ZOMBIE ENCLAVE

1 OVERVIEW

Rules version 0.6.7 (25/03/2013)

Zombie Enclave (ZE) is a solitaire game of survival and combat on a post-apocalyptic Earth dominated by the Zombies: your objective will be to create and defend your Refuge, one of the last places on Earth were humanity still survives.

The Standard Rules introduce the basic game mechanisms (Actions, Defenses, Combat), while the Advanced Rules add more details and gaming options like Vehicles and Events. If this is your first game, read Chapters 2 (Game Components) and 3 (Standard Game), then start Scenario 1.
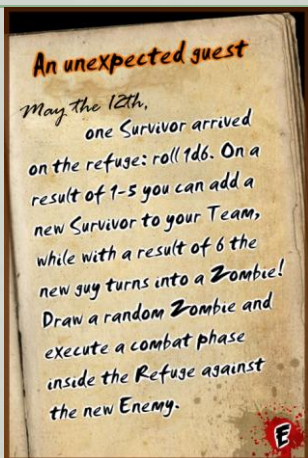
2 GAME COMPONENTS

- One Map
- Turn Track and Horde area sheet
- About 110 counters
- 65 cards

2.1 Counters and cards

	Defense card. A defense is any type of structure, tool, building work that you place on the map in order to improve your Refuge.
	Action Card.
	Special Item.
	One and Three points Markers: those markers are used to keep track of several values in the game: as an example Damage Points and Resources are tracked by placing those markers on the affected units and/or areas.

Add one Enemy token to the Horde / **Add three Enemy tokens to the Horde 3+**	**Enemy Buildup markers**: the first one is always used regardless the number of Survivors in play, while the second one is used only then the number of Survivors is three or more
Billy 3 / 7 — Survivor	**Hungry** 1 / 5 *Can attack Survivors in the EW* — Zombie
Coward Cannot be placed on the EW — Drawback	**FAST** can attack twice per combat turn — XP Trait
An unexpected guest May the 12th, one Survivor arrived on the refuge: roll 1d6. On a result of 1-5 you can add a new Survivor to your Team, while with a result of 6 the new guy turns into a Zombie! Draw a random Zombie and execute a combat phase inside the Refuge against the new Enemy. — Event Card	**OBJECTIVE: THE CURE** Before the apocalypse you were a well known nano Biologist. You must now find a cure to stop the Zombie infection. Put in place the Actions, Defences and Special Items with the "C" label. The "Research Cure" action will make possible to accumulate Cure Points during the game (use the '1' and '3' markers to keep track of the Cure Points). The "Research Cure" action can only be selected if the "Laboratory" Defense has been built. You win if you reach 20 Cure — Objective Card

Some of the components are labeled with a letter in the lower right corner: components with no code in the lower right corner are always used, while components with a code are placed in game only when using a specific set of Advanced Rules is used. Current codes are

C: "The Cure" Objective (see 4.5)
D: Drawbacks Rules (see 4.2)
E: Events Rules (see 4.4)
F: Fire Rules (see 4.3)
K: "The Lost Child" Objective (see 4.5)
S: "Survival" Objective (see 4.5)
V: Vehicle Rules (see 4.1)

Code Letter 'C'

ZOMBIE ENCLAVE

2.2 The Map

The Game map is made by five areas that create the following five "rows" (from top to bottom):

- External Perimeter (EP)
- External Wall (EW)
- Internal Perimeter (IP)
- Refuge Walls (RW)
- Refuge (RE)

The two letter code between parentheses is used to identify a Map area in the game rules and in the other game components.

One area is considered adjacent to the area preceding it in this list and to the one following it (example: EW is adjacent to EP and IP). **Exception:** the RE is considered adjacent to the IP for combat purposes only.

