

AGES 13+ | 2-5 PLAYERS

# RISK<sup>®</sup>

## THE WALKING DEAD<sup>™</sup>

SURVIVAL EDITION

SURVIVAL  
MANUAL

# RISK®

## THE WALKING DEAD™

SURVIVAL EDITION



**THE WORLD WE KNEW IS GONE.**

**T**he world of commerce and frivolous necessity has been replaced by a world of survival and responsibility. An epidemic of apocalyptic proportions has swept the globe causing the dead to rise and feed on the living. In a matter of months, society has crumbled: no government, no grocery stores, no mail delivery, no cable TV or Internet. In a world ruled by the dead, we are forced to finally start living.

As the leader of a group of Survivors, you are responsible for their fate and possibly the future of the human race. The dead have risen and provide danger at every turn; however, your fellow humans are perhaps the greatest threat to your survival in this terrifying new landscape.

In order to survive, you need to grow the population and sphere of influence of your group, and control more of the landscape and meager resources available. You must fight through death and horror to expand your group into more territories. When the inevitable overrun of Walkers occurs, the group controlling the most territories will stand alone and win the game of Survival. This is the world of The Walking Dead.

## GAME MODES

There are 2 different ways to play Risk: The Walking Dead.

### 1. SURVIVAL (2-4 PLAYERS)

A FAST-PACED GAME OF SURVIVAL AND CONTROL.  
(SEE P. 5)

### 2. CONQUEST (3-5 PLAYERS)

AN UPDATED VERSION OF CLASSIC RISK  
(SEE P. 14).

## EQUIPMENT

You have the following to use in your fight for survival:

**1 GAME BOARD, 5 GROUP LEADER CARDS, 32 TERRITORY CARDS, 28 EVENT CARDS, 4 SETS OF SURVIVOR PIECES, 1 SET OF WALKER PIECES, 30 AMMO CRATE CHIPS, 3 GUARD TOWER CHIPS, 4 GRENADE CHIPS, 1 OUTBREAK TRACKER CHIP, 2 BLACK DEFENSE DICE AND 3 RED ATTACK DICE.**

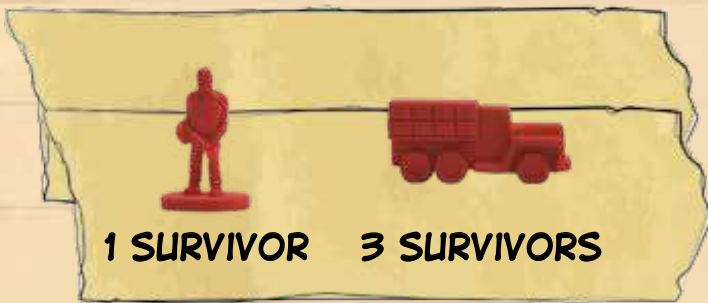
# GAME BOARD

The game board is a map of 32 territories grouped into 6 zones. Each zone is a different color and contains 4 to 7 territories. One territory in each zone includes a strategic location (Greene Family Farmhouse, Wiltshire Estates Subdivision, Atlanta Survivors' Camp, West Central Prison, Downtown Woodbury, and National Guard Outpost) worth a bonus at the end of the game. There is an Overrun tracker and an ammo crate value chart on the board. Additionally, there are spots for the Event and Territory decks.



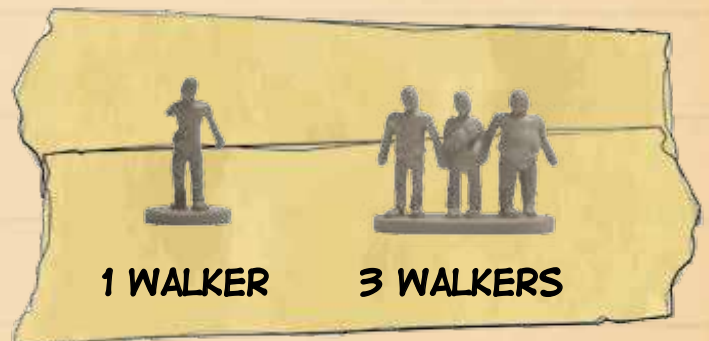
# SURVIVORS

Each player will control one group of Survivors. Groups are divided by color. Each group is represented by two different pieces, counted as either 1 or 3 Survivors.



