

SNOW BOUND

Only the best equipped can survive the cold

A Game by Papineapple

120
Minutes

Ages
12+

3-6
Players

What You're Doing

As the leader of a settlement in a post-apocalyptic world, ensuring your groups survival is of utmost importance. The frozen wasteland has been daunting enough, and you don't have what you need to survive the coming storm. Gather supplies, or raid your enemies; whatever it takes to survive the cold. Only the best equipped settlement will prevail.

Your Goal

Have the most victory points gathered from supplies at the end of 12 turns.

What You'll Need

- 90 Food Cards
- 70 Weapon Cards
- 20 Medkits
- 26 Restock Cards
- 30 Scout Triangles, 5 for every color
- 11 Minor Event Cards
- 21 Major Event Cards
- 37 Board Hexes
- 6 Settlement Hexes
- 9 Special/Enemy Tokens
- 30 Supply Crates
- 50 Oil Tokens
- 1 Six Sided Die
- 1 Turn Tracker and Token

Getting Started

Place the city tile (0) in an open space on your play surface.

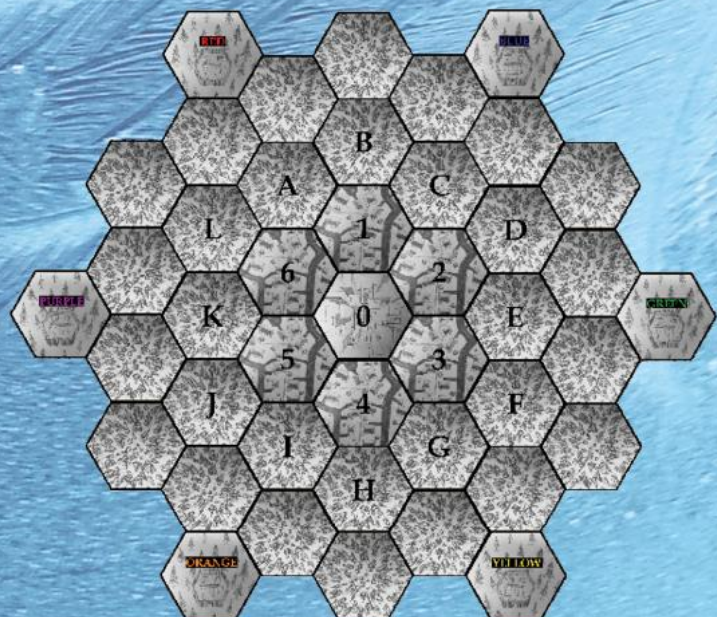
Place the suburb tiles (1-6) around the city tile, in numerical order.

Surround the Suburbs tiles with the labeled forest tiles (A-L, in alphabetical order), then the unlabeled forest tiles until no tiles remain.

Players place their settlement tiles around the outside of the forest tiles, evenly spread around the hexagon.

Place 3 scouts on each settlement matching the scout's color, and the remaining go on each player's scout tracker.

Place one random supply crate on tiles 0, 1, 3, and 5.



Seperate the Medkits from the Weapons.

Shuffle the Restock, Weapon, Minor Event, and Major Event decks.

Each player draws 3 cards in any combination from the Food and Weapon Decks , and 2 Food Cards.

Choose a starting player by rolling a six sided die. Highest roll goes first, turns rotate clockwise.

Going Through Rounds

At the start of every round, check the position of the round counter. If it is on a space marked (m), one player draws one minor event. It affects everyone. If it is on a space marked (M), one player draws a major event. Resolve it as necessary.

Then players take their turns.

Once the final player takes their turn, turn the round counter up one.

Going Through Turns

Restock

Draw 1 Restock Card. Place a random supply crate number side down on the tiles specified on the re-

stock cards. Do not look at the number on the crate. If it is placed on a tile destroyed (flipped) by a major event, the crate is lost.

If it is the 12th turn, skip this step.

Recruitment

You can pay 1 Food to recruit a scout. You can only recruit 1 per turn. This scout is placed on your settlement.

