

ApocalypZe Card Game

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If a billion people were spared the horror of the zombie infection, that would still leave 5 billion zombies on the planet.

If only the odds had been that good.

The illness came upon us so quickly. Within a matter of hours, most of the population had died... and been reborn.

The zombies swarmed the cities. They were everywhere. The survivors fought back as best they could against the surging hordes. They took refuge wherever they could, converting churches, police stations, and whatever other buildings they could into strongholds against the waves of undead that sought to consume them. They scavenged the supermarkets and the malls, desperate for whatever they could find. They took what they could carry, leaving the rest to the rats.

Ultimately, heroes surfaced to lead the survivors in their struggles. But their burdens were heavy. Starvation and the dead were not their only enemies.

First came the remnants of the street gangs who thought they could take what they wanted.

Then came the cultists, a group of fanatics who believed that the zombies were meant to dominate the Earth. It was the solemn duty of the cult to aid the zombies in their conquest.

Faced with challenge after challenge, the survivors of the ApocalypZe strived to carve out a small place for themselves. This is their story.

This is your story...

Object

Outlast your opponent in a war of attrition by protecting your stronghold, conserving your resources, and sending raiders against your opponent.

The Basic Game

ApocalypZe is a game for 2 players. In the basic game, each player begins the game with a 30 card deck, including 1 stronghold card and 29 cards of your choosing.

The Cards

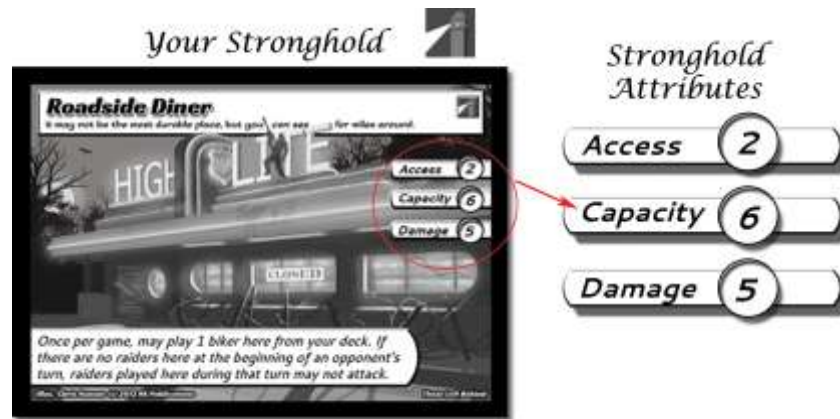
The ApocalypZe Card game contains different kinds of cards that get played at different times. Each card is unique with its own special ability. How and when the ability is played depends on the type of card.

A number of cards in the game will allow you to play or take cards from your deck, discard pile, or other pile. Whenever you do this, you must always shuffle the specified pile.

Strongholds

In the basic version of ApocalypZe, your cards always play to either your stronghold or your opponent's stronghold. During your turn, you will have to choose or **occupy** one stronghold. During that turn, you may play cards **only** to that stronghold. You may also only use card abilities on cards at that stronghold stronghold.

Your **stronghold** is the home base for your survivors. You may only put 1 stronghold into your deck and you begin the game with it on the table.



- **Access points** serve entry points for your opponent's raiders when they attack.
- **Capacity** is the maximum number of survivors your stronghold can support. Additional survivors are **removed** (sent to the discard pile).
- **Damage** refers to the number of resources (cards) you'll need to consume (discard) for each raider that breaks through your defenses.

Each stronghold has its own flavor as defined by its card text. Some allow you to get cards from your deck. These abilities are only usable during your occupation phase, when you're playing cards. Others grant bonuses or special abilities that are always present or come into play at specific times during the game.

Characters

There are 2 types of characters. Survivor cards (blue) are **always** played to your stronghold. Raider cards (red) are played to your opponent's stronghold.



Attack represents a character's offensive power during combat.

Defense represents the defensive capability of a character. When in direct combat, this number is used to offset your opponent's characters' attack values.

Value is your character's will to live. This represents more than a basic health, though, as higher value characters may serve other functions throughout the course of the game.

If a character's value is ever reduced, that character is wounded and must be recycled to the bottom of your deck at the end of the turn phase. Any cards attached to the character are also recycled. If any of those cards belong to other players, they are recycled to the appropriate decks. If the value is reduced to 0, the character is immediately removed to the discard pile.

