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THE

by Universal Head



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Game: **ZPOCALYPSE**
Publisher: **Greenbrier Games (2013)**

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v1

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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POCALYPSE

SETUP

Choose your starting **base tile set** (4 tiles with a matching colored glow) and place them together to form your starting base. The **Hotel Lobby** is recommended for first time players, and the **Park** is for experienced players. Decide which side of the remaining tiles to play and shuffle them into a stack.

Shuffle the following card types into separate decks: **Survivors**, **Armory**, **Food**, **Items**, **Scavenge** and **Something's Happened!** Shuffle the **Scenario** cards and the **Daily Goal** card decks.

Place the Search tokens facedown (X side up) in a pile.

Place the **Bunker** near the base tile set and place 2 Survivor cards and 2 Armory cards facedown under it. Place the **Victory Point tracker** board near the base tile set.

Each player chooses a color and takes the matching **Squad** board. Choose any 2 **hero miniatures**, attach them to your matching squad base, and place this miniature in the bunker. Place your matching **pawn** on the starting space of the Victory Point Tracker board.

Draw a **Scenario** card and follow the setup instructions. Though it may vary according to the scenario, each player usually starts with the following cards drawn from the decks:

- 1 **Daily Goal** card (place facedown on your Squad board),
- 2 **Survivor** cards,
- 2 **Food** cards,
- 1 **Item** card, and
- 2 **Armory** cards (these must be *Melee* or *Firearm* cards).

Players may choose to wait until after the first Scavenge phase to record their stats on their Squad board.

When a card is used, discard it faceup to the appropriate discard pile. When a deck is exhausted, shuffle the discard pile to create a new facedown deck.

SQUADS

Your **squad** is made up of a maximum of 4 **survivors**. Additional survivors may be kept facedown in the bunker as a common survivor pool for all players.

Hit Points (HPs) and **Armor** are equal to the sum of your survivor's stats in each of these categories.

Firearm and **Melee** are equal to the sum of your survivor's stats in each of these categories, and *never decrease*.

Movement is equal to the slowest squad member.

Smarts is equal to that of your smartest squad member.

Each survivor has a **special ability** that can only be used once per day unless otherwise specified. Combat abilities apply to both of the squad's actions during their turn.

Place cards underneath Survivor cards to indicate who is holding what. **Each survivor can carry a maximum of 4 cards** (any combination of **Armory**, **Item** or **Food** cards).

If you exceed your carry limit, drop the extra card(s) immediately. Place a **Death token** of your color on the card(s), and leave the second token on the square where you dropped them. The first squad to get to the token can pick up your gear for 1 action. The token stays on the board until all the gear is taken or the Combat phase ends. If your gear is still on the map when the phase ends, it is removed from the game.

Skill Points: When you reach red and green spots on the Victory Point tracker you are awarded the **skill points** indicated on the Scenario card matching that color level. You must spend the points immediately. Skill points are used to increase firearm or melee stats on a 1 for 1 basis.

GAME SUMMARY

A game is played over a series of **days**, each of which consists of 4 **phases**.

The **scenario card** describes the story, setup and objective. At the end of the indicated number of days, add up your total VPs, including VPs from any cards you have: whoever has the most VPs is the winner.

When the Goal, Challenge, or both are completed on a **Daily Goal** card, the card is discarded and the appropriate VPs awarded.

PHASE 1 (FIRST LIGHT): SCAVENGE

The player with the least Victory Points (VPs) goes first. If VPs are tied (or on the first turn of the game), roll a red die and the highest roller goes first. Play proceeds clockwise. Experienced players may complete this phase at the same time.

1. **Draw Daily Goal Cards**
Each player draws a **Daily Goal** card.

2. **Draw Scavenge Cards**

In turn order, each player draws a **Scavenge card**, reads it aloud, then rolls a number of red dice equal to their squad's Smarts (if Smarts are 0, roll 1 die). **Any roll of 5 or Z (Z) is a success.**

Your success or failure determines how many **Armory**, **Food** and **Item** cards you receive and how many zombies are on the new tile you place.

Special cards may require you to make 2 checks: one for the special event, and the second to see what supplies you get.

Any new survivor cards are placed sideways in front of you. You may not use any of their stats or special abilities until they have been fed in the next phase, however they may carry up to the standard 4 cards.

