



# OFFICIAL ERRATA AND SOLUTIONS FOR FREQUENTLY ENCOUNTERED PROBLEMS

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All changes and additions made to this document since the previous version are marked in **red**.

This document contains an overview of frequently encountered problems, rule clarifications, and errata for *This War of Mine: The Board Game* and *Tales from the Ruined City* expansion.

# FAQ

In the section below you find all FAQ scripts containing the expanded game rules found in grey scripts in the Book of Scripts.

## 10 SAVE BAG AND WASTE BAG

There are two zip bags included in the game. One of them is the Save bag, the other is the Waste bag. The Waste bag is used to store all the elements that were removed from the game and will not be a part of any further Campaign playthroughs. The Save bag is used to store certain elements, as described in the Saving the Game section below.

### SAVING THE GAME:

Throw **all the tokens / resources from the Storage** into the SAVE bag.

On the SAVE Sheet, write down the amount and type of resources that you have in the **Storage x5** and throw these resources into the box.

In the Characters' chart on the SAVE Sheet write down the **names of the Characters and the levels of their States**. Then put the State tokens into the box and the Character cards into the SAVE bag.

On the SAVE Sheet (on all 3 Location spaces) write down the names of the **3 Location cards** you currently have on the board and throw these cards into the SAVE bag.

On the corresponding Shelter spaces on the SAVE Sheet mark the **Shelter spaces with Shelter cards still on them** (with an [X] symbol). If there were any Rubble Remnants cards on the board, change the symbol to [RR]. Then, put all Shelter cards into the SAVE bag (it does not matter if the cards mix).

Write down the names of the **already crafted Fitting cards** on the corresponding Shelter spaces on the SAVE Sheet and put these cards into the SAVE bag.

Put all the **Cold tokens** from the Cold space to the Save bag.

In the appropriate place on the SAVE Sheet, write down the names of the **face up Event cards** present on the board (if any) and put these cards into the Save bag.

Put the **whole Events deck** into the box (remember not to peek at the card's fronts!).

Put all the **Objective cards** into the box (do not change their order).

Put the **Night Raids and the Residents decks** into the SAVE bag and any unused Night Raids and Residents cards (the ones that did not make it into the deck during initial setup) into the box.

Put the **Fittings deck** into the SAVE bag (the cards from the Fittings space on the board, remember not to mix them with the Fitting cards from the Ideas space!).

Put the **Narrative Action cards you have** into the SAVE bag. Mark **Board-Up tokens** with an [X] symbol on the corresponding Holes on the SAVE Sheet and put these tokens into the SAVE bag.

Mark the position of the **used Blank tokens** (if there are any in the game) by writing down their numbers. Then put these tokens into the SAVE bag.

Put **all the remaining game components** into the box.

When you begin another Campaign playthrough, while restoring a saved game, modify the Setup rules as described in the Restoring the Game section below.

### RESTORING THE GAME:

Take out all the game components from the SAVE bag and place them as follows:

Put **tokens / resources into the Storage**.

Put the **resources into the Storage x5**, according to what is written on the SAVE Sheet.

Place the **Characters and their State tokens** according to what is written on the SAVE Sheet.

Place the **3 Location cards** in the Location spaces on the board, according to what is written on the SAVE Sheet.

Place the **Shelter cards** on the board on the corresponding spaces – according to what is marked on the SAVE Sheet (pay

attention to the names visible on the Shelter spaces on the board). In the place you marked [RR], flip the Rubble card so it is showing the Rubble Remnants side.

Place the **Fitting cards** on the board on the appropriate Shelter spaces – according to what is marked on the SAVE Sheet.

Place the rest of the **Fitting cards** on the Fittings deck space.

Place the **Cold tokens** on the Cold space.

Place the **face up Event cards** on their corresponding spaces according to what is marked on the SAVE Sheet (if there were any in the previous game).

Place the **Night Raids and the Residents decks** on their spaces. Take the **Narrative Action cards** you have.

Place the **Board-Up tokens** on the board (if there were any in the previous game) according to what is marked on the SAVE Sheet.

Place the **used Blank tokens** on the board according to what is marked on the Save sheet.

Now take the rest of the elements out of the box.

Take the **Events deck** and place it on the Events space (remembering not to peek at the card's front).

Take the **Objectives deck** and place it on the Objectives space (remembering not to mix them up and change their order).

Set up the rest of the decks from the box on their corresponding spaces on the board.

The game is now restored and you can begin another Campaign playthrough.

► **BACK TO GAME.**

## 100 SETUP FAQ

### CARD DECKS:

◆ The **Fittings deck**, as well as the **Shelter deck**, other than the rest of the decks, do not have the name of the deck on the cards' back. Take a good look at the Setup diagram to see which decks are those.

◆ There is an instruction on how to craft them on the back of the **Fitting cards**, and on the front the image of the given Fitting, alongside a description of the action or rule of the Fitting.

◆ On the back of the **Shelter cards** is the loot you will find during the game once you remove that card. During Setup place these cards on the board so that you cannot see what is on their backs.

### TOKENS AND RESOURCES:

◆ All the tokens are labeled, which makes finding the proper ones easier. The three **resource** types (**Water, Wood, Components**) are not labeled, as those are not tokens but plastic pieces. You can identify them by how they look - Water is a round transparent piece, Wood is a brown cuboid and the Component is a metallic cog.

**Red tokens are:** Assault Rifle, Shotgun, Pistol, Hatchet, Knife, Broken Assault Rifle, Broken Pistol, Broken Shotgun, Weapon Part, Shell, Ammo.

**Green tokens are:** Canned Food, Raw Food, Vegetable, 100% Alcohol, Moonshine, Cigarette, Coffee, Sugar.

**Grey tokens are:** Sawblade, Shovel, Lockpick, Guitar, Broken Guitar, Book, Electrical Part, Mechanical Part, Jewelry, Filter.

**Yellow tokens are:** Meds, Bandages, Herbal Meds, Chems, Herb.

◆ You can place the game pieces in the **box** in any way that is convenient to you. Try to keep the red, yellow, grey and green tokens in four separate compartments – during the game, as well as when packing them into the box. When you are packing the game back up, secure these compartments with the four card decks. The cards as well as the game board will ensure the compartments remain closed and the tokens in them will not fall out and mix with each other.

