

WILDLANDS

THE UNQUIET DEAD

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Within the Wildlands the word is spreading – the dead have not finished with the living. Drawn by the shards which will restore them to life, a nightmarish gang of animated corpses has taken to the battlefield, striking fear into the hearts of all who oppose them.

This expansion can be used to replace any faction in *Wildlands*, or to introduce a new type of play: Encounters.

COMPONENTS

- Rulebook
- 1 Miniature base
- 6 Character miniatures
- 6 Character cards
- 30 Action cards
- 1 Faction card



SETUP

If a player wishes to play as the Unquiet Dead in a game of *Wildlands*, they should take all the miniatures and cards from this set and prepare to play as normal, with the following changes:

FACTION COLOURS

When choosing a colour for their faction, the Unquiet Dead player should use the green set from the core game, using the additional base provided in this box.

POSITIONING

When dealing map cards to the players, deal an additional map card to the player controlling the Unquiet Dead. That player should assign one map card to each character as usual, leaving five cards to pass to the player to their right.

CHARACTER SYMBOLS

All six characters in the Unquiet Dead faction feature one of the following two character symbols:



When using an action card to take a move or a flag action, you may perform that action with any revealed character with a matching character symbol. If you take multiple actions with the same character symbol, those actions may be divided up between eligible characters in any combination, including performing all of these actions with the same character. Open flag actions may be taken by any revealed character.

To claim a crystal shard as the Unquiet Dead, **you must play four cards** with the same character symbol. You may then claim treasure with any revealed character matching that symbol. If all three characters matching that symbol are knocked out, you may instead perform the action with any revealed character. You may combine character symbols and wild movement symbols as normal.

ACTION CARDS

The action cards for the Unquiet Dead are a little different to those of the other factions. The wild actions are now spread throughout the deck, rather than being on their own dedicated cards, and some cards can have two open actions. Each individual action works in exactly the same way as it did before.

If all players agree, this encounter can be added to any game of *Wildlands*. The encounter cannot be used if a player is using the Unquiet Dead as a faction.

SETUP

Set aside all the undead miniatures from this set near the play area, and place the six character cards in a stack next to them. The action cards, faction card, and additional base will not be used – return them to the box.

THE DEAD ARISE

Whenever any player's character is knocked out, place one of the set-aside undead miniatures on that space and place the matching undead character card near the board. It doesn't matter which character is used. If there are no remaining set-aside undead miniatures, nothing happens.

Any player may take move or flag actions with any undead character on the board as if they controlled that character. To do so they must play an action card where the relevant action is associated with a character that has been knocked out. Open actions cannot be performed by undead characters.

If a player's character is knocked out by an action performed by an undead character, it is not claimed as a point. Return that character to the box. Similarly, undead characters cannot collect shards.

Players' characters can attack undead characters as normal, and undead characters won't defend against any attacks. If an undead character is knocked out, it is not claimed as a point. Instead, return the miniature and character card to the box.



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