# WALKERS

Walkers function as aggressive neutrals in Survival game mode, and are playable as a 5th group in Conquest game mode. They are represented by two different pieces, counted as either 1 or 3 Walkers.



# CARDS

There are 3 types of cards: Territory (used to determine where Walker outbreaks will occur), Event (occurring at the start of each player's turn) and Group (listing each player's special power). They should be separated by type at the beginning of the game.



# DICE

There are 2 types of dice: Black (2) used for defending and Red (3) used for attacking.



# MARKERS AND INDICATORS

Punch out all the chips on the parts sheet and recycle the waste. These will be used to represent items in the game and track the progress of the game, including the following:



## IMPORTANT NOTES:

- Table talk, including alliances, threats, coercion, whining, pleading, backstabbing and other verbal tirades are not only allowed, but encouraged.
- After an Event card has been revealed, resolved and discarded, it is out of play.
- If the Territory deck (which determines where Walker outbreaks occur) is depleted, it is reshuffled to form a new deck.
- The quantity of Ammo Crates a player has is public knowledge. The bullets shown on the reverse side of the Crates are kept secret.
- Upon completion of your turn, every territory must always have at least one Survivor or Walker occupying it.

## STRATEGY:

Keep these strategy tips in mind as you deploy Survivors, declare attacks and fortify your territories:

- Conquer entire zones and maintain control of them, as you will gain more Survivors that way.
- Watch your enemies. If they are building up forces on adjacent territories, they may be planning to attack.
- Walkers can spring up and attack anywhere, especially during Outbreaks! Try not to leave any territory with only one defending Survivor, even if it's surrounded by other fortified territories you control, or you may find yourself easily overrun.



**RISK: THE WALKING DEAD - SURVIVAL GAME PLAY**  
(2-4 PLAYERS)

## “THE CALM BEFORE” (SETUP)

Place the game board in the center of the play area. Place the Outbreak Tracker over the “1” on the Outbreak Chart. Place a Guard Tower in the West Central Prison territory on the game board. Set all Ammo Crates in a face-down pile off to the side of the board. Each player selects a Survivor group from the set of Group cards. This can be done randomly or by rolling off with a six-sided die, with highest roll choosing first. Each player then collects the Survivor pieces of the color matching their group.

Separate the Event cards and Territory cards into separate decks. Set up the Event deck by first removing the OVERRUN card from it (The OVERRUN Card triggers the end of the game when revealed). Split the Event deck in half. Shuffle the OVERRUN card into one half of the Event deck, then shuffle the other half of the deck. Place it on top of the half with the OVERRUN card in it. This allows the game to last between four and seven rounds, but keeps the final Walker overrun and endgame unpredictable. Place the Event deck on the corresponding spot on the game board.

**NOTE: FOR A TWO-PLAYER GAME, FIRST RANDOMLY REMOVE 12 CARDS FROM THE EVENT DECK, BEFORE SETTING UP THE DECK WITH THE OVERRUN CARD. THIS WILL KEEP THE GAME IN THE FOUR TO SEVEN TURN TIME FRAME.**



Use the Territory deck to determine where to place starting Walkers on the game board. Shuffle the deck, and reveal cards from it, as indicated by the chart below. Then place 3 Walkers in each territory revealed. After placing Walkers, reshuffle the Territory cards revealed back into the deck, and place the Territory deck on the corresponding spot on the game board.

Next, players roll a die to determine order of Survivor placement, with highest roll placing first, and players taking turns in descending order. Each player takes a turn placing 1 Survivor in any unoccupied territory, until all territories have been claimed. Then players continue to place remaining Survivors in territories they occupy, one at a time, until all starting Survivors have been placed.

NUMBER OF PLAYERS	STARTING SURVIVORS (PER PLAYER)	STARTING TERRITORIES (PER PLAYER)	STARTING WALKERS	STARTING WALKER TERRITORIES
2	24	8	48	16
3	21	7	33	11
4	18	6	24	8

## **“WHAT WE BECOME” (OBJECT OF THE GAME)**

The struggle for survival in this post-apocalyptic world will take place over a number of rounds. A round consists of each player taking a turn in clockwise order. Each turn begins with Walker Outbreaks and Events. When the OVERRUN card is revealed from the Event deck, the game will be over at the end of the current round (after each player has taken a turn for the current round) and after one final Walker Outbreak. The player controlling the most territories, plus any strategic locations, zone bonuses and Ammo Crates, will be considered best positioned to survive this new world, and declared winner of the game.