## WASTE BAG:

The Waste bag is used to hold those pieces which have been completely removed from gameplay and will not be available until the end of the Campaign. This is opposite to the pieces discarded into the box, which may return into gameplay during the Campaign. The Waste bag, just like the Save bag, are any bags (e.g. string bags) - 2 bags intended for such use were included with the game. Those might get worn out with frequent use, but they can be exchanged for new ones, once the original ones are not usable anymore.

## COLOR BASE DISCS:

◆ When a **Character dies**, you need to detach the colored base disc from the Character's miniature.

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## 101 CHARACTER SKILLS FAQ

Please read the skill descriptions on the Character cards, as well as their stats and their Spirit value, as soon as you have drawn them. This will allow you to better understand the capabilities and limitations of each Character.

◆ The Character Skills on the Character cards are always readily available and may be used at any time, in accordance with the rules of the given skill.

◆ **Sneaky (Arica)** – the Noise can be lowered at most to 1.

◆ **Journal (Emilia)** – the Fatigue may be raised at most to 4.

◆ **Handyman (Marin)** – if you are playing on the advanced side of the board, this skill is pertinent for all of the Poke About actions (but this does not apply to the Search action).

◆ **Break In (Marko)** – when Marko uses a Hatchet instead of a Lockpick, do not discard the Hatchet after opening a Closed Door.

◆ In case of skills usable “once per Scavenging”, you need to mark having used them in some way, for example by tilting the Character card to its side.

► **BACK TO GAME.**

## 110 BOARD FAQ

### THE STORAGE X5 SPACE:

◆ The **Storage x5** space allows to mark 5 Wood or Components with a single Wood or Components marker.

At any given time, you may exchange 5 Wood in the Storage for 1 Wood in the Storage x5, and vice versa. The same goes for the Components.

No other resource or token aside from Wood and Components can be placed in the Storage x5.

Warning: This storage system may result in creating more Wood or Components in the game at the same time than it would be possible without the Storage x5. This system can have its own drawbacks though. The rule saying that you cannot find any more resources if there are not any left in the box still stands. Which means that if we wish to exchange 1 resource out of the Storage x5 space to 5 separate resources, and there are only 3 such resources left in the box, this exchange will not be profitable.

### WHERE CAN WE PLACE FITTINGS:

◆ Along the lines of the Journal description (the Day Actions phase), the **Fittings may also be placed on the spaces with ladders**. If you have any doubt whether you can place a Fitting on the given space, take a look at the SAVE Sheet - the spaces on which you cannot place Fittings are darkened.

### MOVING AROUND THE SHELTER:

◆ If you are uncertain where the **Character movement paths** are on the board, look at the SAVE Sheet as well. These paths have been marked with thick dark lines.

◆ The **Hole** icon blocks horizontal movement, even if it is already covered by a Board-Up token.

◆ To know more details about moving on the board – see 300 (Day Actions FAQ).

## ADVANCED SIDE OF THE BOARD:

◆ The advanced side of the board has **no Ideas space**. Combine all the Fitting cards (basic and advanced) together to form one deck and place it on the Fittings space.

◆ The **Sniper Fire rule on the advanced side of the board** always refers to only the Character, who has just performed an action on the top floor of the Shelter.

◆ The rules on the board spaces, covered by the Shelter cards placed on those spaces (e.g. Wild Garden), are ignored until the given space is cleared.

◆ “**2x RUBBLE CARDS**” means that during Setup you need to place 2 Rubble cards, in a stack, and that they need to be resolved one after the other.

► **BACK TO GAME.**

## 200 MORNING PHASE FAQ

### EVENT CARDS:

◆ During the Morning phase the top card in the Events deck is resolved, regardless of whether it is an **Event card** or an **Ending Event card**, or a **Chapter card**.

◆ The **Airdrop** and **Shelling** Event cards contain a question about what happened during the last Scavenging:

- should such a card be drawn as the first Event card in a Campaign, it should be ignored and not resolved (aside from adding Cold tokens to the Cold space).

- should such a card be drawn as the first Event card in a continued Campaign, after restoring the previous situation from the SAVE Sheet, as long as the players have not written down such information, the card should also be ignored and not resolved (aside from adding Cold tokens to the Cold space).

◆ The **Snipers** card – when one Character gets shot, the Snipers card is immediately removed and there is no roll for the rest of the Characters.

◆ If the **Crime on the Rise** and the **Crime Wave** cards are both on the Night Raids deck at the same time, their effects do not stack - you should still draw 2 Night Raid cards instead of 1.

◆ Warning: The consequences of many of the Event cards can be avoided, as long as you are prepared for them and know when to expect them. Such knowledge will also enable you to use the benefits of some of the Event cards. To accurately foresee the upcoming Events you should craft a **Radio** (a Fitting card) and use the **Tune In** action on the Radio card.

### CHAPTER AND OBJECTIVE CARDS:

◆ When you draw and resolve a card from the Events deck and it is a **Chapter card**, resolve it according to its text. Then you may start a new day by immediately drawing and resolving a new card from the Events deck - this time it will be an Event card or an Ending Event card

◆ The **Objectives cards** are on the Objectives space in a stack. The Final Objective card is at the very bottom of the stack. The top Objective card is assigned to Chapter I, the middle one to Chapter II and the bottom one (Final Objective) to Chapter III.

Only the current top Objective card is available, you cannot start completing a later Objective without completing the current one first.

Rewards and Penalties from an Objective card can be resolved only when the Chapter card is being resolved, even if the Objective described on it has been completed before.

◆ In case of **Objective cards with a counter on them**, when the card is being placed on the top of the Objectives stack, the **Objective Status token** should be placed on the leftmost space on the counter.

◆ You can at any time discard 1 or more required tokens / resources **from the Storage** (not from the Findings Pile!), by accordingly moving the Objective Status token right.

The tokens being discarded this way cannot be used or sold at the same time.

◆ Once the **Objective Status token** reaches the rightmost space on the counter, marked with a green “V”, the **Objective is completed** (although it may be resolved only when the Chapter card is being resolved).

◆ Warning: Should the group during a Campaign **lose the last of the starting Characters**, which means they are unable to com-



plete the Final Objective, the players may **forfeit the further game**, but they are not required to. It all depends on whether they decide that only a complete victory matters or that they wish to just allow the remaining Characters to reach the end of the story, regardless whether this means they win or lose the game itself.

