

Survivors:

the party survival board and card game

Survivors is a board and card game where each player leads a party of survivors after the apocalypse, whether it be via cooperation or competition with other parties. The final goal is to be either the last party standing or to have the most victory points at the end of the game, which reflect how well your party is doing.

The game flow

- Game setup
- Generate TileMap
- Add TileMap to game file
- Play rounds until game end:
 - Pull event card
 - Play event card
 - Each player plays its turn:
 - Declare scavengers
 - Pull player card
 - Play player card
 - Automatic resource production
 - Activities (description later):
 - Build
 - Produce resources
 - Gather
 - Look for survivors
 - Create/disband an attack party
 - Move-attack an already existing attack party
 - Resource consumption:
 - 1 food & 1 water for each survivor (if you not enough, one dies)
 - 1 medicine for each wounded (if you not enough, one dies)
 - Update victory points
 - check game end

You can trade with other players at any time during your turn any resources other than survivors. You can always trade the rights to use one of your building or facilities that aren't being used by yourself.

Activities

You can perform one activity per each 3 survivors (that aren't active scavengers), rounding up:

- Build: costs in building card. 3 survivors will be attached to this activity and cannot be used for another. If you don't have tools for all 3, the building will take 2 turns to complete. You cannot actively use the building the same turn it's finished.
- Gather: each tile yields a certain amount of resources you can gather directly or using a building (see the "info.xlsx" excel).

- Look for survivors: invest 4-12 food to search for survivors. You find 1 survivor for each 4 food you invested and 1 extra survivor for each Radio you have.
- Create/disband attack party (no activity cost)
- Move attack party: 5 tiles per turn. If you move into another party you can attack it without any activity cost. The other player can choose to trigger the combat, even if it's not their turn. Same rules apply to player bases.
- Attack another party: it can be another attack party and then a fight will be triggered. If you attack a player's base or building, a combat with its inhabitants/workers (in case of a base, it's all the players idle survivors) is triggered. If you win that building can be either destroyed or put under your control.

Combat

A combat is always between two groups of survivors and is resolved risk-style (but 4 dice for the attacker, 2 for the defender). Watchtowers apply +1 to the highest die for the forces on its side for all combats in a range of 1 tile. If the combat is on open ground, both sides use 3 dice and equal numbers mean both loose a survivor). If a combat takes more than 10 dice throws, it will be continued in the next turn. Repeat as many times as necessary.

Players can have weapons and other equipment on their side which will add +1 to a die (these bonuses will be as equally spread as possible).

Players can play combat cards at any time and can choose to finish the combat at any time. One can always try to flee (1D6<2 he loses the number of survivors on the die). Defenders in a base cannot flee.

All used weapons are broken at the end of the fight. If one side was killed, the remaining weapons that were played now belong to the winner.

Annex: The economy of "Survivors"