After drawing new cards, draw a new tile, attach it to an existing tile, and place the indicated number of **zombies** on the tile on any square(s) without a **Lookout**. Zombies must always be able to move towards the bunker entrance or players.

Tiles may be connected in any way, though matching tile borders is recommended. **If you choose to place the tile as close as possible to the bunker entrance square, you get 1 VP.** Any tile that belongs to a base tile set *must* always be connected to the other 3 tiles with the matching colored border.

On the third day, return all the tiles (discarding fortification tokens on them) to the stack and reshuffle all of them into a new tile stack, this time using their opposite sides. Set up a new base tile set and begin exploring a new area, rebuilding the board off the new base tile set.

PHASE 2 (MID-AFTERNOON): FEED AND FORTIFY

1. **Feed Survivors and Squad Maintenance**
Restore any **Health** lost and discard **Radiation** tokens placed the previous day.

Feed each of your survivors 1 Food (normal) or radioactive by discarding the cards to the Food deck discard pile.

A survivor who eats any amount of radioactive food loses 1 HP. Place a **Radiation token** on the survivor's card as a reminder.

If you use a 2 Food card to feed 1 survivor, the card is still discarded. You may trade or beg for food from other players.

Only active (fed) survivors may build fortifications and act in the Combat phase. Unfed survivors leave your squad and are placed in the common survivor pool in the bunker.

If you cannot feed any of your survivors, choose one to keep and lose 2 HPs (you must show the other players you have no food).

During this phase you may spend 2 Food to look at all the Survivor cards in the bunker and select one for your squad.

Decide on your squad of up to 4 survivors and assign your cards to them. Each survivor may only carry up to 4 Armory, Food and Item cards; you must give any extra cards to other players or place them faceup next to the bunker.

Finally, **tally all your squad stats** and record them on your Squad board. Note that survivors who ate radioactive food (and have a Radiation token) have 1 less HP.

2. **Fortify**
Each player may build fortifications.

You may build as many fortifications as you have active survivors and scrap to allocate, but each survivor may only work on one task per day.

If you drew a **Night Owl Scavenge** card in the Scavenge phase, you cannot build fortifications.

Used Scrap cards are discarded to the Scrap deck discard pile.

Structure	Survivors Required	Scrap Cost	VPs
Sandbags	1	-	1
Trap	2	-	2
Wall	1	1	2
Gate	1	2	3
Lookout	3	3	6

Fortifications cannot be placed anywhere on a **tile** that has zombie(s) on it, or on any space with a **Lookout** on it.

Each fortification you build adds to your total VPs: record these by moving your pawn up the Victory Point Tracker.

Sandbags are placed on the edge of a square. When a zombie moves over one, its move ends and it cannot attack during its next turn. Squads must spend an extra Move point to move over a sandbag. Both zombies and survivors can attack over a sandbag.

Barbed Wire Traps are placed on squares. 2 zombies can fall into a trap and be killed (no one gains VPs for zombies killed in this way). When 1 zombie is killed by the trap, flip the token; when 2 have been killed, remove the token from the board.

Walls are placed on the edge of a square. When a double zombie reaches a wall placed by a player, it is blocked for 1 round of combat. On the next round remove the wall from the board. On the third round, the zombie can continue to move. Survivors cannot move through walls.

Gates are placed on the edge of a square. They act the same as regular walls, but survivors can move freely through them. Survivors may *not* attack through gates.

A single zombie cannot push over a wall or a gate: it tries for 1 round, then looks for another way in.

Lookouts are placed on squares. Nothing blocks the LOS of a survivor using a firearm from a lookout space. A survivor may only use melee weapons from a lookout space which have a range of 2.

When 4 single or double zombies are adjacent to the lookout, it acts the same as a wall. On the next turn it turns into rubble and anyone on the space takes 1 red die of direct damage, ignoring Armor, and loses both their actions next turn. At a cost of 1 action a survivor may jump down from a lookout into an adjacent empty square.

PHASE 3 (SUNSET): SOMETHING'S HAPPENED

One player draws and reads aloud a **Something's Happened** card.

