

ALWAYS TAKE PREVENTIVE MEASURES.

APOCALYPSE TRAIL

Rulebook and Instructions

BE PREPARED WHEN DISASTER STRIKES

Norman Clan Gaming



Gameplay

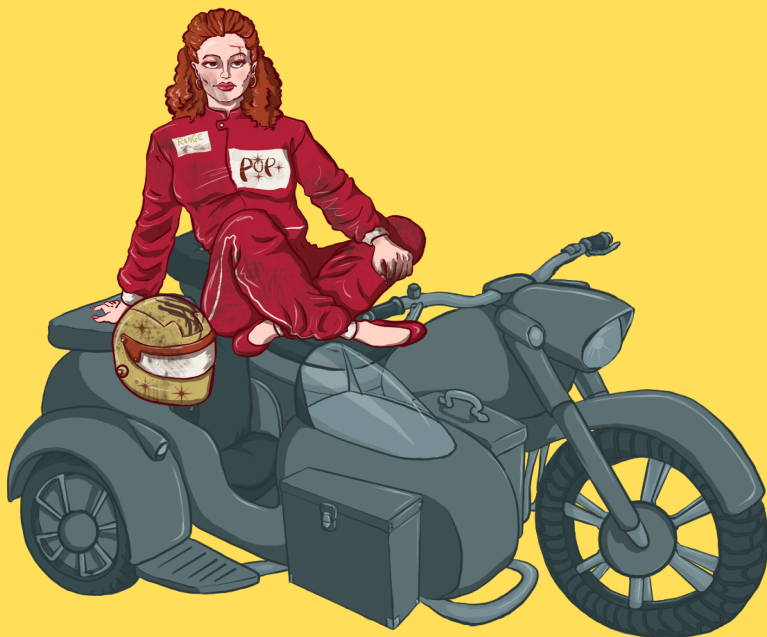
The end times have come and society has collapsed in the form of a global disaster. Gather what survivors you can, scavenge a vehicle and supplies and set out on a journey to find a safe place to settle in and weather out the apocalypse until the worst of it has blown over...

Survival

Join up with your friends and attempt to survive the journey to the safe zone before the catastrophe over takes you. Construct your convoy wisely, balancing for speed, capability and preparedness. Should you bring the biggest vehicles you can and stock up on supplies and weapons? Should you go as fast as you can and hope you can outrun everything? Maybe a balanced approach would be best?

Race

It's everyone for themselves in a race to get to the safe zone and claim the best shelter while bringing along as many survivors, supplies and useful items along the way. Should you focus on speed to get the best possible shelter? Bring up the rear and pick up all of the leftovers and stragglers so you arrive late, but better prepared? Try your luck with a balanced strategy?

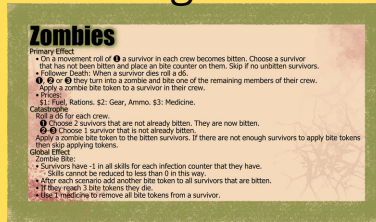


Game Components

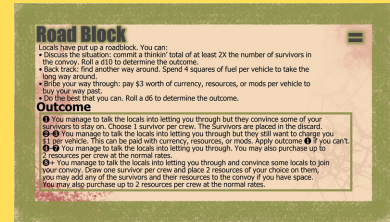
Gameboard



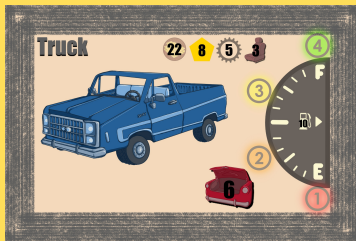
Setting Cards



Scenario Cards



Vehicle Cards



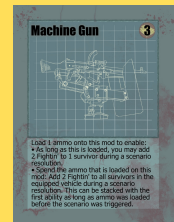
Leader Cards



Survivor Cards



Mod Cards



Resource Tokens



Currency



Ration



Fuel



Gear



Medicine

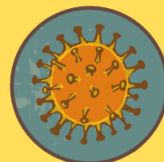


Ammo



Vehicle Pawns

Affliction Tokens



Infection



Hunger



Zombie Bite



First Player Marker



Catastrophe Pawn

Setup

Prepare the apocalyptic nightmare that you must journey through in a fight for survival. Adjust difficulty and variety by increasing the number and mixing and matching settings once you have mastered a single setting.

When setting out on the trail for the first time, follow the steps for First Time Setup. Otherwise proceed to the Advanced Settings and Scenarios section.