► **BACK TO GAME.**

## 220 STATE TOKENS FAQ

◆ It bears indicating that the **black dots on State tokens do not stack**. This means that each State token indicates WHICH actions are unavailable.

If, for example, 2 different State tokens say that the given Character cannot use their third action, then despite that there are 2 such State tokens, the Character is disallowed only that third action.

◆ If a rule tells you to raise the State X by 1, this means that the Character with the State X of 0 receives a State X level 1 token.

◆ If the given Character's **Fatigue level reaches 4 due to them being assigned to tasks** (e.g. Guard Duty, Scavenging), the Character will be able to normally finish their task and only after it is done, the Fatigue level of 4 should be resolved.

◆ If a Character **reaches level 4 on two States simultaneously** (excluding the Fatigue), and both direct you to two different scripts containing epilogues for this Character, you need to randomly select either of them to be resolved.

◆ If a given State is raised to level 4, it is already **too late to lower it again to level 3**, before resolving the results of level 4. The State level 4 effect needs to be resolved immediately.

◆ The State level 4 tokens show **different script numbers**, leading to different epilogues. When a State level 3 or 4 token is drawn from the box, you need to take your chances and draw the right token without seeing the number on it.

► **BACK TO GAME.**

## 300 DAY ACTIONS PHASE FAQ

### MOVEMENT IN THE SHELTER:

◆ Movement in the Shelter is a bit abstract - you need to imagine the miniatures move around freely on the floors and use the ladders to move between each floor. Such movement is free and instantaneous.

◆ If you are uncertain where the **Character movement paths** are on the board, look at the SAVE Sheet. These paths have been marked with thick dark lines.

◆ If a Shelter card is **blocking passage** (e.g. Closed Door, Bars, Rubble), it means that the furthest a Character can move along this path is up to that very card (to perform an action there and remove the obstacle).

◆ The **Hole** icon blocks horizontal movement, even if it is already covered by a Board-Up token.

◆ The **Action icon** shown next to the Fittings deck does not indicate that Characters must clear the path to this place. The whole deck placed on the Fittings space is available immediately and at any point of the game. The Characters must only clear the path to the space where a new Fitting will be placed.

### CRAFTING FITTINGS:

◆ There are so many Fitting cards that it is a good idea to **stop the game** at some point and **browse them all**, while discussing together which ones will be most useful in the current situation and checking which tokens or resources will be required to craft these Fittings.

◆ As described in the Journal (the Day Actions phase), the **Fittings may also be crafted on the spaces with ladders**. If you have any doubt whether you can craft a Fitting on the given space, take a look at the SAVE Sheet - the spaces on which you cannot craft Fittings are darkened.

◆ The Fitting cards in the **Ideas** deck are not available for crafting in the regular way. You cannot craft them by taking them directly from the Ideas deck. First, you need to use the New Idea board action, which enables you to choose any 2 cards from the Ideas deck and add them into the Fittings deck. From that point on, those two cards can be crafted as normal.

◆ The **"place directly next to [...]" rule** you can see on the back of many Fitting cards (that are an upgrade to other Fittings), means that such a card can be crafted **ONLY** on the space horizontally adjacent to the required card.

If there is not any free space to place such a card, it cannot be crafted. That is why, in case of building cards which are upgradeable by placing other cards alongside them, it is important to plan ahead from the start.

The upgradeable Fitting cards and the upgrade cards themselves are additionally marked with two diagonal lines.

### ACTIONS:

◆ The **tokens and resources required to perform actions** are immediately discarded as soon as a Character is assigned to perform the action.

◆ The **tokens and resources created by an action** are added to the Storage only after the action has been resolved.

◆ The **"For each X ➡ Y"** rule in the description on many of the Fitting cards means that this action allows you to discard any number of "X" and in doing that create the equivalent number of "Y" in the course of the same action.

◆ In each of the three stages of the Day Actions phase all effects of the actions to which Characters have been assigned are **resolved simultaneously**. This means that the tokens and resources gained in these actions cannot be immediately used to another action during the same stage.

◆ A **Character who has just joined the group** cannot use their action during the stage in which they joined. They can use actions from the next stage onwards, as long as their States permit them to.

◆ **Characters who cannot perform any actions** in a given stage of the Day Actions phase (due to black dots on the State token) may be moved to the Storage, making the situation on the board clearer.

◆ **Poke About action** - mix and match Wood and Components markers as you like, total being 1-4 depending on roll.

### WAIT TOKENS:

◆ At any time there can be only 1 Wait token on a given card.

### SHELTER CARDS ACTIONS:

◆ **To use an action on a Heap or Furniture card** you only need to assign 1 Character to that card. In effect, the back of the card is resolved, adding appropriate tokens and resources to the Storage.

◆ **To use an action on a Rubble card**, you need to assign to it either 1 Character and a Shovel token from the Storage, or 2 Characters. In effect, this card is flipped to its back - the rubble has been partially, but not fully removed. Don't discard the Shovel after use!

◆ **To use an action on a Rubble Remnants card**, you need to act just like above in case of the Rubble card. In effect, the card is removed from the game, which means the space is fully cleared. This gives you an additional space to place Fittings on, as well as access to spaces previously blocked by the Rubble.

◆ **To use an action on a Bars card**, you need to assign to it 1 Character and a Sawblade token from the Storage. In effect, the back of the card is resolved - appropriate tokens and resources are added to the Storage and this card is removed. This clears the space, just like with the Rubble card.

◆ **To use an action on a Closed Door card**, you need to assign to it 1 Character and a Lockpick token from the Storage. In effect, an attempt to open the Closed Door is made and the Black die is rolled.

In case of failure, nothing happens. You have only wasted an action.

If you succeed, you discard the Lockpick token and get to resolve the back of the card. This means appropriate tokens and resources are added to the Storage and the card is removed from the game. The space is cleared now, just as in the case of Rubble.

► **Advanced rules** - see 155.

► **Or BACK TO GAME.**

## 400 DUSK PHASE FAQ

◆ The players may decide that a given Character will not drink Water or eat food during the Dusk phase, despite that relevant tokens or resources are available in the Storage.

◆ **Limiting the Water tokens to six** is not a coincidence – it reflects the need for daily Scavenging for fresh potable water.