ApocalypZe is a richly themed game with a strongly developed back story. There are a number of characters in the game that are unique to the world of ApocalypZe. These characters will have an asterisk (*) next to their names. Only 1 of any of these characters can be in play at any time for all of the players. Generic characters are unlimited.



Each character belongs to a different faction. There are 4 survivor factions.



Civilians are weak offensively, but have a strong defense and are excellent at conserving resources.



Police are high value characters whose sacrifices can mean the difference between survival and extinction.



Soldiers are strong warriors whose high attack can eliminate even the most aggressive of attackers.



Bikers are balanced offensively and defensively, but their real strengths are their abilities to make use of the weapons and items around them and scavenge for more.

There are 3 raider factions.



Gangs have ways of forcing opponents to consume resources. Don't underestimate them in combat either as they are as well balanced as bikers and equally formidable when armed.



Cultists are the most offensive of raiders. They have the ability to swarm and take out lots of survivors on their way to damaging a stronghold.



Zombies are everywhere. They are neither strong attackers nor strong defenders, yet they are persistent and so very hard to eliminate.

Each human faction has what's called a twofold character. These characters are all generic so you can have as many of them on the table as you like. Each of these characters can be played to the table as a human or as a zombie. As a human, the character will be more powerful, whether attacking or defending. As a zombie, though, it becomes indestructible as, even when destroyed, it will simply recycle to the bottom of your draw deck.



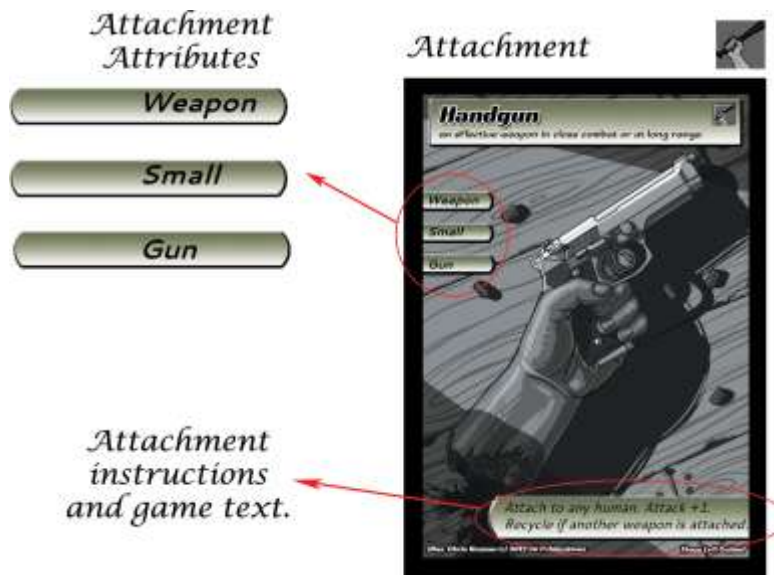
While any twofold played as a zombie can be played with any other twofold played as a zombie, raiders of different factions may never occupy the same location. Cards that would result in the violation of that rule may not be played.



The Turned card specifies, "Convert 1 twofold card from human to zombie." If the use of this card would result in the zombie being at the same location as a gang or a cult, it may not be played.

Attachments

Attachments (green cards) are linked to other cards, as indicated by their text. Each attachment will provide some bonus or detriment to whatever it's attached to. Attachments can be attached to characters or locations or even other attachments.



While there is no limit to the number of attachments you can place on a single card, no more than 1 copy of any attachment can attach to that single card.

As indicated above, some attachments have attributes of their own. While these don't have values associated with them, they distinguish different types of attachments from one another. These attributes provide a roadmap for which cards can and can't be played with specific attachments.

Wildcards & Trumps

Wildcards (orange cards) are game events under your control. These cards are only playable on your turn. Each one will specify a situation in which it can be played. Like characters and attachments, which wildcards you play in a turn are restricted by your occupied location.

Trumps (purple cards) are also game events but may be played at any appropriate time during the game. Trumps may be played as individual actions or in response to the playing of other cards.

Each player may only play 1 copy of any wildcard or trump in a turn.



The playing of trumps happens on a first come, first serve basis, except during combat when the attacker always gets the first opportunity. Certain trumps may be played in direct response to others. For example, Sentry is used to disregard a trump or wildcard played at your stronghold. If the responding trump does not directly respond to the card played, it is invalid. For example, you cannot use a trump to cancel a character's action by killing that character. The action still occurs. If you are still able to play the trump afterwards, you may do so then.