First Time Setup

- Choose 1 Setting and place it in the "Setting" space next to the start space on the board.
 - Refer to the Setting chosen for:
 - Setting effects.
 - Catastrophe effects.
 - Ailment effects.
 - Resource pricing.
- Combine the setting scenarios.
 - Shuffle the Scenarios from the setting with the following generic(light brown) Scenarios:
 - **Raiders, Breakdown, Refugees, Old Service Station, Wreckage.**
- Shuffle them and place them face down at each of the 10 scenario spaces around the board.
- Read the **Recommended Loadout** section below and then proceed to **Player Setup**.

Advanced Settings and Scenarios

- Choose one or more Settings and place the setting cards next to the "Setting" section on the board.
 - Choose a Primary Setting and stack the setting cards with the primary on the top and just the Global Effect text displaying for all of the other settings.
 - All effects and the Catastrophe from the Primary Setting along with the Global Effects from all of the settings will apply to this playthrough.
- Combine the setting scenarios.
 - If only **1** setting was chosen add all 10 generic scenarios.
 - If only **2** settings were combined add 1 positive(+), 2 50/50(=) and 2 negative(-) generic scenarios.
- Sort the scenario cards by positive(+), 50/50(=) and negative(-) outcome markers into piles and shuffle the piles.
- Draw 2 positive(+), 4 50/50(=) and 4 negative(-) scenarios keeping them face down and putting them in a pile.
- Shuffle them and place them face down at each of the 10 scenario spaces around the board.

Setting selection and difficulty:

- Note the +, = and - symbol on the scenario cards.
- Maintain the 2+, 4= and 4- scenario ratio to only increase difficulty slightly per added setting.
- If this ratio is too difficult or easy adjust as needed.
- For less predictability mix more than 10 scenarios in before shuffling.

Player Setup

- Setup the Pawn tokens:
 - **Survival:** Place the “Catastrophe” token and one pawn token and place them in the starting space on the board.
 - **Race:** Have each player select a pawn token and place them in the starting space on the board. Choose a die and have each player roll it to choose who goes first. Place the first player marker in front of the first player.
- Shuffle the Survivor, Leader, Vehicle, and Mod decks.
- Deal out starting currency to each player:
 - **Survival:** \$45 to each player.
 - **Race:** \$50 to each player.

Recommended Outfit

- Vehicles:
 - Bring a balanced set of vehicles.
 - Make sure that your second slowest vehicle has at least a 10 for speed.
 - Make sure you have at least 1 vehicle with plenty of cargo space.
- Survivors:
 - Prioritize survivors with higher stats and more abilities.
 - Some abilities are actually detrimental so read them carefully.
 - In Survival mode, group survivors by purpose.
- Resources:
 - Fill up your fuel tank and bring plenty of food.
 - Read your setting carefully and prioritize ammo, medicine, and gear appropriately.
 - Medicine is often needed to cure ailments, ammo is good for fighting off zombies and gear can help fix vehicles or make it easier to get past scenarios.
- Mods:
 - Read the scenario cards for the setting that you have chosen and choose mods appropriately.
 - Weapon mods are probably not as useful in the pandemic setting as they are in the zombie setting.



Outfitting

Select Survivors, Vehicles, Equipment, and Supplies that will make up your convoy on the journey to the safe zone.

Construct your Crew

- Flip over leaders equal to the number of players + 2.
 - In turn order each player selects one leader and places them in their play area.
 - Shuffle the remaining leaders back into the deck.
- Flip over vehicles equal to the number of players + 2.
 - In reverse turn order players purchase one vehicle and places it in front of them.
 - Shuffle the remaining vehicles back into the vehicle deck.
- Flip over mods equal to 2X the number of players.
 - In turn order players purchase mods until all of the mods are purchased or players no longer want to purchase mods.
 - Place purchased mods next to the vehicles and shuffle the rest back into the deck.
- Flip over survivors equal to 2X the number of players.
 - In reverse turn order select survivors to join each crew until all survivors have been selected or all players have passed on adding survivors.
 - Shuffle any remaining survivors back into the deck.
- Purchase resources. This can be done in parallel as there should be plenty in the supply.
 - Resource costs are listed on the **Primary Setting**.
- Organize the resources on the vehicles and mods.
 - Make sure you place resources in the vehicle and on the mods noting their capacity as this could be relevant later.
- Place a fuel token from the fuel tank into the fuel tracker on each vehicle.
- Fuel Capacity is listed on the fuel gauge. The maximum fuel that the vehicle can hold in its tank, including the tracker is listed on the fuel gauge.
- Keep any remaining currency next to your vehicle.