## **“LIFE AMONG THEM” (GAME PLAY OVERVIEW)**

On your turn, you will take the following actions:

1. **RESOLVE WALKER OUTBREAKS (SEE OUTBREAKS BELOW).**
2. **DRAW AND RESOLVE AN EVENT (SEE EVENTS P. 7).**
3. **GAIN AND DEPLOY ADDITIONAL SURVIVORS TO BOLSTER YOUR GROUP (SEE DEPLOYMENT P. 8).**
4. **INVADE OPPOSING GROUP AND/OR WALKER TERRITORIES (SEE INVASIONS AND BATTLES P. 9).**
5. **MAKE ONE MANEUVER AND COLLECT AN AMMO CRATE IF YOU ARE ELIGIBLE (SEE END OF TURN P. 12).**

## **WALKER OUTBREAKS**

At the start of each player's turn, new Walkers will appear in random territories on the board, continuing to overrun the landscape. The rate and number at which Walkers appear will continue to increase over each round, indicated by the Outbreak chart, as the ranks of the dead continue to spread while the Survivors struggle to maintain a foothold in this grim world.

To resolve Outbreaks, reveal cards from the Territory deck, one at a time, equal to the number listed on the Outbreak chart on the game board. After revealing cards, place Walkers in each territory indicated by the cards, and put the revealed cards in the discard pile. If all Territory cards have been revealed, shuffle the cards to form a new Territory deck for resolving Outbreaks.

# WALKER OUTBREAKS CONT.

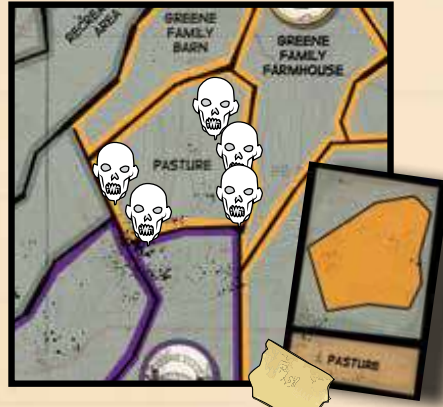
If a revealed territory is occupied by Walkers, simply add additional Walkers to the territory. However, if the territory is currently occupied by Survivors, the Walkers appearing there have surprised the Survivors and immediately attack (see Invasions and Battles p. 9)! All Walker Outbreak attacks must be resolved before continuing the turn. At the end of each round (after each player has taken a turn), advance the Outbreak Tracker one space on the Outbreak Chart, to indicate the ever-growing horde of Walkers threatening survival.

 - REPRESENTS 1 WALKER      - REPRESENTS 1 SURVIVOR      - REPRESENTS 3 SURVIVORS

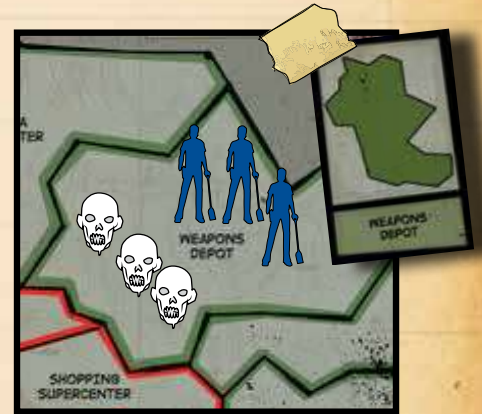
**OUTBREAK TRACKER**

ROUND	1	2	3	4
TERRITORIES	1	2	3	4
WALKERS	1	2	2	3

OUTBREAK TRACKER SIGNIFIES THE NUMBER OF TERRITORIES TO DRAW FROM THE TERRITORY DECK AND THE NUMBER OF WALKERS TO ADD TO EACH TERRITORY DRAWN.



ADD 3 WALKERS TO A TERRITORY CURRENTLY OCCUPIED BY 2 WALKERS.



