area 2i and Norton to 6J. She has Haus then attempt to Repair the Coast Guard Helicopter and she draws a "4", which flips the helicopter back to its operational side. For the second action, she has Mayor Mayberry do repairs on bridge #9, as she also wants to get the Mayor near her other units as quickly as possible to convey the Leader Ability on them. She draws a "1", which is a sloppy repair job! She does not use the "Duct Tape Option" (choosing to conserve supplies), so she adds a Damaged-1 marker to the Damaged-2 marker already there.

Ken's National Guard Follows, and he has O'Rourke fire at the Sasquatch again. He pays 1-Supplies and rolls three dice, getting a Miss and two Partial Hits. This is one Hit and he places a third Hit cube in the Infected Sasquatch's area of the Horror Mutations' Faction Mat. He draws a Fate Card and there is no event.

Finally, Jason also Follows and decides to get some civilians out of harm's way. He does a Crowd Control action with Blart, moving the Gene "The Dancing Machine" Studios Civilians unit to the relative protection of Inga Forest. He also thankfully does not draw an event.

FATE TOKEN

Candace draws the top Fate Card. The Spawn instruction is "Tracks 1 & 2", so she places three Murder of Horrors tiles in each Track's Spawn Zone. The Activation entry is "Tracks 3 & 4" so she moves the seven-tile Murder on Track #3 one Area to 3A and then the seven-tile Murder on Track #4 to 4A.

IMPENDING DOOM TOKEN

Candace draws the top Event Card—"Patient Zero". Yikes, the hospital is in real trouble now! First, she spawns a three-tile Murder into the Good Samaritan Hospital Area (luckily Dr. Haus went on his "house call" just in time!). This starts a Close Combat and the only unit in the Area is Tyra's Tax Service Civilians unit, caught in the middle of conducting a periodic audit of the hospital's books. The Murder generates one Hit which eliminates Tyra and her staff of bookkeepers. The Murder grows by one tile for the kill, and Candace places a yellow Biohazard Cube into the bag. Note that the Horrors ignore the Air Medical Helicopter unit. Then the Event Card says to draw three Biohazard Cubes and apply their effects. She does so and draws one green and two yellow cubes, which immediately increases the Biohazard Level to "2". She places the drawn cubes back into the bag.

FATE TOKEN

The Spawn instruction is for Track #6 and since the Biohazard Level is just "2", that means that a three-tile Murder of Horrors is placed in that track's Spawn Zone. The Activation entry is "Surge!" and Candace draws a Fate Number of "5". Therefore, Track #5 has to activate twice in a row. When activating multiple groups of Horrors on the same track, players move the one farthest down the track first and then they move the next farthest. After all the moving is done, any Murders of Horrors in the same Area amalgamate into one huge (bad smelling) stack. Then any Close Combat attacks are resolved.

As such, the Horrors in 5B move first and both the Murder and Mutations move into Area 5C and stop as they encounter O'Rourke and the Player's Financial Aid Civilians unit. Candace then moves the three-tile Murder in the track's Spawn Zone three Areas and

it ends up in 5C as well. It is then amalgamated with the Murder already there to form one seven-tile Murder of Horrors Stack.

Ken then resolves the Close Combat attack by both Horrors units (since O'Rourke is from his faction). He opts to resolve the Sasquatch attack first, hoping for the last hit necessary to take the Standee off the board. The Mutation inflicts up to 3 Hits (its Combat Rating), and Ken rolls four Combat Dice for O'Rourke (his Close Combat rating is "4"). He rolls a Partial Hit, Shield and 2 Misses. O'Rourke takes two Hits (one Hit was canceled by the Shield result) and the Sasquatch none. A yellow Biohazard cube goes into the bag. The Murder of Horrors then attacks O'Rourke next and inflicts up to 2 Hits (7 units divided by 4, rounded up). Ken rolls four dice again and gets a Shield, two Misses and a Critical Hit, with a Partial Hit for the re-roll. That means the Murder gets one Hit inflicted on it and a Murder of Horrors tile is removed to the pool. O'Rourke gets one more Hit (for an accumulated total of three black Hit cubes on him). Another yellow Biohazard cube is added to the bag. The special forces are dwindling down quickly.

Unfortunately for the guardsmen, this was a Surge! activation and the Horrors on Track #5 activate again! The first combats are repeated, with Ken rolling one Shield, one partial hit and two Misses against the Mutation. Ken deflates a little as this results in no Hits on the Infected Sasquatch (again) and two more Hits on O'Rourke. This is his fifth Hit, equaling his Toughness Rating and Ken has O'Rourke make his Last Stand attempt. He draws a Fate Card and gets a "5", which is equal to O'Rourke's Bravery Rating. His special forces make their stand and retreat into Area 4C (joining their Army HOG Helicopter), and O'Rourke's Hit cubes are set to four cubes (one below his Toughness Rating). That leaves the Murder of Horrors to eat the Players Financial Aid civilians in their Close Combat. Another two Biohazard cubes are added to the bag (see what's happening here?) and the Murder grows by another tile (it's now back to seven tiles strong).

FATE TOKEN

Three Fate Tokens in a row! Oof, brutal! The Spawn instruction on the next Fate Card is "5" and the players spawn 3 more Murder of Horrors tiles onto Track #5. The Activation entry is "4", so the seven-unit Murder in 4A is moved one Area into Schnitzel Brewery. There we find the Moe's Game Store Civilians unit, obviously setting up for its weekly "Boardgames, Brews and Brats" event. They are immediately massacred and eaten (with mustard and sauerkraut of course), and Candace again puts a yellow Biohazard cube into the bag and the Murder has another tile added to it.

GREENPORT TOWNSHIP TOKEN

The last Turn Order token for this Round is Candace's faction. She first has LeFlamme move from 6F to 5E to 5D for its Crisis Adrenaline Move.

With her first Action she moves the Shore Patrol NPC Standee (which she can treat as one of her own units) into 2i in case the Horrors break out of the hospital. Candace then has LeFlamme build the Surplus Armory Compound unit in its Area (the Infected Sasquatch and horde of Horrors must be slowed down). She pays 2-Supplies, gives LeFlamme a Hit cube, and then places the Compound unit in the Area. Candace then suddenly notices, to her dismay, that supplies are running short—and night is approaching.

Ken opts to Follow with a Reposition action and moves the newly fixed Coast Guard Helicopter to the Town Dump Area (it has a Heli-pad and is not Compromised). He draws the next Fate Card and there's an event! He draws the top Event card and it's "Diseased Jailbreak!". The inmates have become infected and break out! Checking at the bottom of the Event Card, Ken realizes that he must look around for the Poitinger Law Offices Civilians unit. He spots it at the mall (4E), and that means that some of the prisoners were already loose in the countryside, thanks to their skillful defense attorneys. The Most Wanted Mutation Standee is placed in the Clementine Penitentiary Area and then immediately activates and moves its one Area of movement into P.I.R.L. East (6D).

Jason cannot Follow because Ken set off an Event and all further Follow opportunities are canceled.

The Game Round finishes off with the End Phase. Starting with the Replenish Locations Step (not applicable yet) and then the Mutation Regeneration Step. In this case, because of the Infected Sasquatch's special ability, the players remove two Hit cubes (instead of one) from its Faction Mat. For the Biohazard Infection Step, Candace draws two cubes from the Biohazard bag and gets a green and a yellow, which means the Biohazard Level raises to "3" now. Candace refills the Turn Order Bag and moves the Game Round marker up to Round #3.

GAME ROUND #3

For this round, each player will receive three Player Actions. Jason will now be drawing the Turn Order tokens.

Since this is a "Night" Game Round, play will begin with the Hunger Phase. Ken checks his National Guard Faction units. He needs 1-Supplies each for O'Rourke, Reacher and Strongpoint Delta, and 1-Supplies for the Civilians unit housed in that Compound (the actual number of Civilians units doesn't matter). *Note that Ken does not have to feed the Army HOG Helicopter unit.* Unfortunately, Ken only has 3-Supplies (uh oh) and thus has to take a hit, which he assigns to Strongpoint Delta. Jason reviews his P.I.R.L.S.S. Faction units and he has all five in play, so he discards 5-Supplies. Candace starts freaking out a bit because she needs to come up with 6-Supplies—she has all six of her units in play! Like Ken, she only has 3-Supplies, so she discards those markers and must apply one Hit on three different units to make up the

shortage. She places a Hit cube on Mayor Mayberry, Ed Kramden and Ralph Norton. Jason sighs about his compatriots' lack of planning and then draws the first Turn Order token.

NATIONAL GUARD TOKEN

Demonstrating amazing teamwork, Candace suggests that Ken move O'Rourke to her Surplus Armory Compound unit and get some medical attention (and out of the way of the Horrors in Schnitzel's Brewery). Thanking her profusely, Ken has O'Rourke do his Crisis Adrenaline Move from 4C to 4D to 5D. His first Player Action is Heal with O'Rourke (which is allowed because the Surplus Armory has the "Heal" ability). He removes one Hit cube from O'Rourke. Ken decides to do it again for his second action and removes another cube (O'Rourke has two Hits cubes remaining).

For his third action, he really wants to get his Army HOG Helicopter to rain some Gunship Combat destruction on the Sasquatch unit before it moves. But he needs more Supplies to do that, and he can't search in the Old Republic Airport Area yet because it is still damaged and thus Compromised. He decides to have Reacher do a Repair action and to his joy he draws a "6" Fate Number and all of the damage (regardless of the amount) is discarded. The airport is back in service, which also means the National Guard can bring in new units there!

Jason Follows and there is a discussion among the Players of whether he should search at the airport (hoping for the Supplies that Ken needs). In the end the players agree that they will use the Wild token (when it comes up) to activate Ken and he will spend one of those Actions to search the airport, allowing Jason to move Blart to the Inga Forest instead, to protect the civilians there. Jason draws a Fate Card and there is no event.