The diagram illustrates the outfitting process for a vehicle and mod. It is divided into four main sections:

- Currency:** Represented by three gold coins.
- Survivors:** A card for **Idabel Kasser**, Industrial Engineer, with abilities: **1** Technologist: Reroll all 1's and 2's in 'thinkin' scenarios that this survivor is committed to taking the second result as the outcome. **4** College Grad: Counts as two survivors for 'thinkin' scenarios.
- Vehicle:** A **Truck** card with the following stats: **Cost** 22, **Speed** 8, **Mod Capacity** 5, **Passengers** 3. It features a fuel gauge with a fuel token (F) and a fuel tracker (E). Below the truck are icons for **Cargo Space** (3) and **Fuel Tank** (6).
- Mods:** A **Machine Gun** mod with a **3** cost. Its description reads: "Load 1 ammo onto this mod to enable: As long as this is loaded, you may add 2 Fightin' to 1 survivor during a scenario resolution. Spend the ammo that is loaded on this mod: Add 2 Fightin' to all survivors in the equipped vehicle during a scenario resolution. This can be stacked with the first ability as long as ammo was loaded before the scenario was triggered."



The Trail

Fire up your engines and head for the hills and whatever shelter may exist to escape the apocalypse.

Turn Order

1. Pickup and use resources.

2. Movement:

- Roll the movement die or push the vehicle(s).
- Move the number of squares rolled on the vehicle die or the amount pushed.
- Consume fuel using the fuel tracker if you move under vehicle power.
- If you run out of fuel, decide to claim a shelter **or** reach a scenario your movement ends.

3. Eat:

- If an eat square is encountered consume rations before continuing movement.
- Each convoy will need to spend 1 ration per 3 survivors, rounding up.
- Add starvation counters to survivors that were not able to eat.

4. Scenario:

- You must resolve the scenario before spending any resources such as medicine or using survivor abilities that apply outside of or after scenarios. See **Scenario Resolution**.
- **Survival:**
 - The players pool their resources and resolve the scenario together.
- **Race:**
 - Each player resolves the scenario separately. Any resources, items or survivors that they gain and can't carry are left behind on the square.

5. Resource Collection:

- If the convoy ends their turn on a square with a resource icon they **may** collect 1 resource per crew of the displayed type from the supply.
- Collect any resources that were left behind on the square.
- Collect resources from completed scenarios.

6. Use Resources.

7. Recovery:

- Resolve resting for the survivors that were not committed to the scenario. See the Ailments, Injuries, and Resting section below.

8. Setting Effects:

- Apply all effects from the primary setting.
- Apply the "Global Setting" effects from any secondary settings.
- Don't advance effects for survivors that have just acquired ailments this turn.
- If you have made it to a shelter, or the end of the trail don't apply Setting Effects.

9. End of Turn:

- **Advance the Catastrophe:**
 - **Survival:** after the convoy is past **Scenario 1**. Advance 3 spaces after each turn.
 - **Race:** after a player has passed **Scenario 5** place the 1st player token in front of that player. Advance 3 spaces after the 1st players turn.
 - Apply **Catastrophe** effects to crews that are even with or behind the **Catastrophe**.
- **Race:** Claim a shelter.

Spaces

Some spaces on the trail will trigger an event when landed on, some will trigger an event when passed and some will halt movement and trigger an event.

- **Scenario Spaces:**

- Halt movement for the turn when the convoy reaches a Scenario space.
- Don't spend fuel beyond the amount that was spent to reach the scenario space.
- Flip over and resolve the scenario. See **Scenario Resolution** section.

- **Resource Spaces:**

- When a convoy ends its turn on a space with a resource icon each crew in the convoy may collect 1 token for the displayed resource.

- **Eat Spaces:**

- Spaces that have the eat symbol on them trigger the convoy needing to consume rations when the convoy enters that space.
- Consume rations or add starvation counters and continue movement for the turn.

- **Shelter Spaces:**

- **Survival:** The last shelter is the end of the trail.
- **Race:**
 - Shelters can be claimed when a convoy is passing or landing on the shelter.
 - Only one convoy can claim a particular shelter.
 - Shelters are worth a specific number of victory points, with the furthest shelter being worth the most.
 - If a shelter further along the trail is no longer available you will need to move backwards on a sub sequent turn until you reach an unclaimed shelter.