Then draw 1 new tile per player and attach them to existing tiles **closest to the bunker entrance** (no VPs are gained). Any tile that belongs to a base tile set *must* always be connected to other tiles with a matching colored border.

Place the number of zombies indicated (depending on the night) on *each* tile. Place them on **Scrap** or **Trap** square(s) whenever possible, but never on **Lookout** squares. Zombies must always be able to move towards the bunker entrance or players.

The card also indicates the movement speed of zombies in the Combat phase.

PHASE 4 (NIGHT): COMBAT

The Combat phase starts with each squad in the bunker (unless indicated otherwise by a card). The Combat phase ends when all zombies have been killed or all squads have been killed.

Special Rules Each Night

Night 1: Normal rules.

Night 2: Add an extra red die to each double zombie attack roll.

Night 3: Zombies move and attack first. Squad defensive roll successes are reduced to Z (normally 5 or Z).

Night 4: Zombies move and attack first. Squads get no defensive rolls.

1. Player Actions

In turn order, each player takes 2 of the following actions:

Attack (Firearm / Melee) using Armory cards.

Move a number of squares up to your Move stat.

Heal 6 HPs damage by discarding a First Aid card.

Search spaces on the board with a Search icon.

Any player standing in the bunker during the Combat phase may pick up the faceup pile of Item cards next to it for 1 action and choose which cards to take.

A squad may also take 1 free action per turn:

Trade Food and Items cards with adjacent squads.

You may not trade Armory or Survivor cards during this phase.

Reload Discard 1 Ammo card. If you don't have any ammo for a firearm it cannot be used: turn the card on its side.

Rearrange weapons among survivors in your squad.

2. Zombie Actions

When all players have taken their actions, the zombies move and attack.

During nights 3 and 4 zombies move and attack first.

MAXIMUM ZOMBIES

The number of zombies you may place on the board is limited by the number provided with the game.

SEARCH



You may search a **Search** square you are standing on as an action. **Roll red dice equal to your squad's Smarts:** for each success (5 or Z) draw 1 card from the deck matching the symbol inside the search icon.



Now draw a **Search token** and place it on the square with the number side faceup.

White numbers are the minimum number of Smarts you need to roll to search again.

When a location is successfully searched a second time, flip the token to the X side to show the location is exhausted.

Red numbers mean you must place that number of zombies adjacent to you; then flip the token to the X side to show the location is exhausted.


MOVEMENT

General Movement

Zombies and squads may never occupy the same square.

A squad may pass through a square occupied by another squad.

All figures may move diagonally, but diagonal movement through doorways, or around corners, is not allowed.

No squad or zombie can move through or into squares with a  or through a red line.




It costs 1 Move point to move from the **bunker** to the board, or to move from the bunker to a tunnel entrance on the board. **The bunker acts as a single square for all purposes.**





It costs 1 Move point to move through a **tunnel** (there must be a tunnel entrance on the board). Zombies may not use tunnels unless noted.

Squad Movement

Squads may move twice by using both their actions (but they may not then attack).


It costs 2 Move points for a squad to move onto a **yield**  square or over a sandbag with a  on it (and 4 Move points to move onto a trap with ).

A squad who starts their turn on, or moves through, a **biohazard**  or **radiation**  square loses 1 HP.

Zombie Movement

The player with the most VPs moves the zombies (other players may help), starting with the zombies closest to their goals (the bunker or nearby squads). Zombies always move the maximum number of squares possible along the shortest path to the bunker entrance, moving around all objects except sandbags and traps. They move towards a squad instead of the bunker if, at any time, the squad comes within 4 squares and LOS.

Single zombies (grey) become double zombies (lime green) when they move into the same square; create double zombies whenever possible. Otherwise, zombies may pass through a square occupied by other zombies, but if their movement is blocked by another zombie, they push those zombies along.

A zombie must stop after it moves over a player-placed sandbag; otherwise it ignores all **yield**  squares.

If given a choice of attacking or moving towards more than 1 squad, the zombies split, with the larger group attacking the player with the higher VPs. On a VP tie, both players roll a red die: the higher roller gets 1 fewer zombie.

Once the bunker is breached and there are no survivors left inside, zombies gain +2 Movement and always move towards the closest squad.

