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Horizon Zero Dawn™: The Board Game

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INTRODUCTION

Horizon Zero Dawn™: The Board Game *is set in the far future, where hubris once led humanity to extinction before the dawn of a new era—the age of the machines. Each player takes control of a hunter from one of the tribes which exist in this new world. These novitiates band together to form a hunting party for the Hunters' Lodge, a proud and noble institution which has recently opened its doors to applicants from all over the world.*

Only the most cunning and skilful hunters will rise through the ranks to become a Hawk, earning eternal glory as is recorded by the Lodge's scholars and historians. For those who fail the challenge, only anonymity and death await.

Horizon Zero Dawn™: The Board Game is a semi-cooperative game for two to four players, set in the magnificent wilds of a post-apocalyptic world. Players take control of aspiring hunters trying to make their name with the prestigious Hunters' Lodge by tracking and defeating a powerful quarry, as well as several lesser adversaries along the way.

In order to succeed, players must level up their hunters to gain new skills and abilities and upgrade their equipment by trading resources they find. If an encounter is successful the whole hunting party can progress—but hunters are a proud breed, and throughout the game they'll be competing with each other for the most glory, in pursuit of being named first among equals.

Horizon Zero Dawn™: The Board Game is a detailed game which will take some time to play through. It can be enjoyed in a single session if players are looking for a marathon experience where they can completely immerse themselves, but it has been designed so that players can also break up their quest into several shorter sessions if they'd prefer.

Now is the time to take the first step on the trail. Are you up to the challenge?



COMPONENTS



1 Rulebook



6 Encounter Tiles



8 Dice (4 Orange, 3 Blue, and 1 Black)



Nora Marksman:
1 Miniature
1 Profile Card
1 Skill Tree Card
3 Starting Equipment Cards
16 Action Deck Cards
13 Upgrade Cards



Carja Warrior:
1 Miniature
1 Profile Card
1 Skill Tree Card
3 Starting Equipment Cards
14 Action Deck Cards
12 Upgrade Cards



Banuk Survivor:
1 Miniature
1 Profile Card
1 Skill Tree Card
3 Starting Equipment Cards
16 Action Deck Cards
14 Upgrade Cards



Oseram Forgesmith:
1 Miniature
1 Profile Card
1 Skill Tree Card
3 Starting Equipment Cards
18 Action Deck Cards
13 Upgrade Cards



13 Tracking Deck Cards



17 Event Deck Cards



20 Stamina Cards



54 Salvage Deck Cards



36 Level 1 Merchant Deck Cards



36 Level 2 Merchant Deck Cards



36 Level 3 Merchant Deck Cards



5 Rocky Outcrops/ Ruins Markers



Watchers:
4 Miniatures
1 Machine Data Card
1 Machine Behaviour Card



Striders:
4 Miniatures
1 Machine Data Card
1 Machine Behaviour Card



Grazers:
4 Miniatures
1 Machine Data Card
1 Machine Behaviour Card



Scrappers:
4 Miniatures
1 Machine Data Card
1 Machine Behaviour Card



Shell-Walkers:
2 Miniatures
1 Machine Data Card
3 Machine Behaviour Cards



Sawtooths:
2 Miniatures
1 Machine Data Card
4 Machine Behaviour Cards


1 Leader Token


1 Fledgling Token


6 Blazing Sun Tokens


21 Wound Tokens


21 Glory Tokens


14 Full Sun/
Half Sun Tokens


4 Skill Tree Tokens


8 Alert Tokens


12 Condition Tokens


4 Machine Corpse
Tokens


4 Pairs of Matching
Trap Tokens


24 Damaged/Destroyed
Component Tokens



HUNTERS

The hunters in *Horizon Zero Dawn™: The Board Game* hail from wildly diverse backgrounds and cultures, and approach their craft in dramatically different ways. Each offers players a unique play style and customisation, setting them apart from their rivals.



HUNTER PROFILE CARDS

Each hunter has their own **profile card**, showing an image of the hunter 1, their starting resource(s) 2, a unique symbol used to identify their cards 3, and their trait 4. A trait is a type of special rule which is unique to that hunter. Each player should read their hunter's trait and try to remember it during the game, as it will give them a big advantage!

EQUIPMENT

Each hunter also begins the game with their starting **equipment cards**, representing the gear they have with them at the start of the game. As the game goes on, the players will likely upgrade and replace these cards, making their hunter more powerful and resilient.

Place these equipment cards surrounding a hunter's profile card, each card in the position shown by the arc printed on the card. These cards are **equipped**.

If a player wishes to give their hunter a piece of equipment with the same arc as a card which is already equipped, they must replace the existing equipment card, which is removed from the game.

There are three types of equipment cards.

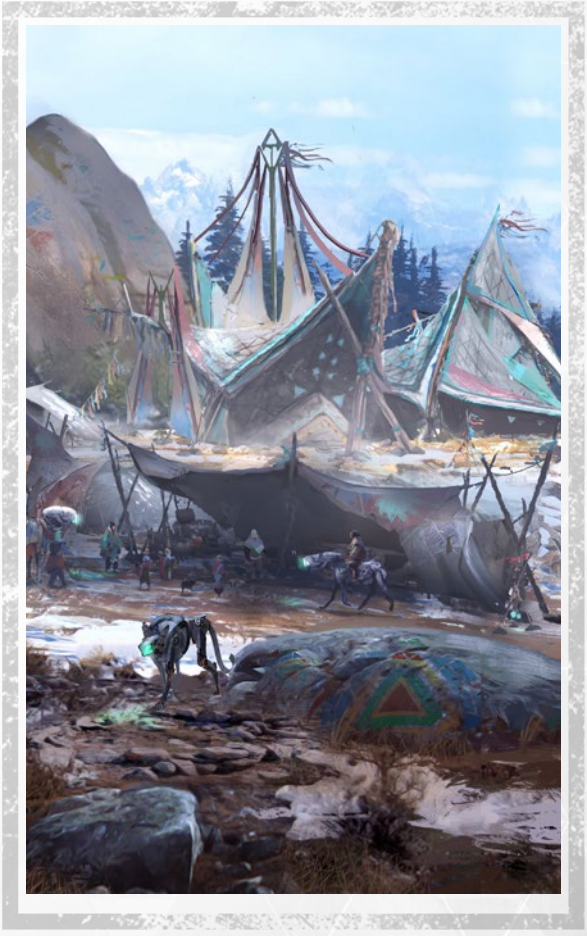


WEAPONS

Weapons are used to make attacks and are by far the most varied type of equipment card.



1. A weapon's **range** is the distance at which it can attack. This is measured in squares. If the range is listed as 0, the weapon may only be used to target an enemy in the same square.
2. **Attack Dice** indicates the colour and quantity of dice rolled when the weapon is used to make an attack, before adding dice from other sources, such as ammunition.
3. The **critical hit** symbol indicates what damage and/or effects this weapon inflicts when a critical hit (a result with this symbol) is rolled.
   Common effect symbols are shown below:
   - **Dodge** – The hunter may move 1 square.
   - **Push** – The target may be moved into any adjacent square. Players can't push an enemy out of the playing area.
   - **AOE** (area of effect) – Every enemy other than the target in the same or adjacent squares to the target suffers the effects listed in the attack profile after the AOE symbol (see p.33).
   - **Fire** – The target suffers the **Fire condition**.
   - **Freeze** – The target suffers the **Freeze condition**.
   - **Shock** – The target suffers the **Shock condition**.
4. Weapons have a **modification slot** entry indicating how many modifications can be added to it. This number can never be exceeded.
5. Each weapon type has a unique **weapon symbol**. When a hunter attacks, they may add ammunition to the attack only if the symbol on the weapon and ammunition cards match.



ARMOUR

Armour is used to protect a hunter by absorbing or deflecting damage.

1. **Evade Dice** indicates the colour and quantity of dice rolled when the hunter makes an evade roll (see p.37).
2. The **critical hit** symbol indicates what effects this armour causes when a critical hit (a result with this symbol) is rolled.
3. Every piece of armour has a **modification slot** entry indicating how many modifications can be added to it. This number can never be exceeded.
4. The **armour symbol** identifies the equipment as armour. If a piece of equipment doesn't have this symbol it can't be used to make an evade roll.



MISCELLANEOUS

Miscellaneous equipment represents items which will be useful in ways other than attacking or protection. The effects of these items are listed in the description of the equipment.



MODIFICATIONS

Modifications are special items which can be attached to equipment to upgrade it. In order to attach a modification to a piece of equipment, the equipment must be equipped and have an available modification slot. A player may freely attach or remove a modification at any time outside of the Encounter Phase. During the Encounter Phase, they may do so only at the beginning of their hunter's activation.

To attach a modification to a piece of equipment, the player slides their modification card underneath the corresponding equipment card.

Coil modifications may be attached only to weapons. **Weave** modifications may be attached only to armour. A piece of equipment can't have more than one modification of the same name attached to it.

Modifications which aren't currently attached to a piece of equipment are kept with a player's salvage cards. If a player replaces a piece of equipment during the Campfire Phase, they may remove any modifications from it before doing so.



EXAMPLE

The Carja Silks armour may have up to two modifications attached to it. Because it can't have more than one card of the same name, the hunter can't attach two Resist Melee weaves, even if they have different colour text boxes .



ACTION DECKS

Each hunter has a unique **action deck** representing their skills and ammunition. This deck also represents their overall health during the game.

There are three basic types of card in a hunter's action deck.

AMMUNITION

Ammunition cards are identified by the symbol and are used by hunters when making attacks.

1. The **ammunition** symbol identifies this card as an ammunition card.
2. **Attack dice** indicates the colour and quantity of dice added to the dice rolled when making an attack.
3. The **critical hit** symbol indicates what effects this ammunition causes when a critical hit (a result with this symbol) is rolled.
4. If the ammunition has **special rules**, they are listed here.
5. The **weapon** symbol indicates what type of weapon this card may be used with. A player can't add an ammunition card to an attack if it doesn't match one of the symbols on the weapon.



ABILITY CARDS

Ability cards are identified by the symbol and may be added to an attack to provide additional effects. Learning when to use these cards is very important, as often they'll allow hunters to inflict devastating hits against their adversaries!

A player may add only one ability card to an attack.





INTERRUPT CARDS

Interrupt cards are identified by the ! symbol and may be played by hunters when a required event occurs, such as inflicting a condition on an enemy or being attacked. If an interrupt card doesn't list an event, it may be played at any time during the Encounter Phase.



HUNTERS AND SUFFERING DAMAGE

A hunter's action deck represents not only their skills and ammunition but also their life, as their stamina and supplies slowly diminish during each encounter.

