



THE VAN



FARM

↻ REVEAL

Free Scavenge.



FARM

↻ REVEAL

Free Scavenge.



HOSPITAL

➡ ENTER

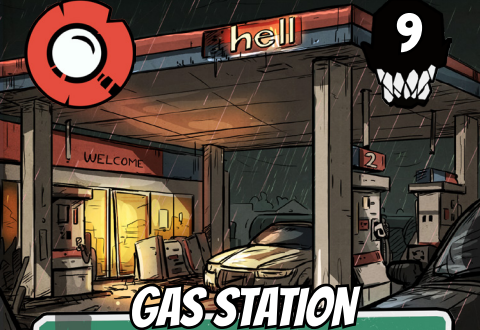
Restore 3 Health.



GAS STATION

↻ REVEAL

Free Scavenge.



GAS STATION

↻ REVEAL

Free Scavenge.



GAS-STATION

↻ REVEAL

Free Scavenge.



BANDIT-CAMP

➡ ENTER

Discard an equipped gear or take 5 damage.



BANDIT-CAMP

➡ ENTER

Discard an equipped gear or take 5 damage.



TUNNEL

➤ ACTION

Move to another revealed tunnel tile.



TUNNEL

➤ ACTION

Move to another revealed tunnel tile.



POLICE

PREMIUM
0



POLICE STATION

↻ REVEAL

Free Scavenge.



SHOPPING-MALL

↻ REVEAL

Free Scavenge.



GROCERY STORE

↱ REVEAL

Free Scavenge.



OPEN-FIELD

↻ REVEAL

Draw a monster.

▽ END

Draw a monster.



OPEN-FIELD

↻ REVEAL

Draw a monster.

▽ END

Draw a monster.



FOREST

⊘ STOP

*If you move again this turn,
draw a monster.*



FOREST

⊙ STOP

*If you move again this turn,
draw a monster.*

A log cabin in a forest. The cabin is made of logs and has a thatched roof. A skull icon with the number 2 is on the roof. The cabin is surrounded by trees and a forest floor.

2

SHELTER

Immune to damage when you end your turn here and started your turn somewhere else.

A cartoon-style illustration of a log cabin in a forest. The cabin is made of horizontal logs and has a steep, moss-covered roof. A small table with two chairs is outside the cabin. A large, black skull icon with white teeth is positioned on the roof of the cabin. The number '12' is written in white inside the skull.

12

SHELTER

Immune to damage when you end your turn here and started your turn somewhere else.



RIVER

➡ TEST

Success: Move to this tile.

Fail: Return to the previous tile.



RIVER

➡ TEST

Success: Move to this tile.

Fail: Return to the previous tile.



CITY-STREET

➡ ENTER

Draw a monster.



CITY STREET

➡ ENTER

Draw a monster.



CITY-STREET

➡ ENTER

Draw a monster.



4

GRAVEYARD

↻ REVEAL

Every player must draw a monster.



10

POWER-PLANT

➡ ENTER

*Discard all food cards.
Poison.*