3 WALKERS ATTACK A SURVIVOR CONTROLLED TERRITORY (SEE P. 10 FOR RESOLVING BATTLES WITH WALKERS AND SURVIVORS).

## EVENTS

After resolving all Outbreaks, reveal the top card of the Event deck. Read the card aloud, and follow the instructions. Event cards are placed in their discard pile after being revealed, and are not shuffled back into the deck. Some Events will resolve immediately, and may call for Walkers to attack Survivors (see Invasions and Battles p. 9). Others give the opportunity to gain rewards if specific goals can be accomplished. Finally, one card in the Event deck is the OVERRUN card, which signals the end of the game. When you reveal this card, draw another card so that you still have an Event for the turn. Continue play until each player has taken a turn for the current round. Then, one final Walker Outbreak will occur, after which the game ends. At this point scores will be tallied to determine the winner.

**CLEAR A PATH**



CONQUER ANY 2 WALKER TERRITORIES THIS TURN.

**THE BEST DEFENSE**



CONQUER ANY 4 WALKER TERRITORIES THIS TURN.

**REWARD**  
COLLECT 4 SURVIVORS AT THE END OF YOUR TURN AND PLACE THEM IN TERRITORIES YOU CONTROL.

**WARPATH**



CONQUER ANY 5 TERRITORIES THIS TURN.

**REWARD**  
COLLECT AN EXTRA AMMO CRATE AT THE END OF YOUR TURN.



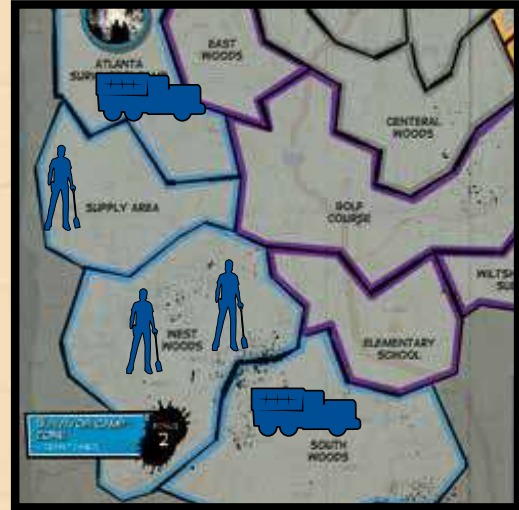
# DEPLOYMENT

After resolving Outbreaks and Events, you will recruit and deploy additional Survivors to bolster your group. The number of Survivors you can deploy is determined as follows:



First, add the number of territories you control, and divide that number by 3, rounding down. For example, if you control 13 territories, divide 13 by 3 to get 4 Survivors to deploy.

**NOTE: YOU ALWAYS GAIN AT LEAST 3 SURVIVORS EACH TURN, SO IF THIS NUMBER IS LESS THAN 3, ROUND UP TO 3 SURVIVORS.**





Then, determine if you have any Zone bonuses. If you control every territory within a regional Zone, you control that Zone and earn the bonus indicated on the map as additional Survivors. For example, if you control all 4 territories that comprise the Survivor Camp Zone, you get 2 bonus Survivors.

Finally, you may trade in Ammo Crates for bonus Survivors. Crates have one or two bullets, and you may trade in two to ten bullets worth of Crates. The total number of bullets indicated on the Crates traded in will determine how many bonus Survivors are recruited. Please refer to the chart here (and on the board). For example, if you trade in 3 Crates with a total of 4 bullets, you get 7 bonus Survivors.

After totaling up and collecting Survivors for your turn, you must deploy ALL of them into territories you control. You can choose to deploy all into one territory or spread them out across multiple territories.



	
2	2
3	4
4	7
5	10
6	13
7	17
8	21
9	25
10	30

## **“FEAR THE HUNTERS” (INVASIONS AND BATTLES)**

On your turn, you may invade adjacent territories that you do not control, attempting to conquer them. You can attempt to invade Walker or Survivor territories (see special rules for battles with Walkers p. 10). You may declare multiple invasions during a turn, and may attempt to invade the same territory from more than one of your territories, but each invasion can only come from one of your territories at a time. Declaring an invasion is always optional.

