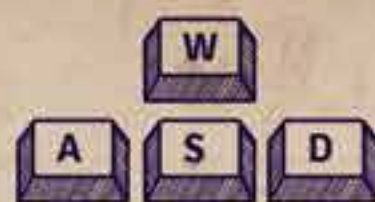


CAMERA CONTROLS

PAN

Move the mouse to the edge of the screen to pan in that direction.
You can also use the **WASD** keys or the **ARROW** keys.



ROTATE

Use **Q** and **E** to rotate the camera.



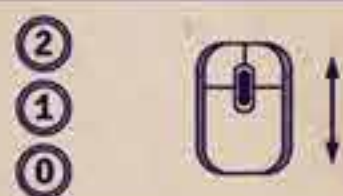
ZOOM

Hold **Ctrl** and scroll the mouse wheel to zoom **in** or **out**



SWITCH FLOORS

Scroll the mouse wheel to change floors, use **PGUP/PGDOWN** or the numeric floor indicator on the **HUD**



CONTROLS

You can edit shortcuts
from menu **Settings/Controls**



MAIN WEAPON

Click the main weapon for free fire
and to enter/exit turn based mode

MOVEMENT STANCES

Run

Consume **AP** to move farther

Walk

Walk normally (out of combat only)

Crouch [C]

Consume **AP** to move quietly



LBE POCKETS

Equip items in the **LBE** pockets
for quick use during combat

SECONDARY WEAPON

Quick swap to the secondary
equipped weapon

SCREEN MESSAGES

In combat

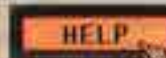
Displays the name of the faction who
has active turn

Out of combat

Summary of shelter reserves



End turn BTN



Overwatch Mode

Reserve **AP** for ambush shot during
enemy turn

Fire Modes

S Melee attack for ranged weapons
Special attack for melee weapons

N Single melee hit

1 Single round shot

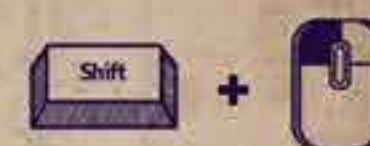
3 Three round burst (ranged only)

Reload Weapon [R]

MECHANICS

AIMED SHOT

Hold **Shift** and left click on an enemy to open the sniper scope that allows aiming at
specific body parts.



QUICK TIPS

1. Press **ALT** to highlight all lootable containers
2. Hold **SHIFT** when swapping stacks between inventories to split them
3. To **PAUSE** the game, press **ESC** to go to menu or enter turn-based mode (click main weapon)
4. Cheapest way to **BLOW UP** stuff is to set it on fire with a **Molotov** cocktail you craft.

WARNING OVERLAYS

NO-ENTRY AREA

Private zone you have no right to enter,
Guards will attack on sight if they spot you in there.



WATCHED AREA

Zone under faction control you are allowed to enter.
Guards will attack you only if you behave aggressively.



ENEMY LINE OF SIGHT

Tiles seen by an observed enemy. It will cause an attack if you enter.
Zone dynamically changes on stealth.



ENEMY HEARING RANGE

Tiles where an observed enemy will hear your movement and become alerted. Using a
crouch/stealth stance will reduce the detection area. Beware: gunfire is heard well and
beyond shown hearing range.



TIPS AND TRICKS

COMBAT TIPS

- + Dynamic tactics such as flanking are always better than ranged duels with enemies that have superior numbers. You need to maximize your advantages and shooting outside your weapons optimal range does the opposite, turning the entire contest into a random roll.
- + If the AI seems to land lucky headshots on you, it's because they will aim at the body part that you're exposing to them! If you're crouched behind low cover and only the head is showing, that's what they'll aim for - and eventually hit!
- + Grenadier enemies love group targets. When you encounter these, give enough room between your recruits - that will greatly reduce the impact of grenades and fire bombs.
- + If you let the AI know you're coming, expect them to use Overwatch against you quite well. It's better to be the ambusher and lure them into an overwatch cone than vice versa.
- + When setting overwatch, mind the weapon's characteristics. Rifles have long and thin reaction cones, shotguns and pistols have wider and shorter ones. Melee overwatch is a great tool because it can be set all around you, guarding all flanks. If you set it too far, you can find yourself with no action points in the middle of a pack of angry enemies.
- + Don't stray too far. A character in overwatch will perform as many attacks as allowed by his/her Action Points so make sure you enter this mode with full stamina.
- + Bullets are scarce - so remember that zombies and humans alike can go down with a good melee hit to the head.
- + The game has friendly fire. Your recruits WILL shoot each other by accident. Instruct squad mates to fire 'over the shoulder' of friendlies. (You will need to be in the adjacent tile).



STAY HIDDEN – STAY SILENT:

- + If you find out that you are constantly getting spotted by guards when maneuvering into a good position, consider using smoke grenades. Alternatively, use the cover of night, when everyone's view range is limited.
- + Zombies are extremely attracted to loud sounds. You can find that the hard way when you trigger all spawners in a zone with your shots. But you can also use sound makers to lure them to where they can be killed.
- + Stealth might seem limiting if you like ranged combat, with just crossbows. But a silencer for your .22 handgun is not that hard to fabricate!
- + Speaking of crossbows, they are highly dependent on the quality of the ammo you use. Get those wooden bolts upgraded ASAP and you'll instantly love them!
- + Running makes a lot of noise. Enemies that spot you will 'yell' for help (sorry, no sounds for that yet) and attract friends in a few tiles' range. So it's best to watch their spacing if you want to take them down one by one.
- + Crouching is your friend. If you spot the enemy first, move your squad into ambush positions to control the battle early. Save often!!



MOLOTOV ANYONE?

- + Molotov cocktails and other immolating devices might not seem that dangerous, but they trigger a panic round for those affected, with the victim running amok out of cover. Use this to your advantage.



NOT ENOUGH BUILDING MATERIALS?

- + If you find yourself with too many weapons and not enough building materials or resources for the shelter? Each faction has three traders waiting for you. You can also donate weapons directly for recycling into building materials.

HOW ARE FACTIONS DIFFERENT?

- + Bikers are morale providers, use mostly contraband weapons and have a mix of industry and population. Cultists are food providers, have almost no industry but give you lots of workers (and later, scavengers) and the Army provides medicine, has the best industrial offer and very few workers.
- + Some of the more specialized industries come with their own trained staff and do not require refugee workforce (army surgery for example).
- + The specialists still need morale/food/medicine though - so be aware!



IMPROVING RECRUIT PERFORMANCE

- + Your recruits suddenly can't hit the broad side of a barn, but they're all bandaged and seem fine? Have you checked them for crippling injuries? If a body part has suffered a severe trauma, the effects will lower your attributes.
- + If you need to heal your crippling injuries, visit a clinic (at shelter and any army camp), consume a 'cultist healing potion' for a temporary fix or use a biker morphine injection for a short boost (but be wary of the secondary effect).
- + Loot everything! Carrying a lot of things will build your characters' strength passively.



**GOOD LUCK OUT THERE IN URBAN
YOU'RE GOING TO NEED IT!**