◆ **Warning:** If you find it hard to gather enough food during play, remember about the available **TRADE** in some Locations and with some Residents and Visitors. You can also use some **Fittings** which enable you to gather more food or make food more effective.

► **Advanced rules** – see 351.

► **Or BACK TO GAME.**

## 500 EVENING PHASE FAQ

◆ **If the given Character's Fatigue level reaches 4 due to them being assigned to tasks** (e.g. Guard Duty, Scavenging), the Character is able to normally finish their task and only after it is done, the Fatigue level of 4 should be resolved.

► **BACK TO GAME.**

## 600 SCAVENGING PHASE FAQ

### SPECIAL ACTIONS IN LOCATIONS:

◆ Some of the Locations offer you a chance to:

„Return 2 Exploration cards to have a look around the area”

„Return 6 Exploration cards to **TRADE** with...”

„Return 4 Exploration cards to **HEAL**”

„Return 3 Exploration cards to **SOCIALIZE WITH PEOPLE**”

These actions can be performed at any moment of the Exploration, instead of drawing a card from the Unknown deck.

### EXPLORATION CARDS:

◆ **Exploration cards in the Unknown deck fulfill two different roles.** The first role, when the front of each card is being resolved, is describing what happens when Characters are exploring. The other, when you return them to the Exploration deck without checking their fronts, is the time and effort that the players made. The more cards they sacrifice to act more cautiously, the less thoroughly their Characters will search the Location (and the fewer Exploration cards' fronts will be resolved).

◆ **The placement of the words “OR” and “TO”, as well as the empty lines of text, is intentional.** It indicates the point of alternative or implication. For example:

*I) You may ignore this card*

**OR**

*IIa) Search the FURNITURE:*

*IIa1) Return 2 Exploration cards*

**OR**

*IIa2) Raise the Noise by 1 and roll for the Noise*

**TO**

*IIb) Draw and resolve 1 card from the Findings deck (Furniture chart).*

◆ **When the cards from the Exploration deck are depleted,** simply shuffle the Discard pile and create a new Exploration deck out of these cards. **Warning** – This rule goes for the Exploration deck, but not the Unknown deck.

◆ Any action that requires the returning of Exploration cards can only be executed if you have the cards to discard. You can perform such Action multiple times (unless a rule or a script specifically states you cannot), returning the proper number of Exploration cards each time you do it.

◆ In the beginning of the Choose Findings stage the Journal tells you to shuffle all Exploration and Residents cards into their decks. It also pertains to the cards from the Unknown deck and the Discard space.

### FINDINGS CARDS:

◆ **If an encounter with a Resident happens while resolving a Findings card,** you should first resolve the Residents card, and then come back to resolving the Findings card.

◆ If taking Findings can result in consequences (e.g. the effects of the Residents cards: Civilians, Hobos or Survivors), you may first check what exactly was found and then decide whether to still take it regardless of the consequences or change your mind and leave it alone.

## MAP CARDS:

◆ In the beginning of the Choose Findings stage the Journal tells you to **shuffle all Exploration and Residents cards into their decks.** This goes also for the Map cards in the Exploration slot. During a later visit in the same Location all the Map cards are shuffled back into the Exploration deck – even if you, for example, opened a Closed Door during your last visit, you may again encounter a Closed Door and open them again.

## NOISE:

◆ The Noise cannot at any time be raised above 8 or lowered below 1. When a rule / an activity instructs you to raise the Noise over 8, the Noise stays at level 8. Similarly, when a rule / an activity instructs you to lower the Noise below 1, the Noise stays at level 1. It means that even when the Noise is at level 8, you can still perform an activity that forces you raise the Noise by some value, e.g. by 3.

◆ If a rule allows you to ignore a drawn Residents card, the **Noise is still reduced to 1** due to the encounter being triggered.

## RESIDENTS CARDS:

◆ In case of the Rebels card, the offer of 1 Moonshine and 1 Cigarette is a choice whose consequences are described further on the card. However, the possibility to **TRADE** in case of the previous purchase of 1 Moonshine and 1 Cigarette from the Rebels is a separate **TRADE** resolved normally and described in detail in the script 215.

◆ „Ignore this card” means: Shuffle this card back into its deck without resolving. Do not replace the card by drawing a new one.

## DEATH OF ALL CHARACTERS:

► When all of the Characters taking part in Scavenging are dead, see 266.

## FINDINGS PILE:

◆ The Findings Pile represents carrying around all the tokens the Characters find while Scavenging. Only when they are gearing up to return home (during the Choose Findings stage), your Characters estimate their strength (the Inventory total of the Characters participating in Scavenging) and choose what they wish to take home to the Shelter and what will be abandoned as it is too heavy to take all the way through the city.

## CHOOSE FINDINGS STAGE:

◆ The Choose Findings stage rules state that a player can add as many resources (Water, Wood, Components) as he wants to the Findings Pile. The only limits are the weight and the Inventories of the Characters participating in the Scavenging.

► **Advanced rules** – see 354.

## 610 ADVANCED BOARD FAQ

◆ The advanced side of the board has **no Ideas space.** Shuffle all Fitting cards (basic and advanced) together and place that combined deck on the Fittings space.

◆ The rules on the board spaces, covered by the Shelter cards placed on those spaces (e.g. Wild Garden), are ignored until the given space is cleared.

◆ **„2x RUBBLE CARDS”** means that during Setup you need to place 2 Rubble cards, in a stack, and that they need to be resolved one after the other.

◆ The **Sniper Fire rule on the advanced side of the board** always refers only to the Character, who has just performed an action on the top floor of the Shelter.

◆ If you draw the Reality Impact card when resolving the **SEARCHING** Action, shuffle it back into its deck and draw a new Findings card instead.

► **BACK TO GAME.**

## 700 NIGHT RAID PHASE FAQ



◆ When **all Guards die** during the Night Raid phase this does not mean no Guards were assigned to the Shelter defense. In this situation script 333 is not resolved.

◆ When the **Damage and Wounds are reduced by X points** due to a Night Raid card, you need to decide how to divide these points between Damage and Wounds. E.g. if the Damage and Wounds were reduced by 3 points total, you may decide that Damage was reduced by 1 and Wounds by 2.