Consuming Resources

At its core, ApocalypZe is a game of resource management. Each card in your deck is a resource and you must use those resources to continue your survival. Consumption of those resources is a part of the game that happens at the end of every turn and various other times.

Consumption of resources can be accomplished through a combination of 3 methods:

- Moving the top card from your draw deck to your discard pile counts as consuming 1 resource.
- Moving any 2 cards from your hand to your discard pile counts as consuming 1 resource.
- Moving a survivor from your stronghold to your discard pile counts as consuming X resources where X = the survivor's value. You may consume a character whose value is greater than your consumption obligation, but you can't get back the extra. It just means that your gluttonous survivors feasted that night

If, at any time during the course of the game, you cannot fulfill a consumption obligation, you are out of the game.

Beginning the Game

At the start of the game, place your stronghold face up on the table in front of you. Then shuffle your deck and draw 6 cards into your hand. Place your deck face down next to you on the table. This is your draw deck (or just deck). As you discard cards, you will build a discard pile. Your discard pile is always face up.

The Turn

ApocalypZe is played in turns. Each player takes a full turn, which consists of 4 phases.

1. Draw
2. Occupation
3. Combat
4. Consumption

Phase 1: Draw

At the beginning of your turn, draw cards from the top of your deck until you have 6 cards in your hand.

Some cards will grant you the ability to draw extra cards. Determine the number of cards you would draw normally and then add this bonus in. There is no limit to the number of cards you can have in your hand.

Phase 2: Occupation

This is the phase of the turn when you will do most of the playing of cards from your hand. You will also have the ability to use text on cards already in play.

The first thing you do during the occupation phase is choose a location on the table to occupy. In the basic game, this will either be your stronghold or your opponent's. *The first player in the game must occupy his or her stronghold.*

Playing Cards From Your Hand

When you select a location to occupy, you make 2 commitments for the turn.

1. You may only play characters, attachments, and wildcards to that location during this turn.
2. You may use the text listed on cards only at that location during this turn. This includes cards you may have played this turn.

When playing cards, you must follow a set of rules.

1. Survivors may only be played to your stronghold.
2. Survivors of any faction may be played together at any stronghold.
3. Raiders may only be played to your opponent's stronghold.
4. Raiders of different factions may not be played together at the same location *under any circumstances.*
5. Wildcards played with cards on the table may only be played with cards that are at your occupied location.
6. Zombies are not human.

Phase 4: Combat

Combat takes place at your opponent's stronghold if you have raiders there.

Every stronghold has a certain number of **access points**. When your raiders attack, they are attacking these access points. You do not attack opponents' characters or a location as a whole. Break your raiders into attack groups. You may have as few as 1 attack group or you have as many groups as there are access points at the location. It all depends on your combat strategy. Each group that you make will attack a separate access point.

You may switch around your attack groups turn after turn.

Once your raiders have been organized into attack groups, your opponent will organize his or her survivors into defense groups. These defense groups are rushing to access points to try and prevent your raiders from gaining access to the location.

At a stronghold, survivors can be sent to fight or left in the background. If an access point is left undefended, the raiders will gain access to the location. At a stronghold that means damage.

Once built, each defense group will meet an attack group head on in what's called an engagement. For each engagement, you must determine the attack totals, defense totals, and casualty totals. The defender may choose the order in which engagements are resolved.

- The **attack total** for each side is the sum of the Attack attributes of all of the characters on that side of the engagement.
- The **defense total** for each side is the sum of the Defense attributes of all of the characters on that side of the engagement.
- The **casualty total** for each side is the difference between the attack total for one side and the defense total for the other. This number represents the number of wounds your characters take.

In order to assess casualties, you must assign wounds to your characters equal to the casualty total. The wounds are assigned to a character's value. When assigning wounds, select a character and assign **all of the** wounds to that character. If the value has **not** been reduced to 0, the character is wounded. Recycle the card (and any attachments) to the bottom of your (or the appropriate) deck *at the end of the combat phase*. If the value has been reduced to 0, then the character has been killed. Immediately place it and all attached cards on top of the appropriate discard pile. If there are remaining wounds, assign them to another character. Continue this process until all of the wounds have been assigned. Wounds only go to multiple characters if there are more wounds than one character's value can absorb.