COMBAT


Each survivor in your squad who wields a weapon can roll the number of red dice shown on the Armory card the survivor is using (according to your squad's **skill level** in the type of weapon).

Each survivor can only use 1 weapon at a time (unless the *Duel Wield* ability has been unlocked, in which case both weapons must have this ability).

The maximum number of red dice you can roll is 8.

For each success rolled (5 or Z) you kill a single zombie and gain 1 VP. After one success against a double zombie, replace it with a single zombie.

Roll red attack dice (and blue ammo dice) for **firearms** first, then roll red attack dice (and blue ammo dice if necessary) for **melee weapons**. Firearm and melee weapon attack dice can be rolled simultaneously if the target is within range and LOS of both. You may change targets between actions.

LOS (line of sight) is blocked by squads, zombies, walls, red lines and squares with a  (unless you're in a lookout tower).

Firearm Weapons: Choose a zombie or double zombie within the firearm's range and in LOS (you may shoot at adjacent squares).

Take the total attack dice and ammo dice for all the firearms being used and roll them together. Check your firearm skill level to see what numbers count as a success. The first successes rolled kill the targeted zombie(s) and subsequent successes kill zombies on or adjacent to the target zombie within LOS.

Melee Weapons: Choose a zombie or double zombie within the melee weapon's range and LOS (you may attack adjacent squares).

Take the total attack dice (and ammo dice, if necessary) for all the melee weapons being used and roll them together. Check your melee skill level to see what numbers count as a success. Any successes rolled kill the targeted zombie(s).





Ammo: Each **CLICK** you roll on a blue die means a weapon is **out of ammo**.

Bullets on the dice have no function. You may choose which weapon is out of ammo if you fired several at the same time.

Unarmed: Unarmed survivors may roll a 1 red die melee attack, with a success on a Z result.

Weapon Cards

Each card has a VP  value tallied up at the end of the game.

Ammo Check: This means that the weapon requires **ammo**. You must roll 1 **blue die** when attacking. If you roll a **CLICK** on this die, you are out of ammo. Discarding an **Ammo** item card  to reload your weapon is a free action.

Special Weapon Traits: On your turn, you may choose which special ability to use but only if you meet the prerequisite level of the ability. Once you have reached the level to unlock a trait, you have the option to use it if you are at a higher level. For each action a special ability can only be applied once. Roll for weapons with traits separately.

Knockdown: You knock over a single zombie, instead of killing it. Knockdowns occur when you roll 1 face value less than your skill requires on a red die. Place the knocked down miniature on its side. Any player may then spend 1 action to automatically curb stomp its face for the kill.

On the next zombie turn, if the zombie was left alive it gets back up. It cannot move, but may attack a survivor within range. You cannot knockdown double zombies.

Range (bottom right hand corner): The distance, in squares, at which you can attack a zombie. You must have LOS.

Range for Throw: Roll this number of red dice to determine the maximum number of squares the object may be thrown.

Armor: Added to your total Armor stat.

Zombies Attacking

A squad attacked by a zombie must make a **defence roll**. Roll a red die for each survivor in your squad. Each 5 or Z result prevents 1 zombie from attacking.

Night 3: Defensive roll successes are reduced to Z.

Night 4: Squads get no defensive rolls.

Zombies still attacking after the defence roll each roll 1 **red die** (double zombies roll 2 red dice).

Nights 2-4: Double zombies roll 3 red dice.

Add up the total result and subtract your squad's Armor. Reduce your squad's HP by the final result.

If the zombies roll **double Zs**, immediately lose a survivor from your squad (dropping any cards he carried), and add a zombie to the board adjacent to your squad. Then recalculate your squad's HPs, Armor, Smarts and Movement as a result. Finally, tally the result of damage, *ignoring* the double Z results.

On Death's Door: If your squad's total HPs are below 10 and double Zs are rolled by attacking zombies, instead of subtracting a survivor's total HP from your squad, reduce your total HPs by 2. However still subtract their Armor and adjust your Move and Smarts if necessary.

Zombies in the Bunker

When a zombie enters the bunker, and there are no squads there, it attacks the unattended survivors. Each zombie turns 1 survivor into a zombie. The next round, those 2 turn 2 more, etc. This continues until either a squad intervenes or all are turned into zombies.