**NOTE: THE MAXIMUM NUMBER OF SURVIVORS THAT CAN ATTACK IS 3, THE MAXIMUM NUMBER OF SURVIVORS THAT CAN DEFEND IS 2.**

Declare an invasion by choosing a territory you control with 2 or more Survivors. At least 1 Survivor must remain in the territory to retain control of it, and cannot take part in the invasion. All others may be used to invade an adjacent territory. An invasion is resolved through a series of battles, by attacking and defending. Follow steps 1-8 to determine the outcome of a battle, continuing as directed until the invasion is resolved:

- 1. FIRST, ANNOUNCE BOTH THE TERRITORY YOU ARE ATTACKING FROM AND THE ADJACENT TERRITORY THAT MUST DEFEND ITSELF AGAINST YOUR ATTACK.**
- 2. CHOOSE HOW MANY SURVIVORS WILL ATTACK. FOR EACH BATTLE, 1, 2 OR 3 SURVIVORS MAY ATTACK. REMEMBER, AT LEAST 1 MUST STAY BEHIND TO MAINTAIN CONTROL OF THE ATTACKING TERRITORY.**
- 3. THE DEFENDING PLAYER THEN CHOOSES HOW MANY PIECES WILL DEFEND. THE DEFENDER MAY CHOOSE EITHER 1 OR 2 PIECES.**
- 4. EACH SIDE ROLLS A DIE FOR EACH PIECE IN THE CURRENT BATTLE. THIS MEANS THE ATTACKER WILL ROLL 1, 2 OR 3 DICE AND THE DEFENDER WILL ROLL 1 OR 2 DICE.**
- 5. BOTH SIDES THEN PUT THEIR DICE IN ORDER FROM HIGHEST TO LOWEST. COMPARE THE HIGHEST ATTACK DIE TO THE HIGHEST DEFENSE DIE. THE HIGHER ROLL WINS. IN THE EVENT OF A TIE, THE DEFENDER WINS.**
- 6. THE LOSER THEN REMOVES 1 PIECE FROM THE ATTACKING OR DEFENDING TERRITORY.**
- 7. CONTINUE BY COMPARING THE SECOND HIGHEST DIE ON EACH SIDE OF THE BATTLE, AND AGAIN, THE LOSER MUST REMOVE 1 PIECE.**
- 8. IF THERE IS NO DIE TO COMPARE TO, MEANING YOU ROLLED MORE DICE THAN YOUR OPPONENT, SIMPLY IGNORE THOSE ROLLS.**

If there are still Survivors or Walkers in the territory being invaded, the attacker may continue the current invasion from the same territory, but can always choose to cancel an invasion after the first attack and declare another invasion from a different territory. Walkers will always continue invasions until no longer possible.

If there are no more Survivors or Walkers in the territory being invaded, the territory has been conquered. Move the remaining attackers from the final battle into the defending territory. You may also move in additional pieces from the attacking territory (all attacking Walkers will move to occupy a conquered Survivor territory). So even though only 3 Survivors or Walkers can attack in a battle, you may move more than that into the conquered territory. Remember that you must always leave 1 Survivor or Walker behind in the territory that attacked, and no territory may ever be left empty.

If you remove another player's last Survivors from the board, that player is eliminated from the game. He or she must give you all unused Ammo Crates upon being eliminated. If you manage to eliminate all opposing Survivors from the board, you win the game.

## **SPECIAL RULES FOR BATTLES WITH WALKERS:**

Although Walkers are a constant threat, they are not particularly adept or organized when it comes to combat with well-equipped Survivors. As a result, whenever Survivors are engaged in a battle with Walkers, the Survivors add 1 to all of their die rolls! This rule applies for both attacking and defending, but only when Survivors are battling Walkers.

Survivors that are killed in combat with Walkers run the risk of turning and adding to the ranks of the undead. When a Survivor is killed, you must immediately determine if that Survivor becomes a Walker before continuing the battle. For each Survivor killed by Walkers, roll a die. On a 1, 2 or 3, the slain Survivor rises as another Walker, and is added to the group of Walkers in the territory engaged in battle. On a 4, 5 or 6, fellow Survivors manage to prevent fallen comrades from returning as Walkers and are simply remove their pieces from the territory.