◆ **When during the “Crime Wave” stage you add 2 Residents or Night Raid cards (marked with a red corner)** to the relevant decks, you need to decide on their combination yourself. You may add 2 cards to the Night Raids deck, or 2 to the Residents deck, or 1 to each of these decks.

◆ **“Ignore this card”** means: Shuffle this card back into its deck without resolving. Do not replace the card by drawing a new one.

◆ **“Starting with the most expensive”** means: from the most to the least expensive. If there is more than one token of the same value, you can choose which token to lose.

◆ During the Night Raid phase the  and  icons on the Combat dice are simply considered misses (i.e. blanks).

► **BACK TO GAME.**

## 800 DAWN PHASE FAQ

### FATE CARDS:

◆ When a Fate card requires you to **discard Meds or Herbal Meds or Bandages tokens**, this means that you should accordingly discard all of the Meds tokens, or all of the Herbal Meds tokens, or all of the Bandages tokens, not only one token of the given type. This means that it is not profitable to place more than 1 Meds or 1 Bandages token on a given Character at a time.

◆ Assigned Bandages / Meds / Herbal Meds cannot be taken from a Character in any situation except for the rules written on Fate cards.

◆ **“Nearest Location”** means the Location card on the board space with the highest number in the green icon.

◆ If for any reasons the **cards from the Locations deck are depleted**, take the removed Location cards from the Waste bag, shuffle them and create a new Locations deck.

◆ During **resolving Spirit**, the Characters may be resolved in any order and each time it can be decided anew.

### WAIT TOKENS:

◆ At any time there can be only 1 Wait token on a given card.

### ALCOHOL:

◆ A Character with the Fatigue level 3 still can use Moonshine – raise their Fatigue to level 4.

◆ A Character with the Fatigue level 4 cannot use alcohol anymore.

### DEATH AMONG US:

◆ If, as part of resolving the DEATH AMONG US rule, any Character dies / leaves the group, it never causes another Character to resolve this rule. The check affects only those Characters who died / left the group that day until the moment when resolving the DEATH AMONG US rule started.

### SAVE SHEET:

◆ Aside from the SAVE Sheets included with the game, you can download a PDF file and print new ones – see the About the Rules section in this book.

► **Advanced rules** – see 909.

► **Or BACK TO GAME.**

## 900 COMBAT FAQ


### ENCOUNTER THE RESIDENTS:

◆ If you encounter Residents, you may **temporarily skip checking their number and Weapons**, if you do not intend to fight with them (and if the Combat did not begin automatically). Once fighting erupts though, their numbers and Weapons need to be determined.

### COMBAT DICE:

◆ The only icons reflecting the number of Wounds are the icons of fists (the Grey die), knives (the Yellow die) and targeting reticles (the Red die). The other icons have different meanings, as described in the Journal.

◆ Each round, Combatants fight (and wound each other) simultaneously. Although there is only 1 set of Combat dice included in the game, treat all Combat rolls of separate Combatants as if they were made simultaneously.

The  icon affects ONLY ENEMIES in Combat. In case of Characters' rolls, it is simply considered a miss.

### PROWESS:

◆ A Character may **ALWAYS use their Prowess when they roll Combat dice**, regardless of whether the situation is Combat, climbing, sneaking, etc. Sometimes specific rules and scripts may remind you of this.

◆ When a Character uses their Prowess to reroll the result, not only do they have a chance for a better result, but also **risks a worse result**, as only the last roll result stands.

### WEAPON CHANGE:

◆ At the beginning of each round of Combat a Character or an Enemy may freely change their Weapon if they have another on themselves. For example, after their Ammo runs out, they may change their Pistol to a Knife.

◆ Characters cannot exchange Weapon tokens with each other during Combat. A dead Character's Weapon can be picked up only after the Combat ends (unless Characters Flee from Combat - then such Weapon is considered lost and should be immediately discarded).

### FATE CARDS:

◆ **Jam / Weapon Loss** – after Combat is resolved, the Character gets their Weapon back.

◆ **Dodge** – the dodge refers to that combatant (Enemy or Character) whose die roll introduced this Fate card into play.

### ENEMY TOKENS:

◆ After Combat is resolved, discard Enemy tokens face-down back into the box.

### ENEMY WEAPON:

◆ When Characters get hold of **Firearms of dead Enemies**, and the script does not specify how much Ammo is available with the captured Weapon - this means that there was no more Ammo left.

### CHARACTER'S WOUNDS:

◆ When distributing Wounds each Wound must be dealt as long as there are Characters present that can be dealt such Wound. E.g. you cannot distribute 4 Wounds to 1 Character who dies after being dealt 1 Wound (and pretend that 3 remaining Wounds were suffered after their death).

► **BACK TO GAME.**

## 901 TRADING FAQ

◆ If there is **no way to keep the difference between values of the exchanged items** during a Trading, the players' negative difference is unfortunately lost.

For example, if a Trader offers only one token with a value of 8 and we can only pay for it by exchanging a token with a value of 10, we have no way to get back the “lost” 2 value points.



However, in most cases of Trade the choice of goods is great enough that almost always there is a small item the Trader is offering that will equalize the values of the exchanged tokens.

► **BACK TO GAME.**

## 905 USING THE SCENARIO

◆ A scenario is an **advanced mode** of gameplay – try it once you are familiar enough with the basic game.

◆ A scenario can include additional **scripts marked with a red arrow** – such a script needs to be resolved when its title condition is fulfilled.

◆ Both basic scenarios can be played on the **basic side of the board** as well as on the **advanced side**.

◆ A scenario offers a shorter, however still challenging gameplay. It simulates an advanced or final stage of the game. It can affect some of the basic and Setup rules. If a scenario changes or introduces new elements of gameplay, it is fully described in the scenario sheet.

► **BACK TO GAME.**

## ERRATA

This section describes official changes to rule text, cards and errata for the Book of Scripts.

## JOURNAL

### PAGE 4, MORNING

A sidebar that reads as follows should be added on the left side of the page:

“SCRIPT NUMBERS. Most cards in the game contain script numbers in the colored circles. You should ignore those numbers unless a game effect directly instructs you to address them.”

### PAGE 5, DAY ACTIONS

#### PLACING A NEW FITTING CARD

The second sentence that reads as follows should be added to the first paragraph:

“You should familiarize yourself with both sides of the Fittings cards.”