Candace then Follows with the Shore Patrol NPC unit and has it conduct Ranged Combat at the Horrors in the hospital Area. A smart move as she can do this even without Supplies because NPC units do not need Supplies to fire. She rolls two Combat Dice and gets a Hit and a Shield. The Shield is a Miss against a Building Area, so the Horrors lose one tile. She draws a Fate Card and there is no event.

WILD TOKEN

As agreed, the players allow Ken to take another activation so that he can get some Supplies and start blasting the Horrors in Kerri's Korner with helicopter mayhem. Ken does not do any Crisis Adrenaline Moves. For his first Player Action, he has Reacher do a Search Location action (which is allowed because the airport Area has a "Search" icon, and it is no longer Compromised). Ken draws the top Search card and gets "Red Hard Rocks Amphitheater Collapse". Quite a mouthful, but



also fortuitous. Reacher has a “5” Admin Rating, which means he and his team have not only rescued the lead act at the concert hall but also some audience members and crew. Ken places the Brad “Babblin” Brooks VIP Civilians unit along with two randomly drawn regular Civilians units (the Curtis and Karditzian Families, both obviously big Brooks fans) and a 2-Supplies marker. Ken realizes that he has a Compound unit in the Area and therefore the Civilians units newly spawning there can move into the Compound for free. He places all three into Strongpoint Delta (joining the terrified Walker Family). For the second action, Ken has Reacher do a Move action but does not actually move the unit—he only does this to pick up the loose Supplies markers (which can only be done during some sort of Move action). He places the Supplies markers on his Faction Mat and then for his third action he has the Army HOG Helicopter unit do a Gunship combat against the Murder of Horrors Stack adjacent to it in Schnitzel Brewery. He discards 1-Supplies (yes, the Army helicopter needs to spend Supplies to fire) and rolls three Combat Dice. He gets a Critical Hit, Hit and Partial Hit . . . and the reroll gets another Partial Hit. That’s three Hits total and three Murder of Horrors tiles are placed back into the pool. Great shooting by the helo crew!



Jason gets to Follow, and he has Corey do a Crowd Control action to move two of the Civilians in Strongpoint Delta, as the Players do not want all of their Civilians eggs in one basket. His Admin Rating is a “2”, which means he can move two Civilians units from the airport Area, and he chooses to send the Curtis Family and Brad “Babblin” Brooks to 6G (Bridge Toll).

Note: Jason could have sent one or both to the Fire Station (6F) instead, but he noticed that this is a Fork Area, and the Horrors are less likely to go towards the Bridge Toll.

He draws a Fate Card and there is no event.

Candace then also Follows and has Ed Kramden repair bridge #8 to give the players some more maneuver room. She draws a “2” and the Damaged-2 marker is flipped to Damaged-1. She draws a Fate Card and gets an event. She flips the top Event Card and its “Newly Ruptured Vats!”. Oh no . . . not a good card with all those cubes in the bag. She draws three random cubes from the bag and they’re all yellow! That shoots the Biohazard Level to “6”. Things are getting ugly fast.

P.I.R.L.S.S. TOKEN

Jason has Corey do a Crisis Adrenaline Move into the Bridge Toll Area and McCoy into P.I.R.L. West where he picks up the loose Supplies and “Pistols” marker for free. The players exchange nervous glances, having realized that the two biggest science nerds are the ones running around Plum Island armed and dangerous. What could possibly go wrong?

Jason then has Winfrey do a Repair action on the bridge (#6) and he draws a “2”, which removes the Damaged marker and makes the bridge operational again. The Players note that they need to start evacuating Civilians if they are going to win, so with his next move, Corey performs a Repair action on the Great South Bay Bridge, drawing a “4” which, combined with his Admin rating of 2 is enough to reopen the span! Corey then does a Crowd Control action and moves both Civilians units to the Great South Bay Bridge Area for future evacuation.

Candace Follows and has Ed Kramden Repair the bridge (#8), which is successful with a draw of “3”. She draws a Fate Card, and there is no event.

Ken Follows with the National Guard, and he has O’Rourke Heal once again, removing another Hit cube and leaving him with only one cube remaining. He draws a Fate Card and . . . oh no . . . an Event needs to be resolved! The top Event Card is “Brutal Brawl at Docks!” The only Civilians unit at the Greenport Docks is the Wylie Bros. Bar & Grill, and it is now eliminated (half the number of Civilians units, rounded up). Rumor has it that Mayor Mayberry, who is in the Area, entered the bar to grab a beer, but most of the patrons there voted for his opponent in the last election. An argument between the Mayor’s security team and the inebriated customers about failed bridge repairs escalated into an ugly barroom brawl that resulted in multiple casualties! Well, this is the kind of unfathomable lunacy that can happen at times like these.

FATE TOKEN

The Spawn instruction is “Track #6”, so Jason places three more Murder of Horrors tiles (the Biohazard Level is “6”, so it’s still three) in that track’s Spawn Zone. The Activate entry is another “Surge!” and Jason draws a “1”. There are two groups of Horrors on Track #1. The ten-tile Murder is farthest down the track in 1A, so it is moved first and moves two Areas to 1C (note that because it is a “Night” round, all Horrors move one extra Area). The three-tile Murder in spawn moves next, and it travels from the Spawn Zone to 1C and then it must take a Fork. Jason draws a Fate Number and it’s a “6”. So, the Murder is detouring to Area 1D (the beach resort community of Cherry Pit Grove). There they run into two Civilians units and therefore must stop and do a Close Combat attack. Three Murder of Horrors tiles will inflict one Hit since this is a Building Area. The players must kill off one of the Civilians units in the Area and choose Luke’s “Use the Force” Comics to

eliminate, saving the Addams Family (however briefly) because it is worth more EP. Also, the Murder grows to four tiles and another Biohazard cube is thrown into the bag.

Now the second activation of the “Surge!” is resolved and this time the four-tile Murder goes first as it is now farthest down the track. It can’t move as it is with a Civilians unit and must attack them. The ten-tile Murder is moved from 1C but must check in which direction it moves. Jason draws a “3” and the Murder takes the other route, moving to 1E and then 1G. The combat in 1D is now resolved and the Addams Family is eliminated, increasing the Murder there to five tiles and adding another Biohazard cube.

FATE TOKEN

When it rains it pours! The Spawn entry is “Reanimated!” and Jason draws a “2” for the Track number. Looking at that track, there are two groups of Murders. The group in the Spawn Zone has two tiles added and is now a five-tile Murder. The other group is the one ransacking Good Samaritan Hospital and it also grows to a five-tile Murder. The Activate entry is Track #4, and the five-tile Murder of Horrors in 4B is moved three Areas (remembering the extra Area of movement at night) into 4C, 4D, and then a Fate card of 3 causes it to end in Anton’s Shlop Shop (4F). Note that they do not have to stop for the helicopter unit.

***FYI:** If there had been a Damaged-2 marker on bridge #3, the Horrors would have had to do a Forced Crossing. In that case, they would have had two of their tiles eliminated (making them a three-tile Murder), the Damaged-2 marker would be removed, and the Murder would have to stop in Area 4C.*

GREENPORT TOWNSHIP TOKEN

Candace has Ed Kramden do a Crisis Adrenaline Move from 3H to 3G to 3F (Riverhead Zoo). She then has him do a Search Location action in the hopes of finding some supplies so LeFlamme can use his Fire Hoses and the Compound can fire its weapons. Candace draws the top Search Card and gets “RV Caravan Encounter”. Perfect! Kramden’s Admin Rating is “4”, allowing her to place 4 supplies, plus she finds the Jiffy Jeff’s Used Cars Civilians unit on the map allowing her to place 2 more! So, Candace places 6-Supplies into the zoo Area and one random regular Civilians unit as well (which turns out to be the Partridge Family). The Area then gets an “Exhausted Location” marker per the card’s instructions.

Candace then gives Kramden a Move action so she can have him pick up the loose Supplies, but Jason tearfully begs her (in a rather pathetic display) to please leave 2-Supplies in the Area so that he can have Winfrey come over and pick them up later for the P.I.R.L.S.S. faction. In the true spirit of cooperation, Candace agrees and makes a note to extract some concessions from Jason later in the game. Kramden picks up only 4-Supplies for free

(leaving a 2-Supplies marker in the Area), placing the markers on his Faction Mat and then moves from 3F to 3D to 3C (getting into position to move more civilians). For her last action, Candace has LeFlamme use his “Fire Hoses” ability, pays 1-Supplies and draws a “5”. This pushes five Horrors tiles (equal to the Fate Number), and she moves the Infected Sasquatch (which counts as one tile in this specific instance) plus four Murder of Horrors tiles back to Area 5B and makes them all “Stunned”. That leaves just a three-tile Murder in Kerri’s Korner.

Ken then Follows and has Strongpoint Delta issue Ranged Combat at the adjacent Most Wanted Mutation Standee, discarding 1-Supplies. Given his experience against the Infected Sasquatch, Ken can barely bring himself to look as he chucks four Combat Dice. But he gets a Hit, Shield and two Critical Hits! Three hits already and a chance to reroll two dice, which he does, getting a Partial Hit and another Critical Hit. Feeling buoyed and sensing a chance to put these Mutations down, Ken rerolls the Critical hit, getting a Partial Hit, which combines with his previous Partial Hit to give him 5 hits (one Hit, two Partial Hits, three Critical Hits) and eliminates the mutated criminals! Jason and Candace high-five as Ken draws a Fate Card to find there is no event. Now that’s more like it!