Whenever a hunter suffers damage, their player must discard one card from their hand or from the top of the deck (player's choice) for each point of damage.

EXAMPLE

The Carja Warrior has suffered 3 damage and decides to discard a Hit and Run card from their hand and two cards from the top of their deck



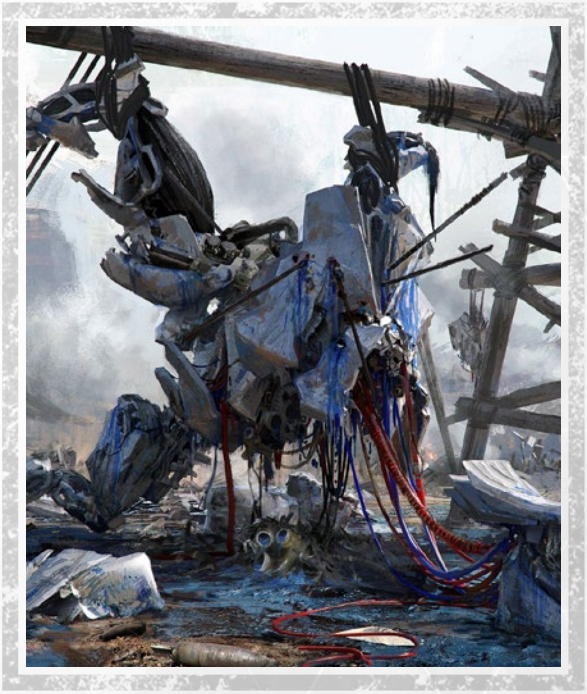
FAINTING

If a player can't discard a number of cards equal to the damage sustained by their hunter, or the hunter's action deck runs out and they can't draw any cards at the start of their turn, their hunter faints. A hunter which has fainted is placed on its side, and their player discards any glory points they currently have. If a hunter fainted during their activation, the current step ends immediately and the players proceed to the enemy step. Enemies ignore a hunter which has fainted when activating and won't become alert if they enter the same or an adjacent square to a hunter which has fainted.

A hunter which has fainted must skip their next turn (including the enemy step and the maintenance step), and then stands up at the start of their following turn. Their player shuffles their action deck discard pile, then places it face down to create a new draw pile. They may then activate their hunter as normal.

SCRAPPING CARDS

Some abilities cause a player to **scrap** one or more cards from their hand or discard pile. A scrapped card is removed from the game for the duration of that encounter and is returned to the hunter's action deck only after the encounter has ended (regardless of whether it was successful or not). Think carefully before scrapping cards, as doing so severely weakens a hunter!



CONDITIONS

Some enemy attacks inflict **conditions** in addition to physical damage. When a hunter suffers damage from an attack which has the , , or symbol, they also suffer the corresponding condition, and the relevant token is placed next to them unless they are already suffering that condition.

If a hunter is immune to a condition, they can't suffer that condition.

- An attack with this symbol inflicts the **Fire condition**. At the end of their activation, a hunter with a Fire token suffers 1 damage and then discards the token.
- An attack with this symbol inflicts the **Freeze condition**. A hunter with a Freeze token making an evade roll must discard any dice which show a critical hit . After the evade is resolved, discard the token.
- An attack with this symbol inflicts the **Shock condition**. A hunter with a Shock token can't play interrupt cards. At the end of an activation which it began with the Shock token, a hunter discards the token.





ENEMIES

Each hunter has trained for years, not only honing their craft but also learning about the wide variety of machines which roam the land. Each type is wildly different from the last and offers a unique challenge. Even the smallest can present a formidable foe under the right circumstances!



ENEMY DATA CARDS

Each enemy type has a data card detailing their characteristics. Players will soon learn to pay close attention to these cards, as predicting and managing enemies is crucial for efficient hunting—not to mention survival!



1. This is the **type** of enemy.
2. An enemy's **hit points** (HP) indicate how much damage it can sustain. If an enemy has damage equal to or exceeding this number at any time, it has been killed and is removed from the encounter area. Track enemy damage by placing Wound tokens next to the enemy.
3. An enemy's **armour** value indicates how well-protected an enemy is. When an attack damages an enemy, the amount of damage suffered is reduced by this number.
4. An enemy's **salvage value** indicates how many salvage cards a player should draw if they kill this enemy.
5. Each enemy has a **glory point** value, indicating the prestige gained by defeating it.
6. This is the enemy's **encounter point** value, indicating how many points are earned if this enemy is killed. Each encounter has a minimum threshold of points required to complete it successfully.
7. Some enemies have **components** which can be destroyed by hunters. These component locations are listed here, along with their individual tear value, the amount of damage inflicted if the component is destroyed, and any effects which occur when the component is destroyed (see p.32).
8. An enemy's **special rules** are listed here.



Although destroying components isn't required in order to kill an enemy, pay close attention to them. Removing these vulnerable parts typically reduces the combat effectiveness of an enemy, inflicts bonus damage, and generates additional salvage or glory for the hunter.

BEHAVIOUR CARDS AND BEHAVIOUR DECKS

Alert enemies use **behaviour cards** to perform actions during their activations, as detailed on p.35.

Some enemies, such as the Shell-Walker and Sawtooth, use **behaviour decks** instead of behaviour cards. At the start of an encounter involving one or more of these enemies, shuffle the corresponding behaviour deck and place it face down next to the playing area. Whenever the enemy activates and is alert, draw the top card from this deck to determine what actions it performs. If the deck runs out, shuffle the discard pile and return it face down to the side of the playing area to create a new draw pile.

If there are multiple enemies that use the same deck in an encounter, draw the top card from the deck when each enemy activates and perform those actions only for the activating enemy.

ENEMIES AND CONDITIONS

Enemies suffer conditions slightly differently to hunters, due to the difference in how they activate.

When an enemy suffers damage from an attack which has the , , or symbol, they also suffer the corresponding condition, and the relevant token is placed next to them unless they are already suffering that condition.

If an enemy is immune to a condition, they can't suffer that condition

Fire – At the end of their activation, an enemy with a Fire token suffers 1 damage to their HP and then discards the token. If an enemy is killed as a result of the Fire condition, the players gain the listed encounter points but don't draw from the salvage deck or gain glory points.

Freeze – If an enemy has a Freeze token at the start of a hunter's attack, the hunter ignores the enemy's armour value when resolving damage, then discards the token.

Shock – The first time an enemy suffering the Shock condition resolves an action on their behaviour card, their activation ends and the token is discarded.





THE SALVAGE DECK

The ability to bring down an enemy isn't the only skill a successful hunter must possess, for corpses are useful for more than just trophies. Precious components and materials make up their bodies, which can quickly be stripped and turned to effective tools for survival.

The salvage deck represents valuable commodities which can be looted from defeated enemies. Salvage cards aren't added to a player's action deck or hand but are instead kept face up next to a hunter's profile card. There's no limit to the number of salvage cards a player may hold at any time.

There are two types of card in the salvage deck:

RESOURCES



Resource cards make up the majority of the salvage deck. These include items like metal shards and blaze as well as more exotic materials. These cards are extremely valuable and can be used to trade with merchants for their wares. Some ammunition types or abilities also allow players to discard these cards to empower their attacks.

FATE CARDS



Occasionally, a card from the salvage deck will be a **fate** card, representing fortune—whether good or bad—or a random event. These cards should be fully resolved and then shuffled back into the salvage deck.



SETTING UP

CHOOSING HUNTERS

At the start of the game each player chooses a hunter and takes the corresponding **hunter model**, **profile card**, and **starting equipment cards**, laying the cards out in front of them as described on p.8. Each player should search the salvage deck for the resource listed on their profile card as their **starting resource** and place that card face up to one side.

Each player should take the **action deck** for their hunter and shuffle it, then place it face down to one side of their profile and equipment cards, with enough space for an adjacent discard pile. They should also take the **upgrade** and **skill tree** cards for their hunter and set them to one side for later on, with the skill token at the starting position on their skill tree card.

The youngest player should take the **Fledgling token** and place it in front of them. The oldest or most experienced player should take the **Leader token** and place it in front of them. Players can instead randomly determine who gains the Leader token and the Fledgling token if they prefer.

PLAYING SPACE

There are two main areas players interact with in *Horizon Zero Dawn™: The Board Game*. The first is the **exploration area**, where the players select which encounters they'll undertake, and interact with merchants. The second is the **encounter area**, where the hunters stalk and fight machines—where the action takes place!

When setting up, allow room in the middle of the playing space for the encounter area, and set up the exploration area decks to one side.

CHOOSING A QUEST

The players now select which **quest** they wish to begin on. Quests are identified by the picture of the quarry on the back of the tracking card. The quarry is the enemy which the hunters have been charged to defeat by the Hunters' Lodge and will be waiting when the **Hunters' Call** is sounded at the end of the game.

In *Horizon Zero Dawn™: The Board Game*, there is only one quest and the quarry will always be the Sawtooth, but expansions will add other quests for the players to experience.

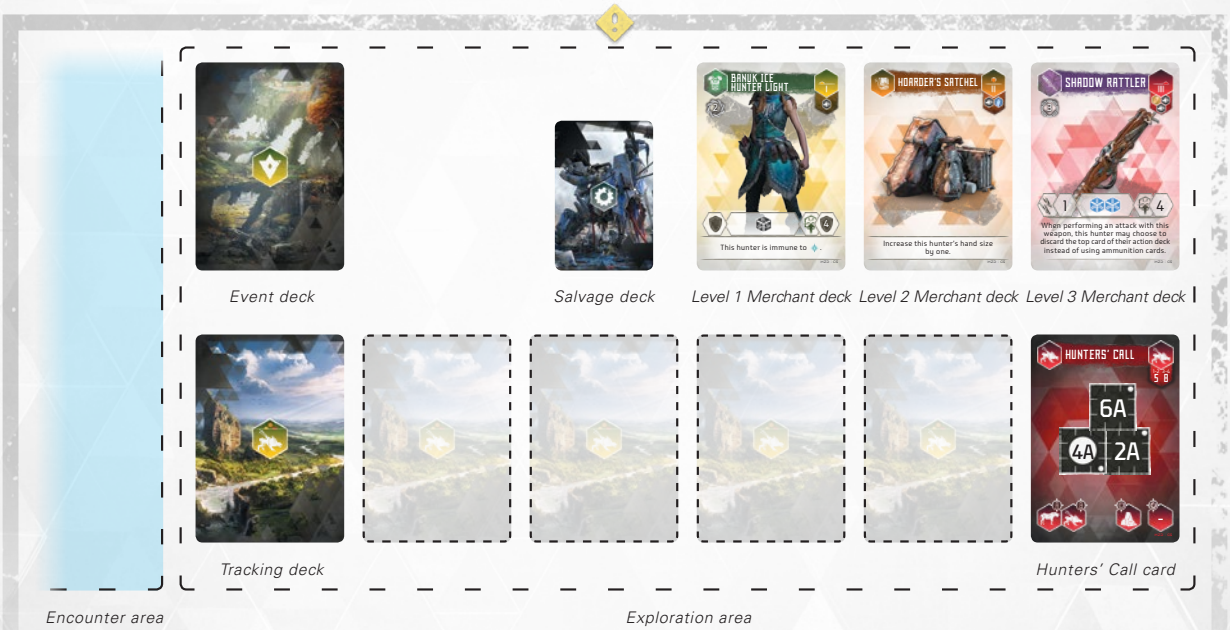
Once the players have selected a quest, take the corresponding **tracking deck** and separate out the level 1, level 2, and level 3 tracking cards. Shuffle the level 3 tracking cards and place them face down, then shuffle the level 2 tracking cards and place them face down on top of the level 3 cards, finally shuffling the level 1 tracking cards and placing them face down on top of the stack to create the deck which will be used for the quest. Take the final card, the Hunters' Call, and place it face down to the right of the deck, with enough space to lay four cards between them.