### PAGE 6, DUSK

#### WATER

The first sentence should read:

“Each Character should drink 1 Water (discard it from the Storage.”

### PAGE 10, NIGHT RAID

#### GUARDS AND WEAPONS

Any instance of “White Combat Die” should read “Grey Combat Die”.

Combat Dice icons should be added to the sentence starting from: “The number of icons...”

## PAGE 12, DAWN

### ASSIGN MEDS AND BANDAGES

A sentence that reads as follows should be added at the end of this paragraph:

“Keep any assigned tokens on Characters to whom they were assigned until instructed by a Fate card to discard them.”

## PAGE 14, COMBAT SHEET

Combat Dice icons should be added to the sentence starting from: “The number of icons...”

### PROWESS IN COMBAT

The first sentence should read:

“The Prowess determines the number of re-rolls a Character may perform during each round of Combat in order to get a better result.”

### FLEEING

The first sentence should read:

“Before each round of Combat (even the first round), you may decide that the Characters Flee instead of continuing the fight.”

## PAGE 15, TRADE SHEET

A value icon with an “X” should be added in brackets to the sentence ending the third paragraph of this section.

## CHAPTER CARDS

### CHAPTER I

A sentence that reads as follows should be added as the last sentence to the card text:

“After determining the Objectives, draw the top Event card.”

## CHAPTER OBJECTIVE CARDS

### STAYING FIT

The “Reward” paragraph should read:

“Immediately draw 2 Narrative Action cards and keep both.”

## CHARACTER CARDS

### MARKO

The “Break In” special ability should read:

“Marko may use a Hatchet to open Closed Doors as if he was using a Lockpick.”

## EVENTS CARDS

### RAT INFESTATION

The first sentence after “Then” should read:

“If, during the next Dawn phase, you have a Deadfall Trap with a Wait token on it, this trap provides 1 additional Raw Food.”

### RELATIVELY PEACEFUL

The sentence on the bottom bar should read:

“At the end of the Night Raid phase, remove this card from the game.”

## EXPLORATION CARDS

### HIDING PLACE

The card text in the upper paragraph should read:

“Return 2 Exploration cards to place it on the Exploration Slot and use it anytime during this Scavenging phase.”

## FATE CARDS

The fourth section on all Fate cards should read:

“Resolve WAIT tokens. Then discard them.”

## FITTING CARDS

### BUILD A CHAIR

The card text should read:

“After crafting the Chair for the first time, lower all Characters’ Misery by 1.”

### SIMPLE HEATER

The card text should read:

“For each 2 Wood / 2 Books / 1 Wood + 1 Book ➡ Discard 1 Cold token”

## BOOK OF SCRIPTS

### SCRIPT 40

The last sentence of the third bullet point should read:

“Also, discard all the tokens from the Findings Pile and return 4 Exploration cards (or all of them if there are fewer cards left in the Unknown deck) and shuffle the Residents card back into the Residents deck.”

### SCRIPT 65

The second bullet point should read:

“Otherwise - see 1702.”

### SCRIPT 116

The first bullet point should contain script number 1691 and the second bullet point should contain script number 1389.

### SCRIPT 148

The last sentence should read:

“Also, add 1 Canned Food to the Storage.”

### SCRIPT 164

The last sentence after “Also” should read:

“(…) also the Characters must collectively have at least 2 available Actions (check black dots on their State tokens).”

### SCRIPT 191

The first bullet point should contain script number 192 and the second bullet point should contain script number 753.

### SCRIPT 240

The first bullet point should contain script number 1057 and the second bullet point should contain script number 1452.

### SCRIPT 281

“THIN SAWBLADE” should have the following ability:

“Works like an ordinary Sawblade, but you cannot be forced to discard it from the Findings Pile or the Storage (you can still sell it during a Trade).”

### SCRIPT 327

The third bullet point that reads as follows should be added:

“► If there is no woman in your group, the soldiers leave before dawn – BACK TO GAME.”

### SCRIPT 333

The “BACK TO GAME” phrase should be removed.

### SCRIPT 524

The paragraph starting from “Discard all Fitting cards” should read:

“Discard all Fitting cards from the floor with the Guard space (placing them into the Fittings deck).”

### SCRIPT 526

The first bullet point should read:

“Waiting for the right moment, we try to find a chance to back away from him as quickly as possible – see 1513.”

### SCRIPT 630

The last paragraph should read:

“Remove the top Event card from the Events deck (unless it was the Ceasefire). If there is a Chapter card on top of the deck, remove an Event card directly under it.”



### SCRIPT 637

The "Sergei must eat" paragraph should read:  
"Every day during the Dusk phase, Sergei must eat 1 Canned Food / Raw Food / Vegetable (discard an appropriate token from the Storage)."

### SCRIPT 647

The last sentence of the second bullet point should read:

"Finally, discard all the tokens from the Storage."

### SCRIPT 655

The last sentence of the second bullet point should read:

"If you're taking the child with you (it has a weight of 3) – see 488."

### SCRIPT 691

The bullet point should read:

"Choose 1 Character present and see 1647."

### SCRIPT 810

The bullet point should read:

"Back to 1000."

### SCRIPT 836

The paragraph starting from "Until the end of the Campaign" should read:

"Until the end of the Campaign the basement is totally inaccessible (including the Poke about space(s))."

### SCRIPT 899

The sentence under the first bullet point should start:  
"Choose 1 Character present and roll the Black die (the Character may use their Prowess)."

### SCRIPT 909

The first paragraph of the first bullet point should read:

"Meds, Herbal Meds or Bandages tokens may be placed on a Character (from the Findings Pile when Scavenging or from the Storage when in the Shelter) at any time aside from Combat and script resolution."

### SCRIPT 923

"CAMOUFLAGE" should have the following ability:  
"If you have the Camo with you, and the number of Characters during the Scavenging is equal or lower than the number of lines on the Camo token, treat the current Noise as if it was 3 less when rolling for the Noise."

### SCRIPT 1002

The second paragraph should read:

"If you draw any Soldiers / Rebels / Deserters Residents card while Scavenging today, you may

ignore such card and shuffle it back into its deck without resolving."

### SCRIPT 1026

The first bullet point (bolded part) should read:

"From now on during any Scavenging, we may visit their place either on our way to or from a Location and resolve 1406."