Jason also Follows and is torn between having McCoy use his “Pistols” marker, Winfrey moving to pick up the 2-Supplies marker, and Wenkman doing a Decontamination Location Action to get the Biohazard Level down one space (because there is one “Decontamination” icon in the Oceanside Industrial Park Area). He finally decides to have McCoy ride around firing his pistols like Roy Rogers! McCoy does a Vehicular Move, pays 1-Supplies, and moves from 2D to 1E to 1C. He’s driving around to the rear of the Horrors threatening the civilians in 1F! Jason then has him unload his pistols—he may immediately fire them up to two times for free. The first shot is with two Combat Dice, and he rolls two Hits which removes two tiles from the Murder. He then flips the “Pistols” marker over and he may shoot again if he wants to, but with only one Combat Die this time. He rolls a Miss and then discards the “Pistols” marker. Note also that no Supplies are needed for these special Ranged Combats. Jason draws a Fate card and there is no event.

IMPENDING DOOM TOKEN

Jason draws the top Event card and gets “Social Distancing”. He draws a Fate Number and gets a “6”. Every Player unit located in the same Area with one or more Civilians units is attacked by those civilians and suffers one Hit. Checking Track #6, he sees that Strongpoint Delta, Reacher and Norton all get one more Hit cube. Take special note that these Hits are not inflicted by the normal Combat procedures and therefore units would not be eligible for the Last Stand attempt.

FATE TOKEN

Jason draws a Fate Card, and the Spawn entry is “Track #1”. He places three tiles into that track’s Spawn Zone. The Activate instruction is “Tracks 2 & 3”. On Track #2, the 5-tile Murder in Good Samaritan Hospital moves into 2i and halts, because it encounters Dr. Haus and the Shore Patrol. The five-tile Murder in the Spawn Zone moves to 2B and also halts. Both must conduct Close Combat attacks.

In Area 2i, the players put up the Shore Patrol to defend the Area and protect Dr. Haus. The Horrors inflict up to 3 Hits (five tiles divided by two for a Clear Area) and the Shore Patrol rolls two Combat Dice—getting two Misses. The three Hits equals the Shore Patrol’s Toughness Rating, so they get a Last Stand attempt. Jason draws a “4”, which is greater than their Bravery Rating of “3” and the Shore Patrol unit is removed from the game. Another Biohazard cube is added to the bag and the Murder grows by another tile.

The five-tile Murder in 2B now fights Blart as he tries to shield the Civilians unit in the Inga Forest. The Horrors will score up to two Hits on Blart while Jason rolls three Combat Dice for his security guards. He gets a Shield, a Critical Hit and a Miss . . . the reroll gets him another Hit. So, Blart cancels one of the Horrors Hits and thus he receives one Hit cube. The Murder gets two Hits, so two units are removed. Note again that no Biohazard cube is added to the bag as Blart and his team are wearing Biohazard suits.

Players must now resolve the Activation of Track #3. The seven-tile Murder on 3A will move two Areas (again, it’s Night) and it hits the Fork in Area 3B. Candace holds her breath, fearing for Ed Kramden in 3C. Jason draws a “4” which means the Murder ends its move in Area 3D and Candace can breathe again.

The Game Round ends once again with the End Phase. Starting with the Replenish Locations Step and since this is a Night round, the players remove all the “Exhausted Location” markers from the map. In the Mutation Regeneration Step, the Infected Sasquatch removes one cube and is back to full health! Are you depressed yet? For the Biohazard Infection Step, Jason draws two cubes from the Biohazard bag and miraculously gets a green and a yellow and the Biohazard Level is only moved up one space to “7”. Jason refills the Turn Order Bag and moves the Game Round marker up to Round #4.

CLOSING THOUGHTS

Phew! Candace, Jason and Ken all look at each other, somewhat bewildered and shaken, but still mentally stable and physically sound. The first day of the game has concluded and they look at their overall situation. Actually . . . not too bad. They are looking at an upcoming October 26th Game Day that will give them three Player Actions per Game Round. So, lots of flexibility. But they also know that the situation can get much worse before they know what hit them.



The Biohazard Level is dangerously close to hitting the “Oh crap!” second row, when Murder of Horrors start spawning four tiles at

a time. And with so many yellow cubes in the Biohazard Bag, this will happen quickly.

Time to look for Decontaminate opportunities and minimize the Close Combats where possible. Repairs have been going well and a number of Civilians units are in

a good position to get evacuated, which will also be a priority as the team has only 1 EP (!!!) so far.

The repaired Great South Bay Bridge creates an evacuation route, but also a lot of risk: if the Horrors get onto the repaired span, all heck will break loose as that kind of disaster means a ton of Overrun Points.

Finally, the players realize that they haven’t used their Leaders’ Abilities at all yet, and those “beacons of hope” (they like referring to themselves that way) have much to offer. They can really enhance a Faction’s capabilities. So, some valuable lessons learned and some plans made.

Now off to the second day of the apocalypse!



GLOSSARY

In the Rulebook, the first time a key word is mentioned it is ***formatted in bold italics and underlined***. Each of those terms is listed in the glossary below as a header or a sub-header. To get a specific location, check the index [RG34].

ACTIONS (PLAYER)

- The Active Player may conduct a number of Player Actions depending on the Game Day and the Time of Day of the current Game Round.

♦ October 25 Game Day (Rounds 1-3)

- Morning allows 1 Player Action
- Afternoon allows 2 Player Actions
- Night allows 3 Player Actions

♦ October 26 Game Day (Rounds 4-6)

- Morning allows 3 Player Actions
- Afternoon allows 3 Player Actions
- Night allows 3 Player Actions

♦ October 27 Game Day (Rounds 7-9)

- Morning allows 3 Player Actions
- Afternoon allows 2 Player Actions
- Night allows 1 Player Action

- Below is a table that explains which units may perform each action during a Player turn.

ACTION	FOLLOW ACTION?	ELIGIBLE UNITS
Build Compound	Yes	Faction units with Admin Rating of 3 or greater
Combat	Yes	Player units, Armed Deputized Civilians, VIP Civilians units with Combat special abilities
Crowd Control	Yes	Player units
Evacuate	Yes	Player units via Crowd Control, Vehicle NPC units
Heal	Yes	Player units with unit or on spaces with a Heal Ability
Move	Yes	Player units
Repair	Yes	Player units
Reposition	Only	Any player may use a Follow Action to move a Vehicle NPC unit
Use a Location Action	Yes	Player units
Use a Special Action	No	Faction units

ACTIVE PLAYER

- The player whose Player Turn Activation Token was drawn is the Active Player. The Active Player may perform up to the allowed number of Player Actions according to the allocated number of Actions on the Game Round track.
- The Active Player may use their Actions to control their own Faction units or any other eligible Non-Player Character (NPC) units.
- Players may always opt to do nothing and just pass their turn.
- When the Active Player is finished, the other players (called Following players) may each take one Follow Action if they qualify to do so.
- The Active Player never gets to take a Follow Action.

ACTIVITY PHASE

There are two Steps that make up the Activity Phase:

1. Draw Turn Order Token Step: Any Player draws out one Turn Order Token from the Turn Order Bag. If there are no Turn Order Tokens remaining, proceed to the End Phase.

2. Resolve Turn Order Token Step: Depending on the token drawn, play proceeds as follows:

- ♦ **Fate Token (Red):** Any Player turns over the top Fate Card which is resolved per the Horrors Spawning and Activation procedures.
- ♦ **Impending Doom Token (Black):** Any Player draws the top Event Card and applies its effects.
- ♦ **Player Turn Activation (Blue, Green, Purple, Brown, Khaki, Orange, and/or Pink):** The Player whose Faction Token was drawn is the Active Player and conducts a Player Turn Activation.

AREA(S)

Areas are the spaces on the game board in which everything happens.

ADJACENCY

- Areas are said to be Adjacent to one another only if they are connected by a Black Arrow, White Arrow (in either direction), or a Bridge (still considered adjacent if Bridge is Damaged). This is relevant for some game effects.

AREA ADDRESS

- The Area Address is the alpha-numeric label in the top left. Each

Area has a unique Area Address which allows it to be identified even when the Area has no specific name.

AREA ICONS

• Many Areas have one or more additional starburst icons, which are relevant for Location, Reposition and/or Evacuation Actions. There are four types of these icons:

- ◇ **Decontaminate:** If there are one or two “biohazard” icons in the Area, then it can be used for the Decontaminate Location Action.
- ◇ **Forage:** If there are one or two “supplies” icons in an Area, you can conduct a Forage Location Action in that Area.
- ◇ **Helipad:** An Area with an “H” icon. This is important for the Reposition, Evacuation and Gunship Combat actions.
- ◇ **Search:** If there is a “binoculars” icon in the Area then it can be used for a Search Location Action.

AREA TYPES

- **Beach Area**
 - ◇ Any Area with a light tan “Beach” label along its coastline (1D, 1F, 6D, 6J, 6L) or river bank (2i, 3i). These Areas are accessible from the water by the Texas Navy Special unit.
- **Building Area**
 - ◇ Dark gray-colored Area with a “building” symbol in the top right corner.
- **Clear Area**
 - ◇ An ochre-colored Area that generally has no special graphics. These contain a “dash” symbol in the top right corner.
- **Docks**
 - ◇ Any Area with the word “Docks” in the name and with a “pier” graphic (1L, 2J and 3K).
 - ◇ Docks are relevant for Reposition and Evacuation actions, deployment of certain Faction units and for events.
- **Forest Area**
 - ◇ Green-colored Areas with a “tree” symbol in the top right corner.
- **Great South Bay Bridge Area**
 - ◇ This is a special Area that is a Clear Area and a Bridge connection, but does not have an Area Address.
 - ◇ If the Damaged markers are removed, the Area can be used to Evacuate Civilians units, but it then also

becomes an Area that can be Overrun.

