

ZOMBIE ENCLAVE: SCENARIO #1 EXAMPLE OF PLAY

Rev 1.1

GAME SETUP - STANDARD RULES

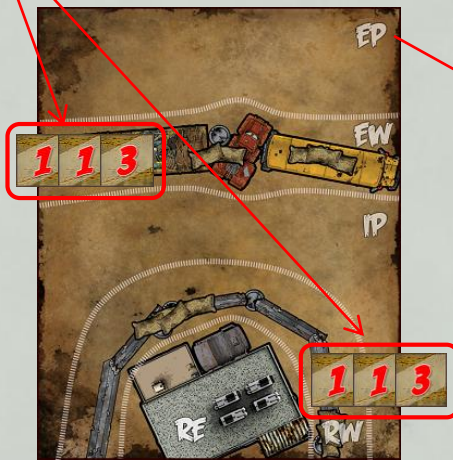
- From the Survivors pool I draw two random Survivors: Billy and Adam.
- I place all the Defenses and Actions with no icons in the lower right corner on the table (an icon identifies a component using the Advanced rules)



- Build up Pool: all the Build up counters with no requirements or a 2+ requirement are placed in this pool

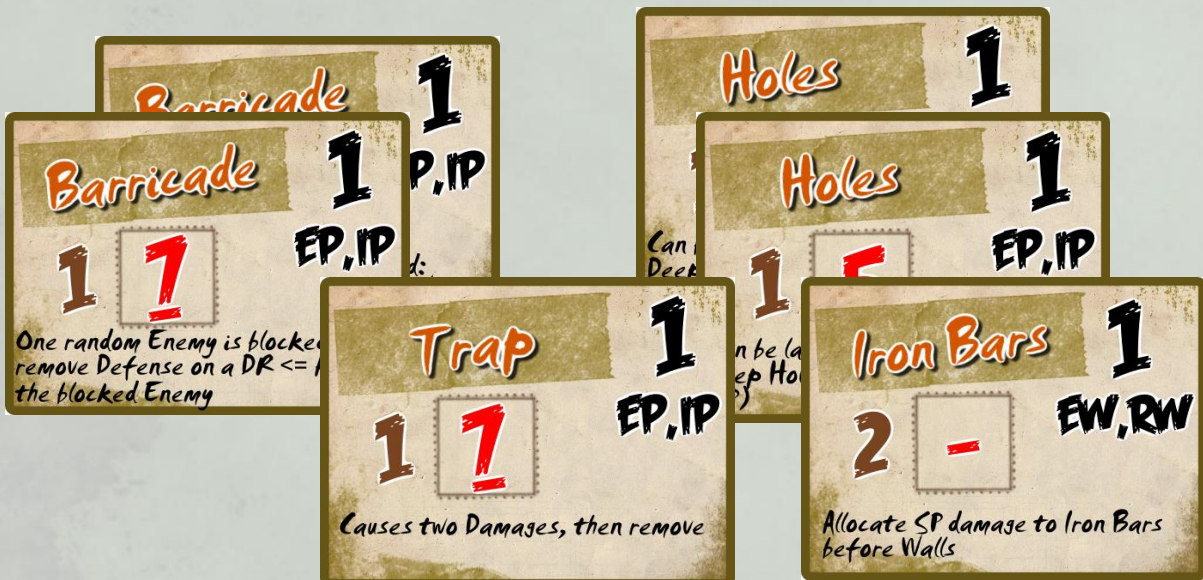


- External Wall and Refuge Wall: 5 SP each



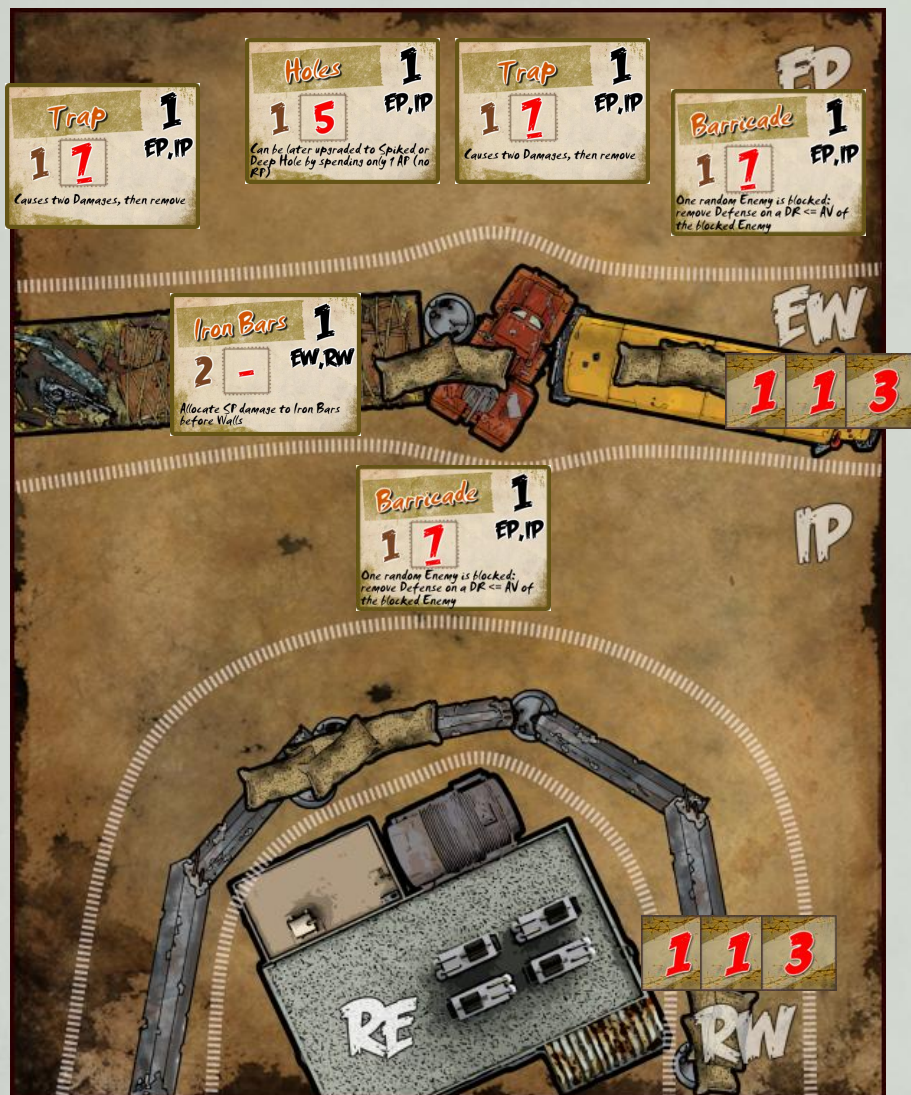
The Map is divided in five areas:
 External Perimeter (EP)
 External Wall (EW)
 Internal Perimeter (IP)
 Refuge Walls (WP)
 Refuge (RE)

- Starting Resource Points: 6; i pick the following Defences (for a total of 6 RP)



ZOMBIE ENCLAVE

- Placement of the initial Defenses: I think that the External Wall will be able to resist to the first Horde, and hence I place most of the Defenses in the EP (External Perimeter). The Iron Bars Defense will add 2 additional SP to the EW (External Wall) at the cost of one RP



- The turn track is set to '1': I'm now ready to start
- Sequence of play is simple:
 - Survivor Activation Phase: choose Actions and execute
 - Enemy Phase: draw a new Buildup counter and execute its instructions

TURN 01

ACTIVATION PHASE

- With two Survivors I get 2 Action Points (AP): since I've got no RP left then only reasonable action is the Search Action. Both Survivors will participate to the Search.
- The Search Action card instructions are simple: "Roll on the Search Table".
- I roll 2 dices and get a 3+5=8. Having more than Survivor gives a +1DRM and hence the final result is an 9.
- Looking up in the Search Table (Standard) I find the row corresponding to result 9: "one RP and one Special Item"
- I pick a "1" Marker to keep track of the RP available in the next turn (you can't use RP just found in the same turn).
- I then draw from the Special Items pool and I pick an Hunting Rifle: not bad! I assign the Hunting Rifle to Billy, that now has an Attack Value (AV) of 7+1 (Rifle) = 8.