The player whose characters are taking the wounds may choose which characters are assigned wounds in any order he or she likes.

If, at a stronghold, the defender chooses not to meet one or more of the attacker's attack groups, each raider in those groups damages the stronghold. For each raider, the defender must consume X resources (as detailed earlier in this book) where X = the stronghold's damage attribute.

Timing During Combat

There are a number of actions that can happen during combat. Many character and attachment cards have text that can be activated during combat. There are many trumps that can be played during combat. The timing of the use of text and playing of cards is per engagement.

The attacking player always gets the first opportunity to play a card or use the text of a specific card in play. If the defender can respond **directly** to that card or text, he or she then has the opportunity to do so.

For example, if the attacker plays a Molotov Cocktail, the defender now has the opportunity to respond. Playing Pop! and shooting the character that's associated with the Molotov Cocktail is not a valid response. The cocktail has already been thrown. However, playing Combat Ready, which

disregards a trump played during combat, is a valid response because its text directly targets the cocktail.

Once the attacker has played a card or used some text, the defender may then do so. The attacker has the same opportunity to respond. This back and forth continues until both players have nothing left to play.

Remember that only 1 copy of any trump can be played by a player each turn and the text of a character or an attachment may also only be used once per turn.

Combat Example at a Stronghold

In this example, a group of gang members is attacking a police station.

Attacking Raiders



Stronghold



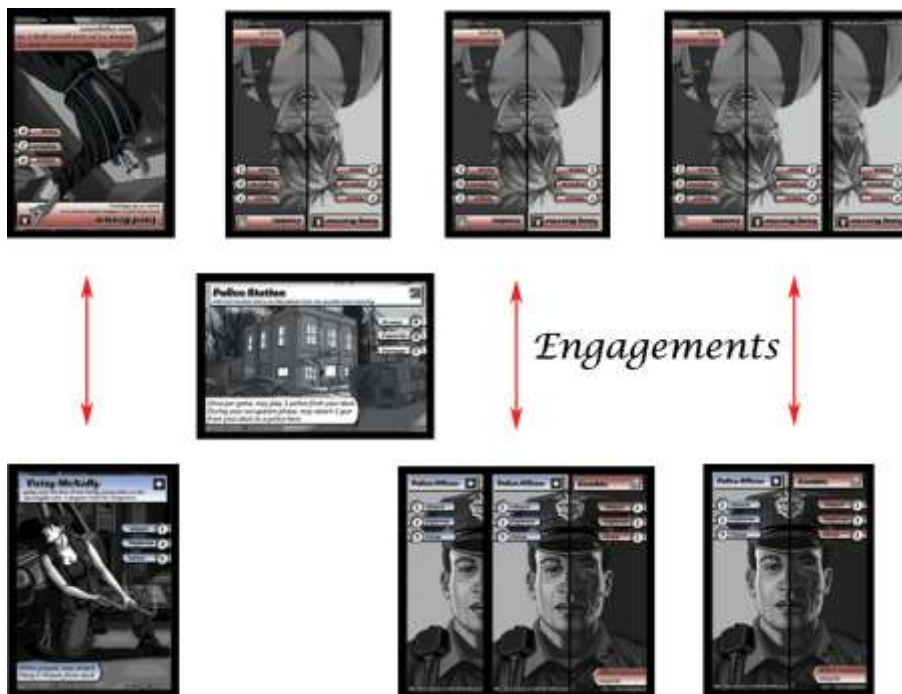
Defending Survivors

The police station has 4 access points, allowing the gang player to split up his or her force into up to 4 groups.



The defending player must now break up his or her defenders into defense groups. Each group must meet an attack group head on in an engagement.

Each engagement is resolved separately with defender choosing the order.



For the purposes of this example, let's travel from right to left.

The attack and defense totals for the policeman are both 1.

The attack and defense totals for the gang members are both 4, because each one has an attack and defense of 2.



The difference between the gang attack and the police defense is 3, leaving the policeman with a casualty total of 3. Since his value is 3, he is killed and sent to the discard pile.



The police attack is less than the combined gang defense so the gang warriors will take no wounds.

1 Attack
minus
4 Defense
equals
0 Wounds

The gang warriors will remain in play and attack again during that player's next turn.

In the next engagement (to the left), there are 2 police officers and only 1 gang warrior. The police officers together have attack and defense totals of 2, while the gang warrior alone has the same totals. After calculations, the casualty totals for both sides are 0. All characters in the engagement are unharmed and remain in play.