- **Overrun Area**
 - ◇ There are seven Overrun Areas on the map, and these are indicated with a yellow background around their Area Address (1L, 2J, 3K, 4K, 5i, 6M, and Great South Bay Bridge).
 - ◇ These are very important endpoints and significant for winning or losing the game.
- **Spawn Zone Area**
 - ◇ These are the six red-colored Areas along the North end of the map which are labeled from Track 1 through Track 6. These are normally the Areas from which the Horrors will spawn (but not always).
 - ◇ Players cannot enter Spawn Zone Areas.
 - ◇ Horrors cannot be affected by Player units in any way while in these Areas (e.g., no Ranged Combat or special Card events unless specifically noted).

COMPROMISED

- An Area is said to be Compromised if any of the following apply:
 - ◇ Any Horrors unit(s) occupies the Area.
 - ◇ The Area contains any number of Damaged markers.
 - ◇ The Area has an Overrun marker in it.

CONNECTED AREAS

- An Area is connected to another Area if it has either a Black Arrow, White Arrow, or Bridge extending to that Area.
- Player units and Horrors may only move to an Area that is connected to their current Area.
- Connected Areas are considered adjacent to one another.

FORKED PATH

- Some Areas have two possible ways along the bottom of the Area to leave. **Exception:** the 6G Bridge Toll Area has a Forked path that runs Eastward to the Great South Bay Bridge.
- Player and Civilians units may choose which way to leave.
- Horrors units must draw a Fate number to determine their course [R24].

PLAYER UNIT AREA CAPACITY LIMIT

- Areas may only contain up to **two Player** units (In other words, two non-Horrors Standees) at the end of any Player units Move action. Compounds do not count towards the Area Capacity limit.

ARMED DEPUTIZED CIVILIANS

- Civilians units may use Special Combat markers [R29]. Any player can have this Armed Deputized Civilians unit use that marker per the relevant marker's special rules during the Player Turn Activation phase.
- Because this is a "free Action" it may be taken in between the Active Player's turn or in addition to a Follow Action.
- It may not be used by a Following player who isn't also taking a normal Follow Action.
- Armed Deputized Civilians units can still only be moved using a Crowd Control Action or via a Search Card ability.

BIOHAZARD

AVAILABLE POOLS

- These are the areas on the Game Tracks Sideboard where Biohazard Cubes are placed at the start of the game.
- When any Horrors unit is involved in Close Combat, players add a Biohazard Cube from the Available Pool boxes to the Biohazard Bag.
- The yellow cubes are placed in the bag first until there are no more, then the red cubes are used.
- Note that some Event Cards will load red cubes directly into the bag from the pool.
- If there are no Biohazard Cubes left in either Available Pool and players are instructed to add a cube, automatically increase the "Biohazard Level" marker by one space on the Biohazard Level Track.

BIOHAZARD BAG

- This bag holds all the Biohazard Cubes that have been added to it due to gameplay consequences.
- Players will draw cubes from this bag at various times in the game to determine Biohazard Level Track effects (normally, this occurs during the Biohazard Infection Step, but can also be mandated by an Event Card).

BIOHAZARD CUBES

- There are 33 Biohazard Cubes, and these are split into five green, fourteen yellow and fourteen red cubes.
- They are placed in the Biohazard Bag to reflect the intensity of the contamination.
- Five green cubes start the game already in the Biohazard Bag.
- The other colors will be added to the bag during game play, usually due to a Close Combat with Horrors or an Event Card.

- The yellow cubes are placed in the bag first until there are no more, then the red cubes are used.
- The cubes are drawn during the Biohazard Infection Step or as instructed by an Event Card, and this can affect the Biohazard Level immediately (see Biohazard Infection Step).

BIOHAZARD INFECTION STEP

- Any one player blindly draws two Biohazard Cubes from the Biohazard Bag.
- The Biohazard Level marker is then adjusted on the Biohazard Track depending on the color of the cubes drawn:
 - ◇ Green cube = no effect.
 - ◇ Yellow cube = increase the marker by one space.
 - ◇ Red cube = increase the marker by two spaces.
- Effects are cumulative for both drawn cubes.
- After adjusting the Biohazard Level accordingly, the two drawn cubes are placed back into the Biohazard Bag.

BIOHAZARD LEVEL

- The Biohazard Level abstractly represents the level of toxicity in the atmosphere and the degree of physical infection prevalent in the general population.
- The current Biohazard Level is measured by the location of the "Biohazard Level" marker on the Biohazard Track and affects many aspects of gameplay.
- Biohazard Cubes drawn from the Biohazard Bag may increase the "Biohazard Level" marker depending on the color of the cubes drawn (see Biohazard Infection Step).
- **Decontaminate Location Action**
 - ◇ The Active Player may reduce the Biohazard Level by one for each "biohazard" icon in an Area, moving the "Biohazard Level" marker down the track [R22].
- **Game Loss Condition: "The Island Becomes a Toxic Wasteland!"**
 - ◇ Players lose if the Biohazard Level enters the "17+" space [R29].
- **Horror Spawning**
 - ◇ The Biohazard Level affects the number of tiles that spawn with each occurrence, as follows:
 - Level "0" through "8" = spawn three tiles
 - Level "9" through "16" = spawn four tiles

CIVILIANS UNITS

- The residents of Plum Island are represented by light-blue outlined circular markers.

- ◇ Regular Civilians markers have generic artwork with a white background.
- ◇ VIP Civilians markers have individualized artwork with a gold background.
- In addition to the artwork, the Civilians markers display the Evacuation Point (EP) reward as a large red number and, in the case of some VIP units, a special ability or effect that the unit possesses.
- Civilians units are important to winning the game as the players must successfully evacuate at least 26 EP worth of Civilians units of either type by the end of the game in order not to lose **[R30]**.
- Thirty Regular Civilians are placed on the map during Setup **[R8]**.
- Both types of Civilians units may be added to the game during play due to certain Search Card draws.
 - ◇ If a VIP Civilians is added, simply take the named VIP Civilian unit from the pool of units as needed.
 - ◇ If a Regular Civilians unit is added to the game, take all the unused units (i.e., not any of those that are already eliminated or evacuated) and randomly choose one to enter the game.

COMBAT

- There are three types of combat:
 - ◇ Close Combat **[R19, 25]**
 - ◇ Ranged Combat **[R19, 27]**
 - ◇ Gunship Combat **[R19, 28]**
- For all types of combat, whether attacking or defending, the player will always roll Combat Dice for their unit to determine its combat results.
- Results for both sides are applied immediately and simultaneously in every case (and can even lead to mutual elimination when fighting Close Combat).
- When there are multiple Horrors and/or multiple non-Horrors units involved in a combat, the non-Horrors units matchup with Horrors units **[R25]**.
- When more than one Horrors unit is involved in Close Combat, as long as there is a non-Horrors unit in the Area, each Horrors unit must make an attack.
- If all Horrors or non-Horrors units in an Area are eliminated or retreat after a Last Stand **[R27]**, Combat ends.

CLOSE COMBAT

- Triggered whenever an activated Horror enters or occupies a space with Player units (other than vehicles) and/or Civilians.

- Can be triggered as an Action by a Player against Horrors occupying the same Area.
- In Close Combat (only), the involved Horrors unit (either a Mutation Standee or a Murder of Horrors Stack) will do a prescribed number of Hits depending on the type of unit involved and the Area's terrain type.
- At the end of every Close Combat, place a Biohazard Cube into the Biohazard Bag.

RANGED COMBAT

- Can be triggered as an action by a Player unit which has a Ranged Combat rating, targeting Horrors occupying the same or an Adjacent Area. **Reminder:** Spawn Zones may not be targeted by Ranged Combat.
- The Player must pay 1-Supplies, unless using an NPC, Armed Deputized Civilian, Civilian Special Ability, Pistol or Molotov Cocktail.

GUNSHIP COMBAT

- Can be triggered as an action by a Helicopter or Boat unit with a red Crosshairs symbol, targeting Horrors occupying the same or an Adjacent Area. **Reminder:** Spawn Zones may not be targeted by Ranged Combat.
- The National Guard Helicopter unit (Army HOG) must pay 1-Supplies.
- NPC Helicopter or Boat units do not pay 1-Supplies.

DISABLED

- Helicopter and Boat Units all have a “Disabled” side on their markers.
- If an Event Card dictates that a unit becomes Disabled, players immediately flip the marker over to its back side.
- A Disabled unit may not conduct movement nor participate in any other actions (such as Reposition, Evacuation, Medevac, etc.).
- The unit must be successfully repaired before it may again function normally.

ELIMINATED

- Units are considered eliminated when their Toughness Rating is met or surpassed **[R27]**.
- Player units may make a Last Stand **[R27]** when their Toughness Rating is met or surpassed in Close Combat.
- When a Civilians, Player, Vehicle or Mutation unit is Eliminated it is removed from the game.
- When a Murder of Horrors Stack takes a Hit, one of its tiles is placed back in the available pool. When the last tile is removed

from the Murder, it is considered to be eliminated but its last tile is still placed in the available pool.

HORRORS POSSESSION

- If a Murder of Horrors Stack (only) is not itself eliminated in a Close Combat (only), immediately add one tile from the Murder of Horrors tile pool to that Murder Stack for each Player unit or Civilians unit it eliminated in that same combat. **Reminder:** If there are no Murder of Horrors tiles left in the supply when you'd need to add one to the board, record 1 Overrun Point.

LAST STAND

- Last Stand occurs when a Player unit would be eliminated in a Close Combat (only) due to it having accumulated Hit Cubes equaling or exceeding its Toughness Rating. Instead of being eliminated, the unit may try to save itself [R27].
- If a Player unit is eliminated in any other situation, a Last Stand may not be conducted.

EVACUATION

- Evacuating Civilians is a necessary part of achieving victory in Plum Island Horror and is primarily accomplished through the Evacuate Action [R20].

EVACUATION CAPACITY

- The maximum number of Civilians units that can be evacuated by a Helicopter or Boat unit in a single Evacuation Action is dependent on its Evacuation Capacity. This is shown on the unit marker in a black box with a white number.
- If there are more Civilians units in the Area than the Helicopter or Boat's Evacuation Capacity, the excess remain in the Area.

