


TAKE A CARD

- Perform card effects first.
- For every  symbol, add a zombie to every blue skull entry space, and move zombies toward the nearest players. Zombies move through windows, but not through doors and not diagonally through windows.

SPECIAL ACTIONS (2 per turn)

- Move. Pass through doors and ground-floor windows but not diagonally through windows. Pass through fire (lose 1 energy). Roll for combat on each square adjacent to a zombie.
- Search. Need a free hand to pick up item.
- Climb stairs or a ladder.
- Jump out of window from second floor or roof (lose 1d6 energy).
- Start fire in adjacent space (zombies avoid spaces adjacent to fires).
- Fight fire in adjacent spaces (need extinguisher).
- Build barricade (need hammer or nail gun).
- Dismantle barricade from the inside.
- Rearrange your items.
- Steal (1d6, must be higher than victim's energy)
- Combine items (e.g. make a Molotov Cocktail)
- Use energy item
- Rest (take no actions and gain 1 energy)
- Attack inanimate object (1d6 + weapon: 5 breaks barricades, 7 breaks internal walls, 10 breaks external walls, 4 explodes gas cylinder, a score matching a vehicle's capacity breaks it.)
- Start a car or generator
- Hotwire (1d6: 1-2 car starts, 3-4 no effect, 5-6 you damage the car and it's useless)

FREE ACTIONS (anytime)

- Pick up item
- Drop item
- Throw item as many spaces as your energy.
- Give/swap item with other player
- Fight!
- "Do it now!" or "Flee!": Either (a) move between turns, but get only **one** special action next turn, OR (b) do any other special action between turns but take **no** special action next turn.

CLOSE COMBAT

Roll 1d6 + weapon - 1 per zombie + 1 per willing assistant.

6+: Kill 1 zombie for every point over 5.

4-5: Knock back 1 zombie

2-3: You're injured! Lose 1 energy

1 or less: You're grabbed by zombies! Lose one energy. Roll again, and if the score is more than your energy you lose your weapon. But wait! If you lose your weapon, roll again. If the score is more than your energy you are bitten! If bitten, lose 1 energy per turn. When when you reach -1 you become undead! Once bitten, you cannot heal by resting.

PLAYER VS PLAYER

Same as other forms of combat but no zombie modifier. If the roll is higher than the other player's energy, he or she loses 1 energy and is pushed back. Pushed player may lunge back.

RANGED COMBAT

Roll 1d6 + weapon (min 1) + range bonus (+2 if adjacent, +1 if 2 spaces).

6+: 1 zombie destroyed (hit in the head)

4-5: 1 zombie knocked back

Two-handed objects knock back on 1-5.

Throwing range is player's energy.

Molotov Cocktail: Starts fire on target square and all adjacent squares. Fire kills all zombies outright. Players hit with a Molotov lose 1 energy (plus, of course, 1 for each fire square they enter).

Firearms: Unlimited range if line of sight. Lose 1 ammo per attack.

OTHER

Finding items: You need a free hand to pick up an item. It costs 1 "special action" to store the found item on your person and free your hand.

Chainsaw: Rolling a natural 1 means no fuel and combat score is now half.

Antique Firearms: Rolling a natural 1 means weapon explodes and player loses 1 energy.

Fuel canister*: May fuel anything and still be blown up to destroy all zombies within 2 spaces (player loses 1d6 energy). Starts fire on space and adjacent spaces. Fire spreads 1 per turn.

Gas cylinder*: If blown up, kills everyone within 3 spaces, destroys barricades and vehicles within 2 spaces, breaks wall and causes structural damage within 1 space.

Zombie walks into fire: Spreads fire to one new square for each of next three turns.

Vehicle as a weapon: 1d6 + capacity - adjacent zombies. Crash on score of 1 or less.

Power restored: Power tools work, add 1 to all indoors attacks.

Structural damage: If anyone walks in, roll 1d6. On a "6" the room collapses, everything in it dies, fires go out, room becomes impassable. Rooms adjacent and above receive structural damage.

* 1/2 movement and throwing range, rounded down

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