You can also dismiss a single scout per turn if it is at your settlement. You must have a minimum of 2 scouts. A dismissed is placed on your scout tracker.

Move Scouts

You can move your scouts a combined distance equal to $2 + \# \text{ of scouts}$.

If you have 3 scouts, you have 5 moves you can split between the 3 scouts.

Scout Actions

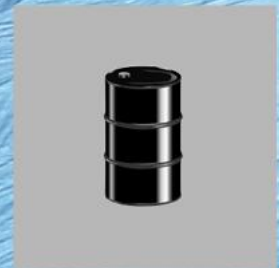
Depending on the space the scout ends on, they can gather a certain number of supplies from the tile. Each scout can hold up to 3 crates at a time. You can look at the number on the crates your scouts are carrying.

Scout must return to the settlement in order to actually gain these resources. The number on the supply crates becomes a currency to spend on resources, called Resource Points. This must be spent immediately. Follow the chart below for exchange rates. Afterwards, place the crates in a pile number side up.



<i>Resource</i>	<i>Cost</i>	<i>Gained</i>
Food	1	2
Weapons	1	1
Medkit	2	1

If the scout is on one of the numbered tiles (Suburbs and City), they can choose to gather oil instead of any crates that are there. An oil token counts as a crate, and is taken randomly from the supply of oil off the board. These are kept in front of the player number side down (you can look at them) and count towards Victory Points.



If the scout ends on another player's settlement, they can choose to raid them. See Raids below for more information.

Rationing

Discard a number of food equal to # scouts - 2

Lose no food for 2 Scouts

Lose 1 Food for 3 Scouts

Lose 2 Food for 4 Scouts

Lose 3 Food for 5 Scouts

When the Storm Comes...

The game ends at the end of the 12th round. The storm has arrived.

The winner is determined by adding up scores gained from resources.

1 Oil = 1 Victory point

3 Food = 1 Victory Point

1 Scout = 1 Victory Point

Raids

A raid can occur if you have a scout end its movement on another player's settlement.

A scout cannot raid a settlement if it or another scout you control was on the target settlement at the start of the turn.

Raid Order

Once a raid has been declared, the attacker lays the weapons they wish to use face down in front of themselves. The defender can choose to do the same or surrender. (See Below)

Once each player decides they are satisfied with their weapons, they lay their weapons out to see. The player with the highest combined value from the weapon cards wins the raid.

If the attacking player is the victor, they can:

- Take 1/2 of the defender's Food, rounded down or 2 Oil tokens
- If the defender surrendered, the attacker only takes 3 Food or 1 Oil.
- In this case, the attacker only loses half the weapons they used, rounded up. Defender randomly chooses which ones are discarded.

If the defending player is the victor, they can:

- Force the attacker to lose the scout they raided with, to a minimum of 2
- If that scout had supply crates on them, the defender gets those crates.

If it is a tie, the attacker loses half their weapons rounded up and the attacking scout. The defender loses all weapons used.

All weapon cards used are discarded after the raid, if there wasn't a surrender or tie.

Using Medkits

Occasionally, you may draw medkits from the Arsenal deck. These can be used to save any scout from dying.

If the scout was carrying crates, the crates are placed on the tile the scout would have died on, and the scout stays where it would've died. If the scout died on a flipped tile and a medkit is used, the scout is placed at the settlement, and all the crates it was carrying are lost.