Search

Can be selected only once per turn, regardless the available APs. Roll on the Search Table.

SEARCH TABLE

2-	Survivor suffers one Damage and cannot fight this turn
3-6	Nothing
7	One RP
8	Two RPs
9	One RP and one Special Item
10	Two RPs and one Special Item
11	Three RPs
12+	Three RPs and one new Survivor

+1 DRM if more than one Survivor is searching

ENEMY PHASE

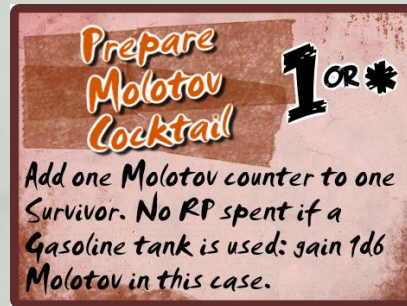
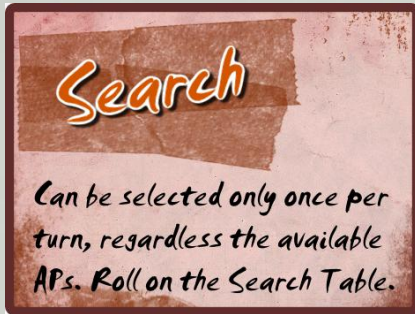
- I must now draw a new Enemy Buildup Chit from the pool: it's "Add one Enemy to the Horde"
- The chit will increase the enemy forces moving around the refuge but for the moment the Zombies won't attack. I then draw a random Zombie from the pool: ouch! It's the Boss
- Boss is quite strong (4 HP) and capable of damaging my Defenses/Survivors each turn (he needs a DR <= 8 to succeed).



TURN 02

ACTIVATION PHASE

- 2 Action Points available (generated by the 2 survivors)
- I now have 1RP available from the previous Search action and hence i decide to activate one Survivor to increase my attack capabilities by preparing a Molotov Cocktail.
- Actions chosen: "Search" and "Prepare Molotov Cocktail"



- Molotov Cocktails are quite expensive (1RP each) but they have two important advantages: you can launch a Molotov in addition to your standard attack and the Fire Damage of the Molotov can inflict additional Damages each turn. Considering the presence of the Zombie Boss in the Horde it's better to be prepared. I assign the Molotov to Adam



- The Search action as usual requires a DR: i got a 7 (no modifiers this time since only one Survivor is searching) and i gain 1 RP.

ENEMY PHASE

- The new Enemy Buildup Chit is "Add two Enemies to the Horde": things are getting tougher. I draw the two random Zombies from the pool and here's the result

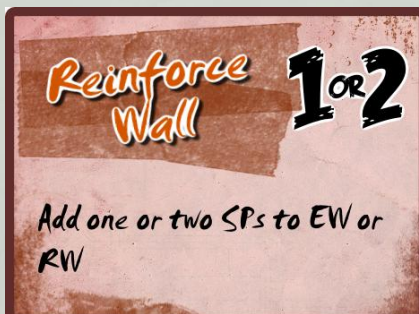
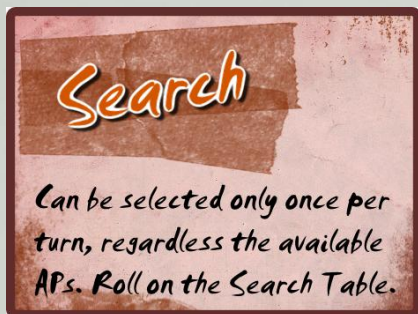


- The "Digger" Zombie is not very strong while attacking (he needs a DR ≤ 4) but its Special Trait will automatically cause one Damage to the Walls every turn. I must keep an eye on him.

TURN 03

ACTIVATION PHASE

- 2 Action Points available (generated by the 2 survivors)
- Actions chosen: "Reinforce Wall" and "Search"



- I add an additional SP to the External Wall: the Search DR is 8 and I gain 2 RP.