The bunker always counts as 1 square, so if a squad goes into the bunker to attack the zombies, everyone in the bunker may attack on their turn. You may not fire or attack into or out of the bunker entrance: if there are zombies inside the bunker, you must enter in order to attack them.

When you have run out of unclaimed survivors there is no chance to restart your squad. If a survivor dies during this round, they lose all the equipment they were carrying. The rest of the players may continue. Zombies are **now enraged**: they gain +2 Movement and move towards the closest squad regardless of LOS. Combat does not end until everyone—living or undead—is dead.

EXPLOSIVES

Explosives do not have a fixed range. Instead, **roll the number of red dice shown on the card to see how many squares you can throw the explosive**. The target square must be equal to or less than the number rolled.

The square in which the explosive lands and all 8 adjacent squares are affected. Any single or double zombie in the center of the blast is automatically killed.

Then roll the number of dice listed on the card. The number of successes equal how many zombies are killed in the surrounding 8 squares (gain 1 VP per zombie killed as normal).

Explosive damage is dealt within LOS; therefore walls block the blast. Fortifications caught in the blast are destroyed and removed from the board

If another squad is in the blast radius, roll the damage dice, killing off zombies as normal. Any dice that are not absorbed by zombies in the blast are applied to the squad as damage. If you throw the explosive on the square of a fellow survivor, use the 'dropping the explosive' rules for that squad.

Dropping the explosive

If you roll double 1s on your range dice you have dropped the explosive. Roll the number of damage dice: each 5 or Z kills 1 survivor in your squad. The total of any remaining dice is applied to your squad as normal attack damage, minus Armor. Adjacent zombies are not affected.

Using explosives in the bunker

Even though the bunker is treated as 1 square, all zombies are not automatically killed. Roll the damage dice and kill the number of zombies matching the successes. Players take damage as above as if they are in the blast radius.

DEATH & FIRST AID

When a survivor is killed, another zombie is added to the map adjacent to your miniature. Remove your survivor from the game and recalculate your squad's HPs, Armor, Smarts and Movement as a result. The game continues, with your remaining survivors continuing to fight.



If you have no HPs left, arrange your hand of cards (items and weapons) into a pile, placing a **Death token** matching your color on top of them. Leave a second token on the square where all your gear just dropped. Pick 2 new survivors from the draw pile in the bunker, and start your next turn in the bunker. Take the 2 Armory starting cards if they are still available. These survivors form your new squad. Set your Squad board accordingly.

Easy Mode: Keep your firearm and melee skills at the same level. This keeps the game fun and easy if there are remaining survivors who can reform your squad.

Hardcore: When your squad dies, reset both firearm and melee skills back to 0.

The first squad to stand on the same square as your Death token on the board can pick up loot for 1 action. The token stays on the board until all your possessions are taken or the Combat phase ends. If your gear is still on the board when the phase ends, it is removed from the game.

Starting Day 2-: If you were eaten by zombies, and there were no survivors left in the bunker for you to recruit, roll 1 red die for scavenging and gain whatever survivors and items you may find on the Scavenging card to start your new day.

First Aid

On your turn, you may spend a First Aid item card and use one action to add 6 HPs, up to your maximum. The card is then discarded.

QUICK PLAY SCENARIO

The **Day Zero** scenario is a quick play cooperative scenario where all players must work together to find the bunker, and is a shortened game with some quick and dirty combat.

The scenario is a Combat phase only game; all previous phases are skipped. Start with just 1 tile and on each player's turn their squad may walk off the board and place a new tile.

Setup: Remove 1 **Bunker Entrance** tile from the game, and shuffle the other **Bunker Entrance** tile into the bottom half of the tile stack. Have all players start on a **Road** tile. Follow the instructions on the Scenario card for starting survivors and weapons.

On a player's turn they may spend 1 action to walk off the map and draw a new tile. Zombies have 3 Movement and move towards the closest squad, even without LOS.

When a new tile is placed, roll a red die to determine how many zombies spawn on that tile. When the **Bunker Entrance** tile is drawn, place an additional red die roll worth of zombies on that tile.



1 (FIRST LIGHT): SCAVENGE

The player with the least Victory Points (VPs) 🏆 goes first.

1. Draw Daily Goal Cards

Each player draws a Daily Goal card.