CARD DECKS

Shuffle the **event deck** and place it face down above the tracking deck. Place the **Level 1**, **Level 2**, and **Level 3** merchant decks face up to one side for later on (these cards don't need to be shuffled at the moment). Shuffle the **salvage deck** and place it face down within easy reach of all players

BEGINNING THE GAME

Now you're all set up and ready to begin the game!



The players have chosen to hunt the mighty Sawtooth and have constructed their tracking deck. As they stalk their prey, they'll venture deeper into the wilderness and face increasingly difficult adversaries. After four encounters, the Hunters' Call will sound, and they'll confront their deadly quarry at last!



THE TRACKING PHASE

A game of *Horizon Zero Dawn™: The Board Game* consists of five encounters. During each encounter players compete to earn glory, represented by Sun tokens, which are worth victory points at the end of the game. The player with the most victory points after the fifth encounter has earned the attention of the Hunters' Lodge and is declared the winner!

Gameplay in *Horizon Zero Dawn™: The Board Game* is divided into three phases: the **Tracking Phase**, the **Encounter Phase**, and the **Campfire Phase**.

The **Tracking Phase** represents the hunting party's journey through the wilderness as they track their quarry. Players begin with this phase at the start of the game and return to it after resolving the Campfire Phase.

At the start of the Tracking Phase, the player with the Leader token draws the top three cards from the tracking deck. The player with the Fledgling token draws the top three cards from the event deck. Keep these cards hidden from the other players. If this is the first Tracking Phase of the game, the player with the Fledgling token skips this step.

Both players secretly select a card and play it face down in front of them. Once both cards have been played (or, during the first Tracking Phase of the game, after the tracking card has been played), reveal both cards at the same time. Place the tracking card to the right of the tracking deck and previous tracking card, forming a sequential row. Tuck the event card underneath the tracking card, with the rules text showing.

The cards which weren't chosen are discarded—these events and encounters have passed by and won't be available to the hunters anymore.

Then set up the encounter chosen by the player with the Leader token in the space set aside for the encounter area.



There are three levels of tracking cards, each of which increases the difficulty of the encounters. Choosing how to progress is very important, as it dictates the level of merchant and whether the hunters will have the opportunity to level up at the end of the encounter.

Taking on a higher-level encounter offers far more rewards but often is considerably more dangerous. if the players rush into an encounter they're not ready for and fail, they'll be left with very little margin for error further down the trail. Choose wisely!

TRACKING DECK

The **tracking deck** represents the possible encounters ahead of the hunting party. Because the player with the Leader token is currently the most successful figure in the hunting party, that player is able to influence the rest of the hunters to follow their recommendation and will be choosing the way forward.

Each card shows the layout for the encounter and lists any special terrain as well as the enemies which will appear there. It also displays the number of encounter points required to successfully pass through the area, and the bonus salvage earned by the hunting party if they are able to eliminate every enemy in the encounter.

1. This is the card's **encounter level**. As the level increases, so does the difficulty of the encounter.
2. This displays the **layout** of the encounter, representing the location.
3. In addition to the **terrain elements** printed on the tiles, some encounters have additional terrain, which is placed in squares with the corresponding symbols shown here.
4. These are the **enemies** which will appear in this encounter and which **spawn points** they start on.
5. This is the minimum number of **encounter points** the players must accumulate to successfully complete the encounter.
6. If the players are able to kill every enemy in the encounter, this is the number of bonus salvage cards each hunter may draw from the salvage deck at the end of the encounter.



EVENT DECK

The **event deck** represents random occurrences, quirks of fate, or even acts of treachery which might befall the hunters on the trail. This deck offers the player in last place a significant boost, as they can choose a benefit from these cards which will be advantageous to them or significantly limit one or more rivals.





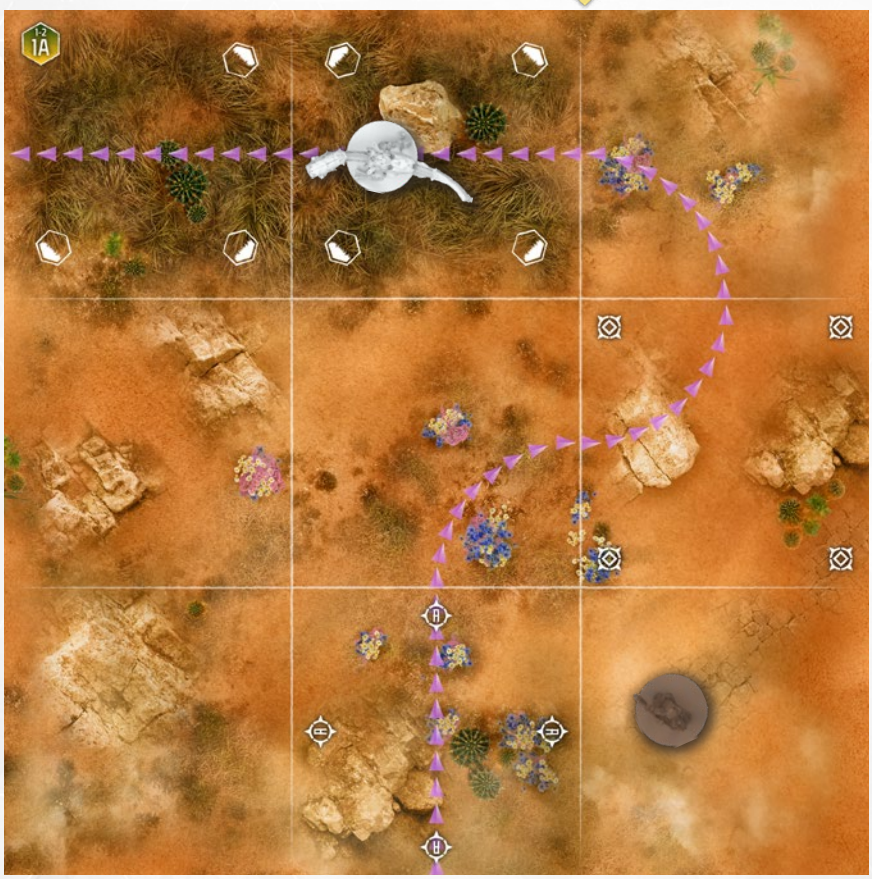
THE ENCOUNTER PHASE

The Encounter Phase is where hunters stalk their prey, competing to bring down the most machines in a herd, or confront a more dangerous adversary.

ENCOUNTER TILES

Encounters take place on a series of **encounter tiles**. The combined area of these tiles is referred to as the **playing area**. Unless a special rule states otherwise, neither hunters nor enemies may leave the playing area unless they are killed or the encounter ends.

Each tile is made up of nine **squares**. Range and movement are always measured in squares, including diagonally. There's no limit to the number of models which can fit in the same square unless a model has the huge symbol on their card. A model can't enter a square which has another model in it.



The Carja Warrior may use a sneak action to move into any adjacent square. If they are performing a sprint action, the hunter may move two squares, changing direction after moving the first square if they so wish. Note that the Carja Warrior may move over a corner without penalty.

The Watcher is two squares away from the Carja Warrior. In order to attack the Watcher from their current square, the Carja Warrior would need to use a ranged weapon with range 2.

SETTING UP AN ENCOUNTER

At the start of an encounter players place the tiles as shown on the tracking card, taking note of the position of the corner marking on each tile.



Note that each tile has two sides—one displaying the 1–2 players symbol, and one displaying the 3–4 players symbol. Players should ensure they set up the tiles with the correct facing for how many players are in the hunting party.

Tiles have two types of spawn points: ⊕ and ⊕. The tracking card details which enemies begin the encounter on each. Place one enemy at each spawn point as indicated by the tracking card.



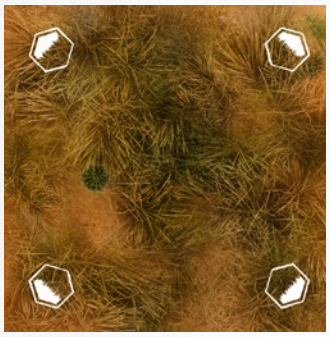
Here we can see the players have set up the playing area, following the layout on the encounter card (note the orientation of the corner markings).

Squares with a ⊕ have a rocky outcrop marker placed on them; because tall grass is printed on the tiles, no marker is needed to represent it. A Watcher is placed on each square containing a ⊕, and a Strider is placed on each square containing a ⊕, which is where these enemies will begin the encounter.

TERRAIN

If the encounter has any additional terrain elements, it lists the type of terrain and the symbol(s) indicating where that terrain should be placed. Place a single token in each space as indicated on the tracking card if required. Understanding and using terrain to the hunters' advantage is often crucial, and players must quickly learn how best to use their environment.

The types of terrain elements are listed below. Terrain elements can be easily identified by the symbol printed on the square or by token. Tall grass is printed on the encounter tiles and doesn't require tokens.



Tall Grass
Patches of tall grass are a common sight and have long been used by hunters to hide from or stalk their prey. While a hunter is in tall grass they don't make non-alert enemies in adjacent squares alert at the beginning of the enemy step. A non-alert enemy which enters the same space as a hunter in tall grass becomes alert as normal.



