

ZOMBIE PLAGUE

The entire country has been infected by an unknown plague, the symptom of which is the reanimation of dead human bodies. These 'undead' humans' single drive is to feed on the flesh of the living. The cause of this plague remains unexplained. And despite desperate efforts by the national government and local authorities to control the situation, society has effectively collapsed and the remaining survivors seek refuge wherever they can. Cities, with their dense populations, have essentially become death traps.

A group of survivors has managed to escape from the city, fleeing to the suburbs in hopes of finding a safe haven from the terror...

CHOOSING PLAYERS

4 or more players: One player must choose to be the Zombie Player. All other players are Human Players.

3 players: One player must choose to be the ZP. The other two players control 2 human figures each as HPs.

2 players: One player must choose to be the ZP. The other player controls 4 human figures as the HP.

SETUP

Lay out the 6 board pieces so that they all match up. The ZP rolls the directional die and places one zombie anywhere in the first row of squares of that edge of the board (the street is the north edge). All HPs choose a human figure and place it anywhere in the first row of squares on the opposite edge of the board. Choose 40 **Search cards** to use for the game, shuffle them, and place them face down near the board.

HOW TO WIN

Human Players: When the following 3 victory conditions are accomplished, in any order, HPs win:

1) All Search squares (marked with an **X**) have been searched, **2) all** outer windows and doors of the house are barricaded with all (surviving) HPs inside, and **3) no** zombies are inside the house.

Zombie Player: All HPs are either zombified or dead. As soon as this occurs, the ZP wins.

PLAYING THE GAME

The HP sitting to the left of the ZP takes their turn first. Then, going clockwise, each HP completes their turn. Then the ZP completes his turn.

Human Player

All movement and attacks happen along the square grid. Humans can use up to **4 Action Points (AP)** per turn to do any actions in any order.

The following Human actions cost 1 AP each:

- **Move forward 1 square** Move 1 square in the direction your figure is facing. No diagonal move. Anything on the board that looks like an obstacle is an obstacle and cannot be moved through.

Humans cannot pass through a square that is occupied by *any* another figure. Doors (white) are considered to be unlocked and cost no extra AP to pass through. Windows (light blue) cost 2 AP to crawl through.

- **Move backward 1 square** Move back 1 square without changing the direction you are facing.
- **Turn left or right** Turn 90 degrees to the left or right.

- **Barricade a window or door** A figure must be facing the window or door; place a barricade marker over it. Once barricaded, no humans or zombies may pass or attack through it.

If 4 zombies line up (connected by solid squares, no diagonals, though it does not have to be a straight line) against a barricade, the zombie directly adjacent to the barricade can break through it. A zombie must move 'through' a barricade to break it. If the space on the other side is occupied by a Human (facing any direction), the barricade is held up and cannot be broken. A barricade can be taken down for a cost of 4 AP, (must be spent on a single turn). Doors inside the house can be barricaded as well.

- **Attack** You may only attack the square directly in front of you, or, if using a firearm, the first zombie in a straight line in front of you. Weapon cards have their own modifiers. Any modifiers listed on a Weapon card overrule the attack chart. If no modifiers are listed, then follow the chart. Attacks are resolved using an **ATTACK** die:

1 OOPS! Unless using a weapon that gives specific instructions for an OOPS! result, you lose the rest of your AP for that turn as you struggle to regain control of your weapon. If you are using a firearm, an OOPS! indicates your firearm is out of ammo.

2-4 MISS Nothing happens.

5 BODY SHOT The zombie is pushed back 1 square from the direction of the attack. If the zombie ends up in a square occupied by another zombie, that zombie is also pushed back. Movement is blocked by an obstacle or wall. Unless modified by text on the card, **BODY SHOT** does not kill a zombie.

6 HEAD SHOT The zombie is killed, remove it from the board.

Firearms have a range in squares that an attack can reach. A firearm attack uses the same results chart as above, modified by the text on the card. Walls and barricades cannot be fired through, but obstacles can be fired over.

If an attacking Human is **unarmed**, roll 2 dice for each **ATTACK** action. If the rolled dice match, then the result takes effect. The only exception is that a roll combination of **BODY SHOT** and **HEAD SHOT** counts as a **BODY SHOT**.

- **Search a Search square** A Human must be directly adjacent to and facing a Search square. Draw a Search card from the top of the Search deck until you draw an **ITEM** card or a **WEAPON** card. Any **EVENT** cards that are drawn take effect immediately and are then discarded.