EVACUATION POINTS

- Evacuation Points (EP) are recorded immediately when Civilians units are evacuated. Increase the "Evacuation Points" marker by one space on the Evacuation Points Track for each EP earned.
- The EP value of each evacuated Civilians units is the red number on the front of their counter. In some cases, this may be a variable amount.
- If the "Evacuation Points" marker is in or beyond the "26+" box on the track, EP no longer need to be recorded.
- Evacuation Points are added at the game's end for any Civilian units located in Compounds, before determining win or loss.

EVENT CARDS

- These 44 cards represent all sorts of horrendous events that

the players will encounter, and their introduction cannot be predicted.

- Event Cards are drawn and resolved due to drawing the black Impending Doom Turn Order Token or when called for by the "Draw Event Card" section of a Fate Card.
- The card describes an event in detail, and players must enact the instructions on the card immediately.
- If an Event cannot be completed for any reason, the card has no effect and another card is not drawn.
- Event Cards can spawn Horrors. If a newly-spawned Horrors unit appears in the same Area as a non-Horrors unit, an immediate Close Combat is fought with the Horrors attacking using normal Close Combat procedures.

FACTION UNITS/FACTIONS

- The primary units that a player controls belong to the Faction they selected as part of setup.
- Each Faction has six Faction units. There are four regular units, one Leader unit and one Compound unit. Each unit represents a named character and their entourage of supporting persons.
- The National Guard includes one extra Faction unit, the Army HOG Helicopter, which starts the game in play with Pvt. Mack Reacher. The helicopter is considered a Faction unit, performs Ranged Combat via the Gunship Combat rules, and does not need to be fed during the Hunger Phase.
- Each Faction unit (other than the Compound and Army HOG Helicopter) are referred to as Standees because they have a plastic standee and a cardboard marker that is inserted in that standee.
- All have the same array of ratings and values (See Movement Allowance, Ratings, and Special Ability).
- Within the Hit Cube area is listed a Faction unit's setup instructions, detailing where the unit can be placed on the map during setup.
- Uniquely, most National Guard Faction units do not start on the map. They enter play during the Crisis Adrenaline Phase (only). No more than one National Guard unit may enter per Activation.

COMPOUND

- Each Faction also has one unique Compound unit that is represented by a large cardboard counter instead of a Standee (since it is a structure).
- Compound units are occupied structures that act as a "safe zone" for refugees and as a bulwark against the Horrors.
- Compound units are Faction units in all respects except that they cannot move (other than the Paddy Wagon unit) and do not

count against the two-unit capacity limit in an Area.

- They may conduct all eligible Player Actions.
- If eliminated, they cannot be rebuilt.
- They must be fed during the Hunger Attrition Phase, **along with** Civilians that are inside, which means that if a Compound is on the game board, 1 Supplies is discarded, and if it has any number of Civilians in it, another 1 Supplies is discarded **[R14]**.
- Compounds must be built by a Faction unit using the Build Compound Action **[R21]**.
- A maximum of four Civilians units can be placed inside a Compound unit. Put them in the Compound's box on the player's Faction Mat or place the counters under the Compound unit on the map **[R21]**.
- **Paddy Wagon:** The PIC's Compound unit, the Paddy Wagon, may move like a normal Player unit, using the Vehicle Movement procedure. Any Civilians units that it is housing are moved along with the unit at no extra cost.

FACTION MAT

- There is one Faction Mat for each of the six player Factions along with two other mats detailing the values for the NPC and Horrors units.
- There are two areas on the Faction Mats on which you can place any necessary markers—one area for Supplies markers and the “Other” area for Evacuated Civilians units.
- Factions Mats also display all the Faction units, their individual ratings and values, any Special Ability or characteristics and where to deploy the units at the start of the game.
- When a Faction unit takes a hit, place hit cubes in the area next to the Toughness (heart) symbol.

LEADERS

- Each Faction has one Leader unit that has an ongoing special ability and is signified by the flag icon on their Standee and Faction Mat entry.
- A Leader's ability is passive, which means it is permanently turned on. The benefit granted is always in effect, even when it is not the player's turn. Thus, for example, Chief Lee Hartman's Combat Rating bonus will be added to an eligible defending unit if attacked by Horrors while his Standee is with or adjacent to the defending unit.

FATE CARDS

- There are 36 multi-purpose Fate Cards that will be used constantly throughout the game.

- They are drawn from the Fate Card draw pile and placed face up into the Fate Card discard pile after being resolved.
- There are three different key pieces of information on each card: Spawn & Activate Instruction, Fate Number, and Follow Action Event Check.
- In all cases, players only refer to the information in the relevant section of the card—all other entries on that Fate Card are ignored.

SPAWN INSTRUCTION

- Spawn is the first part of the two-step process for resolving a Fate Turn Order Token **[R16]**.
- Depending on the Biohazard Track Level, 3 or 4 Murder of Horrors tiles Spawn into the Spawn Area.
- There are four possible Spawn Instructions:
 - ◊ **No Spawn:** Do nothing.
 - ◊ **Track Number(s):** spawn Murder of Horrors Stacks on the listed track(s).
 - ◊ **Chaos!:** Draw 2 Fate Cards and spawn Murder of Horrors Stacks on each of the two Tracks whose numbers correspond to the two drawn Fate Numbers.
 - ◊ **Reanimated!:** Draw a Fate Card. Add 2 tiles to each Murder of Horrors Stack located on the Track matching the Fate Number. If there are no Murder of Horrors Stacks on the track, no new tiles are added.
- If there are not enough Horrors tiles to fully spawn a Murder for any reason, deploy the Murder of Horrors with as many tiles as possible. Then increase the Total Overrun Points marker on the Overrun Track by one space, regardless of how many tiles short the spawn is.
- If two or more Murder of Horrors tiles end the Spawn process in the same Spawn Area, they are amalgamated together into one larger Murder of Horrors Stack.

ACTIVATE INSTRUCTION

- Activate is the second part of the two-step process for resolving a Fate Turn Order Token **[R16]**.
- Murder of Horrors Stacks move 1-4 Areas (depending on the size of the Stack and time of day **[R17]**) following the Activate Instruction on the card.
- There are two possible Activate Instructions:
 - ◊ **Track Number(s):** Activate the Murder of Horrors Stacks on the listed track(s).
 - ◊ **Surge!:** Draw a Fate Card. Activate the Track matching the Fate Number twice.
- If two or more Murder of Horrors Stacks end an Activation in

the same Area, they are amalgamated together into one larger Murder of Horrors Stack unless one of the Murders is Stunned. In that case, they remain separate.

FATE NUMBER

- Whenever players need to draw a Fate Number to resolve an event or situation, they draw the top Fate Card and apply the indicated Fate Number. The bottom right entry will have a Fate Number that ranges from “1” to “6”.
- Note that many Fate Number results follow the convention that “1” and “6” cause outlier results while “2” through “5” cause the average result.

FOLLOW ACTION EVENT CHECK

- After any player takes a Follow Action, they draw the top Fate Card and check this section to determine if an Event Card is triggered [R15].

FOLLOW ACTION

- Follow Actions are actions that may be conducted by the non-Active Players after the Active Player’s normal Player Activation is finished [R15].
- Follow Actions are conducted in clockwise order around the table from the Active Player. A player may choose to take a Follow Action or pass. If they choose to pass, nothing happens and the next player is given the same choice.
- After any player takes a Follow Action, they must check to see if an Event Card is triggered by drawing a Fate card and checking the bottom section.
- The Active player does not get a Follow Action during their own Player Turn. The cycle stops after the last eligible non-Active player decides whether to Follow or an Event Card halts the process.
- The Reposition Action may only be taken as a Follow Action.
- Unit Special Abilities may not be taken as a Follow action.

GAME ROUNDS

- Players must complete nine Game Rounds, which represents three full days of activity [R14], to have a chance at victory.
- Each game day is broken down into three Game Rounds: Morning, Afternoon and Night.
- Each Game Round consists of three Phases with some Phases having multiple Steps: Hunger Phase (Night turns only), Activity Phase, and End Phase.
- Phases and Steps must be completed in order before proceeding to the next Phase or Step.

- Complete all Phases on every Game Round, including the final Game Round.

GAME TRACKS SIDEBOARD

- The Game Tracks sidebar contains four tracks and three areas that are required to play the game. These are:
 - ◇ Game Round Track
 - ◇ Biohazard Cubes Areas (Yellow and Red)
 - ◇ Biohazard Level Track
 - ◇ Overrun Points Track
 - ◇ Evacuation Points Track
 - ◇ Hit Cubes Holding Pool Area (use optional)
- They are maintained and referenced throughout the game as instructed.

- **Game Round Track:** This is presented as a calendar divided into three Game Days (Oct. 25, 26 and 27) with each Game Day divided into three Game Rounds (Morning, Afternoon and Night). In addition, the number of allowed Player Actions for each player for each Game Round is shown in the red box.

- **Biohazard Cubes Available/Holding Pool Areas:** This is where the yellow and red Biohazard Cubes are kept during the game. The players will add these cubes into the Biohazard Bag during the game as instructed.

- **Biohazard Level:** This track indicates the current Biohazard Level. The track also indicates the size of any spawned Murder of Horrors Stack at each Biohazard Level, with the top row (“0” through “8”) spawning three-tile Murders while the bottom row (“9” through “16”) spawns four-tile Murders. If the “Biohazard Level” marker ever enters the “17+” box, the game ends immediately in defeat for the players.

- **Overrun Points Track:** This track indicates the number of Overrun Points that have accumulated during the game. If the “Overrun Points” marker ever enters the “8+” box, the game ends immediately in defeat for the players.