Walls represent special areas in the game Map: there are two Walls in Zombie Enclave

- External Wall (EW)
- Refuge Wall (RW)
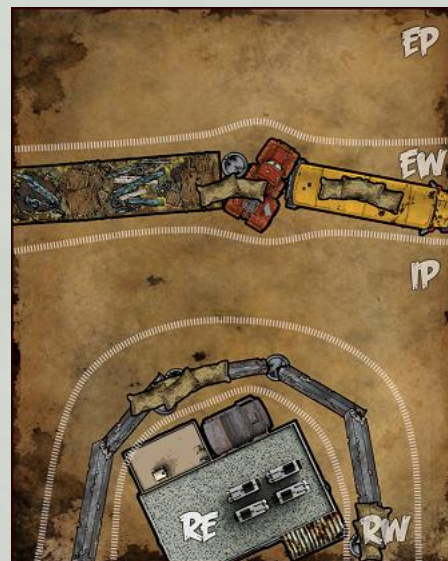
2.3 Basic concepts

Area: one of the five sections of the Map, labeled EP, EW, IP, RW and RE. The area code "VE" is used to identify a Vehicle.

Actions. Once activated, one Survivor can execute one of the tasks described in the Action Cards: each Action Card has the following attributes:
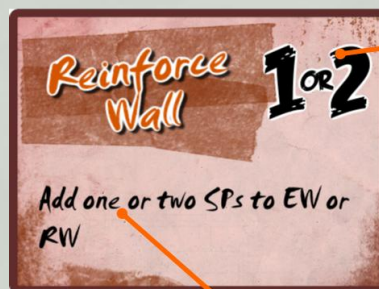
- A optional cost, expressed in terms of RP.
- Action Instructions.

RP required to execute the Action

Action Instructions

Damage Points (DP). DPs represent any type of physical damage to Survivors, Enemies, Defenses and Walls

Defenses. Any type of structure, tool, building work that you place on the map in order to improve your Refuge. Defenses have the following attributes:
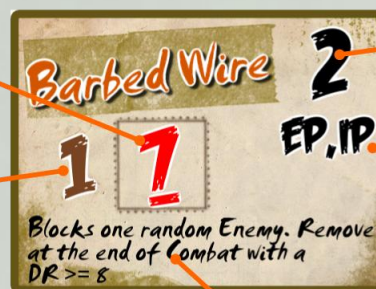
- An optional cost, expressed in terms of RP.
- A list of areas where the Defense can be placed: areas are described with a two-letter code.
- The number of Structure Points (SP): this represents the amount of Damage that a Defense can sustain before being completely destroyed.
- An Attack Value
- Special Trait (optional)

AV of the the Defense

SP of the the Defense

RP required to build the Defense

Codes of the areas where the Defense can be placed

Defense effect (optional)

Defenses with no symbols in the lower right corner are always available to the Player: Defenses with a Letter in the lower right corner are made available by the Advanced Rules and are placed apart at the beginning of the game (see the Advanced Rules chapter for more details).

Dice Roll (DR): roll 2 dices and sum the result.

DRM: Dice Roll Modifier. Simply add this value to the DR to get the final result.

Horde area: the zone (external to the Map) where the Zombies are placed until the Combat Phase. You can find the Horde area under the Turn Track. Survivors cannot enter the Horde area.

Molotov Cocktails: this Special Item is not found while searching, but instead is created during the Action Phase selecting the "Prepare Molotov Cocktail" Action.

Random Selection. To select a random item on a group (as an example one random Zombie), count the # of items in the group: if the total is less or equal to 6, roll one dice and start counting from left to right/top to bottom. If the total is > 6 then roll two dices, sum the result and start counting from 2.

Resource Points (RP). Those represent any type of useful resource you've found in the area surrounding the Refuge: plastic plates, iron bars, ammo, medicinal, food. RP are spent to buy Defenses in order to improve your Refuge.

Special Items. Special Items are found during the Search phase and represent the unique assets.
Each Special Item has the following attributes

- Item effect
- Reliability value

If a Reliability value is present, <u>after each use</u> of the special Item make a DR: if the DR is greater or equal to the availability value the item is removed.

Unless specified otherwise, Special Items can be used in any moment during the game: each Item must be placed with one Survivor of your choice, but there's no limit on the number of Special Items a single Survivor can equip. See 6.4 for the description of each Special Item.

Survivors. Each Survivor is represented by a counter and has the following attributes:

- Attack Value (AV)
- Hit Points (HP)
- Special traits (optional)

The Attack Value is used in Combat: you need to roll less or equal to your AV to score a hit (hence higher is better).

Soldier (the dog). Soldier is a very special Survivor: in fact it's a dog that learned to fight Zombies. You must set one Survivor as Soldier's owner. Soldier will always follow his owner (move both counters together). While in combat Soldier will attack a random Zombie in his area (only). Soldier cannot use any item, and is never counted as a Survivor for whatever reason. In the campaign game you normally start with Soldier, but otherwise he can be drawn as any other Survivor.