Each HP can search each Search square once, but multiple HPs can search the same square during the course of the game. All that matters for the Human victory conditions is that each square has been searched by at least one HP.

You can only hold 1 weapon at a time. If you already have a weapon and draw another weapon card during a search, you must immediately discard one. When you discard a card, no one else may get it. You can hold an unlimited number of items.

- **Exchange/give item or weapon** You must be adjacent to, but not necessarily facing, another HP. For 1 AP, you may give or trade any number of items or weapons. Remember each HP can only hold 1 weapon at a time.

Zombie Player

The first thing the ZP does on his turn is spawn new zombies. Roll a **DIRECTION** die: 1 is north, 2 is east, 3 is south, 4 is west, and 5 and 6 are wild. Then place 2 zombies anywhere on the first row of the direction that was rolled. The maximum number of zombies on the board is 4 times the number of human figures on the board. If the maximum number of zombies is on the board at the start of the ZPs turn, no new zombies may be placed.

The ZP then moves each zombie figure, including the zombies just placed, up to 2 AP.

The following Zombie actions cost 1 AP each:

- **Move forward 1 square** Move 1 square in the direction the zombie figure is facing. No diagonal move. Anything on the board that looks like an obstacle cannot be moved through. Windows cost nothing to crawl through.

- **Turn left or right** Turn 90 degrees to the left or right.

- **Bite** The zombie must be directly adjacent to and facing a Human. Roll a **BITE** die. On a roll of 5 or 6, the zombie bites the Human. If bitten, move the Human figure one square directly back from the attack, as they fall back in shock.

The HP must then roll another 6-sided **INFECTION** die, to check if they become a zombie. On a roll of 1, the Human figure is zombified, and is immediately replaced with a zombie figure. That HP is out of the game.

As a general rule, the ZP must move his zombies 'realistically'. Zombies must always move towards Humans. They cannot 'camp out' at a location, unless there are no Humans within reasonable distance. Use your best judgment in ensuring zombies act like zombies, and not well-trained army platoons. If a Human becomes a zombie, any items or weapons they were carrying are still carried, though they can't be used. If a HP kills that zombie, those items are immediately transferred to that player.

ADDITIONAL WAYS TO WIN

There are 2 additional victory conditions for the Human players.

Escape in the Car If a HP finds the item called CAR KEYS, all the Humans have the option to escape in the car.

The car can be entered through either side door (marked by arrows), and the entire car counts as one 'space', i.e. no movement is necessary once inside the car. All HPs must be inside the car, and then the HP with the CAR KEYS must roll a 6 to successfully start the engine. Each attempt to start the car costs 1 AP. Once the engine starts, Humans escape and immediately win. However, if 4 zombies pile up (connected by solid squares, no diagonals) against one of the car doors, any Humans inside are immediately zombified.

The Cellar If a HP finds *The Cellar* card while searching, that Search square becomes the door to the Cellar, and the Cellar board is brought into play (that Search square is no longer searchable).

The Cellar has its own Search square in it, which must be searched and now counts towards the Human victory conditions. But, now instead of barricading the entire outside of the house, the Humans have the option of barricading themselves in just the Cellar to win the game. All Search squares must still be searched for a Human victory.

The Cellar card counts as an EVENT card, so you can keep drawing from the deck until finding an ITEM or WEAPON.

GAME VARIANTS

Shorter Game

Instead of having the HPs barricade the entire house to win the game, have the HPs barricade themselves in any one room of their choice to win.

All other victory conditions still apply.

The Traitor

Before the game, prepare enough small slips of paper for each HP, plus 1 extra. On one of these slips of paper, write the word **Traitor**, and leave all the others blank. Have all the HPs draw one and secretly look at it. If someone draws the **Traitor** slip, he or she is now the Traitor and has separate victory conditions to win the game. There is of course a chance that no one is the Traitor.

In order to win, once all the Search squares have been searched, the Traitor must barricade himself inside any one room alone, with no other Humans or zombies inside. At the start of any turn after all Search squares have been searched, the Traitor may reveal himself, by announcing, "I am the traitor." And on that turn only, the Traitor gets 6 AP and may steal one item or weapon from an adjacent HP for free. Once the Traitor is barricaded in a room alone, he wins the game.

HPs can attack each other in a game played with *The Traitor* variant, even before the Traitor has revealed himself.