The image shows two engagement diagrams. The left diagram features two Police Officer cards and one Zombie card. The Police Officer cards have 1 Attack, 2 Defense, and 3 Value. The Zombie card has 1 Attack, 1 Defense, and 1 Value. The calculations shown are: 1 Attack (from one officer) minus 4 Defense (from two officers) equals 0 Wounds. The right diagram features one Gang Warrior card and one Zombie card. The Gang Warrior card has 2 Attack, 2 Defense, and 1 Value. The Zombie card has 2 Attack, 0 Defense, and 1 Value. The calculations shown are: 1 Attack (from the warrior) minus 1 Defense (from the warrior) equals 0 Wounds, and 2 Attack (from the warrior) minus 2 Defense (from the warrior) equals 0 Wounds.

When Lord Brawn faces off against Patsy McNally, the results are very different.



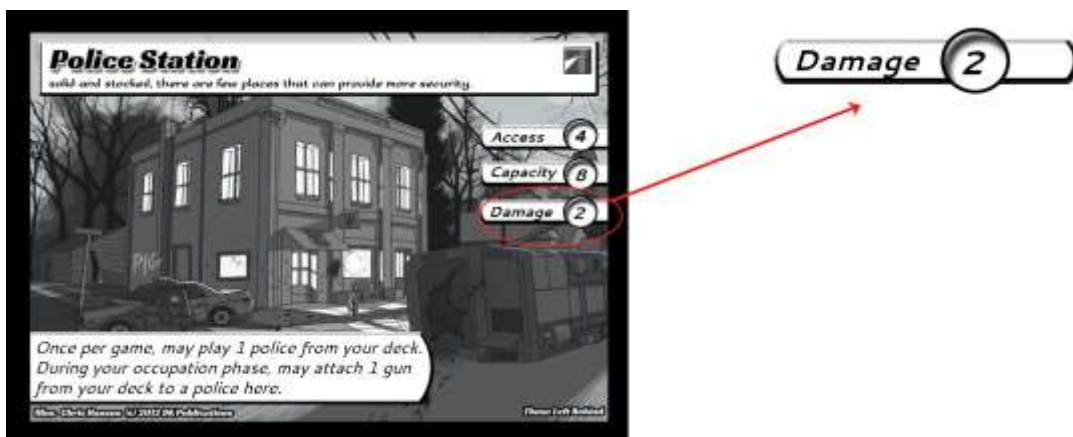
Patsy McNally's attack is a 1 while Lord Brawn's defense is a 2. She doesn't have enough to do any wounds to him.

Lord Brawn's attack, however, is a 4, while Patsy's defense is a 3. Lord Brawn inflicts 1 wound on Patsy.

With Patsy's high value of 5, a single wound is not enough to send her to the discard pile. Instead, she is recycled to the bottom of the deck.

One of the gang warriors was not engaged during the combat. This gang warrior attacks the stronghold directly.

The stronghold has a damage value of 2.



The defending player must now consume 2 resources. If other gang members had broken through, the defender would need to consume 2 resources for each of them. Consumption of these resources

is handled as described earlier. He or she may discard cards from his or her hand, deck, stockpile or survivors from his the stronghold.

Hints For A Successful Attack

- In ApocalypZe, combat isn't necessarily about taking your opponent's characters off the table. When defining your strategy, you need to set realistic goals. If you attack multiple access points, you'll force your opponent to divide his or her forces. Even if you lose raiders in the process, this can be a very effective strategy. If your opponent can't block all of your attackers, you'll damage the stronghold.
- Your combat decisions have far reaching effects both for you and your opponent. In addition to doing damage, the placement of raiders and survivors often drives the decision making process for subsequent turns.

Hints For A Successful Defense

- Don't allow your opponent's attacks to force you into a position where you must defend every turn. Each turn, if you are playing and feeding survivors only to lose them in combat during your opponent's turn, then you'll spiral your way into defeat.
- Sometimes it's worthwhile to take damage to the stronghold in order to either save some survivors or rid yourself of some of your opponent's raiders.
- Sometimes it's worthwhile to send a single survivor to block an overwhelming force of raiders. It prevents damage to the stronghold and gives you time to reinforce.
- Sometimes, even when your opponent is overwhelming you at your stronghold, it's worth it to go on the offensive. Even though you may take damage, your own attack will force your opponent to begin playing cards to his own stronghold instead of constantly attacking you.