Unit. A Survivor or Zombie counter.

Walls. Walls represent special areas in the game Map: each Wall has a Structure Points (SP) attribute that represents the strength of the wall itself. Place '1' or '3' Markers on the Walls to keep track of the current SPs: if no marker is present then the Wall is considered to have zero RP and then is <u>not</u> considered for Zombie movement (Survivors still must consider the External Wall for movement purposes). You can add SP to a Wall (reinforcing it or rebuilding it if the SP reaches 0) using the "Reinforce Wall" Action.

3   STANDARD GAME

3.1   Game Setup

Select one of the Scenarios (see 7): for your first game start with Scenario 1. On the basis of the Scenario Instructions:

- Place all the Survivors into an opaque cup: this is the Survivors Pool.
- Pick a number of random Survivors equal to the value specified by the Scenario
- Prepare the Enemy Buildup Pool (see 3.1.1)
- Place on the Table all the Defenses with no symbols the lower right corner.
- Place the initial Structure Points (SP) on the Walls (this is not a max value, you will be able to place additional SP during the game)
- Available Resource Points specified by the Scenario can now be freely used to buy any available Defense among those placed in the table in the previous step.
- Set the turn track to 1
- Place all the Zombies into an opaque cup: this is the Zombie Pool.
- Place all the Special Items into an opaque cup: this is the Special Items Pool. Do NOT include the Molotov Cocktails in this Pool, but keep them apart.
- Place all the Drawbacks on a opaque cup except the "Drunk +1 AV" and "Drunk -1 AV" counters.
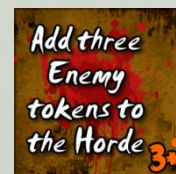- Start a new game turn (see 3.2)

The Standard Game uses only the components without a letter in the right lower corner: the components with a code letter will be used in the Advanced Rules.
Example: the "Repair Vehicle" Action card has a letter "V" in the lower right corner; this card is not used in the Standard Game.

3.1.1   Enemy Buildup Pool

The Enemy Buildup Pool contains a set of markers (Enemy Buildup Chits) that will control the enemy activities from a "strategic" point of view. Enemy Buildup Chits contains one enemy action and, optionally, the requirements to be placed in the pool (the minimum number of Survivors in play).

Buildup Chit is used only with three or more Survivors

Example: the "Add three Enemy tokens to the Horde (3+) shown here on the right is placed in the Enemy Buildup Pool only if three or more Survivors are placed in play"

This pool is created at the beginning of a new game by placing into an opaque cup all the Enemy Buildup chits that satisfy the following requirements

- No special requirements in the chit (requirements are always expressed as capital letters in the lower right corner)
- The Enemy Buildup Chits requirement is a number and the number of Survivors is greater or equal to this number. *(With a single Survivor place on the pool only the chits with no requirement)*

During the game, if for whatever reason the number of Survivors <u>increases</u>, add to the Buildup Pool any chit whose requirements are now satisfied. *(Example: if the number of Survivors increases to two, you must place in the pool all the chits with the number "2" or "2+")*. Note that if the number of Survivors decrease the Buildup is **not** modified (life is <u>really</u> hard).

> *Design Note: adding new Buildup chits to the pool is the main mechanism in the game to balance the enemy strength in relation to the number of Survivors.*

Never consider Soldier (the dog) when counting Survivors in the Enemy Buildup Pool determination.

3.2   Game Turn

Each Zombie Enclave Game is made up of a variable number of Game Turns: you will repeat the Game Turn Sequence described here below until you win the game (reaching the victory conditions of the scenario) or you lose (normally this happens when all the Survivors are dead).
In the Standard Game the victory conditions are very simple: survive the number of Turns stated by the scenario instructions: the Advanced Game will introduce different victory conditions.

Game Turn Sequence Overview

- **New Day Phase.**
    - Draw event card on a DR of 8+ (Advanced/Campaign game only)
- **Activation Phase.**
    Survivors can now be activated to
    - Search for resources out of the refuge
    - Build new defenses
    - Execute other actions
- **Enemy Phase**
    - Draw one Enemy Buildup chit
    - Execute Enemy Chit action; this can produce
        - An increase in the Enemy forces
        - The start of a new Combat.
        - Other effects of the Enemy presence.
- **End-of-the Day Phase.**
    - Survivors can now recover one or more Wounds
    - Check for victory conditions.