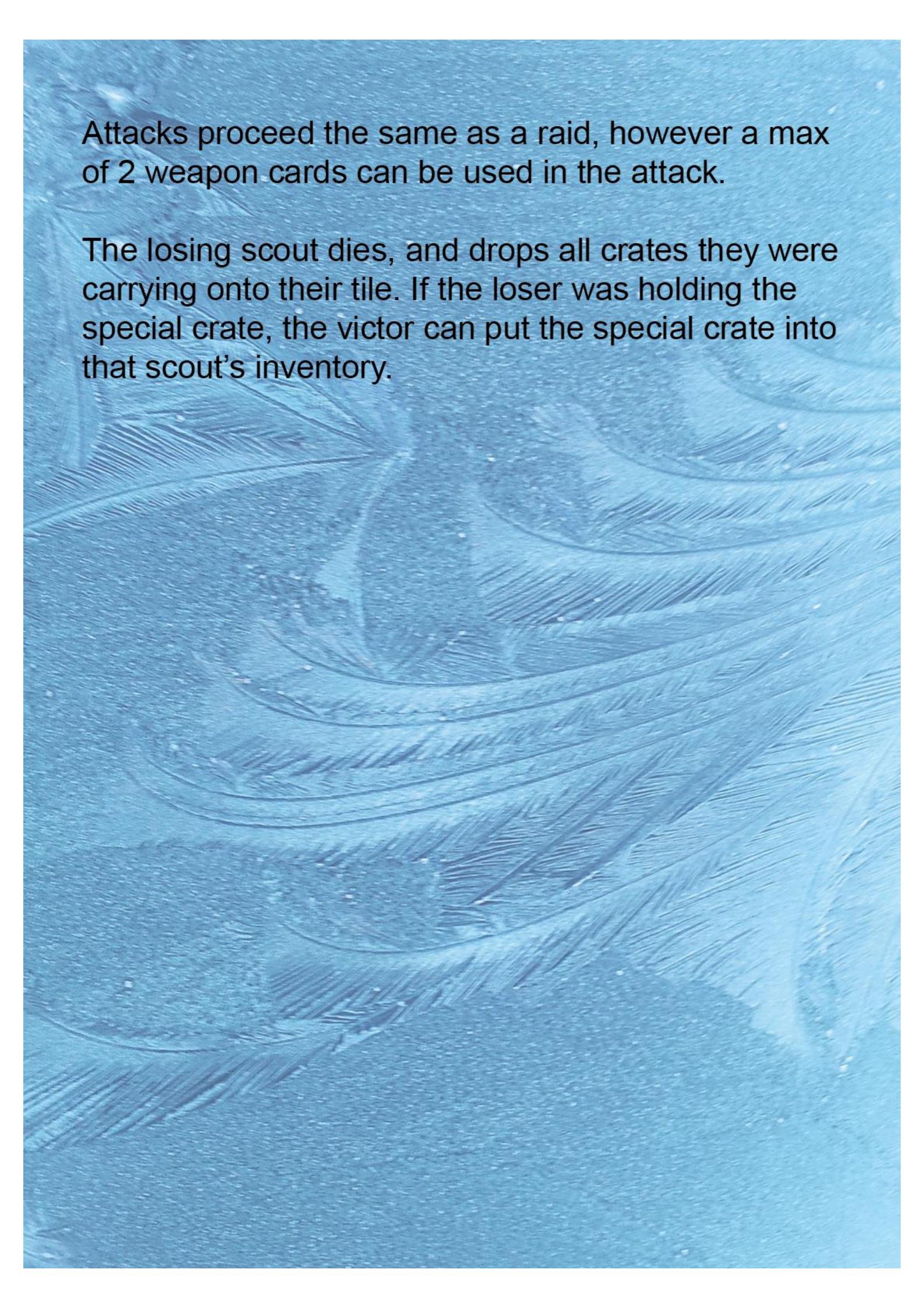
More on Scouts

Each player always has a minimum of 2 scouts anywhere on the board.

If a player has only 2 scouts and one was to die, that scout would drop all resource crates it had on the tile it was on. It would then be placed on the player's settlement.

Scout Attacking

If there is another player's scout nearby with a special crate in their inventory, ending a scout's movement on that scout's tile will allow the scouts to engage in combat. This is only allowed if the scout being attacked has a special crate.



Attacks proceed the same as a raid, however a max of 2 weapon cards can be used in the attack.

The losing scout dies, and drops all crates they were carrying onto their tile. If the loser was holding the special crate, the victor can put the special crate into that scout's inventory.