2. Draw Scavenge Cards

In turn order, each player draws a Scavenge card and rolls a Smarts check. Any roll of 5 or Z (Z) is a success.

After drawing new cards, draw a new tile, attach it to an existing tile, and place the indicated number of zombies 🧟 on the tile on any square(s) without a ☹️. If you choose to place the tile as close as possible to the bunker entrance square, you get 1 VP.

On the third day, set up a new base tile set from the opposite side of the tiles and shuffle a new draw stack.

2 (MID-AFTERNOON): FEED AND FORTIFY

1. Feed Survivors and Squad Maintenance

Restore any Health lost and discard Radiation tokens placed the previous day.

Feed each of your survivors 1 Food (normal 🍞 or radioactive 🧪) by discarding the cards to the Food deck discard pile. A survivor who eats any amount of radioactive food loses 1 HP (place a Radiation token on the survivor's card).

Only active (fed) survivors may build fortifications and act in the Combat phase. Unfed survivors leave your squad and are placed in the common survivor pool in the bunker.

During this phase you may spend 2 Food to look at all the Survivor cards in the bunker and select one for your squad.

Decide on your squad of up to 4 survivors and assign your cards to them. Each survivor may only carry up to 4 Armory, Food and Item cards.

Tally all your squad stats and record them on your Squad board. Survivors with a Radiation token have 1 less HP.

2. Fortify

Each player may build fortifications. You may build as many fortifications as you have active survivors and scrap 🗑️, but each survivor may only work on one task per day.

Structure	Survivors Required	Scrap Cost	VPs
Sandbags	1	-	1
Trap	2	-	2
Wall	1	1	2
Gate	1	2	3
Lookout	3	3	6

Fortifications cannot be placed anywhere on a tile that has zombie(s) on it, or on any space with a ☹️ on it. Each fortification you build adds to your total VPs.

3 (SUNSET): SOMETHING'S HAPPENED

One player draws and reads a *Something's Happened* card.

Draw 1 new tile per player and attach them to existing tiles closest to the bunker entrance (no VPs).

Place the number of zombies indicated (depending on the night) on each tile. Place them on ☹️, 🧪 or 🗑️ square(s) whenever possible, but never on ☹️ squares.

PHASE 4 (NIGHT): COMBAT

Special Rules Each Night

Night 2: +1 red die to each double zombie attack roll.

Night 3: Zombies move and attack first. Squad defensive roll successes are reduced to Z (normally 5 or Z).

Night 4: Zombies move and attack first. Squads get no defensive rolls.

1. Player Actions

In turn order, each player takes 2 of the following actions:

Attack (Firearm / Melee) using Armory cards.

Move a number of squares up to your Move stat.

Heal 6 HPs damage by discarding a First Aid 🩹 card.

Search spaces on the board with a Search icon.

Any player standing in the bunker during the Combat phase may pick up the faceup pile of Item cards next to it for 1 action and choose which cards to take.

A squad may also take 1 free action per turn:

Trade Food and Items cards with adjacent squads.

You may not trade Armory or Survivor cards this phase.


Reload Discard 1 Ammo card. If you don't have any ammo for a firearm it cannot be used: turn the card on its side.


Rearrange weapons among survivors in your squad.

2. Zombie Actions

When all players have taken their actions, the zombies move and attack. During nights 3 and 4 zombies move and attack first.

SEARCH

 You may search a Search square you are standing on as an action. Roll a Smarts check: for each success (5 or Z) draw 1 card from the deck matching the symbol inside the search icon.

 Place a Search token on the space with the number side faceup. White numbers are the minimum Smarts number you need to roll to search again. After being searched successfully a second time, flip the token to show the location is exhausted.

Red numbers mean place that number of zombies adjacent to you, then flip the token to show the location is exhausted.



1 (FIRST LIGHT): SCAVENGE

The player with the least Victory Points (VPs) 🏆 goes first.

1. Draw Daily Goal Cards

Each player draws a Daily Goal card.

2. Draw Scavenge Cards

In turn order, each player draws a Scavenge card and rolls a Smarts check. Any roll of 5 or Z (Z) is a success.