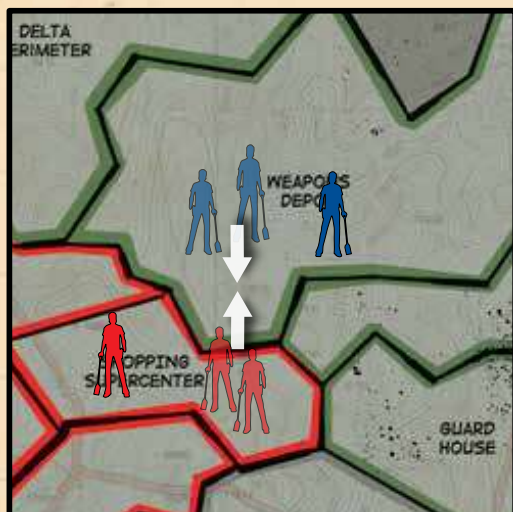
When rolling dice for Walkers in combat, the player to the right of the player whose Survivors are engaged in combat should roll for the Walkers. When rolling for Walkers, always roll the maximum number of dice possible. Attacking Walkers can never call off an invasion. They will always continue battling until either the defending territory is conquered or the Survivors have killed all invading Walkers.

## **SPECIAL RULES FOR GUARD TOWERS AND GRENADES:**

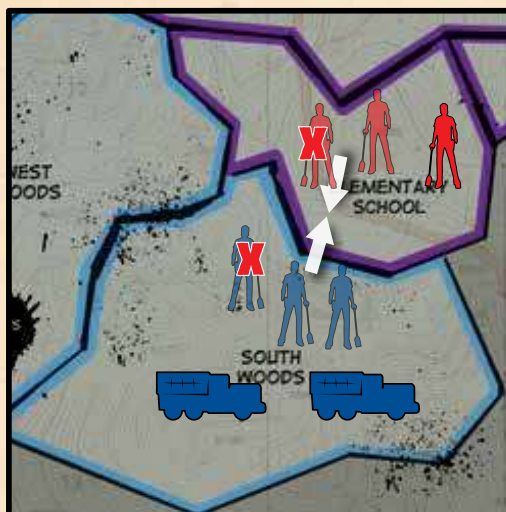
If you control a territory with a Guard Tower, you add one to your highest die roll when defending that territory from invasions, either by Walkers or other Survivors. One Guard Tower starts on the board in the West Central Prison territory, but others can be built by accomplishing some Events. Place them carefully to help defend your most valuable territories!

If you have collected a Grenade from an Event, you may use it during a battle to change the value of one die roll to whatever you choose for that battle. Simply discard the Grenade and change any one die after rolling but before resolving the battle. Grenades can be powerful tools to help ensure that you achieve the desired outcome for an invasion. Use them wisely!

# INVASIONS AND BATTLES CONT.

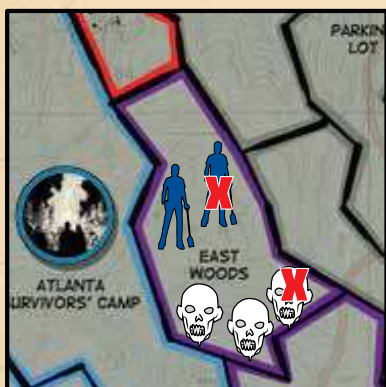


The Governor has 3 Survivors in the Shopping Supercenter that want to invade the Weapons Depot. Only 2 Survivors can attack since 1 must stay behind. Rick has 3 Survivors in the Weapons Depot, but only 2 can be used to defend in each battle. In this battle each player would roll two dice.



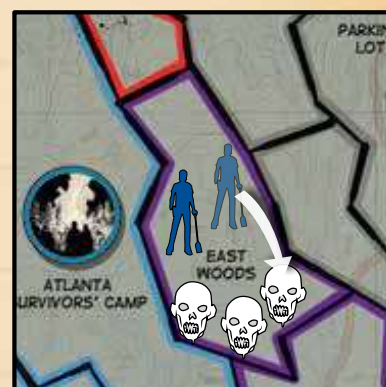
Rick has 9 Survivors in the South Woods that are invading the Golf Course. Rick sends 3 Survivors into battle, since this is the maximum that can attack, and the Governor sends 2 Survivors, the maximum that can defend. Rick rolls 3 dice, one for each attacking Survivor, rolling 6, 4 and 1. The Governor rolls 2 dice to defend, rolling 5 and 4. Comparing highest die rolls for each side, Rick's 6 beats the Governor's 5, so the Governor removes 1 piece. Then, comparing second highest rolls where both sides rolled a 4, because the defender wins ties, Rick must remove 1 piece. Rick's third die is not used, since there is no defending die to compare. Rick still has Survivors left to continue the invasion or may decide to call it off.