Rocky Outcrops
Large spurs offer a natural vantage point and the perfect position to launch a devastating attack—but the attention such boldness brings isn't always welcome! A hunter gains an additional 1 glory point if they perform a ranged or melee attack while on the same square as a rocky outcrop and either remove a component or kill their target. A hunter in the same square as a rocky outcrop always counts as the most recently activated hunter.



Ruins
The strangely haunting remnants of the ancient world—strange lumps of metal and rock, rusted and eroded by the weight of years—offer respite from the fury of the great machines. When an enemy attacks a hunter in the same square as a ruin marker, instead of making an evade roll the player removes the ruin marker and ignores the attack completely.



Machine Corpse
Broken bodies of machines left to rust and decay in the open air, these are surely the victims of previous hunts or the predations of more powerful machines. Such sights are tragic but also offer opportunity for additional salvage. A hunter may spend an action while in the same square as a machine corpse marker to remove the marker and draw three cards from the salvage deck.

STARTING AN ENCOUNTER

Once the playing area has been set up, each player, starting with the player with the Leader token, takes turns placing their hunters onto the tile marked as the starting tile. Hunters may be placed in any square that is an outside edge of the playing area and doesn't contain enemies. If the players wish, multiple hunters may be placed in the same square at the start of an encounter.

Each player shuffles their hunter's action deck and draws up to their maximum hand size of five. Now the hunt begins—we'll come back to the Campfire Phase after the encounter is over!



The starting tile is marked with a white circle



The players take turns placing their hunter on the starting tile, placing them in any one of the squares shaded in light blue.



THE HUNTER TURN

Beginning with the player who has the Leader token, players take turns to activate their hunter and the enemies on the playing area, moving clockwise around the table.

A hunter's turn is made up of three steps, which must be completed in this order: **hunter activation step**, **enemy step**, and **maintenance step**.

1. HUNTER ACTIVATION STEP

First, the player performs their hunter's activation.

At the start of their hunter's activation, a player may discard any number of cards from their hand. After deciding to discard cards or not, they then draw up to their maximum hand size from their action deck (this is five unless the player has increased their hand size in some way). If a player has more cards in their hand than their maximum hand size at the start of their hunter's activation, they're not required to discard down.

A hunter may perform up to two actions during this phase. Possible actions are:

- Sprint
- Sneak
- Craft
- Distract
- Ranged Attack
- Melee Attack

A hunter can perform an action type only **once** during their activation. A hunter may skip one or more actions if their player wishes. Once a hunter has performed or skipped both of their actions, the hunter's activation step ends and the enemy step begins.

ACTIONS

Sprint
To sprint, the hunter may move up to 2 squares in any direction, including diagonally. A hunter may change direction during this movement. Any non-alert enemy in an adjacent square to the square where the hunter begins this action or a square the hunter moves into as part of this action becomes alert.

Sneak
To sneak, the hunter may move up to 1 square in any direction, including diagonally.

Craft
To make a craft action, the player may take the bottom three cards from their hunter's action deck discard pile and shuffle them back into their draw pile. A hunter may spend both actions when performing a craft action to return six cards to their draw pile.

Distract
To distract an enemy, the player chooses a target square and a non-alert enemy within 2 squares of their hunter. The enemy immediately moves 1 square towards the target square.

Ranged Attack
The hunter may resolve an attack against an enemy using one of the ranged weapons they have equipped.

Melee Attack
The hunter may resolve an attack against an enemy using the melee weapon they have equipped.

FREE ACTIONS

Some abilities allow a player to make a free action. A free action doesn't count towards the total amount of actions a hunter may perform during their activation. A player performing a free action still observes the once-per-turn restriction for that action unless stated otherwise.

MAKING ATTACKS

In order to perform an attack, a hunter must have line of sight to their target. A hunter has line of sight to their target if an uninterrupted line can be drawn between the centres of the two squares without leaving the playing area.



PERFORMING A RANGED ATTACK

A hunter performing a ranged attack follows the steps below, in order.

1. The player selects an enemy which is in line of sight of their hunter and range of the weapon their hunter is using to make the attack.

2. The player chooses whether they wish to attack a component on the enemy.

3. The player plays an ammunition card from their hand with a symbol matching the weapon which is being used in the attack. A player can't use a weapon to make an attack if they don't have a matching ammunition card. The player then chooses whether to add an ability card to the attack.

4. The player totals up all the dice shown on their weapon card, ammunition card, and ability card, then rolls the dice.

5. If the attack has any special rules (such as rerolls or additional damage), they are applied now. A player may perform a reroll only once and must choose all dice they are going to reroll at the same time. In other words, they can't reroll some of the dice, then choose to reroll the rest after seeing the new results.

6. If the player has rolled any results, they can choose a critical hit from either their weapon or their ammunition card for each rolled, applying all damage and/or effect(s) from their chosen critical hit. A player can choose any combination of critical hits from their weapon and their ammunition, and may apply the same effect multiple times if they wish (with the exception an enemy can't suffer a condition that it's already suffering).

7. Total the number of pips rolled, and add any damage from other sources (such as critical hits or ability cards). If the enemy is alert, reduce the total by the enemy's armour value then apply the remainder as damage to the enemy.

   If the attack has additional effects (such as conditions, pushes, dodges, etc.), apply those at the same time as the damage.

8. If the enemy has suffered damage equal to or greater than its HP, it's killed and removed from the playing area. The hunter performing the attack checks the enemy's reference card, draws the listed number of cards from the salvage deck, and then gains the listed number of glory points.

PERFORMING A MELEE ATTACK

A hunter performing a melee attack follows the same steps as for a ranged attack, with a few exceptions. Unlike a ranged attack, a melee attack doesn't require ammunition to be spent in order to make the attack, and when making the attack use the following exception to step 1:

1. The hunter selects an enemy in the same or an adjacent square. If the enemy is in an adjacent square, the hunter moves into the same square as the enemy.

The Banuk Survivor is performing an attack against the Enemy Watcher. First, the player declares they are using their Hunter Bow to make the attack and checks the range 1. They then play a Hardpoint Arrow from their hand as an ammunition type, which matches the weapon being used to make the attack 2. Just to be sure, the player also plays an Intuition ability card from their hand 3.

The player adds the number of dice shown on the Hunter Bow and Hardpoint Arrow cards together 4 and rolls the attack, scoring 4. They choose to reroll both 1s, as described on the Intuition card 5, and the new result is 6. The hunter subtracts the Watcher's armour value of 1 from the total, scoring 5 damage— enough to kill the Watcher!





ATTACKING A COMPONENT

When performing an attack against an enemy, a player may declare their hunter is targeting a component location on that enemy before any dice are rolled. The attack sequence is followed as normal (including reducing the damage by the target's armour value), but any damage inflicted by the attack is compared to the component location's **tear value** instead of applying damage to the enemy.

A component's tear value indicates how robust it is. If the damage inflicted is equal to or more than half the tear value of the component, the component is **damaged**, and a Damaged token with a letter matching the component is placed next to the enemy. The tear value of a damaged component is reduced by half, making it far easier to destroy with subsequent hits.



1. Tear value.
2. Component damage value.
3. Destroyed component rules.
4. Damaged component token.
5. Destroyed component token.



If the damage inflicted is equal to or exceeds the Tear value, the component is **destroyed**. The hunter performing the attack gains 1 glory point and places a Destroyed token with the corresponding letter next to the enemy. Immediately resolve any rules listed on the card for destroying the component and apply the damage indicated on the component's profile to the enemy's HP.

Any excess damage is lost and isn't carried across to the enemy HP. A destroyed component can't be attacked again. Some actions on the enemy's behaviour card are unable to be resolved if a component has been destroyed, which is indicated by the matching letter .

The Nora Marksman has attacked the Scrapper's Power Cell with a melee attack and has inflicted 3 damage. This is over half the component's tear value, so the Power Cell is damaged. Any attacks performed against the Power Cell now will be against a reduced tear value of 2.



TRAP WEAPONS

Some hunters make use of weapons allowing them to place deadly traps when performing ranged or melee attacks. These weapons and ammunition are indicated by the trap symbol . When a hunter puts a trap into play, the player chooses a square within the range listed on the weapon instead of following the normal attack process. Place a trap token face up in the square, then place the trap card face up by the hunter's profile card and a matching trap token face up on the card. A trap token can't be placed in a square that already contains a trap token.

An enemy entering the same square as a trap token immediately triggers the trap. The hunter that placed the trap removes the token, applies any effects listed on the trap card and/or rolls the dice listed on the trap card, adding any extra dice listed on the weapon that placed the trap. If the player that placed the trap token has an ability card in their hand which may be played when a trap triggers, they may play it, even if it's not their activation.

After the trap effects are resolved, remove the token from the trap card then discard the card. A trap doesn't count as either a melee or ranged attack but is still an attack. Traps can't target components.

If a trap kills an enemy, the hunter that placed the trap draws from the salvage deck and gains glory and encounter points as normal.

AREA OF EFFECT (AOE)

Certain attacks feature areas of effects (AOEs), representing explosive attacks that blast out from their target and affect those around them.

If an attack has the AOE symbol , every enemy other than the target in the same or an adjacent square suffers the effects listed to the right of the symbol. If dice are shown after the symbol, roll separately for each enemy in the AOE and apply any damage and critical hits individually. AOE attacks can't trigger further AOE effects. Weapons, coils, ammunition, ability, and interrupt cards never add dice or effects to an AOE unless specifically stated.

The Oseram Forgesmith has performed a melee attack against Watcher A, and played the Searing Strike ability card, adding to the attack. Watcher B is in an adjacent square and is hit by the AOE, suffering . Watcher C is further away and is not hit by the AOE.





2. THE ENEMY STEP

During the enemy step enemies on each tile activate and perform actions. Alert enemies are always activated before non-alert enemies. Enemies closest to the hunter that just activated always activate first. If there's a conflict for enemy activation order, the player whose turn it is chooses the order in which the enemies activate.

Players can't move an enemy out of the playing area during their activation unless a special rule on the enemy reference card specifies otherwise.

ALERT AND NON-ALERT ENEMIES

Players will quickly learn that enemies are far easier to deal with if they're not aware of the hunters' presence. Dispatching enemies as silently and efficiently as possible is key for success.

