



Survival Limit

Settlement Name

When the settlement is named for the first time, returning survivors gain +1 survival.

Death Count

Principle: Death



Timeline

Timeline table with columns: Year, Story & Special Events. Rows 1-40 with various events like 'Returning Survivors', 'Nemesis Encounter', 'Regal Visit', etc.

Milestone Story Events. Trigger these story events when the milestone condition is met. Includes: First child is born, First time death count is updated, Population reaches 15, Settlement has 5 innovations, Population reaches 0.

Quarries. The monsters your settlement can select to hunt. Includes: White Lion, Screaming Antelope, Phoenix.

Nemesis Monsters. The available nemesis encounter monsters. Includes: Butcher, King's Man, The Hand.

Innovations. The settlement's innovations (including weapon masteries). Includes: Language.

Principles. The settlement's established principles. Includes: New Life, Death, Society, Conviction.

Settlement Locations. Locations in your settlement. Includes: Lantern Hoard, Bone Smith, Skinnery, Organ Grinder, Catarium, Weapon Crafter, Leather Worker, Stone Circle, Barber Surgeon, Plumery, Blacksmith, Mask Maker.

Defeated Monsters. A list of defeated monsters and their level. Includes: Lvl. columns for tracking.



Population

Update the population number as survivors are added and lost

Population reaches 15 Principle: Society
Population reaches 0 Game Over

Lost Settlements

Progress bar for Lost Settlements with 20 checkboxes, 10 of which are filled.

Name	Sex	Notes
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Additional Settlement Notes

Large lined area for additional settlement notes.

Settlement Phase

First Story Setup

Survivor's Return

Gain Endeavors

Draw a Settlement Event

Update Death Count

Update Timeline

Develop Settlement

Choose Departing Survivors

Record and Archive Resources

End Settlement Phase

Quick Reference

Knocked Down

- Monster: Knocked down monster stands when drawing an AI card, Trap card, or at the start of the monster phase.
- Survivors: Knocked down survivor's stand at the end of the next monster turn.

Collision

- If a monster moves through a survivor, the survivor is knocked down.
- If a monster ends on a survivor, the survivor is knocked down and knockback 5.
- If a survivor suffers knockback into another survivor, complete the knockback movement normally. Both survivors suffer collision. If they occupy the same space, place the knocked back survivor in the closest unoccupied space.
- If knockback or monster movement **starts** at a board edge and would go off of it, instead move along the board edge.

Knockback

When a survivor suffers **knockback X**, they are pushed X amount of spaces in a straight line away from the monster. If the survivor passes over or ends up in a space with another survivor, they are both knocked down. Survivors may not share spaces. If the survivor encounters a board edge, stop and end knockback.

Survival

Limitations

- May use each survival action once per round.
- Attacking survivors **cannot** perform survival actions.

Opportunities

- Between actions of any survivors' turn.
- During flows on monster AI cards.
- During Survivor Attacks (except Attacker)
- Before a monster reaction.
- When attack causes critical wound, after effects are applied, but before the card is discarded.
- When a monster is knocked down.