RICK'S ROLL	GOVERNOR'S ROLL
	NA



RICK'S ROLL	WALKER ROLL

RICK'S FALLEN SURVIVOR ROLL



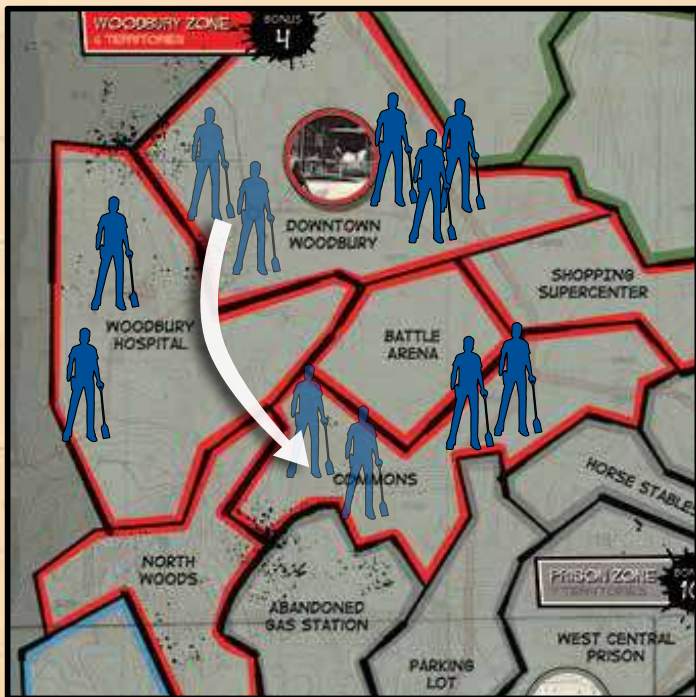
A Walker Outbreak has 3 Walkers appearing in the East Woods, currently occupied by 2 of Rick's Survivors. The Walkers immediately attack, starting an invasion, by rolling 6, 3, and 2. Rick defends by rolling a 4 and 2. Comparing dice, the Walkers would kill one Survivor, and the Survivors would kill one Walker, as  $6 < 5$  ( $4+1$ ) and  $3 = 3$  ( $2+1$ ). Then, Rick would roll a die for his killed Survivor, rolling a 1. This means that the fallen Survivor becomes another Walker, added to the territory immediately! The invasion continues, now with 3 Walkers (2 plus the added 1) attacking the 1 remaining Survivor, until either one side or the other has been eliminated from the territory.

# END OF TURN

## AMMO CRATES

Ammo Crates are an important strategic component of RISK: The Walking Dead strategy. Players can earn an Ammo Crate when they conquer an enemy or Walker territory. At the end of your turn, if you've conquered at least one territory, you may collect one Ammo Crate from the supply pool. You can only collect one Crate (unless otherwise noted by Events), regardless of how many territories you conquered. If you conquer another Group's last territory, you collect all of their unused Ammo Crates, and add them to your supply.

Ammo Crates may be traded in during your Deployment phase to gain bonus Survivors (see Deployment p. 8). When you trade in Ammo Crates, simply discard them face-up to a separate pile from the supply.



## MANEUVERING SURVIVORS

After collecting an Ammo Crate, you may make one optional Maneuver. To make a Maneuver, take as many Survivors as you like from one territory you control and move them to another connected territory you control. Remember, you must leave at least 1 Survivor in the first territory. Territories are connected if all the territories in between the two are under your control. You cannot maneuver through enemy or Walker territories. Maneuvering is not considered an attack, just a way to reinforce a strategic or vulnerable position.

## ADVANCING THE OUTBREAK TRACKER

Once all players have completed a turn, the current round ends. Advance the Outbreak Tracker to the next round, indicating how many Outbreaks will occur, and how many Walkers will appear for each Outbreak. After the 4th round, do not advance the Tracker. Continue to resolve all future Outbreaks in 4 territories each with 3 Walkers.