3.3   New Day Phase

Advance the turn marker to the next box.
In the Advanced/Campaign game only: check for an Event (see 4.4).

3.4   Activation Phase

For each Survivor you gain one Action Point (AP): you can then spend 1 AP to activate each Survivor and select one of the available Action Cards. You can select one different action for each Survivor or select the same action for multiple Survivors. In any case, the Search Action that can only be selected once per Turn, regardless the number of Survivors or Action Points available (selecting multiple Survivors for the Search Action provides some benefits in the Search roll).

Each Action Card will describe what the Survivor will do during this day: the two most important actions are
- Build Defense.
- Search
Both actions are described in detail here below: see the Summary (6.4) for a description of all the available actions.

Some Actions can require one or more Resource Points (RP) to be executed: the required RP must be available at the beginning of the Activation Phase in order to execute the Action (in other words you cannot wait the result of a Search Action).

Some Items, Events, Special Traits can provide extra AP in addition to those associated to each Survivor: for each additional AP, you can select one additional Action (with the exception of the Search Action, that can only be selected once per Turn).

3.4.1   Build defense Action

In order to build a new Defense, an active Survivor must spend the number of Resource Points (RP) required by the Defense card itself. The RP must be currently available (i.e. you cannot wait the result of a Search action to use the newly found RPs).
Example: one Survivor wants to create a "Hole" Defense; this Defense has a cost of 1 RP that must be immediately spent in order to place the Defense card in play.

RP required to build the Defense

Codes of the areas where the Defense can be placed (External Perimeter and Internal Perimeter)

Place the newly built Defense on the Map on one of the areas marked in the Defense card: each card includes one or more area codes where the Defense itself can be placed. There's no limit on the number and/or type of Defenses you can play on an area, but you're limited by the number of Defense cards available: in other words you cannot build a Defense if all its cards have already been used.

3.4.2   Search Action

One or more active Survivors can select this Action: having more Survivors will increase the probability to find something useful, and clearly will reduce the risks if encountering the Zombies.
To resolve a Search action, make a DR and consult the "Search Table (Standard)" to identify the result; possible outcomes are:

- One or more Resource Point gained: those RPs will be usable in the <u>next</u> day
- One Special Item gained: pick a random Special Item from the Pool and place it with any Survivor of your choice
- One new Survivor found: pick a random Survivor and place it on the map (any area of your choice); update the Enemy Buildup Pool accordingly (see 3.1.1)
- Survivor suffers Damage

If more than one Survivor is executing the Search action add +1 DRM to the search DR (+1 is the max DRM regardless the number of extra Survivors).
Note: when playing with Vehicles you will use different Search tables; see the Advanced Rules (4.1) for more info on this subject.

### 3.4.3   Special Items re-allocation

At the end of the Allocation Phase you can freely exchange Special Items between Survivors: each Special Item must be associated to one Survivor, but there's no limit in the number of Items one Survivor can carry.

3.5   Enemy Phase

Enemy actions are now determined at "strategic" level by selecting one Buildup Chit and executing the associated instructions.
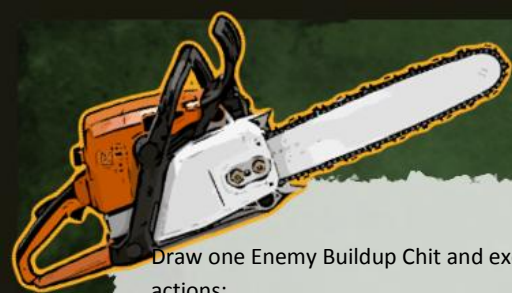
Draw one Enemy Buildup Chit and execute the associated instructions; each chit will trigger one of the following actions:

- One or more Zombies are placed in the Horde area: draw the required number of Zombie counters from the Zombie Pool and place them in the Horde area. *The Horde area represents the terrain around your Refuge where the Zombies are gathering waiting to attack: Survivors can never move to the Horde area.*
- "Attack!" Or "Add one Zombie and Attack!" this chit immediately starts a new Combat Phase (see 3.7). If no Zombies are in the Horde area pick another chit then place the Attack! Chit back in the pool.
- Distribute 1d6 damages to the most external area: roll 1d6 and determine how many Damage Points you can assign to the most external area (normally the EP, or the IP if the External Wall SP=0). Damage Points can be allocated using the standard rules to Defenses and/or SP of adjacent Walls (your choice: see 3.7.1.2).
- Remove one random Defense in the most external area (normally the EP, or the IP if the External Wall SP=0)
- Wait: no effect.