### SCRIPT 1146

The first part of the sentence in the last paragraph should read:

"If the Enemies collectively suffer 2 Wounds, they will try to escape."

### SCRIPT 1150

The script should read:

"Seeing us, the boy hesitates for a while, as if judging if he can trust us. ► See 1825."

### SCRIPT 1236

The first sentence of the second paragraph should read:

"Write "Magazines, 1236" on a Blank token and place it on the Storage."

### SCRIPT 1270

The last paragraph should read:

"If the dogs collectively suffer 2 Wounds, they will run away."

### SCRIPT 1291

The miniature of the chosen Character should be put on the Night Raid deck along with their card.

### SCRIPT 1304

The first paragraph should read:

"We snatch the remaining food from the kid. These are only leftovers - nobody will be able to feed with these (do not add any food tokens to the Findings Pile)."

### SCRIPT 1321

The last paragraph should read:

"If any Exploration cards are waiting to be resolved during the encounter, do not resolve them (see FAQ 600 - Findings Cards for details)."

### SCRIPT 1395

All listed tokens should be added to the Storage, not to the Findings Pile.

### SCRIPT 1425

The bullet points should read:

► A result of 1-3 – see 1717.

► A result of 4-10 – see 1332."

## SCRIPT 1426

The last paragraph should read:

"If any Exploration cards are waiting to be resolved during the encounter, do not resolve them (see FAQ 600 - Findings Cards for details)."

## SCRIPT 1536

The last paragraph should read:

"Add to the Findings Pile 3 tokens from the following: 1 Sawblade, 1 Hatchet, 1 Shovel, 2 Lockpicks, 3 Mechanical Parts, 3 Electrical Parts."

## SCRIPT 1564

The paragraph starting from "Remove the top Event card" should read:

"Remove the top Event card from the Events deck (unless it was the Ceasefire). If there is a Chapter card on top of the deck, remove an Event card directly under it."

## SCRIPT 1567

All listed tokens should be discarded from the Storage, not from the Findings Pile.

## SCRIPT 1621

The second paragraph should read:

"Remove the Character performing the Outside action from the game (or any Character, if a Visitor card is being resolved as part of a different type of action)."

## SCRIPT 1658

The bullet points should read:

- Roman (the Character) is in the Shelter – see 1006.
- Roman (the Character) isn't in the Shelter – see 1296."

## SCRIPT 1659

The first bullet point should read:

"►When resolving Spirit, roll the Black Die. If you receive a result of 1 or 2 – see 1217."

## SCRIPT 1674

The bolded paragraph "A result of 8-10" should start as follows:

"Choose 1 option from the following (you can choose the same option more than once if you win more games):"

## SCRIPT 1684

The last paragraph should read:

"From now on, while performing the Outside action, we may help the orphans by leaving them food (...)"

## SCRIPT 1694

The fourth paragraph should read:

"Remove the "Mystery" token from the Outside

space. Then write "Criminal, 1694" on a Blank token and place it on the Character card of the Character mentioned on the "Mystery" token."

## SCRIPT 1760

The second sentence of the first paragraph should read:

"Place this token on any space in the Shelter."

## SCRIPT 1764

The first bullet point should read:

"When resolving Spirit, roll the Black Die. If you receive a result of 1 or 2 – see 763."

## SCRIPT 1812

The third paragraph that reads as follows should be added:

"Add 1 Assault Rifle and 3 Ammo to the Findings Pile."

## SCRIPT 1838

The third paragraph should read:

"If the Enemies collectively suffer 2 Wounds, they will run away."

## SCRIPT 1864

The last paragraph should read:

"Add 1 Canned Food, 1 Coffee, 1 Sugar, and 1 Cigarettes to the Findings Pile. Afterwards, remove the Voucher token from the game."

## SCRIPT 1900

The last paragraph should read:

"Lower the Misery of 1 chosen Character present by 1."

## SCRIPT 1915

The following line should be added before the first bullet point:

"Roll the Black die."

# FREQUENTLY ENCOUNTERED PROBLEMS (FEP)

This section resolves frequently encountered problems regarding This War of Mine: The Board Game.

## GENERAL PROBLEMS

**Q: When should I use numbers from colored circles that can be found on most cards?**

A: Those numbers are placed on the scripts bar of many cards and they indicate script numbers from the Book of Scripts. They are only used as a result of

drawing a Reality Impact card according to the text from a particular card. Otherwise, ignore them completely - they have no other function in the game.

**Q: When can I use the Book of Scripts?**

A: Only when you must check a script as a result of drawing a Reality Impact card and when you wish to check one of FAQ scripts mentioned in the Journal in order to learn about more detailed rules.

**Q: When can I use the following tokens: Meds, Herbal Meds, and Bandages? Will placing more of such tokens on a Character card have a stronger healing effect?**

A: Those tokens can be placed on a Character card at any time besides the Dawn phase, but they are not triggered automatically. A given token is only triggered when a Fate card drawn in the Dawn phase tells you so. If a card text does not allow you use a token of a given type, such a token stays on a Character card (it cannot be removed, taken or moved to a different Character card).

A bigger number of tokens has no effect on their effectiveness. More so, Fate cards force you to discard certain tokens from Character cards. It means that if a Character had, say, 2 Meds tokens and a Fate card allowed you to use Meds tokens to heal Characters, 1 Meds token would be used effectively and the other one would be discarded without effect (and thus wasted).

**Q: When can I fulfill conditions described on Chapter Objective cards, e.g. discard tokens, in order to move the Objective Status token and complete an Objective?**

A: You can do it at any time as long as you are the Leader and you fulfill the conditions from your current Chapter Objective card (e.g. proper tokens are currently in the Storage).

**Q: What are Wait tokens and what can I do with them?**

A: Wait tokens are typically used in conjunction with Fitting cards and they represent time required to perform certain activities or acquire certain effects, such as Water gathering in the Rainwater Collector. Wait tokens take effect each Dawn phase as part of resolving a Fate card.

Any given card, such as Fitting card, can ever have only 1 Wait token placed on it.

**Q: What are Board-up tokens and where can I get them from?**

A: Board-up tokens enable you to secure and insulate the Shelter - they weaken effects of Cold tokens and Night Raid cards. They can be built once you have the Workshop Fitting card in the Shelter.

