

The Final Days

Story points	Turn	S	R	M	P	TD	Card(s) drawn	Siege turn	TA	Turn notes
Founding	1	0	0	0	0	0				Location card played=
	1									
	1									
	2									
	2									
	2									
	3									
	3									
	3									
Lurkers	4									
	4									
	4									
	5									Attacking enemies gain +A2 from now on
	5									
	5									
	6									
	6									
	6									
Resilience	7									
	7									
	7									
	8									
	8									
	8									
	9									
	9									
	9									
	10									You get an extra R each turn from now on
	10									
	10									
	11									
	11									
	11									
12										
12										
12										
13										
13										
13										
14										
14										
14										
15										
15										
15										

	16									
	16									
	16									
	17									
	17									
	17									
Malevolence	18									You loose S2
	18									
	18									
	19									
	19									
	19									
	20									
	20									
	20									
	21									
	21									
	21									
	22									
	22									
	22									
	23									
	23									
	23									
	24									
	24									
	24									
Isolation	25									You loose all S for the rest of the game
	25									
	25									
	26									
	26									
	26									
	27									
	27									
	27									
	28									
	28									
	28									
	29									
	29									
	29									
Exodus	30									Any still sieging enemies attack
	30									
	30									

Final score

Px10 + R =