

ApocalypZe Card Game

Another Man's Trash Rules Supplement

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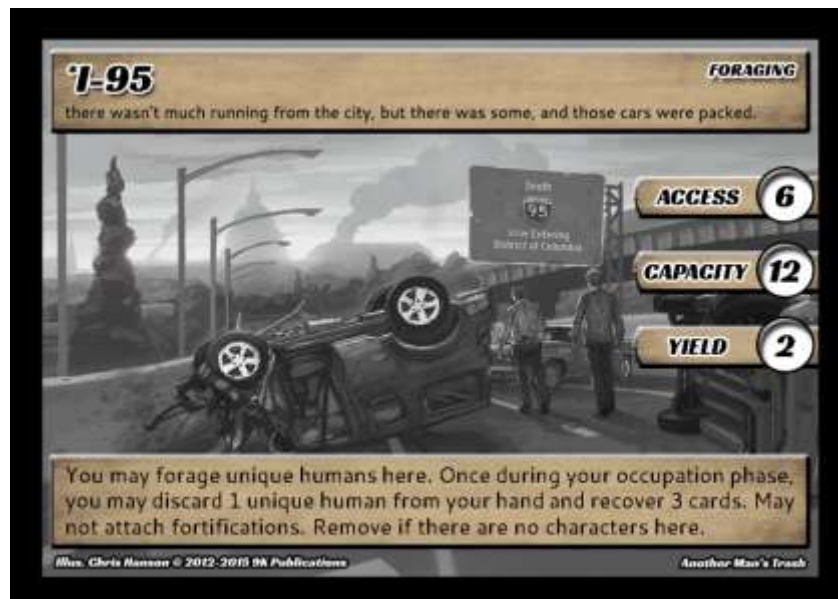
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Foraging Locations

Foraging locations are played during your occupation phase just as scavenging locations. As with a scavenging locations, you may not play survivors or their attachments to the foraging locations from your hand. You must move there. Your opponent may move raiders there as well.

During your occupation phase, you may *forage* cards from your discard pile. You may only forage cards if you are occupying the foraging location. The location tells you what kinds of cards you can forage. You may take X cards where X = the *yield* of the location. Foraged cards are placed face down underneath survivors. Each survivor can hold only 1 card. As soon as a survivor returns to the stronghold, the foraged cards can be added to the stockpile.

You may not forage if there are raiders at the location.



The I-95 card allows you to forage unique humans and has a yield of 2. Assuming there are no raiders at the location on your turn, you can occupy I-95, fish 2 unique humans (either survivors or raiders) from your discard pile, and place them underneath survivors.

Text Adjustments

Some cards from *Those Left Behind* have been reprinted for *Another Man's Trash*. There may be some variations in the wording or the new cards may represent errata.

The **Quick And Easy** wildcard has been replaced by a **Quick And Easy** trump. These cards do exactly the same thing, but are playable at different times. Both are legal for standard game play.

Another Man's Trash Deck Lists

Motel	Qty
Motel	1
A Steady Flow of the Dead	1
Box Truck	1
Brick McColl's Police Special	1
Cam's Carbine	1
Dwindling Resources	1
Finish the Job	1
Flashlight	1
House	4
Supermarket	2
East Woods	2
I-95	2
Zombie Screamer	4
Biker/Zombie	8
Cam Frost	1
Detective Brick McColl	2
John Doe	1
Persephone Clarke	2
Police Officer/Zombie	8
Blueprint	1
Cash Out	1
Come Out Of Hiding	1
Difficult Approach	2
Empty House	1
Fumbling In The Dark	2
Quick and Easy	1
Walkie Talkie	1
We Ate On The Road	1
A Fair Trade	2
Hit and Run	1
Unexpected Aid	2

Beached Destroyer	Qty
Beached Destroyer	1
Boarded Up	2
Special Forces	2
Locked Doors	2
Barricade	2
Pinned Down	2
They're All Dead	1
Unit Cohesion	1
Apartment Building	2
Hardware Store	2
Colonel Lyla Richardson	2
Sergeant Devin McBride	2
Soldier/Zombie	18
Colonel Lyla Richardson	2
Lieutenant Dana Scott	2
Soldier/Zombie	8
Counter Measures	1
Weapon Jam	1
Spoiled Spoils	2
Blueprint	1
Walkie Talkie	2
Ransacked	1
Obstruction	1