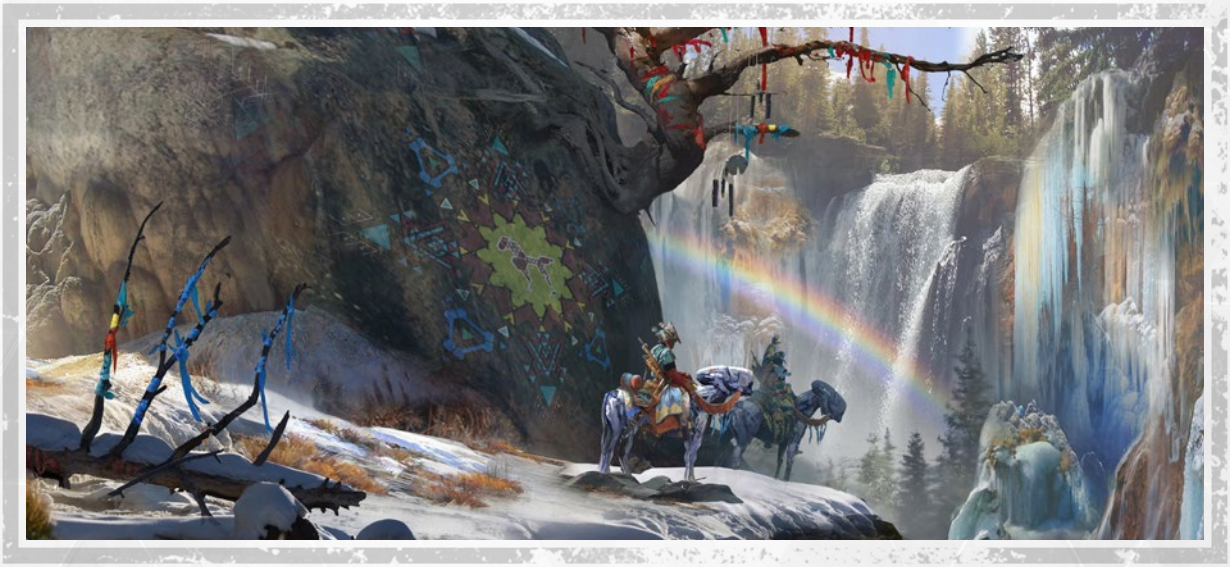
At the start of an encounter, all enemies begin in a **non-alert** state. While an enemy is non-alert, it doesn't use a behaviour card to resolve its activation, instead following a patrol route (see p.39).

When an enemy becomes **alert**, place an Alert token next to the enemy. Once an enemy becomes alert, it can't return to a non-alert state for the remainder of the encounter. An alert enemy uses its behaviour card to determine how it activates.

An enemy becomes alert if any of the following conditions are met:

- An attack is resolved against it (even if that attack doesn't inflict damage or a condition).
- It suffers damage.
- Another alert enemy is in the same square.
- Another enemy is attacked in the same or an adjacent square.
- A hunter is in the same square at the start of the enemy step.
- A hunter is in an adjacent square at the start of the enemy step and isn't currently in tall grass.
- A hunter sprints in an adjacent square (see p.29).

Some enemies are also able to alert other enemies, such as Watchers. These foes are best dealt with as quickly as possible!



ACTIVATING ALERT ENEMIES

When activating an alert enemy, reference the corresponding **behaviour card** for that enemy type, starting at the top and working downwards.

Most behaviour cards have an initial question at the top that informs the players which series of actions the enemy will take. Once an enemy has fully resolved the actions listed on their card, their activation ends and the next enemy activates.

Once all alert enemies have activated, non-alert enemies activate.

If an enemy has multiple targets for an attack, or there are multiple hunters equidistant to it when it performs a move action, the enemy prioritises the most recently activated hunter from the available options. If there's still a conflict, the player whose turn it is chooses from the available options.

The Watcher's behaviour card begins with the question 'Are there any non-alert enemies within 2 squares?' If there are, the players should resolve the **Yes** column of actions; if there are no non-alert enemies within 2 squares, they should resolve the **No** column of actions.



ACTION TYPES

There are two types of action boxes on enemy behaviour cards:

MANDATORY

Mandatory actions are actions the enemy always performs if able.

CONDITIONAL

Conditional actions are performed only if the enemy is able to resolve the action (for example, an enemy won't perform a melee attack if a hunter isn't in range to be attacked). Conditional actions are limited to one per activation, and an enemy will always perform the first conditional action in a sequence if it's able to, skipping any others which follow.

MOVEMENT ACTIONS

When enemies move, they always try to take the shortest route to their destination. If there are multiple routes available to the enemy to reach their destination, the player whose turn it is decides the route for the enemy to take. The types of movement actions are listed below.

Move towards Hunter – The enemy **moves towards** the closest hunter by the number of squares listed. If an enemy is already in the same square as a hunter it can't perform this action.

Move towards non-alert Enemy – The enemy **moves towards** the closest non-alert enemy by the number of squares listed. If an enemy is already in the same square as a non-alert enemy it won't move. If there are no non-alert enemies, the enemy can't carry out this action.

Move towards Enemy – The enemy **moves towards** the closest enemy by the number of squares listed. If an enemy is already in the same square as an enemy it won't move. If there are no enemies, the enemy can't carry out this action.

Move away – The enemy **moves away** from the closest hunter. An enemy moving away from a hunter always tries to increase the distance between itself and as many hunters as possible. The number listed is how many squares it moves. If an enemy can't increase the number of squares between it and the target, it won't move.

Nearest Board Edge – The enemy **moves towards the edge** of the playing area by the number of squares listed. If the enemy begins a movement already on the edge of the playing area, it can't perform this action and therefore doesn't move. if the enemy reaches the edge of the playing area with movement left, it stops in the square on the edge of the playing area and further movement is lost.



MOVING HUGE ENEMIES

Certain enemies feature the huge symbol . Whenever a huge enemy moves it can't move into or end in a square that has another model in it. If the enemy can't reach its target due to another enemy, it tries to get as close to the target as it can with its movement.

ATTACK ACTIONS

Attack actions represent the dangers the hunters face tackling the machines and other enemies in the world of *Horizon Zero Dawn™*. The types of attack actions are listed below.

The enemy performs a **melee attack** against a hunter within range. The top number listed is the range of the attack. The bottom number listed is how much damage the attack inflicts.

The enemy performs a **ranged attack** against the closest hunter. The top number listed is the range of the attack. The bottom number listed is how much damage the attack inflicts.

The enemy performs a **pulse attack** against every hunter within range. The top number indicates the range of the attack; the bottom number is how much damage the attack inflicts.

RESOLVING ATTACK ACTIONS

In order to attack a hunter, the enemy must have line of sight to the hunter they are targeting. An enemy has line of sight if an uninterrupted line can be drawn between the centres of the enemy's and hunter's squares without leaving the playing area. If an enemy doesn't have line of sight to the hunter it instead targets another eligible hunter if able to.

Instead of rolling dice, enemy attacks inflict a fixed amount of damage if the hunter is in range. To avoid suffering this damage, the player controlling the target hunter makes an evade roll, rolling a number of dice equal to the number shown on their hunter's armour card. For each pip rolled, reduce the damage suffered by the hunter by 1. If the hunter rolls a critical hit, apply the listed effect(s) in the same way as an attack, and reduce the damage suffered by the listed number.

After a player has resolved how much damage their hunter has suffered and has discarded any cards from their hand and/or action deck, the hunter must dodge by moving to an adjacent square of their choice. This dodge represents their desperate dive away from their opponent's attack and must be resolved even if the hunter doesn't suffer any damage or effects.

Repeated Actions

Actions that feature a multiplier (x2, for example) are repeated the number of times listed.



The Alert Strider activates, and the players check its behaviour card. The first entry asks 'Is there another enemy within 2 squares?' There are no other enemies currently in the playing area so players proceed down the 'no' column. The first action is a conditional action 1. There are no other enemies in the playing area, so this conditional action isn't resolved. The next action is a conditional action 2. The Strider hasn't resolved a conditional action yet so moves 2 squares towards the nearest hunter. The final action in the column is a mandatory action 3. The Strider resolves the mandatory attack because it is in range of a hunter.

ADDITIONAL ENEMY ATTACK EFFECTS

In addition to damage, enemy attacks can inflict other effects, the types of which are shown below.

If a hunter avoids all damage from an enemy attack, any additional effects from the attack are ignored.

Fire – The hunter suffers the Fire condition.

Freeze – The hunter suffers the Freeze condition.

Shock – The hunter suffers the Shock condition.

Push – The hunter is moved 1 square away from the enemy making the attack, into a square chosen by the next player to activate their hunter. The enemy can't push a hunter out of the playing area.

AOE – Any other hunters in the same or an adjacent square to the target suffer any damage and/or effects listed in the attack profile after the AOE symbol. Hunters can't make evade rolls to avoid suffering damage and/or effects from an AOE, as the attack catches them unprepared and unable to defend themselves.

SPECIAL ACTIONS

Special actions represent behaviour patterns that are unique to certain enemies. When an enemy performs one of these actions, fully resolve the rules text for the action (unless the enemy is unable to do so) before continuing with the enemy activation.



ACTIVATING NON-ALERT ENEMIES

At the start of an encounter, all enemies begin on a **patrol route**. When a non-alert enemy activates, it moves 1 square further along the patrol route it's currently on, following the direction of the arrows printed on the tile.