Movement

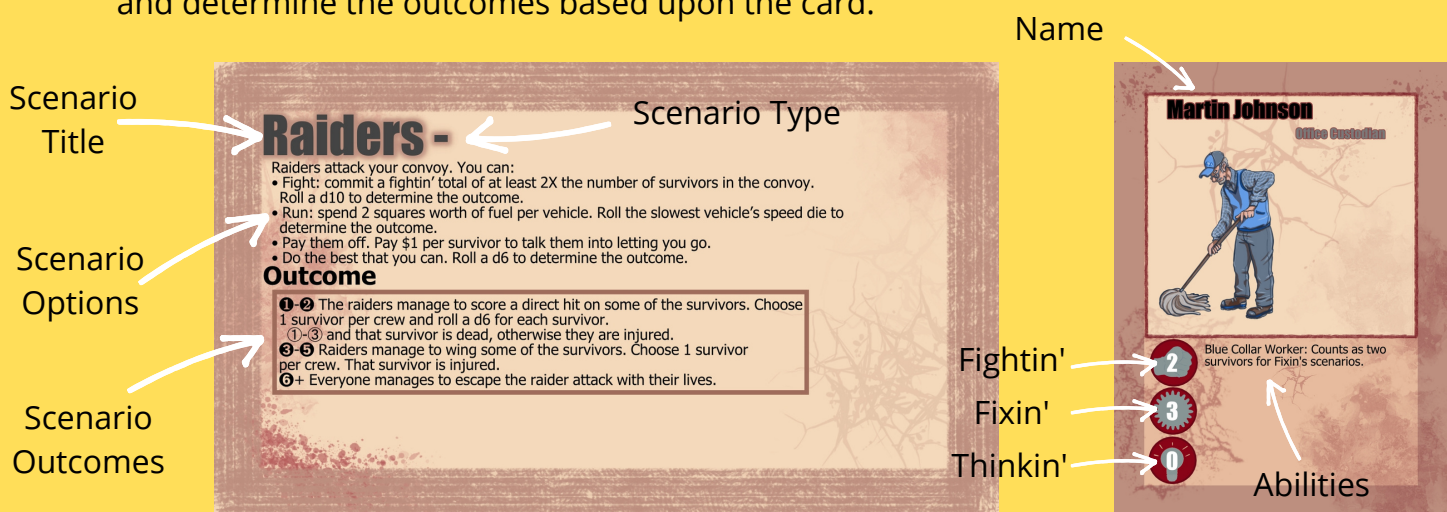
- Movement Speed:
 - **Survival:**
 - The movement die is the speed of the second slowest vehicle in the convoy. Each turn one player rolls the movement die and the convoy moves a number of squares equal to the number rolled on the die.
 - **Race:**
 - Each player uses the die listed on their vehicle and rolls for movement separately.
- The convoy must move the number of squares displayed on the die unless they run out of fuel or encounter a scenario.
- For each square moved, each vehicle must move their fuel token one spot on the fuel tracker.
 - When the fuel tracker runs out, a new fuel token must be placed on the first circle of the fuel tracker.
 - If a vehicle runs out of fuel, it can be towed by a vehicle that is the same speed or slower. The towing vehicle must move it's fuel token 2 spots on the fuel tracker per square moved.
- If the convoy does not have enough fuel to finish moving the number of squares rolled it ends its movement on the square that it runs out of fuel.
- During the movement phase of the turn if the convoy does not have enough fuel to move normally, it's speed is 1 as the survivors have to push the vehicle(s).
 - The convoy can always choose to push instead of moving normally to conserve fuel or target landing on a specific space. They must make this decision before rolling the movement die.
 - If the convoy is pushing and something would modify the push speed, the convoy's speed is the speed of the second slowest vehicle just like when moving normally.

- The truck rolls a 3 for movement.
- The fuel counter starts at 4 and advances to 1.
- There is 1 more space of fuel in the counter and 2 more fuel tokens in the tank.
- The truck has 9 more spaces worth of fuel.
- After it moves 1 more space, the fuel in the tracker will be returned to the supply.
- A fuel token is then be placed onto the 4 on the tracker to continue moving.



Scenario Resolution

- When a scenario has been triggered, the convoy must resolve it.
 - Scenarios will have a list of options that the convoy can choose from usually requiring a certain number of survivors with a minimum value in a skill or a total skill level added together.
 - Survivors often have special abilities that will help in specific scenarios and types of scenarios when either determining outcomes or calculating the committed survivor requirements.
 - Survivors that count as more than 1 survivor when committed to a Scenario can increase the number of committed survivors beyond the allowed 1 survivor per crew increasing the reward payout.
 - The convoy can choose not to commit survivors even if they have enough to meet the requirements for the stricter options, although those options usually lead to the best outcomes. In some cases, it might make more sense to save those survivors for the next scenario.
 - Once the convoy has chosen the option that they want to go with and committed enough survivors to meet that option's requirements, they will then roll dice listed for that option and determine the outcomes based upon the card.