- **Evacuation Points Track:** As Civilians units are successfully evacuated, players will move the “Evacuation Points” marker up this track. If they can get the marker into the “26+” box, the players have successfully rescued enough people to not lose the game due to this condition, and this track no longer needs to be updated.

- **Hit Cubes Holding Pool Area:** May be used as the main Hit Cube supply or Hit Cubes may be spread out around play area.

GREAT SOUTH BAY BRIDGE

- This is a special hybrid Area on the east side of the map

(next to Area 6G). It represents the Great South Bay Bridge to the mainland and is treated as both a Clear Area and a Bridge, but it is not located on a Track.

- The Area is Damaged at the start of the game like some other Bridges and thus no units may enter the Area until the damage is removed (either by being Repaired or by a Forced Crossing). Once the damage is removed, units may enter the Area normally.
- Repairs to the Great South Bay Bridge must be performed from the Bridge Toll Area (6G), since the Area cannot be entered until it is Repaired.
- Player units would primarily use this Area to Evacuate Civilian units.
- This Area can also be Overrun [R30].

HIT CUBES/HITS

- The fifty black cubes are Hit Cubes and are used to record Hits on Player, NPC, and Mutation units.
- They are placed into the affected unit's Toughness Rating area of their Faction Mat.

HORRORS UNITS

- There are two types of Horrors: a Murder of Horrors Stack and Mutations. Each is represented differently in the game.

MURDER OF HORRORS TILE/STACK

- A single Murder of Horrors tile represents a mob of miscellaneous creatures who all mysteriously work together as a cohesive killing machine.
- A Murder of Horrors Stack has at least one tile and has no max stacking limit—there is no limit to the number of tiles that can be in any one Murder of Horrors Stack.
- The rules often refer to a Murder of Horrors Stack as a Murder.
- Murder of Horrors Stacks are spawned as instructed by a drawn Fate Card, Event Card, or Search Card. Any player grabs a number of Horrors tiles from the pool equal to the amount shown in the current Biohazard Level space (either 3 or 4 tiles per spawn), the Event card or Search Card.
- If two or more Murder of Horrors tiles end up in the same Area at the end of a move or spawn, tiles are gathered together into one amalgamated Murder of Horrors Stack.
 - ◇ Murders may temporarily pass through one another and not amalgamate.
 - ◇ A Stunned Murder of Horrors Stack will not amalgamate with another Murder's Stack, whether it be stunned or not.

- During Close Combat (attacking or defending), a Murder of Horrors Stack inflicts Hits based on the number of tiles and the type of terrain in the Area [R26].

- When a Murder of Horrors Stack takes damage they remove one tile per Hit.

MUTATIONS STANDEES

- These are especially evil and annoyed Horrors. They have the honor of also being represented by Standees in the same manner as Player units.
- These units start the game in their respective boxes on the Horror Mutations Faction Mat.
- Mutations enter the game when indicated by an Event Card.
- During Close Combat (attacking or defending), Mutations inflict Hits based on their Combat Rating [R26].
- Mutations take damage as Hit Cubes against their Toughness Rating (like Player units).
- Each Mutation has a special ability or characteristic. All the necessary information is listed on the Horror Mutations Faction Mat and explained in depth in this guide [RG7].

HUNGER PHASE

- During the Hunger Phase of each Night Game Round (only), players will need to feed their units with Supplies [R14].
- This phase is ignored during Morning and Afternoon Game Rounds.
- If the Army Helicopter unit is in the game, it does not have to be fed by the National Guard faction player.

LOCATION ACTIONS

- These actions allow a Player unit to interact directly with the Area in which it is located [R22].
- The possible Location Actions are Decontaminate, Forage, and Search.
- The unit may only do one of these activities with each Location Action used.
- A unit may only do a Location Activity if the Area it occupies has the qualifying icon, there is no "Exhausted Location" marker in the Area, and the Area is not Compromised.

DECONTAMINATE

- Move the Biohazard Level marker down the Biohazard track one space for each decontaminate icon in the Area.
- Place an "Exhausted Location" marker in the Area.

FORAGE

- Take Supplies markers from the pool of markers whose value is equal to the number of Forage icons.
- Place an “Exhausted Location” marker in that same Area.

SEARCH

- Draw the top Search Card from that deck. Follow the directions on the card, make any necessary choices, and apply the results as required.
- Check the bottom of the Search Card to determine if the Area becomes exhausted or not.

MAP ICONS

BLACK ARROW

- Connections between Areas that generally run north/south on the map and are used to regulate the movement of Horrors units when they are activated.
- They can be used by non-Horrors units to move in either direction.
- There is one Black Arrow that runs west/east, connecting Track 6 to the Great South Bay Bridge. It functions like any other Black Arrow.

BRIDGE

- Some Black or White Arrow connections cross a water graphic and are designated as Bridges (shown with a bridge icon).
- These nine Bridges (seven Black Arrow and two White Arrow) are treated as normal arrow connections except that they may start the game damaged.
- These nine Bridges have an assigned number which can be referenced for setup and events.
- A Bridge with a Damaged marker of any value may not be crossed by any unit until Repaired by players or forcibly crossed by Horrors.
- Note that the Great South Bay Bridge Area is a special type of Bridge connection and, unlike the other nine bridges, has no assigned number [RG27].

WHITE ARROW

- These are connections between Areas which are exclusively lateral (east/west) and can normally only be used by Player and Civilians units.
- Some events may cause Horrors to move or attack across White Arrow connections.

MARKERS (ASSORTED)

DAMAGED MARKERS

- The damage and carnage caused to the facilities and bridges of Plum Island is recorded with the use of Damaged markers. These markers have “Damaged-1” on the front side and “Damaged-2” on the back, and the numbers represent the extent of the damage to the Area or Bridge.
- The markers are placed as needed to reflect the amount of Damage sustained and added. It is then adjusted to indicate the amount of Damage removed via Repair or Forced Crossing.
- An Area with any amount of Damaged markers is considered to be Compromised.
- A bridge with any amount of Damage cannot be crossed.

EXHAUSTED LOCATION MARKERS

- No Location Actions may be conducted in an Area with an Exhausted Location marker.
- When a unit conducts a Forage or Decontaminate Location Action, this marker is automatically placed in the Area.
- Some Search cards require placement of this marker in an Area.
- Exhausted Location markers are removed each Night Game Round during the Replenish Locations Step of the End Phase.

SPECIAL COMBAT MARKERS

- The Molotov Cocktail and Pistols are Special Combat markers.
- They can be picked up and used by Player units and even Civilians units [R29].
- The Marker is assigned to the unit that picks it up, but that unit could trade it to another unit sharing its Area later on. Players have the option to physically place the marker with the unit on the map or, if more convenient, place it on the unit's spot on the Faction Mat.
- Special Combat markers spawn from certain Search Cards.
- A unit may only carry one of each type of Special Combat Marker at a time.
- A Civilians unit with a Special Combat Marker is considered an Armed Deputized Civilian.
- Special Combat Markers can be used without using an Action or spending Supplies.

SPECIAL EVENT/SEARCH CARD MARKERS

- There are a handful of additional Markers that enter play due to an Event or Search Card. These cards show an illustration of

the Marker and detail its effects on gameplay.

STUNNED MARKERS

- Some Player unit Special Abilities stun Horrors units. In this case, place a “Stunned” marker on the Horrors unit.
- When activated, Stunned Horrors just remove the “Stunned” marker and do not move or attack. They are then no longer considered to be Stunned and may activate normally the next time.
- If a Murder of Horrors Stack ends its move with a Stunned Murder of Horrors Stack, they will not Amalgamate, and they will remain as two separate Murder of Horrors Stacks (one Stunned and one not Stunned).
- Horrors units can only have one Stunned marker assigned to them—additional Stunned results are ignored.
- Stunned Horrors units cannot Overrun an Area, even if they are the only unit in the Area.

SUPPLIES MARKERS

- Supplies markers are an abstracted method of representing any asset such as food, gasoline, ammunition, tools, etc.
- Supplies markers come in increments of “1”, “2”, “5” and “10” and can be used in any combination as needed to display the correct total Supplies. Simply exchange the markers from the pool of markers to make the needed amount.
- Supplies markers may be traded between players during a Player’s Activation Phase as long as each faction has a Faction unit sharing an Area together somewhere. This doesn’t cost an Action.
- **Supplies markers are earned:**
 - ◇ At the start of the game (Step 2 of Setup)
 - ◇ When the “Power - Now!” Marker is removed by repairing the Islandwide Light & Power Area [R21]
 - ◇ By conducting a Forage Location Action in an eligible Area
 - ◇ From certain Search Cards
- **Supplies markers are spent:**
 - ◇ To feed units during the Hunger Phase
 - ◇ To conduct Ranged Combat
 - ◇ To conduct Vehicular Movement
 - ◇ To use the Duct Tape Option when doing a Repair Player Action
 - ◇ To use some Faction unit’s Special Abilities
 - ◇ As called for by certain Event Cards
 - ◇ To build a Compound unit

- NPC units do not spend Supplies.
- Loose Supplies may be picked up for free as long as the unit is using a Move Action [R18]. The unit need not actually move during their Action to pick up Loose Supplies.

MOVEMENT ALLOWANCE

- A Horrors or Player unit using its Movement allowance may move through connected Areas up to the maximum listed Movement Allowance, as shown on its Faction Mat and Standee.
- For each Area a unit moves into (regardless of terrain type), the number of Areas left to move is reduced by one until its Movement Allowance is used up.