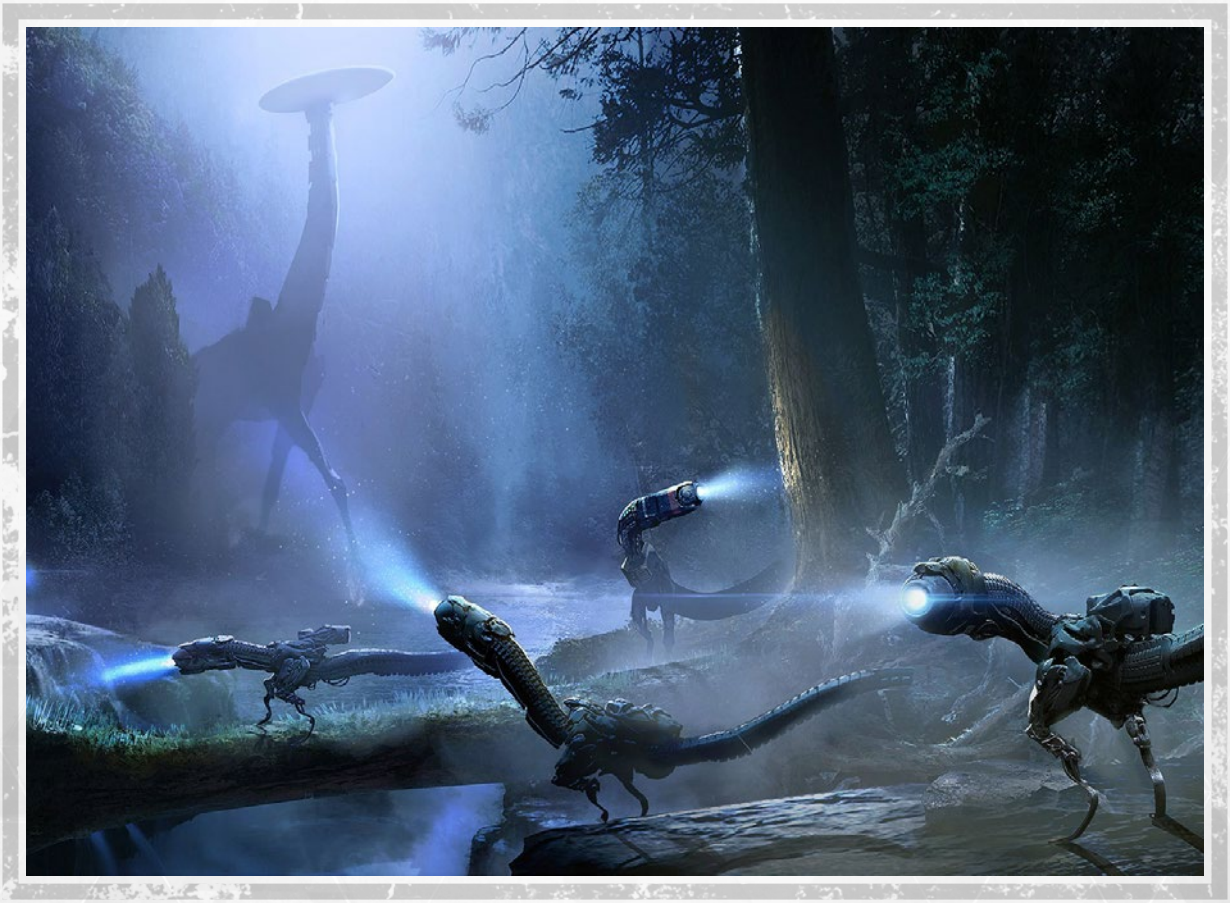
Unlike other movement, this can cause the enemy to leave the playing area—if this happens, the hunters have wasted too much time waiting to strike and can't entice the enemy back. If a patrol route would cause an enemy to leave one tile and be placed on another, the enemy follows the new patrol route.

If a enemy is unable to move along a patrol path due to it being blocked by another enemy, it won't move when it activates.

If a non-alert enemy isn't on a patrol route at the start of its activation, it moves 1 square towards its initial patrol route, ending as far as possible along the route from its original spawn point.

Once this movement has been resolved, the enemy ends its activation and the next enemy activates. When all non-alert enemies have completed this activation, the enemy step ends and the player moves on to the maintenance step.

While it might seem a good idea to let a powerful enemy leave an encounter on a patrol route, players will soon learn that doing so actually makes it harder to successfully complete an encounter, as they won't be able to earn encounter points from the enemy—or gain the bonus resources listed on the tracking card for killing every enemy. Think carefully before letting anything escape!



3. THE MAINTENANCE STEP

The maintenance step is where the players check to see whether the encounter will continue. They might have defeated enough enemies and gathered enough encounter points to successfully complete the encounter, or they might have failed if their party is too weary to continue or too many enemies have escaped.

ENDING AN ENCOUNTER

At the start of each maintenance step, each player should count the total number of times their hunter has fainted during the encounter. If the combined total for all hunters is equal to or greater than the number of hunters, the encounter immediately ends in failure as the hunting party retires, too exhausted and injured to continue.

If the encounter doesn't end, total the number of encounter points the players have accumulated during this encounter. In order to successfully complete an encounter, the players as a group must accumulate a number of encounter points equal to or greater than the number of encounter points shown on the tracking card. Once they've done so and the majority of players agree, they may end the encounter during the current or any subsequent maintenance step, as long as the number of faints they've suffered hasn't reached or exceeded the number of hunters first.

If the players have yet to accumulate enough points or don't have a majority agreeing to end the encounter, the encounter continues and the next hunter's turn begins.

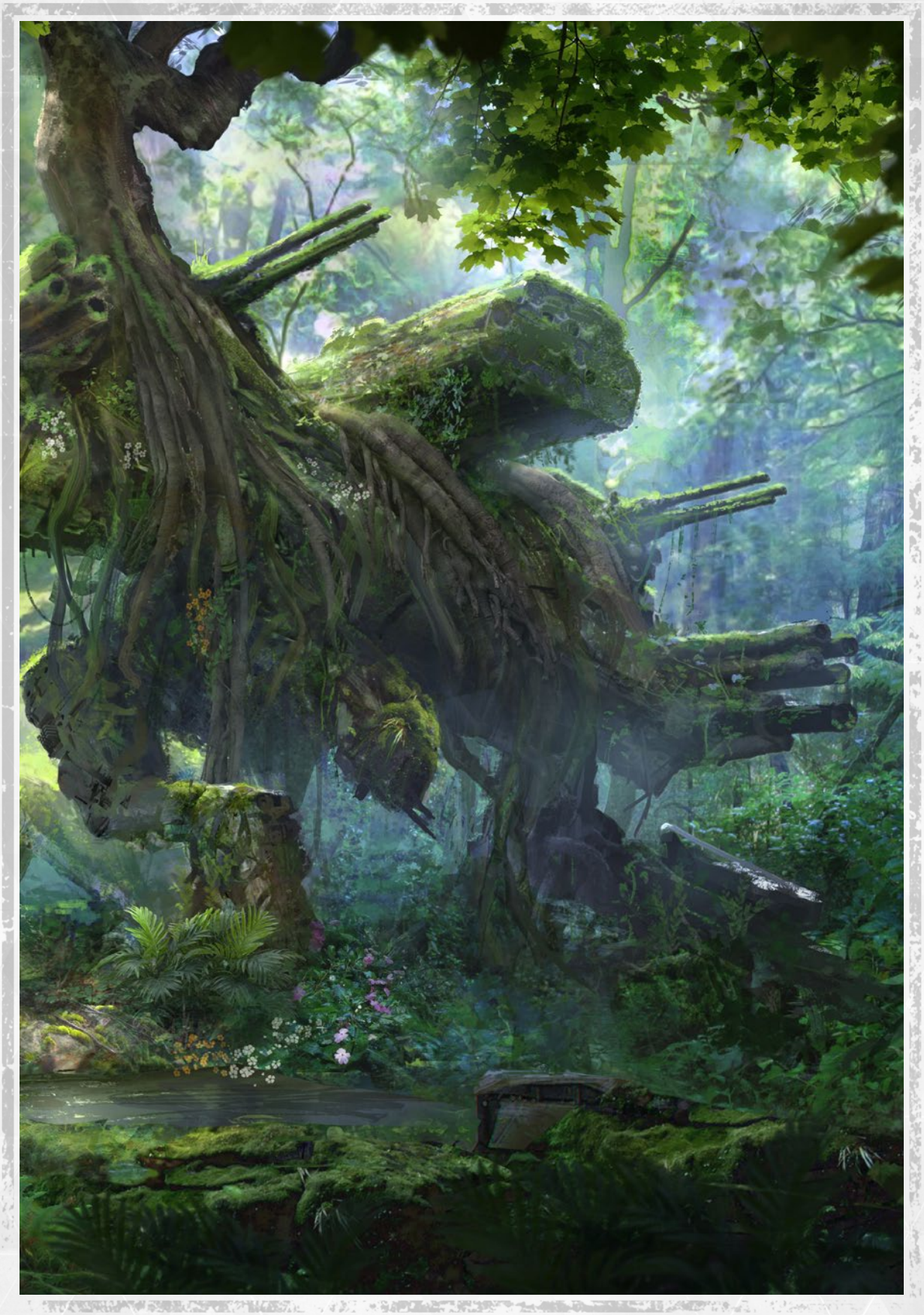
If the players have yet to accumulate the minimum number of encounter points and at least one enemy has left the encounter without being killed, the players should check to see if it's still possible to successfully complete the encounter. If it's not, the encounter immediately ends in failure.

If all enemies are killed or have left the playing area, the encounter immediately ends. If the players managed to kill every enemy during the encounter, they each may draw as many bonus cards from the salvage deck as are listed on the tracking card, starting with the player who has the Leader token.

Once an encounter ends, the Encounter Phase ends, and the players proceed to the Campfire Phase.

Note that the players may choose to end an encounter only during the maintenance step—and that it's possible to fail an encounter through hunters fainting, even if the required number of encounter points has been reached. Continuing past the point of exhaustion isn't without its risks!





THE CAMPFIRE PHASE

In the Campfire Phase, the hunters settle down to rest for a brief moment, either toasting their success and boasting of their great exploits or licking their wounds in defeat.

This phase is divided into three steps, carried out in the order below. If the players failed the encounter, each player immediately discards any glory points they have and then proceeds directly to the merchant step.



1. VICTORY STEP

At the end of a successful encounter, a silent observer from the Hunters' Lodge emerges to reward individual hunters who have impressed them with feats of bravery, skill, or bold cunning.

Each player totals the number of glory points they earned during the encounter.

In a **two-player game**, the player with the most glory points is awarded a Full Sun token and takes the Leader token. The other player takes the Fledgling token. In the event of a tie, neither player is awarded a Sun token, and the players swap the Leader and Fledgling tokens.

In a **three-player game**, the player with the most glory points is awarded a Full Sun token and takes the Leader token. The player in second place is awarded a Half Sun token. The player with the fewest glory points takes possession of the Fledgling token.

In a **four-player game**, the player with the most glory points is awarded a Blazing Sun token and takes the Leader token. The player in second place is awarded a Full Sun token, and the player in third place is awarded a Half Sun token. The player with the fewest glory tokens takes the Fledgling token.

Once glory has been tallied, Sun tokens have been distributed, and the Leader and Fledgling tokens have been passed to new players (if required), all glory points are discarded.

TIED RANKINGS

In the event of a tie, the tied players are awarded a Sun token one step down from the rank they are tied for. For example, if two players tie for first place in a three-player game, each would get a Half Sun token instead of a Full Sun token. Any remaining players are ranked as if the tied players took the tied rank and the ranks below. For example, three players tied for first place in a four-player game would result in the remaining player being ranked fourth place; each player in a four-player game tied for third place would earn a Half Sun token, as this is the lowest-rank Sun token.