After drawing new cards, draw a new tile, attach it to an existing tile, and place the indicated number of zombies 🧟 on the tile on any square(s) without a ☹️. If you choose to place the tile as close as possible to the bunker entrance square, you get 1 VP.

On the third day, set up a new base tile set from the opposite side of the tiles and shuffle a new draw stack.

2 (MID-AFTERNOON): FEED AND FORTIFY

1. Feed Survivors and Squad Maintenance

Restore any Health lost and discard Radiation tokens placed the previous day.

Feed each of your survivors 1 Food (normal 🍞 or radioactive 🧪) by discarding the cards to the Food deck discard pile. A survivor who eats any amount of radioactive food loses 1 HP (place a Radiation token on the survivor's card).

Only active (fed) survivors may build fortifications and act in the Combat phase. Unfed survivors leave your squad and are placed in the common survivor pool in the bunker.

During this phase you may spend 2 Food to look at all the Survivor cards in the bunker and select one for your squad.

Decide on your squad of up to 4 survivors and assign your cards to them. Each survivor may only carry up to 4 Armory, Food and Item cards.

Tally all your squad stats and record them on your Squad board. Survivors with a Radiation token have 1 less HP.

2. Fortify

Each player may build fortifications. You may build as many fortifications as you have active survivors and scrap 🗑️, but each survivor may only work on one task per day.

Structure	Survivors Required	Scrap Cost	VPs
Sandbags	1	-	1
Trap	2	-	2
Wall	1	1	2
Gate	1	2	3
Lookout	3	3	6

Fortifications cannot be placed anywhere on a tile that has zombie(s) on it, or on any space with a ☹️ on it. Each fortification you build adds to your total VPs.

3 (SUNSET): SOMETHING'S HAPPENED

One player draws and reads a *Something's Happened* card.

Draw 1 new tile per player and attach them to existing tiles closest to the bunker entrance (no VPs).

Place the number of zombies indicated (depending on the night) on each tile. Place them on ☹️, 🧪 or 🗑️ square(s) whenever possible, but never on ☹️ squares.

PHASE 4 (NIGHT): COMBAT

Special Rules Each Night

Night 2: +1 red die to each double zombie attack roll.

Night 3: Zombies move and attack first. Squad defensive roll successes are reduced to Z (normally 5 or Z).

Night 4: Zombies move and attack first. Squads get no defensive rolls.

1. Player Actions

In turn order, each player takes 2 of the following actions:

Attack (Firearm / Melee) using Armory cards.

Move a number of squares up to your Move stat.

Heal 6 HPs damage by discarding a First Aid 🩹 card.

Search spaces on the board with a Search icon.

Any player standing in the bunker during the Combat phase may pick up the faceup pile of Item cards next to it for 1 action and choose which cards to take.

A squad may also take 1 free action per turn:

Trade Food and Items cards with adjacent squads.

You may not trade Armory or Survivor cards this phase.


Reload Discard 1 Ammo card. If you don't have any ammo for a firearm it cannot be used: turn the card on its side.


Rearrange weapons among survivors in your squad.

2. Zombie Actions

When all players have taken their actions, the zombies move and attack. During nights 3 and 4 zombies move and attack first.

SEARCH

 You may search a Search square you are standing on as an action. Roll a Smarts check: for each success (5 or Z) draw 1 card from the deck matching the symbol inside the search icon.

 Place a Search token on the space with the number side faceup. White numbers are the minimum Smarts number you need to roll to search again. After being searched successfully a second time, flip the token to show the location is exhausted.

Red numbers mean place that number of zombies adjacent to you, then flip the token to show the location is exhausted.

FORTIFICATIONS

Sandbags are placed on the edge of a square. When a zombie moves over one, its move ends and it cannot attack during its next turn. Squads must spend an extra Move point to move over a sandbag. Both zombies and survivors can attack over a sandbag.

Barbed Wire Traps are placed on squares. 2 zombies can fall into a trap and be killed (no one gains VPs for zombies killed in this way). When 1 zombie is killed by the trap, flip the token; when 2 have been killed, remove the token.

Walls are placed on the edge of a square. When a double zombie reaches a wall placed by a player, it is blocked for 1 round of combat. On the next round remove the wall from the board. On the third round, the zombie can continue to move. Survivors cannot move through walls.