Phase 5: Consumption

At the end of your turn, you must consume 1 resource for each survivor at your stronghold. You do not need to consume for characters at other locations.

- Moving the top card from your draw deck to your discard pile counts as consuming 1 resource.
- Moving any 2 cards from your hand to your discard pile counts as consuming 1 resource.
- Moving a survivor from your stronghold to your discard pile counts as consuming X resources where X = the survivor's value. You may consume a character whose value is greater than your consumption obligation, but you can't get back the extra. It just means that your gluttonous survivors feasted that night.

Some cards will grant you the ability to consume fewer cards. Determine the number of cards you would consume normally and then figure in the modifier(s).

You must always consume at least 1 resource.



The Church allows you to consume 1 fewer resource during the consumption phase as long as you have a civilian there. If you have 1 civilian there, your consumption would be 1. Subtracting the 1 from the Church would bring it down to 0, but you would still be forced to consume the minimum of 1.

If, at any point during the game, you cannot fulfill a consumption obligation, you are out of the game.

Hints For Not Eating Yourself To Death

- Some of the game's most difficult strategy revolves around consumption. Maintain a strict balance of just how many survivors you keep at your stronghold. While each survivor brings added defense, each survivor also has to eat.
- At times when your opponent's stronghold seems impregnable, remember that the cost he or she is paying for that safety is the consumption.
- Don't be afraid to consume your survivors, especially toward the end of the game. High value unique survivors can keep you alive for numerous turns when your deck begins to run low.
- While consuming from your hand does result in additional card loss, it also frees up space for you to draw more cards next turn. This can be a very useful strategy, especially early on in the game when you're trying to get a foothold on the table.

Roadside Diner	30
Roadside Diner	1
Adrenaline	1
Baseball Bat	1
Chain Link Fence	1
Gang Mark	1
Hog	2
Python's Python	1
Searchlight	1
Lord Brawn	1
Gang Warrior/Zombie	6
Gang Bully	1
Biker/Zombie	7
Moose Tucker, Biker	1
Wilfred Python, Biker	1
One Man Army	1
Sentry	1
Mugged	1
Thief in the Night	1

The Roadside Diner

Very defensible, the Roadside Diner is the place where Wilfred Python, Moose Tucker, and a few of their closest friends have decided to dig in.

Put up a fence, arm your bikers, and the diner will make a very safe home.

Lord Brawn leads a group of gang warriors in raids across the city. High in power and defense, the gang members are not easily dispatched once they're in play. Use the wild cards available to force your opponent to consume resources in between turns.

If the gang members begin to run shy, switch to zombies. Throw them out to die and block scavenging and watch as they recycle right back into your deck.

Church	30
Church	1
Adrenaline	1
Baseball Bat	1
Chain Link Fence	1
Fire Axe	1
Illness	1
Scent of Blood	1
Fast Zombie	1
Trudy	1
Alex Bloom, Civilian	1
Cinda Parikh, Civilian Engineer	1
Civilian/Zombie	13
Rest In Peace	1
Stand Together	1
Sentry	1
Lurking Death	1
No Escape	1
Turned	1

The Church

Civilians make the best resource hoarders. With the Church as their stronghold, you'll be able to conserve your resources and simply wait out your opponent.

Send some zombies out to feast on your opponent's survivors. Led by Trudy, a Zombie Horde is very difficult to disperse. Use your attachments and wildcards to make your opponent suffer the way a survivor of the ApocalypZe should.

Police Station	30
Police Station	1
Adrenaline	1
Chain Link Fence	1
Handgun	2
Patsy's Pistols	1
The Finest	1
Bishop Land	1
Cult Fanatic/Zombie	6
Wes Trentin	1
Antonio Jones, Police Officer	1
Patsy McNally, Police Officer	1
Police Officer/Zombie	7
Molotov Cocktail	1
Pop!	1
Recycle	1
Sentry	1
The Power of Faith	1
Take What You Need	1

Police Station

With handguns and high value, the police stave off the enemy and starvation. When attacked by the bad guys, your police officers can take a couple of hits and simply recycle back into your deck. Always give Patsy her guns.

For the aggressive player, there is no stronger raider faction than the cultists. With their 3 attack, they are a devastating force, killing survivors and opening the way to the stronghold.