HORRORS UNIT MOVEMENT

- The maximum number of Areas a Murder of Horrors Stack moves is dependent on their size in number of tiles, figured at the start of the move:
 - ◇ 1 to 3 tiles = 3 Areas
 - ◇ 4 to 6 tiles = 2 Areas
 - ◇ 7 or more tiles = 1 Area
- Each Mutation has its own Movement Allowance and moves up to that number of Areas as indicated on its Horrors Faction Mat entry.
 - ◇ The Birds of Prey Mutation does not have a Movement Allowance and moves according to its Special Ability.
- Horrors units will always use all of their Foot Movement allowance unless they move into an Area with a non-Horrors unit, in which case they forfeit the rest of their movement points to conduct a Close Combat attack, which is resolved after all Horror movement has been completed. The “Combat!” markers can be used to act as a reminder for which Areas have pending combats.
- During “Night” Game Rounds (only), each Horrors unit’s normal Movement Allowance, regardless of type, is increased by one Area.

PLAYER UNIT MOVEMENT

- Player units have two modes of movement, Foot and Vehicular, only one of which can be triggered with one Move Action.
 - ◇ All Player units have a basic Foot Movement Allowance (exception: Compounds). This is shown on the unit’s Faction Mat or Standee with a “feet” icon.
 - ◇ Some units also have a Vehicular Movement Allowance ability. This is shown on the unit’s Faction Mat or Standee with the “wheel” icon.
- A Crisis Adrenaline Move uses Foot Movement [R15].
- Players may choose to forfeit some of a Player unit’s Movement

Allowance, but the extra movement is lost.

- Player units must stop when entering an Area with a Horrors unit. A unit may leave such an Area when starting its Move with no penalty.
- Compound units have no Movement Allowance, except for the Paddy Wagon unit, which uses Vehicular Movement.
- Vehicular Movement can only be used if the owning player first discards 1 Supplies from their pool, representing gasoline [R19].

NON-PLAYER CHARACTER (NPC) UNITS

- There are several NPC units in the game. Some begin the game on the map and some appear due to Search Cards [RG6].
- All NPC units can be controlled by any player as if it was one of their own Faction units (thus they are “Player units” for all purposes except as noted).
- NPC units cannot benefit from a Leader unit’s Leader Ability.
- Some Event and Search Cards forbid the use of an NPC unit to satisfy their requirement or perform their abilities.

NPC STANDEES

- NPC Standees may not conduct a free Crisis Adrenaline Move.
- NPC Standees cannot be used to build a faction’s Compound unit.
- NPC Standees may not conduct Vehicular Movement.
- NPC Standees are considered to have an unlimited supply of ammunition, gas, etc. so a player never has to discard any Supplies to conduct Ranged Combat with eligible NPC units.
- Should an NPC unit get eliminated for any reason, place the NPC unit back into the game box or onto their Faction Mat. The unit is out of the game permanently.
- NPC Standees do get a Last Stand opportunity.

NPC VEHICLES (BOATS AND HELOS)

- NPC vehicles may only be moved using a Reposition action, during the Follow Action phase.
- NPC vehicles are considered to have an unlimited supply of ammunition, gas, etc. so a player never has to discard any Supplies to conduct Ranged Combat with eligible NPC vehicles.

OVERRUN

- There are seven Overrun Areas in the game. These are located at the end of each of the six Tracks and in the Great South Bay Bridge Area [R29].

- These Areas are indicated with a yellow highlighted Area Address.

- An Overrun occurs when an Overrun Area contains one or more Horrors units (of any type and size, though they must be unstunned) and NO non-Horrors units.

◇ Any Player or Civilians unit in the Area will prevent the Overrun.

◇ Boat and Helicopter units do not prevent an Overrun.

- The moment Overrun conditions are met, record the appropriate number of Overrun Points on the Overrun Track [R30], place an Overrun marker into the Area and remove all Horrors units from it.

◇ Murder of Horrors Stacks have all their tiles eliminated from the game (i.e., not placed back into the pool) and these tiles are no longer available for spawning.

- Once an Area is Overrun, it remains so for the remainder of the game.

- This Area is now considered to be Compromised as well.

- In addition to the Overrun Points suffered for each Overrun Area, Overrun Points can be suffered when the Horrors “pile on”. This can occur in two cases:

◇ Whenever a Murder of Horrors cannot be fully spawned due to a lack of available tiles in the pool.

◇ Whenever any Horrors unit enters an Overrun Area without a Player or Civilians unit being in the Area with it (the Horrors unit is then eliminated per the usual effect).

◇ In both cases, record an additional 1 Overrun Point for each time the situation happens.

- If the Total Overrun Points marker enters or passes the “8+” space of the Overrun Track, the Horrors multiply exponentially and overwhelm all survivors on Plum Island. *The players immediately lose the game.*

PLAYER TURN

- When a faction's Player Activation Turn Order Token (or the “Wild” Turn Order Token if it has been assigned to that player by the group) is drawn, they become the Active Player.
- The Player Turn proceeds with the Crisis Adrenaline Phase, then the Player Action Phase and finally the Follow Action Phase.
- A player may always opt to do nothing and pass their turn.

CRISIS ADRENALINE PHASE

- All Player units belonging to the Active Player’s Faction (not NPC units) may conduct one free Foot Move [R15].

- This is a “free” move and does not count against the player’s normally allowed number of Player Actions.

PLAYER ACTION PHASE

- The Active Player may conduct a number of Player Actions depending on the Game Round.
- There are nine Player Actions that the Active player can perform:
 - ◇ Move
 - ◇ Combat
 - ◇ Crowd Control
 - ◇ Evacuate
 - ◇ Repair
 - ◇ Build Compound
 - ◇ Location
 - ◇ Heal
 - ◇ Use a Special Action
- The same Action can be selected multiple times and the player can even choose the same unit to do all the Actions providing that Action eligibility rules are adhered to.

FOLLOW ACTION PHASE

- When the Active Player is finished with their Actions, the other players (called Following players) may each take one Follow Action if they qualify to do so **[R15]**.

PLAYER UNITS

- Player units is an umbrella term used to refer to Faction units and NPC Standee units.
- Any Player unit can be controlled by the Active player to take Actions.
- A Player unit may not end its movement in an Area that already has two other non-Horrors Standees in it, but may pass through.

RATINGS

ADMIN RATING

- This rating is located below the checkmark icon and indicates the unit’s capability to get administrative and societal jobs done effectively—helping the civilian population, arranging logistics, etc.
- This rating indicates how many Civilians units the player may guide during the Crowd Control Action, whether a unit qualifies to build a Compound (needing at least a “3” rating), and is often used to determine the outcome of Search Cards.

BRAVERY RATING

- This rating is located below the star icon and measures the unit’s ability to withstand the terror and fear it is encountering almost every minute during the crisis.
- This rating is often used to determine the outcome of Search and Event Cards, how the unit interacts with certain Mutations, and whenever it needs to attempt a Last Stand.

CLOSE COMBAT RATING

- All units have a Close Combat Rating, located in the yellow triangle.
- This rating represents the number of Combat Dice the unit will roll when resolving Close Combat.
- The number of dice can be affected by special events or circumstances.
- Some VIP Civilians units also have a Close Combat Rating.

RANGED COMBAT RATING

- Some units have a Ranged Combat Rating, located below the white crosshairs.
- This rating represents the number of Combat Dice the unit will roll when resolving Ranged Combat.
- The number of dice can be affected by special events or circumstances.
- The Special Combat Markers (Molotov Cocktails and Pistols) can bestow a Ranged Combat Rating on units.
- Some VIP Civilians units also have a Ranged Combat Rating.

TOUGHNESS RATING

- The Toughness Rating is the number in the heart icon.
- This rating indicates the maximum number of Hit Cubes that the unit can absorb.
- As soon as the number of Hit Cubes equals or exceeds the listed rating, the unit may be eliminated.
- Player units may make a Last Stand attempt to remain in the game, so long as hits occur during Close Combat.
- The bottom area of each unit shown on the Faction Mat, containing the Toughness Rating, is the Hit Cube area, in which are placed any Hit Cubes the unit suffers.

SEARCH CARDS

- These 44 cards generate opportunities, supplies, survivors—all sorts of goodies for the players (with an occasional wrench thrown into the works).

- A Search Card is drawn when a Player's unit uses a Search Location Action.
- Each card details a specific story and may have various effects and/or choices. The Active Player should read the card aloud and all players may participate in any discussion, but the ultimate choices are made by the Active Player.
- Search Effects text happens before Search Modifier text [RG4]. Therefore, if the Search Modifier text mentions a particular unit and the Search Effects text added that unit, then the Search Modifier bonus is still received.
- Search Cards can spawn Horrors. If a newly-spawned Murder of Horrors Stack appears in the same Area as a non-Horrors unit, an immediate Close Combat is fought with the Horrors attacking using normal Close Combat procedures.

SPECIAL ABILITY

- Most Faction units have a special ability described in detail in the middle of its entry on the Faction mat.
- Only the unit with which this ability is listed can apply its effects and many are passive (i.e., always "on").
- Some units have a powerful Special Action as their ability, and these require the actual expenditure of an Action to use them.
- Players can only use a Special Action when the unit is activated as part of a Player Turn—they cannot be used for a Follow Action.

STANDEES

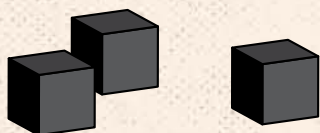
- As a game term, Standees are the Player units and the Mutations units represented by cardboard punch-outs on plastic standees to make them more obvious on the map and allow the player to more easily reference the unit information and ratings.

TRACKS

- The term Tracks in Plum Island Horror could refer to one of two key ideas: the Game Tracks Sideboard [R10, RG26] or the vertical Tracks on the game board.

TRACK NUMBERS

- All of the Areas of Plum Island are vertically grouped into a Track. These Tracks are numbered 1-6, left to right.
- The Track number is displayed in the Spawn Zone for that Track.



TURN ORDER





- Turn Order in Plum Island is variable and decided by pulling Turn Order Tokens out of the Turn Order bag.