Gates are placed on the edge of a square. They act the same as regular walls, but survivors can move freely through them. Survivors may *not* attack through gates. A single zombie cannot push over a wall or a gate: it tries for 1 round, then looks for another way in.

Lookouts are placed on squares. Nothing blocks the LOS of a survivor using a firearm from a lookout space. A survivor may only use melee weapons from a lookout space which have a range of 2. When 4 single or double zombies are adjacent to the lookout, it acts the same as a wall. On the next turn it turns into rubble and anyone on the space takes 1 red die of direct damage, ignoring Armor, and loses both their actions next turn. At a cost of 1 action a survivor may jump down from a lookout into an adjacent empty square.


COMBAT

Each survivor in your squad who wields a weapon can roll the number of red dice shown on the Army card the survivor is using (according to your squad's **skill level** in the type of weapon). The maximum number of red dice you can roll is 8. Firearms and melee weapons can be used simultaneously if the target is within range.

For each success rolled (5 or Z) you kill a single zombie and gain 1 VP.

Firearm Weapons: Choose a zombie or double zombie within the firearm's range and in LOS (you may shoot at adjacent squares). Roll dice for all the firearms being used. Check your firearm skill level to see what counts as a success. The first successes rolled kill the targeted zombie(s) and subsequent successes kill zombies on or adjacent to the target zombie within LOS.

Melee Weapons: Choose a zombie or double zombie within the melee weapon's range and LOS (you may attack adjacent squares). Roll dice for all the melee weapons being used. Check your melee skill level to see what counts as a success. Any successes rolled kill the targeted zombie(s).

 **Out of Ammo:** Each **CLICK** you roll on a blue die means a weapon is **out of ammo**.

You may choose which weapon is out of ammo if you fired several at the same time.

Unarmed: Unarmed survivors may roll a 1 red die melee attack, with a success on a Z result.

Weapon Cards

Knockdown: You knock over a single zombie, instead of killing it. Knockdowns occur when you roll 1 face value less than your skill requires on a red die. Place the knocked down miniature on its side. Any player may then spend 1 action to automatically curb stomp its face for the kill.

On the next zombie turn, if the zombie was left alive it gets back up. It cannot move, but may attack a survivor within range. You cannot knockdown double zombies.

Range for Thrown: Roll this number of red dice to determine the maximum number of squares the object may be thrown.

Zombies Attacking

An squad attacked by a zombie must make a **defence roll**. Roll a red die for each survivor in your squad. Each 5 or Z result prevents 1 zombie from attacking.

Night 3: Defensive roll successes are reduced to Z.

Night 4: Squads get no defensive rolls.

Zombies still attacking then roll **1 red die each** (double zombies roll 2 red dice).

Nights 2-4: Double zombies roll 3 red dice.

Add up the total result and subtract your squad's Armor. Reduce your squad's HP by the final result.

If the zombies roll **double Zs**, immediately lose a survivor from your squad (dropping any cards he carried), and add a zombie to the board adjacent to your squad. Then recalculate your squad's stats as a result. Finally, tally the result of damage, *ignoring* the double Z results.

On Death's Door: If your squad's total HPs are below 10 and double Zs are rolled by attacking zombies, instead of subtracting a survivor's total HP from your squad, reduce your total HPs by 2. However still subtract their Armor and adjust your Move and Smarts if necessary.

EXPLOSIVES

For explosives, **roll the number of red dice shown on the card to see how many squares you can throw** it. The target square must be equal to or less than the number rolled.

The square in which the explosive lands and all 8 adjacent squares are affected. Any single or double zombie in the center is automatically killed. Then roll the number of dice listed. The number of successes is how many zombies are killed in the surrounding 8 squares (gain 1 VP per zombie).

If another squad is in the blast radius, roll the damage dice, killing off zombies as normal. Any dice not absorbed by zombies in the blast are applied to the squad as damage. If you throw the explosive on the square of a fellow survivor, use the 'dropping the explosive' rules for that squad.

Dropping the explosive: If you roll **double 1s** on your range dice roll the number of damage dice: each 5 or Z kills 1 survivor in your squad. The total of any remaining dice is applied to your squad as normal attack damage, minus Armor. Adjacent zombies are not affected.

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