Resources, Survivors, Mods, and Vehicles

- Along the trail you may end up with more resources, survivors, or vehicles than you can handle.
- In general you can abandon and trade out anything in your crew or convoy with the exception of survivors.
- If space opens up while you are at a location with resources or survivors, you can choose to pick them up before you move.
- If you want to abandon/trade out a survivor you must leave each survivor that you abandon or trade out with a ration. If you have no rations then you cannot abandon a survivor.
- Abandoned resources, vehicles, mods and survivors are left on the space that they were abandoned on.
- Each crew is only allowed 1 vehicle.
- If you are out of space to pick up a fuel token, but the fuel tracker is not at the maximum number you may "top off". Put the fuel token you would have picked up in the supply and set the tracker to the maximum number.

Ailments, Status and Recovery

Along the trail your survivors will get injured, come down with various ailments, need to rest between scenarios, and potentially die. Medicine can be applied to your survivors at any time before you roll for movement or after you move and resolve any triggered scenarios.

- **Ready:** A survivor is considered **Ready** if they are setting on the play surface with their top up. They can participate in Scenario resolutions only when they are in the **Ready** state.
- **Injured:** Injured survivors cannot participate in scenarios. When a survivor becomes injured, place them upside down in front of you.
 - **Already Injured:** When applying the injured status to a survivor, if they were already injured they are now dead.
 - **Survival:** After the next scenario they will turn sideways and be **Resting**.
 - **Race:** After the next scenario they will return to the **Ready** state.
- **Resting:** Resting survivors cannot participate in scenarios. When a survivor has been committed to a scenario or is on the mend after an injury they are resting and are turned sideways.
 - **Race:** in race mode survivors do not need to rest between scenarios. Do not turn them sideways when committing to a scenario.
- **Recovery:** after a Scenario is completed, all survivors that were not committed to the Scenario resolution or had their status changed from **Ready** are able to recover.
 - **Survival:**
 - If a survivor is **Resting**, they are now **Ready**.
 - If a survivor is **Injured**, they are now **Resting**.
 - **Race:**
 - If a survivor is **Injured**, they are now **Ready**.
- **Setting Ailments:** Settings may list an ailment in their specific rules. Follow the rules listed on the setting card for that ailment when a survivor is afflicted by that ailment. Medicine can be applied to your survivors at any time before you roll for movement or after you move and resolve any triggered scenarios.
- **Starvation:** When survivors need to eat and they don't have enough food, or choose to conserve the food that they have, they acquire a starvation counter. Survivors have **-1** in each skill for each starvation counter they have. Once a survivor reaches 3 starvation counters, they die. When survivors are required to eat and they consume rations, remove all starvation counters from each survivor that has eaten. Survivors may also eat at any point that they can use resources normally to remove starvation counters.
- **Death:** When a survivor dies, they are placed in the discard pile and will not be available for the rest of the play through. Some settings may have specific rules for dying. Those rules may add to the base ruleset or supersede them.
- **Applying Medical Supplies:** If a survivor is injured when medical supplies are used on them, they will then advance to resting.

Ending the Game

- **Survival:**
 - To win, you need to make it to the end of the trail with at least one living survivor.
 - You lose if you run out of survivors or the Catastrophe token beats you to the end of the trail.
- **Race:**
 - The race is over once all crews have reached a shelter.
 - Add up each crews victory points using the following values.
 - The player with the highest victory point value is the winner.
 - Tie breaker goes to the player that secured the highest value shelter.
 - Vehicle(s): 1 point per face value.
 - Mods: 1 point per face value.
 - Resources: 1 point per face value.
 - 3 points per survivor.
 - -1 point per ailment on each survivor with a minimum of 0.
 - Shelter value furthest along is the most valuable: (21, 13, 8, 5, 3, 2)
 - If you fail to reach a shelter before the catastrophe has reached the last shelter you receive 0 points for your shelter value.
 - Currency: 1 point per face value.

Clarifications and Terms

Common Terms

- **Convoy:** In **Survival** mode this refers to all of the players crews. In **Race** mode this refers to a specific players crew.
- **Crew:** The vehicle, survivors, mods, resources and currency for a specific player.
- **Survivor:** Any of the people or animals that are part of the crew including **Leaders**.
- **Leader:** Specific survivors that come from a different deck. Once outfitting is over treat them just like any other survivor.
- **Resource:** Fuel, Rations, Medicine, Ammo, and Gear tokens.
- **Mod:** Vehicle enhancements that come in the **Mod** deck.

Clarifications

- In the event of a disagreement between the rule book and any of the cards, follow the rules on the cards.

<https://www.normanclangaming.com/apocalypse-trail>