LEADER TOKEN AND FLEDGLING TOKEN TIES

If there's a tie for the Leader token, it passes to the tied player that doesn't currently have it. If neither of the tied players currently has the token, the tied player first in the turn order gains it. If there's a tie for the Fledgling token, it passes to the tied player that doesn't currently have it. If neither of the tied players currently has the token, the tied player first in the turn order gains it.



2. LEVEL UP STEP

As the hunting party progresses each hunter becomes increasingly more skilled with the benefit of experience, better understanding of their weapons, and becomes more adept at bringing down their prey.

If the players completed a higher-level encounter than their current skill level, each player may now level up their hunter. Players should carry out this step simultaneously to save time. If the players didn't complete an encounter of a higher level than their skill level, skip this step and proceed directly to the merchant step.

Each hunter has a unique skill tree, representing their hunter's specialisation. At the start of the game, each player's skill token begins on the start position. When a hunter levels up, their player may progress the skill token to the next skill level, following one of the branches available to them. The player may then take the upgrade card(s) listed at the skill token's new position. Levelling up often also increases a hunter's maximum deck size, indicated by the symbol next to the skill level on the skill tree, allowing them to suffer more damage during encounters.

Upgrade cards come as one of three types, which players will already be familiar with. **Equipment cards** are powerful new weapons or armour for the hunter to equip. **Ability and interrupt cards** further customise a hunter's action deck. **Trait cards** add a new ability to the hunter, which further specialises their play style. Slide trait cards under a hunter's profile card in a similar way to how modifications are attached to a piece of equipment. Once attached, a trait card can't be removed. There's no limit to the number of traits a hunter may have.

Once each player has levelled up their hunter, the players move on to the merchant step.







If you're not sure which branch to take, take a look through the upgrade cards and see if anything seems immediately strong to you. If you find a card or combination you like, try to follow the branches on your hunter's skill tree which will unlock those cards!

STAMINA CARDS

Stamina cards are added to a hunter's action deck at the end of the merchant step if that hunter has fewer cards in their deck than their maximum allowance. This might be achieved if the player opts to select a trait or a weapon upgrade and their maximum deck size increases. These cards aren't usable as part of an attack but may be discarded by a player normally when their hunter suffers damage. A hunter can never have more than six stamina cards in their deck.



The players have just finished a level 1 encounter, higher than their starting skill level. The Oseram Forgesmith looks at the two options available, Ablative Armour and Fireforged. They choose Ablative Armour and move their skill token down one level, sliding the trait card underneath their profile card. With this upgrade the Oseram Forgesmith's maximum deck size increases to 20 cards. If they don't add any cards to their deck during the merchant step, they'll need to add two stamina cards to the deck to bring it up to its new maximum.



3. MERCHANT STEP

Merchants are frequently found in the wilds, risking life and limb to ply their trade and keep hunters stocked up. After an encounter ends, the players visit such individuals and spend any resources they have gathered on the trail. The level of merchant the hunters may visit is dictated by the level of the encounter they've just finished. By fighting in higher-level encounters, the players will be able to visit higher-level merchants with more powerful items available to purchase, so there's real incentive for players to push themselves.

Take the matching level of merchant deck to the encounter the players just finished and shuffle the deck. Reveal cards from the top of the deck until the following cards have been revealed:

1 Weapon card
1 Armour card
2 Ammo cards
2 Modification cards
1 Miscellaneous item card

Place these cards face up in a row, then shuffle the remaining merchant cards. Discard any other cards revealed during this step.





Each card has a resource cost . To purchase a card, a player must spend the matching number and type of resources.

There are two types of resource cards which players use to purchase items from the merchant: **Metal Shards** ( ) and **Special Resources** ( ). During this step, players may discard , , , , or cards to count as cards, one for one. Players may discard two cards to count as a single special resource of their choice. Cards that feature can count as any resource of the player's choice.

Starting with the player with the Leader token and moving clockwise around the table, each player takes turns purchasing a single card from the merchant using any resources they have gained so far. The player currently in possession of the Fledgling token may make their first purchase during this step without paying the salvage cost listed on the card.

Players may choose to pass their turn at the merchant, allowing the next hunter to make their purchase, but if all players pass in a row, the merchant step ends immediately.

The cards available from merchants are **equipment**, **modifications**, **ammunition**, and **miscellaneous items**. Equipment and modification cards are equipped to a hunter's profile as normal. To add ammunition and miscellaneous item cards to their action deck, a player may need to replace cards from within their deck to ensure they don't exceed the deck limit shown on their upgrade card. Replaced cards are removed from the game. Note that a player doesn't have to remove the same type of card as the card they're adding to their deck. For example, when adding a new ammunition card, a player isn't required to remove another ammunition card to make way for it.

Players are free to purchase any card they wish, including ammunition they can't use.

Once a card has been purchased, that player removes it from the row. Draw cards from the merchant deck until a card with the same type as the purchased card is drawn, then place it in the row. Discard any other cards revealed. If there are no cards remaining in the merchant deck, shuffle the merchant deck discard pile to form a new deck. If there are no more of the required card type remaining in the merchant deck, the merchant step ends.

EXAMPLE

The Banuk Survivor has just purchased a Hardpoint Arrow from the merchant. In order to add it to their action deck, they must now replace another card. The Banuk Survivor chooses to take out a Hunter Arrow, removing it from the game. They then add the Hardpoint Arrow to their deck.



Players continue purchasing items from the merchant until either a card type is exhausted or all of the players pass in a row, ending the merchant step. Return any unpurchased merchant cards to the merchant draw pile and place it face up to one side. Each player then returns any discarded or scrapped action cards to their action deck, replaces cards as detailed above, then shuffles their action deck and places it face down, ready for the next encounter.

Any salvage cards that have been used to buy items during the merchant step are shuffled back into the salvage deck.

Once the merchant step is complete, the Campfire Phase ends, and the hunters return to the Tracking Phase.

As the game progresses, merchants will offer more advanced and powerful weapons, armour, and modifications, but so too will the cost of their wares rise. It's not always wise to spend all of your resources at the first merchant you see—doubly so if your hunter is able to use the resources to inflict powerful attacks!

VISITING A DIFFERENT LEVEL OF MERCHANT

Certain cards allow individual hunters to visit a merchant level of their choice due to the valuable salvage they have obtained. When a hunter visits a different level of merchant, take the merchant deck of their choice, shuffle the deck, and reveal and refresh cards in the same manner as the other merchant deck. This hunter can purchase cards only from this merchant, and the rest of the party must purchase cards from the original merchant.



THE HUNTERS' CALL AND THE END OF THE GAME

The tracking deck represents not only the trail followed by the hunting party but also how much time has passed since the hunters claimed their quest. As the shadows grow long and the sun falls behind the distant mountains, the Hunters' Call finally sounds, and at last the time to face their quarry is upon the hunters.

If there are no remaining cards in the tracking deck at the start of the Tracking Phase, the players have reached the final encounter of the game and no longer are able to choose which path to take. This is the hunting party's last encounter, which the players must successfully complete. If they fail, only death or the shame of defeat awaits them, with survivors left to hide in the shadows of anonymity forevermore.

The player with the Fledgling token still draws from the event deck and selects their card as normal, but when it's revealed, the players must flip the **Hunters' Call** card and set up the encounter displayed on the card.

During this encounter, if a player kills the quarry enemy, their hunter immediately gains a Half Sun token. Note that in a game for three to four players there will be multiple Half Suns available (one for each quarry enemy), allowing a hunter multiple opportunities to prove their worth to the Hunters' Lodge.

If the players are unsuccessful and don't complete the encounter, they collectively lose the game, having been defeated by their quarry and having lost all hope of ever joining the Hunters' Lodge. If the players manage to successfully complete the encounter, their quest is over. Immediately resolve the victory step of the Campfire Phase to establish which hunters are rewarded with Sun tokens.

Each player then totals how many **victory points** they have based on their Sun tokens. A Blazing Sun is worth 3 points, a Full Sun is worth 2 points, and a Half Sun is worth 1 point.

Although all players have won and can hold their heads proudly aloft at a successful hunt, the player with the most victory points has proven themselves the first among equals and emerges as the winner of the game. In years to come history shall surely remember their tales of great deeds and dedication, and their fierce warrior pride will become the stuff of legend!

If there's a tie, the player who currently has possession of the Leader token wins, if they are one of the tied players. If there's still a tie, or neither tied player has the Leader token, both players are crowned as victorious. Battered and weary, their hunters stand side-by-side and raise their hands aloft. Surely this marks the beginning of a new era of cooperation and teamwork among hunters... at least, until pride drives them to seek individual glory once more!



ALTERNATE PLAY MODES

Horizon Zero Dawn™: The Board Game may be enjoyed in a variety of different ways by different gaming groups, based on how the players wish to interact with each other and how long they want their gaming session to last. Provided here are some alternate play modes and rules to try.

COOPERATIVE MODE

In cooperative mode, the players aren't competing against each other but are working as a team in order to succeed.

In this mode, the event deck and Fledgling token aren't used. During the Tracking Phase, the player with the Leader token still draws three cards from the tracking deck but shares the cards with the other players, listening to their advice and thoughts before selecting which encounter to play.

During the Encounter Phase, if any player faints the encounter fails, as the hunters abandon the hunt to protect their fallen comrade. If the players are seeking a less challenging experience, they may instead play a cooperative game where an encounter fails only after more than one hunter has fainted.

Players still earn glory points from their attacks and abilities during cooperative mode. When a player gains one or more glory points, they may immediately discard them and choose a hunter. The hunter shuffles an equal number of cards back into the action deck from the bottom of their discard pile.

Players playing cooperative mode discard any glory they have accumulated and then skip the victory step during the Campfire Phase, and the player with the Leader token passes the token to the next player to their left. Players may trade or pass any salvage and equipment cards freely among themselves during the Campfire Phase.

At the end of the game, don't total victory points. If the players successfully completed the final encounter, they all win as a team, ushering in a new era of partnership and teamwork for the Hunters' Lodge unlike any which has ever been known before!

