

# DEAD OF WINTER FAQ

VERSION 1.1

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## 1.0.0 CHARACTER CARDS

### 1.1.0 John Price

#### 1.1.1 When does John Price's ability take effect?

His ability does not take effect until he is at the location. The abilities he copies go away once he has completed a move to a new location.

For example here are a couple characters John could combo with and when they would combo:

**Rod Miller** – Does not roll for exposure when he moves.

**Harman Brooks** - If he would receive a frostbite wound, it becomes a wound instead.

**Sparky** - When rolling for exposure, if a Bitten result is rolled, treat it as a wound.

1. If John moves to a location where Rod is at does he have to roll for exposure? **YES**
2. If John moves away from a location he shared with Rod does he keep his ability for the move? **YES**
3. If John moves to a location where Harman is and rolls frostbite is it changed to a wound? **NO**
4. If John moves away from the location he shared with Harman does he keep his ability during the move? **YES**
5. If John moves to a location where Sparky is at and rolls a bite is it changed to a wound? **NO**
6. If John moves away from a location he shared with Sparky does he keep his ability during the move? **YES**

#### 1.1.2 Can John mimic any combination of abilities at the location he is at?

Yes John can mimic any combination of abilities at the Location he is currently at.

**Here are two examples:**

- If John is at a Location with both Harman and Sparky so that he would receive normal wounds from both Frostbit and Bitten results.
- John is at the Hospital with Janet and Jenny. Janet's ability lets you look at and keep 1 additional card at the hospital. Jenny let's you look at 3 additional cards when performing a search. John can combine the two to search and look at 4 additional cards and keep 2 cards in 1 action.

**1.1.3 Can John use the ability of a survivor that says "Once per round", but has already been used this round?**

Yes. He may only perform the action once per round though. His copy of the ability counts as a new instance of the ability.

**1.1.4 Can John use Forrest's ability to remove himself from the game to gain 1 morale?**

Yes as long as he shares a location with Forrest.

**1.1.5 What happens if John shares a space with Buddy Davis and moves away from his location?**

While John shares a space with Buddy, it takes 4 wounds to kill him. If John moves away from the space where Buddy is or Buddy moves away, and John has 3 wounds on him, he dies once the survivor gets to a new location.

1.2.0 Loretta Clay

**1.2.1 Should her ability cost a 4+ or do I need exactly a 4 on a die to activate her ability?**

Her ability should read (4+), the (4) was a misprint.

1.3.0 Edward White

**1.3.1 How many dice do I spend to use Edwards ability?**

2 dice. 1 for performing an attack, and 1 for activating his ability.

**1.3.2 Can I use any card with a medicine symbol to use his ability?**

Yes. You may use Medicine, Adrenaline Shot, or any other future cards with the medicine symbol on it to activate his ability.

**1.3.3 Can I request a medicine card from another player to pay for Edward Whites ability?**

Yes. You can request a card and use it for his ability, see section 5.0.0 Requesting Cards for more details on requesting cards.

## **2.0.0 CROSSROAD CARDS**

2.1.0 Crossroad Triggers

**2.1.1 If a survivor moves and dies while moving, does a crossroad card with a movement trigger still trigger?**

A player needs to finish the action that triggers a Crossroad card before it is triggered. So if a survivor dies while moving, they did not finish there movement, and the trigger does not apply. The crossroad card does not trigger.

2.2.0 Bev Russel

**2.2.1 Does Bev count as a survivor when adding zombies to the school if you chose option 1?**

Yes. You have to add zombies to the location just like you would for any other survivor. When the space would become overrun, Bev cannot be the target because she cannot be killed. Instead if the space becomes overrun choose another survivor at that location with the lowest influence to die.

2.3.0 Old Divisions

### **2.3.1 If you chose the thumbs up option, what happens to the item cards already submitted to the crisis?**

Remove the cards from the game. Do not reveal the cards.

### 2.4.0 Outbreak

#### **2.4.1 Who votes when triggering the Outbreak Crossroad Card?**

Players that currently have a survivor at the colony.

## **3.0.0 ITEM CARDS**

### 3.1.0 Outsider Cards

#### **3.1.1 Do Outsider cards count as item cards when trying to complete a secret objective?**

Yes.