Whenever a HP is killed or zombified, they must reveal if they were the Traitor or not. If the Traitor chooses not to reveal himself before the end of the game, and the Humans have successfully completed all the victory conditions, then the Traitor is forced to reveal himself at that point and must attempt to achieve his separate victory conditions.

28 Days Later

This is a little mini-game that can be tacked onto the end of a game in which the Humans have won by barricading themselves in the house (or the Cellar, or any one room). It simulates a possible future a few weeks after the HPs have successfully barricaded themselves in: the National Guard never came to the rescue, swarms of zombies can still be heard shuffling outside the barricades, and everyone is starting to crack under the tension and emotional strain.

Begin this mini-game as soon as the final barricade has been placed. Turns continue as normal, except the ZP is out. Search squares can still be searched (if you haven't searched them yet), but no one can go outside of the barricades.

Each HP on their turn, before they use their AP, rolls a die. If any player rolls a 5 or 6, everyone loses their mind, and Humans begin attacking each other. Last one alive wins.

(As an added bonus, you can play that when a Human is killed, they have to roll the INFECTION die to see if they come back as a zombie.)

Automatic Zombies

Once you have played enough times, you may realize that zombies can pretty much move themselves. You can have all the players be HPs with one also designated as a ZP.

As a general rule, zombies always spawn and/or move towards Humans in the most disadvantageous way possible.

Frequently Asked Questions

"Can I shoot through windows and doors?"

If they are not barricaded, yes.

"If a Human Player is zombified or killed, does the Zombie Player remove zombies from the board down to the new, lower maximum number of zombies?"

No, in this case, when zombies are killed, new ones don't respawn until the amount of zombies on the board is under the new lower maximum number.

"For SHOTGUN attacks, do I roll for each zombie in my range of squares?"

No, roll one ATTACK die for all zombies within range. Remember, your attack only affects the first row of zombies that are hit.

"Can I use my SHOTGUN as a BASEBALL BAT even though it still has ammo?"

No, you must run out of ammo first.

"Can I shoot through a Human Player in order to hit a zombie?"

No, you can't attack or shoot through another Human figure. Likewise, if you shoot a SHOTGUN (or any firearm) at zombies while another Human figure is in range, the Human is attacked as well.

"What's that brownish rectangular thing in the backyard, adjacent to the bedroom, can I walk on it?"

Yup, you can walk right over it; it's brick backyard patio. Same goes for the street curb near the north edge of the board.

"The CHAINSAW: do I lose it or keep it on a roll of OOPS!?"

Your grip slips and you injure yourself, roll a die (or INFECTION die) to check if you become zombified. If not, continue using your AP as normal.

"Do zombies have to move through barricades to remove them?"

They cannot just take it down, they must move through a barricade to break it.

"If I roll an OOPS! while using a gun do I lose the rest of my APs?"

No, but you may lose the use of the gun, unless specified otherwise on the card text.

"If I use the KITCHEN KNIFE (or WRENCH, SCREWDRIVER, etc.), then on a roll of 5, is it still a BODY SHOT?"

Yes. The text on the card modifies the basic attack chart, so if it doesn't say otherwise on the card, the basic attack rules are followed. For example, the KITCHEN KNIFE, says "Kills zombies on a roll of 6," which means 6 is a HEAD SHOT, 5 is BODY SHOT, 2 to 4 is a MISS, and 1 is an OOPS!. A BASEBALL BAT modifies the basic attack rules saying, "Kills zombies on a roll of 5 or 6," which means 5 and 6 are HEAD SHOT, no BODY SHOT, 2 to 4 is a MISS, and 1 is an OOPS!

"What's the difference between the MED PAK and the FIRST AID KIT?"

MED PAK nullifies a bite after it occurs, so if a Human Player gets bitten, they can use the MED PAK to prevent them from getting pushed back one square and rolling for infection. The FIRST AID KIT is used after getting bitten and getting infected. It allows the Human to continue living, with the chance that they may succumb to the infection on any turn.

"The rules say "choose 40 Search cards to use," so what cards should I use?"

Pre-select a deck of about 40 or less cards before the game. You must always include THE CELLAR and CAR KEYS.

For a more realistic game, remove excessively powerful cards, including: FLAMETHROWER, CHAINMAIL SUIT, ASSAULT RIFLE, RIOT SHIELD, and MOLOTOV COCKTAIL. These items and weapons just don't make sense in a suburban home, and often make for an easy Human victory.