Military Base	30
Military Base	1
Adrenaline	1
Chain Link Fence	1
Field Promotion	1
Handgun	2
Sniper Rifle	1
Scent of Blood	1
Fast Zombie	1
The Juggernaut	1
Corporal Dwayne Martinson, Soldier	1
Lieutenant Dan Killmeyer, Soldier	1
Soldier/Zombie	13
Pop!	1
Rest In Peace	1
Sentry	1
Lurking Death	1
Turned	1

Military Base

While the military base is easier to breach than any of the other strongholds, the damage is minimal. Use that and your soldiers' high attack values to help clear away raiders that might swarm you.

Throw zombie after zombie out at your opponent. Use the Juggernaut wisely. He won't last long, but he can take out 2 or 3 survivors just by himself.

Glossary

Access:	The number of points through which raiders can attack a location.
Action:	Any move made in the game. Unless directly responded to, an action is resolved immediately.
Attack:	The offensive attribute of a character.
Attack Total:	The sum of all of the attack attributes of the characters on one side of an engagement.
Capacity:	The maximum number of survivors that can occupy a location.
Casualty Total:	The difference between the opponent's attack total and your defense total. The casualty total determines how many wounds you need to assign to your characters.
Consume:	A process by which resources (cards) are moved to the discard pile.
Damage:	The number of resources a player must consume for each raider that directly attacks his or her stronghold.
Defense:	The defensive attribute of a character.
Defense Total:	The sum of all of the defense attributes of the characters on one side of an engagement.
Engagement:	Combat between an attack group and a defense group at a location.
Generic:	Any card whose title does not have an asterisk (*) next to it.
“here”:	Refers to the location at which the card is being or has been played.
Occupy:	Choose a single location at which to play during your turn.
Recover:	Move a card from the bottom of the discard pile to the bottom of the deck.
Recycle:	Place a card on the bottom of the deck.
Remove:	Move a card that is in play to the top of the discard pile.
Resource:	Each card in your deck represents a single resource. Two cards in your hand represent a single resource. Each character at your stronghold represents the number of resources indicated by its value.
Unique:	If a card is unique, only 1 copy can be on the table at a time. A unique card has an asterisk (*) in front of the card name.
Value:	A character's will to live. If a character's value is ever reduced to 0 during the game, the character is immediately removed. If the value is reduced but not reduced to 0, that character must be recycled at the end of the phase.
Wound:	Reduce a character's value. Wounded characters are recycled at the end of the phase.

Official ApocalypZe Card Errata

- Albert & Anita Hanson: **May not attach weapons. Once per turn**, if you are about to remove a cult fanatic here, keep the fanatic in play.
- Bishop Land: **May not attach weapons.** During your occupation phase, you may play any 1 cultist from your deck.
- Bitten: Attach to your zombie. During combat, you may attach this card to a survivor in the same engagement (may not be consumed). During your occupation phase, remove this card and turn the human into a zombie with the same attack, defense, and value.
- Chain Link Fence: Type fixture has been changed to type fortification.
- Crowbar: Attach to your human. **Once during your occupation phase**, you may remove 1 Locked Doors from here. Recycle if another weapon attached.
- General Store: **While you have survivors here**, draw 1 extra card during your draw phase. When complete, recover 6 cards.
- Head Shot: **Target and remove a zombie from the same engagement as your human with a handgun.**
- John Misarti: **May not attach guns.** During combat, before totals are calculated, you may remove Misarti to add 5 to your attack total (6 if he has a melee weapon attached).
- Locked Doors: Attach to a scavenging location. One less section is cleared each turn. **Stackable.**
- Police Station: Once per game, may play 1 police from your deck. **Once during your occupation phase**, may attach 1 gun from your deck to a police here.
- Pop: If one of your characters has a handgun attached, **target** one opponent's character in the same engagement. **Target** is value -1.
- Searchlight: Type fixture has been changed to fortification. Attach to your stronghold. Once per turn, if an opponent plays **or moves** a raider here, you may immediately draw 1 card. If the card is a survivor you may put the card into play here.

- Shotgun: Attach to your human. May target 1 or 2 opponent's characters **in the same engagement** and recycle shotgun. Targets are each value -1 (-3 if targeting 1 character). Recycle if another weapon is attached.
- Sniper Rifle: Attach to your survivor. May target a raider here during your occupation phase. Target is value -2. Recycle if another weapon attached.
- Wes Trentin: **May not attach weapons.** Once during your occupation phase, you may recover 1 Molotov Cocktail.