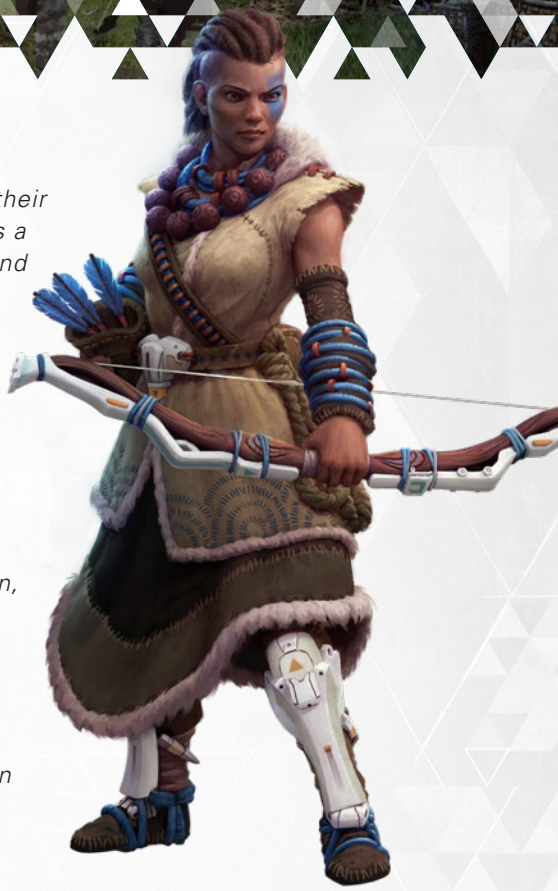
TRADING ITEMS VARIANT

If all players agree at the start of the game, players may play the Trading Items variant rule, allowing players to sell equipment or modifications to each other in exchange for resources, equipment, or modifications. Note that players don't have to adhere to the printed value on the card (if any) and may barter with each other accordingly. If players agree a trade, they must complete it—a player can't accept payment for a card and then refuse to give the card to the other player.

Trading Items is compatible with both standard and cooperative play.

HUNTERS

NORA MARKSMAN

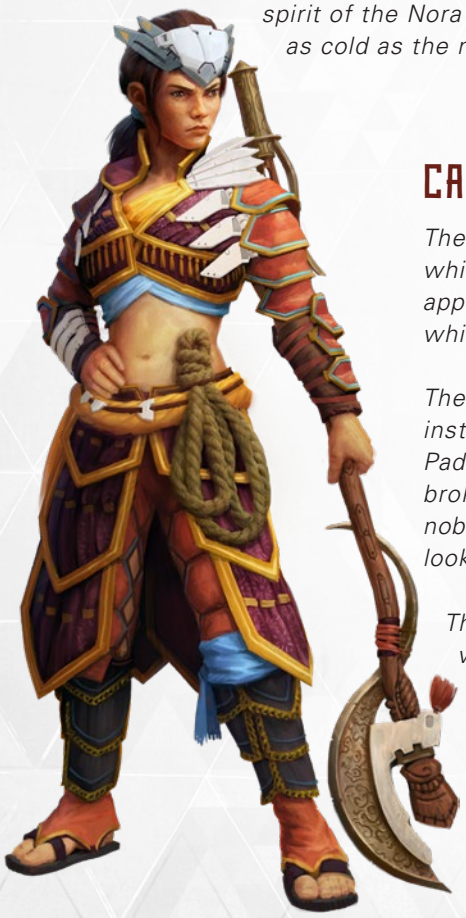


A people well known for the fury inflicted on those who trespass upon their soil, the Nora are an isolationist society with little use for outsiders. It is a rare instance indeed that the Nora venture forth from their own lands, and into those of the other tribes. Fewer still do so with the blessing of the High Matriarchs, the Seekers and Death-Seekers of legend and infamy.

The Nora who partake in the trials set forth by the Hunters' Lodge are mercenaries and outcasts, figures who are not welcome to return to the embrace of the All-Mother. Their deeds either long forgotten or dark enough to never be mentioned, they must now forge new lives for themselves in a hostile land with few allies.

The Nora Marksman is such a figure. Their craft honed to deadly precision, few targets survive this hunter's precise aim. Taciturn and methodical, their resolute nature is as well known as the excellence of the skills they demonstrate on the hunt, making them a formidable rival to beat.

This hunter may be an exile in their own lands, yet the fierce spirit of the Nora endures in them, alongside determination as cold as the most bitter winter storm.



CARJA WARRIOR

The Carja are a varied and diverse people, with a deep culture and traditions which echo across generations. Every individual from this tribe has a keen appreciation of aesthetics and style, and a strong and creative passion which bleeds into their everyday life.

The Hunters' Lodge itself is of Carja origin, and for years existed as an institution open only to the nobility. But with the advent of Talanah Khane Padish to the rank of Sunhawk, that regressive philosophy has now been broken. For the first time, the Lodge has permitted not only those without noble blood, but also hunters from other tribes to partake in its trials, and now looks solely to martial prowess for individual advancement through the ranks.

The Carja Warrior may seem a brash and arrogant upstart, more obsessed with glory and fame than upholding the fine traditions of the Lodge, but their skill as a hunter and duellist is without question. Disdainful of the heavier armour worn by their rivals, they rely on their agility to defend themselves, and their lethal skill with a blade to put down their prey before it has hope of retaliation. With such dominant martial discipline, surely this proud individual is earmarked for greatness ahead...

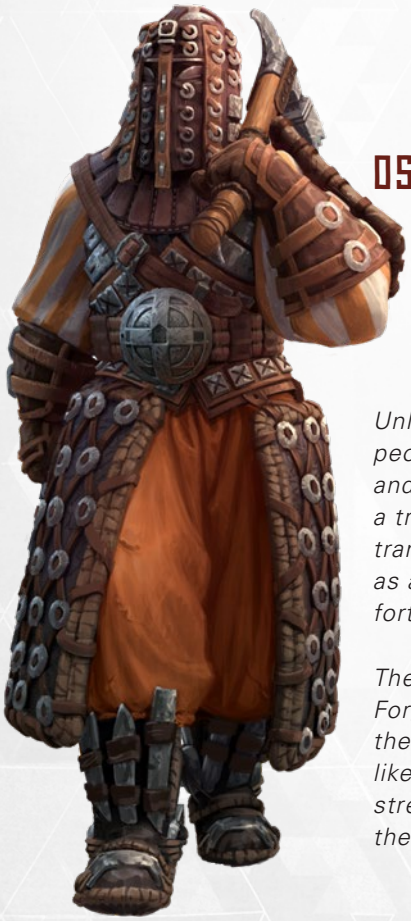
BANUK SURVIVOR

Born of a nomadic culture, the Banuk are individuals who find their identity, their creed is taught in adversity, single-mindedly seeking triumph against the many dangers of their harsh terrain. Renowned as powerful and experienced hunters, their presence in the lands of the other tribes has been known for many years, as their hunts draw them farther afield in their search for more difficult challenges.

With demeanour as hard and unforgiving as the frozen wilderness of their homeland, the justice of the Banuk is as harsh as one might expect of such survivors. Those who transgress against the tribe are exiled and left for an anonymous death to the elements, stripped of all but their most basic garbs. Yet, some refuse their fate.

The Banuk Survivor may be counted amongst the number of those with determination enough to refuse death and build a new life for themselves, far from the sight of those they once betrayed. In the trials set forth by the Lodge, they are an unorthodox and cunning aspirant, possessed of steadfast refusal to accept any defeat while they still draw breath. Few rivals can match this ferocity, or are willing to push their bodies to such limits in the name of victory—yet for this hunter, the sacrifice is merely the price of success...





OSERAM FORGESMITH

Brash and forthright, the Oseram are unusual allies for the Carja. Dismissive of the religion and opulence of their neighbours, the Oseram prize functionality and invention over all else. They are a hardy and pragmatic breed, not shy of speaking both honestly and openly, before any audience.

Unlike other tribes, the Oseram do not have a rich hunting tradition. Their people are craftsmen who sweat in the forges, creating advanced weaponry and armour; or they are soldiers, marching against their foes as a unit, a tradition formed when they fought during the Red Raids. But these are transferable skills, and the Oseram spirit demands independence as much as any other. With new alliances, so too comes new opportunities to strike forth and find fortune outside of their homeland.

There are few in the Lodge who might match the redoubtable Oseram Forgesmith. Their muscles strong from long days spent beating metal, and their toughened skin used to the heat of flames, they have been tempered like the hardest steel. What subtlety they lack is accounted for in brute strength and formidable resilience—as explosions rend the air around them, they smash their prey asunder with heavy hammer.

QUICK REFERENCE

PHASE ORDER

Tracking Phase

- Leader draws three tracking cards and chooses one
- Fledgling draws three event cards and chooses one

Encounter Phase

Turn Order (players resolve their turns moving clockwise)

Hunter Activation Step

- Hunters may perform two actions: **Sneak**, **Sprint**, **Distract**, **Craft**, **Ranged Attack**, **Melee Attack**
  - **Sneak** – move 1 square
  - **Sprint** – move 2 squares, alert adjacent enemies
  - **Distract** – move target non-alert enemy 1 square towards target square
  - Performing **ranged attacks** requires matching ammunition card, must be in range
  - Performing **melee attacks** doesn't require ammunition card, may move 1 square before resolving.
- Hunters may not repeat actions

Enemy Step

- Activate alert enemies first
- Non-alert enemies continue along patrol routes

Maintenance Step

- Check to see if hunting party has reached as many faints as there are hunters, and if so, fail encounter.
- Check to see if hunting party has achieved minimum number of encounter points, and if so, discuss whether players want to end encounter (requires majority)
- Check to see if it is still possible to complete encounter, if not, fail encounter.

Campfire Phase

Victory Step (if successfully completed encounter)

- Total glory points and allocate Sun tokens
- Discard Glory points

Level Up Step (if successfully completed encounter)

- If hunters completed higher level encounter, they may progress to next skill tree level, following branches on cards.

Merchant Step

- Lay out cards from level of deck matching encounter just played
- Lay out 1x Weapon, 1x Armour, 2x Modification, 2x Ammunition, 1x Miscellaneous
- Replace card when purchased.
- 2x  may be traded as any 1 resource.
-  may be traded as .
- End step if all hunters pass in a row, or one card type runs out.

SYMBOL REFERENCE

 **Push** target 1 square

 Hunter moves 1 square

 **AOE** hits enemies in same square as target and all adjacent enemies with effects in box

 Inflicts the **Fire** condition (suffer 1 damage at the end of activation, see p.15 or p.18)

 Inflicts the **Freeze** condition (Hunters discard critical hits  in their first evade roll, see p.15 Ignore enemy armour value for first attack, see p.18)

 Inflicts the **Shock** condition (Hunters cannot play interrupt cards, see p.15 Enemies resolve only one action, see p.18)

 Enemy **melee attack**, top number is range, bottom number is damage (p.37)

 Enemy **ranged attack**, top number is range, bottom number is damage (p.37)

 Enemy **pulse attack** against all hunters in range, top number is range, bottom number is damage (see p.37)

MANDATORY

Enemies always perform **mandatory** actions if able (see p.35)

CONDITIONAL

Enemies only perform first **conditional** action then skip the others (see p.35)