ENEMY PHASE

- The new Enemy Buildup Chit is "Attack!": I draw another Zombies from the pool and then I start my first Combat Phase!



COMBAT PHASE

- Enemies are now placed in the Map in the most external area, the EP in this case.
- I decide to place both Survivors in the EW, so that both will be able to attack the Zombies from the beginning of the Combat: here below you can see the Map at the beginning of the Combat



COMBAT TURN 1

DEFENSES AND SURVIVORS ACTIVATION

- I can now activate all the Defenses and Survivors with a valid target: i will activate the Defences first, since they are less flexible (random target); 2 dices are rolled for each Defense



- And the result is (from left to right)
 - Trap #1. DR=5 (\leq 7) success: the AV is underlined so instead of the standard 1 Damage Point I trigger the Special Attack of the Defense. In this case 2 DP are inflicted to a random zombie, then the Defense is removed from the Map. I roll one dice and the third zombie is selected: *Digger* got 2 DP (but is still "alive" since it has 3 HP).
 - Holes. DR=7 > 5 failed. Defenses, by default, can only attack once per combat turn and hence those *Holes* won't be able to help my Survivors in the next turn.
 - Trap #2. DR= 8 (>7) failed attack
 - Barricade. DR=7 (\leq 7) success: another underlined attack value so a Special Attack is triggered. I roll 1d6 to determine the effected random Zombie and got a 4 (4 / 2 = 2) then the Defense "attacks" *Dumb*, the second Zombie. The Barricade blocks *Dumb*: a blocked Zombie won't be able to participate for the rest of the Combat (good news) but unfortunately I've block the less powerful zombie.



- Time to attack with the Survivors!
 - Billy. DR=8 (\leq 7+1) success: thanks to the Hunting Rifle Billy's AV and then he scores 1DP. Since Survivors can select the target, I decide to shot at *Digger*, eliminating it.
 - Adam. DR=11 > 7 failed. The only remaining Zombie is the Boss so I decide to launch the Molotov (you can always use Special Items in addition to your standard attack) and I roll a 5: *Boss* gets one Fire Damage.

ENEMY ACTIVATION

- Enemies are now activated but the situation looks good to the Survivors: one Zombie (*Dumb*) is blocked by the Obstacle and another one has been eliminated. The only Zombie capable of attacking is the Boss.



- Boss scores a 2! This means two Damages that must be allocated: since there are no Survivors in the Boss area the DP must be allocated to the Wall, reducing his SP from 6 to 4 (some Zombies are capable to attack the Survivors in the Wall, but luckily doesn't have this ability).

FIRE DAMAGE SUBPHASE

- Boss suffers an additional DP due to the Fire. I then check if the Fire is removed: Zombies need a DR of 10 or more but the result is 7 and hence the Fire damage marker is left on the Zombie.

COMBAT TURN 2

DEFENSES AND SURVIVORS ACTIVATION

- The Defenses cannot be activated (only one attack is allowed, unless specified otherwise by the Defense card itself) and hence I activate both my Survivors against Boss.



- Still bad luck for Adam that misses (DR 9 > AV 7), while Billy scores an additional DP: Boss now has 3 DP (2 caused by the fire, 1 just suffered) but still is "alive".

ENEMY ACTIVATION

- *Boss* is activated and he scores another success (DR 5 <= 8): again, since there are no Survivor that *Boss* can attack you must allocate the DP to the External Wall, that now has 3 SP remaining.



FIRE DAMAGE SUBPHASE

- *Boss* suffers an additional DP due to the Fire and finally is destroyed.

END OF COMBAT

- Since there's only one Blocked Zombie on the map the fight is over: I remove *Dumb* by the Barricade and, following the Defense card instructions, I check if the Defense has been damaged



- I roll a 5, that's less than *Dumb*'s AV (6) and then I must remove the Defense.

- The Map at the end of the Combat



- Final considerations: while I've been able to stop the first horde I've lost half of the Defenses and half of the External Wall SPs. In the next turns I will have to rebuild those as fast as possible. Bad/Lucky rolls can always happen: you must plan for them.