#### **3.1.2 When I draw an Outsider Card do I have to reveal it immediately?**

No. Outsider cards work like any other item card, you may keep them in your hand until you want to play them. You can even request and play these cards into the crisis, just like any other item card.

## **4.0.0 MAIN OBJECTIVES**

### 4.1.0 Adding Cards to the Main Objective

#### **4.1.1 How do I add cards to the Main Objective?**

Place the cards you are adding to the Main Objective face up under the Main Objective card (or next to it if you prefer). You can only add cards to the Main Objective that are required. You can add as many cards to the Main Objective as you like during your turn unless the Main Objective says differently.

## **5.0.0 ACTIONS**

### 5.1.0 Attracting Zombies

#### **5.1.1 When using the Attract action, can I move zombies to a location with no spaces available for zombies?**

No. Zombies can only be attracted and placed in empty spots. They do not cause an area to become overrun nor do they break down barricades. The same is also true when using the Microphone item card.

### 5.2.0 Requesting Cards

#### **5.2.1 Can I request a card to use for an ability?**

Yes. Requested cards must be played immediately, either for their ability, or towards an ability that requires the item.

### 5.3.0 Spending Food Tokens

#### **5.3.1 Can I spend food tokens to increase my action die result by one if I have no unused action dice left?**

No. You may also not spend a food token to increase a die if the die is at 6.

### 5.4.0 Exile

#### **5.4.1 What happens if there are no empty spots at locations when exiling my survivors?**

Choose a non-exiled Survivor and move their standee back to the Colony. This does not count as a move. They do not roll for exposure. The exiled player must move their exiled survivor into the now empty spot immediately, following the normal rules. Repeat as necessary.

#### **5.4.2 Can an exiled player request cards or give cards to a player requesting cards?**

Yes.

#### **5.4.3 Can an exiled player contribute cards to the Main Objective?**

Yes.

#### 5.4.4 Can an exiled player add food tokens to the colony by playing a food card?

Yes.

#### 5.4.5 Can an exiled player call to exile another player?

Yes.

## 6.0.0 COLONY PHASE

### 6.1.0 Paying Food - Starvation Tokens

#### 6.1.1 How do starvation tokens work?

After checking for food do the following:

1. If you have enough food, remove 1 food per 2 survivors at the Colony (round up) and proceed to the next step of the Colony Phase.
2. If you do not have enough food, do not remove any food. Add 1 starvation token, and lose morale equal to the total number of starvation tokens now in play. If you do not do this step, you do not lose morale for starvation tokens.

- Starvation tokens are never removed from play, unless a card effect says otherwise.

*An example:*

#### Round 1

The round is ending, we have 5 food and 13 survivors, so not enough food. Add 1 starvation token, lose 1 morale, and continue onto next step.

#### Round 2

The round is ending, we have 8 food and 15 survivors, so we lose all 8 food to feed the colony.

#### Round 3

The round is ending, we have 2 food and 15 survivors, so not enough good. Add 1 starvation token, lose 2 morale (one for each of the 2 starvation tokens), and continue onto next step.

*(a special thanks to Nate Bivins for putting these steps together)*

### 6.2.0 Adding Zombies

#### 6.2.1 When do I add and remove survivors that are killed and gained when adding zombies?

Here a simple breakdown of the adding zombies part of the Colony Phase:

- A) Add all zombies at the colony.
- B) Check Morale.
- C) Add all Zombies at all non-colony locations. (In location order)
- D) Check Morale
- E) Resolve all Noise tokens. (In location order)
- F) Check morale

If a player's last remaining survivor would be killed (or otherwise lost), that player immediately removes from the game all cards in her hand, draws a new survivor card, adds it to the game, and makes that survivor her new group leader. This process will interrupt any of the Adding Zombie sections above. If an Exiled player loses their last Survivor, they choose a new non-Colony location to place their new survivor. They may choose to place it at a Location that has not had Zombies added yet.

*If you have any questions that are not answered here or in your rulebook,  
please contact us at [mail@plaidhatgames.com](mailto:mail@plaidhatgames.com)*