TURN ORDER BAG

- The Turn Order Bag holds the Turn Order Tokens, one of which is randomly drawn from the bag by any one player during the Activity Phase at a time.
- The drawn token indicates whether an Event card is drawn or if the Players or Horrors will act next.
- During Setup, add the three red Fate Turn Order Tokens and the one black Impending Doom Turn Order Token to the Turn Order Bag.
 - ◇ In the One and Two Player Mode, add both Faction Turn Order Tokens for each of the two Factions being played.
 - ◇ In Three Player Mode, add one Faction Turn Order Token for each of the three Factions being played. Then also put the pink "Wild" Turn Order Token into the bag.
 - ◇ In Four Player Mode, add one Faction Turn Order Token for each of the four Factions being played.

TURN ORDER TOKENS

- When drawn from the Turn Order Bag, the Turn Order tokens are enacted per the type of token.

TOKEN	NAME	EFFECT
	Fate Token	Any player turns over the top Fate Card from that draw pile. The card is resolved per the Horrors Spawn and Activate procedures
	Impending Doom Token	Any player draws the top Event Card and applies its effects
	Wild Player Turn Activation	Used in 3-player games. When drawn, players choose which Faction will become the Active Player
	Player Turn Activation	The player whose Faction Token was drawn is the Active Player and conducts a Player Turn Activation

WOUNDED

- Units are considered to be Wounded if they have one or more Hit Cubes assigned to them.
- This is relevant for the Heal action and for some Search and Event Cards.

THE GOLDEN RULES OF COOPERATION

GROUP DECISIONS

Throughout the game, there are times when all the players must collectively decide what to do in a given situation. The majority vote will ultimately make that choice. If a consensus cannot be reached by the players, then there will be an appeal made to the spirit of the Plum Island Mermaid for her guidance. This prayer ritual is accurately simulated with each player drawing a Fate Number—high number wins and gets to decide the current course of action that is up for debate. If there is a tie, all tied players will redraw until a high number is achieved. So sayeth the first Golden Rule. Don't forget to reshuffle the Fate deck.

TRADING AND NEGOTIATIONS

Players may make any kinds of agreements between them as they like. Group coordination of which strategies to pursue, when not to take a Follow Action, etc., is allowed and encouraged.

In addition, Supplies markers may be traded between players during a Player's Activation Phase as long as each faction has a Faction unit sharing an Area together somewhere. So sayeth the second Golden Rule.

Historical Note: The Blessing of the Mermaid is an old Plum Island folk tale which the residents still believe in and cherish. It involves an ancient story of a mermaid that saved a disabled ship from crashing into the rocky shoreline. Aboard that ship were the first settlers to the island, and they paid homage to the mermaid every year since. To this very day, the Plum Islanders are comforted by the thought that the Mermaid still watches over them.



THE PLUM ISLAND HORROR

CREDITS

Designer

Hermann Luttmann

Developer

Ken Kuhn

Graphics

Terry Leeds

Lead Playtesters

David Kurtz • Fred Manzo

Proofreaders

Brent Pollock, David Bauer, David Kurtz, David Spangler, David Wilkinson, Kevin Hartman, and Ronald Nickelson

Playtesters

Aaron Montgomery, Arne Reuter, Ben McClellan, Carlos Iglesias, Jeffrey Delbert, John Cleaver, John Vogel, John Wild, Kenny Barrese, Kevin Hartman, Kohen Gillis, Larry W. Rose, Neil Bunker, Raymond Glosser, Sam Barker, and Stephen del Prado

Production Coordination

Kai Jensen

Producers

Gene Billingsley • Tony Curtis • Andy Lewis • Mark Simonitch



GMT Games LLC © 2023

GLOSSARY INDEX

KEY TERM

Actions, Player	20
Move	20
Combat	20
Crowd Control	20
Evacuate	20
Repair	20
Build Compound	20
Use a Location Action	20
Heal	20
Use a Special Action	20
Reposition (Follow Action Only)	20
Activate	25
Surge!	25
Track Number(s)	25, 32
Active Player	20
Activity Phase	20
Adjacency	20
Admin Rating	31
Area(s)	20
Area Address	20
Armed Deputized Civilians	22
Available Pools	22
Biohazard Bag	22
Biohazard Cubes	22
Biohazard Infection Step	22
Biohazard Level	22
Bravery Rating	31
Civilians Units	22
Close Combat Rating	31

KEY TERM

Combat	23
Close	23
Ranged	23
Gunship	23
Compound	24
Compromised	21
Connected Areas	21
Crisis Adrenaline Move/Phase	29, 30
Damaged Markers	28
Decontaminate	27
Disabled	23
Eliminated	23
Evacuation Capacity	24
Evacuation Points	24
Event Cards	24
Exhausted Location Markers	28
Faction Mat	25
Faction Units	24
Factions	24
Fate Cards	25
Fate Number	26
Follow Action	26, 31
Forage	28
Forked Path	21
Game Rounds	26
Game Tracks Sideboard	26

KEY TERM

Great South Bay Bridge	27
Hit Cubes/Hits	27
Horrors Possession	24
Horrors Units	27
Hunger Phase	27
Last Stand	24
Leaders	25
Location Actions	27
Map Icons	28
Black Arrow	28
Bridge	28
White Arrow	28
Markers (Assorted)	28
Movement Allowance	29
Murder of Horrors Tiles/Stack	27
Mutations Standees	27
Non-Player Character (NPC) Units	30
Standees	30
Vehicles (Boats & Helos)	30
Overrun	30
Player Turn	30
Crisis Adrenaline Phase	30
Player Action Phase	31
Follow Action Phase	31
Player Unit Movement	29
Player Unit Area Capacity	21
Player Units	31
Ranged Combat Rating	31

KEY TERM

Ratings	31
Search	28
Search Cards	31
Spawn	25
Chaos!	25
Reanimated!	25
Track Number(s)	25, 32
Spawn Zone	21
Special Ability	32
Special Combat Markers	28
Special Event/Search Card Markers	28
Standees	32
Stunned Markers	29
Supplies Markers	29
Toughness Rating	31
Tracks	32
Turn Order Bag	32
Turn Order Tokens	32
Impending Doom	32
Fate	32
Player Turn Activation	32
Wounded	32

QUICK REFERENCE

ICON KEY

SEQUENCE OF PLAY

1

HUNGER PHASE (Night Round Only)

Spend 1 *Supplies* per Faction unit and 1 *Supplies* for all Civilians in a Compound (regardless of number). Apply 1 Hit to any Faction unit not fed. If 1 *Supplies* is not spent to feed all the Civilians units, then any one of those Civilians units is eliminated.

2

ACTIVITY PHASE

DRAW TURN ORDER TOKEN STEP

- **Draw tokens** until Draw Bag is empty. Then proceed to End Phase.

RESOLVE TURN ORDER TOKEN STEP

- **Fate Token (Red):** Draw Fate Card and apply Spawn and Activation Effects.
- **Impending Doom Token (Black):** Draw Event Card and Resolve.
- **Faction Token (Faction Color):** Player Activation—the number of Player Actions is based on current Game Round [R15]. May use Player unit from your Faction or any NPC unit.
 - ◇ **Crisis Adrenaline:** Each unit in Active Faction may do 1 free *Foot Move*.
 - ◇ **Player Action(s):** *Move, Combat, Crowd Control, Evacuate, Repair, Build Compound, Location Action, Heal, Faction Special Action*
 - ◇ **Follow Actions:** Starting with Player to left of Active Player, Non-Active Players may take Follow Action. Follow Action = Player Action **except** *Faction Special Action* plus may *Reposition*. If Follow Action taken, draw for Event. If Event occurs, no further Follow Actions.

3

END PHASE

a) REPLENISH LOCATIONS STEP (Night Round Only)

b) MUTATION REGENERATION STEP

c) BIOHAZARD INFECTION STEP

Draw 2 Cubes and apply on Biohazard Track according to their color. Then place cubes back in bag.

- Green = No Effect
- Yellow = +1 Space
- Red = +2 Spaces

d) REFILL TURN ORDER BAG STEP

e) ADVANCE GAME ROUND MARKER STEP

MAP AREA CONNECTIONS

Bridges



White arrow



Black arrow



Forked Path



MAP AREAS

Beach

BEACH

Building



Forest



Clear



Area ID

Area Type
(dot(s) = # Civ placed)

Overrun Area



UNITS



Close Combat Rating



Ranged Combat

Gunship

Pistol/Molotov



Admin Rating



Bravery Rating



Foot Movement



Vehicular Movement

2

Evacuation Capacity

5

Toughness Rating

+

Heal Special Ability

▶

Leader Ability

VICTORY AND DEFEAT

(If any one of the following is true, players lose. Otherwise, players WIN!)

1

THE ISLAND BECOMES A TOXIC WASTELAND

The *Biohazard Level* Marker enters the "17+" Space.

2

THE ISLAND IS OVERRUN BY MONSTERS

The *Total Overrun Points* Marker enters the "8+" Space

a) OVERRUN = Overrun Area has only Un-Stunned Horrors.

Place *Overrun* Marker. Remove Horrors From Game.

b) AREA OVERRUN POINTS:

Area	Overrun Points
Great South Bay Bridge*	6
Greenport Docks (3K)	4
Coast Guard Station/Docks (2J)	3
All other Overrun Areas (1L/4K/5i/6M)	2 per Area

*Remember that the Great South Bay Bridge Area cannot be Overrun until any Damaged markers there are first removed.

c) PILING ON OVERRUN POINTS:

- ◇ **Horror cannot Spawn** = 1 Overrun Point per incident
- ◇ **Horror Unit in Overrun Area alone** = 1 Overrun Point and remove Horrors from game

3

OH! THE HUMANITY!

The *Evacuation Points* Marker Is **Not** in the "26+" Space.

4

WHERE IS EVERYBODY?

Any 1 Faction has **all its units Eliminated**. This does not include the Compound unit if it has not been built. If built, then it is counted as a unit for the purpose of this Defeat Condition.