OUTBREAK				
ROUND	1	2	3	4+
TERRITORIES	1	2	3	4
WALKERS	1	2	2	3

# “WHAT COMES AFTER” (END OF GAME)

When the OVERRUN card (shuffled into the bottom half) is revealed from the Event deck, this signals the end of the game. If you reveal this card, draw another card (if possible) so that you still have an Event to resolve for your turn, and continue to play until each player has taken a turn for the current round (including Outbreaks and Events). After the last player has taken a turn, finishing the final round, one last Walker Outbreak will occur. Resolve the final Outbreak with the values indicated by the Outbreak Tracker. Then, players will tally their scores as follows, to determine the group best prepared to survive this bleak new world, thereby winning the game.

- SCORE 1 POINT FOR EACH TERRITORY YOU CONTROL.
- SCORE 1 POINT FOR EACH STRATEGIC LOCATION YOU CONTROL.
- SCORE POINTS EQUAL TO THE REGIONAL ZONE BONUSES FOR ANY ZONES YOU CONTROL.
- SCORE 1 POINT FOR EACH BULLET ON AMMO CRATES YOU HAVE COLLECTED BUT NOT TURNED IN FOR BONUS SURVIVORS.

The player with the highest total score is declared the winner. In the case of a tie, the player with the most Survivors on the board is the winner. If there is still a tie, all tied players are declared winners.

**RISK: THE WALKING DEAD - CONQUEST GAME PLAY**  
(3-5 PLAYERS)

## OBJECT OF THE GAME

Unlike Survival game play, in Conquest, the object of the game is to control all the territories on the board and eliminate all other players.

**NOTE: IN CONQUEST, UP TO 5 PLAYERS MAY COMPETE, WITH ONE OF THE PLAYERS PLAYING AS THE WALKERS.**

## SETUP

Place the game board in the center of the play area. Set all Ammo Crates in a face-down pile off to the side of the board. Each player selects a group to represent from the set of Group cards. This can be done randomly by rolling off with a six-sided die, with highest roll choosing first. Each player then collects the pieces of the color matching their group. In Conquest, Event cards, Guard Towers, Grenades and the Outbreak Tracker are not needed. Territory cards may be used for starting setup.

Starting piece placement can be done in one of two ways. The first option is to use the Territory deck to determine where each group will place starting pieces on the board. Shuffle the deck, and deal out cards to each player, one at a time, until all cards have been dealt. Then, players place 3 pieces in each territory they were dealt. After placing pieces, reshuffle the Territory deck and place it on its spot on the board. Some players may start with more territories using this option.

## STARTING PIECES CHART

The second option for starting deployment is to first have each player collect starting pieces (refer to the “Starting Pieces Chart”) for the number of players. Players roll a die to determine the order of Survivor placement. The highest roll places first. Then, in clockwise order, each player takes a turn placing 1 piece in any *unoccupied* territory, until all territories have been claimed. Next, players continue to place their remaining pieces in territories they occupy, one piece at a time, until all starting pieces have been placed on the board. Finally, place the shuffled Territory deck on its spot on the board.

NUMBER OF PLAYERS	STARTING PIECES (PER PLAYER)
3	33
4	24
5	21

## GAME PLAY OVERVIEW

Starting with the player who claimed the first territory, and proceeding in clockwise order, take the following actions on your turn:

1. **GAIN AND DEPLOY ADDITIONAL SURVIVORS TO BOLSTER YOUR GROUP (SEE DEPLOYMENT P. 8).**
2. **INVADE OPPOSING GROUP TERRITORIES (SEE INVASIONS AND BATTLES P. 9).**
3. **MAKE ONE MANEUVER AND COLLECT AN AMMO CRATE IF YOU ARE ELIGIBLE (SEE END OF TURN P. 12).**

## CONQUEST GAME PLAY

Conquest game play follows most of the same rules as the Survival game regarding Deployment, Invasions, Maneuvers and Ammo Crates. The main exception is that Walkers are treated exactly like any other group, and other groups do not get any bonuses when battling Walkers. Otherwise, treat each group exactly the same (aside from their special Group Leader card powers).

When turning in Ammo Crates for bonus pieces during deployment, draw Territory cards equal to the number of Crates turned in. For any territories drawn that match a territory you control, add 2 bonus Survivors to those territories. Then discard the Territory cards, and reshuffle the deck if all territories have been drawn. This is in addition to the bonus Survivors you get for turning in Ammo Crates that may be placed in any territory under your control.

Unlike Survival, where the end of game is triggered by the OVERRUN Event card, game play continues until only one player remains, conquering the entire board, eliminating all other players, and winning the game!

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