**Q: When can I end Scavenging?**

A: Scavenging ends automatically once the Unknown deck is exhausted (i.e. there are no more cards in it). Additionally, you can end Scavenging voluntarily if the bottom section of the currently resolved Explora-

tion card contains the following phrase: "Or end exploration".

**Q: How should I use the optional rule for eating a Cat or a Dog?**

A: You may decide to use this rule when you have one of the animals in your Shelter. This effect does not cost an Action and may be triggered at any time (outside Combat or Night Raid card resolution) as long as there is at least 1 Character in the Shelter. Any Characters present in the Shelter when the animal is eaten are affected by the Empathy roll.

## PROBLEMS WITH CARD EFFECTS

### EVENT CARDS

#### SNIPERS

**Q: When should I stop rolling the Red Combat Die for Scavenging Characters?**

A: Immediately if one of the Scavenging Characters has suffered any Wounds - the shot warns the remaining Characters and they hide from sniper fire (at least for now...) - and when all Scavenging Characters have rolled the die, but no one is hurt - it means that the Scavenging party moved out of the sniper range.

### LOCATION CARDS

**Q: When can I return Exploration cards as part of using one of the options described on certain Location cards, e.g. on Central Square or City Hospital?**

A: At any time during the Scavenging, after the Unknown deck has been prepared (so that you have Exploration cards to return).

### FATE CARDS

**Q: The Dawn phase is in progress. I have drawn a Fate card and resolved it completely. However, there is a die illustration and an additional bar with some rules at the bottom? What should I do with them?**

A: Fate cards fulfill two different roles - they are used during the Dawn phase in order to resolve different general game effects and in certain situations during Combat.

If a Fate card is drawn in the Dawn phase, simply ignore the whole bottom section (the black space with a die). However, when you roll the "§" icon on your Combat Die during Combat, you can choose to draw a Fate card. If you do, ignore the whole upper section of the card and check the bottom section whether the die shown matches the die you have just rolled (see Journal: Combat Sheet to learn more).



# THIS WAR OF MINE: THE BOARD GAME

## TALES FROM THE RUINED CITY

OFFICIAL ERRATA AND SOLUTIONS FOR FREQUENTLY ENCOUNTERED PROBLEMS.

### FREQUENTLY ENCOUNTERED PROBLEMS (FEP)

This section resolves frequently encountered problems regarding *This War of Mine: The Board Game* expansion *Tales from the Ruined City*.

#### GENERAL PROBLEMS

**Q: Is there any difference between exiting the Sewers, forfeiting the Sewers Exploration, or retreating?**

A: You exit the Sewers when you reach their exit as described in the module rules, or as part of some special effect from cards or scripts. When this happens, you are entitled to resolve the Scavenging using special rules for the Sewers module. You may also add resources (Water, Wood, Components) to the Findings Pile.

When you forfeit the Sewers Exploration, you immediately end it. The Characters in the Sewers will return to the Shelter as described in the module rules. You cannot perform the Scavenging, or add any resources to the Findings Pile. You may voluntarily forfeit the Sewers Exploration at any time. You may also be forced to forfeit the Sewers Exploration by some special effect from cards or scripts.

When you retreat – usually when encountering some Residents in the Sewers – you choose not to encounter them. Retreating does not involve any special game effects – the Exploring Party does not move back on the tile, you do not return to the Shelter, and you do not make any rolls. You simply ignore the Residents card and shuffle it back into its deck.

**Q: How should I use the optional Sewers module rule with Thugs? Do I always have to roll when I leave the Sewers for some reason e.g. when exiting or forfeiting the Sewers Exploration?**

A: The Thugs affect you only in one situation – when you voluntarily forfeit the Sewers Exploration (see above). Do not roll for the optional rule when you exit the Sewers or when you are forced to forfeit the Sewers exploration.

After the Exploring Party leaves the Sewers, set the Thugs aside.

**Q: How should I resolve encounters with Residents in the Sewers?**

A: Resolve them the same way you would when encountered as part of the Scavenging, with the following exceptions:

- You cannot use any effect that costs Exploration cards as you do not have any yet
- When some effect enables you to ignore a Residents card, and you choose to do it, shuffle the card back into its deck.

- If a Residents card says it should be removed from the game, or shuffled back at the end of Scavenging, treat it as if it said: “At the end of the Sewers Exploration”

- If a Residents card should be kept in the game for some reason, e.g. when it features the phrase: “Until you leave this Location”, keep it until the end of the Sewers Exploration. Then either discard it, or remove it from the game as described on the card.

**Q: What should I do when I draw a Reality Impact card from the Residents deck or the Findings deck? What does “ignore” mean in these cases?**

A: Reality Impacts from different decks are tailored to match certain circumstances, e.g. as you usually get Findings cards when Scavenging in Locations, or you encounter Residents there, any scripts connected with them do not match the Sewers module. This is the reason this module features its own chapter with completely new scripts for Reality Impacts.

Therefore, when you draw a Reality Impact from a different deck, usually from the Residents or Findings deck, you “ignore” it, i.e. you set the card aside and draw another card until you get a non-Reality Impact card. Then, you should shuffle the Reality Impact card you set aside back into its deck.

**Q: Is it mandatory to keep at least 1 Character in the Shelter when sending the Exploring Party to the Sewers? Do I need to place the Character on the Guard space? This is the Day Actions phase, after all.**

A: Considering the rules, you do not have to leave any Character in the Shelter when performing the Sewers Exploration, and you do not place any Character On Guard. This is the Day Actions phase and hardly any people wander the streets for fear of sniper fire.

However, please bear in mind that this way you will not perform any Actions inside the Shelter. Additionally, some effects and scripts featured in the Sewers module are very punishing, and you may end up with

the whole group battered and unable to continue the game. It is always safe to leave at least 1 Character in the Shelter as this Character will be able to perform some Actions, and will guarantee you do not lose the game by some misfortune.

## **PROBLEMS WITH CARD EFFECTS**

### **CAT CARD**

This card should be kept at all times in the Shelter – the Cat cannot be taken to the Sewers or for the Scavenging. The Cat's ability may be used at any time (outside Combat or Night Raid card resolution) and does not cost an Action.

When the Cat "Wanders off" as described on its card, it is temporarily considered out of the Shelter, and cannot be affected by any effects, such as the optional rule for eating animals.