After drawing the Enemy Buildup Chit, place it outside the pool. Enemy Buildup Chits will be placed back in the pool only after an attack, at the end of the combat.

3.6   End-of-the-day Phase

Recover: Survivors involved in Combat can remove one Damage with a DR >= 8. Survivors not involved in Combat automatically recover one Damage. Survivors not involved in Combat nor activated can recover two Damages.

Check for Victory Conditions: in the Standard Game, if the Turn Marker reached the Turn stated in the current Scenario instructions you've won the game. In the Advanced Game, the selected Objective (see 4.5) will define the Victory Conditions.

3.7   Combat Phase

Combat is normally initiated when an "Attack!" buildup counter is drawn in the Enemy Phase. Some Events (Advanced game) and some results on the Search Table can also initiate a new Combat Phase.

At the beginning of a new Combat Phase
- Place the Enemy markers in the upper Area; the upper area is normally the EP, unless there's not an External Wall or the External Wall Structure Points are equal to zero: in such a case the Enemies will be placed in the IP.
- Place Survivors in any area free of Enemies (except RW).

Combat proceeds in turns: the **Combat Turn Sequence** is the following
- Activate all the Defenses and Survivors with a valid target
- Activate Zombies
- Fire damage subphase
- If combat is not over (see below) start a new Combat Turn.
- If the combat is over execute the End Combat subphase

Combat ends when
- there are no more Zombies on the Map, or
- all the Zombies are blocked, or
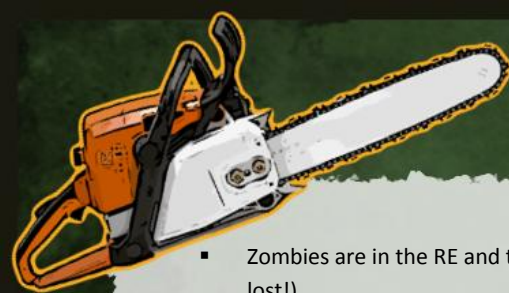
■ Zombies are in the RE and there are no Survivors in the RE: in this case the game is over (and you've lost!)

3.7.1   Attack Procedure

To execute an Attack, make a DR: if the result is less or equal to the Attack Value (AV) you score one Damage Point (DP). A natural roll of 2 always results in two Damage Points.

If the AV is underlined then it represents a Special Attack: Special attacks won't automatically score Damage Points but instead it will produce a special effect: if you the DR is less or equal to an underlined AV then follows the special instruction associated (in the counter or in the Defense card). *Note: special attacks can of course score DPs, but the type and amount of damage is specified in the special attack instructions.* One of the most common Special Attack is blocking an Enemy: if the attack is successful place the blocked Enemy on the blocking Defense as a reminder.

Survivors can use Special Items in any moment in addition of executing an Attack. Some items can be launched against an Enemy: in this case execute a standard Attack DR, and if successful apply the effects associated to the item itself. Molotov Cocktails are considered as Special Items for all combat purposes.

For combat purposes only the RE is considered adjacent to the IP: a Survivor in the RE can hence attack a Zombie in the IP and vice versa an Enemy in the IP can attack a Survivor in the RE.

| Attack DR <= AV: One Damage Points. |

| Attack DR = 2: Two Damage Points. |

| Underlined AVs produce a Special Attack |

3.7.1.1   Grenades/Explosives

Grenades/Explosives are Special Items that can be used against the Enemies in addition to the standard attack. You can use a Grenade/Explosive in two ways: targeting a specific opponent or simply launching the Grenade/Explosive on the mass of the Enemies. If you target a specific opponent you can select the enemy that will suffer the damage of the Grenades/Explosive (if any), while on a "mass" launch the damage will be randomly allocated, but you will gain a bonus in the attack due to the proximity of the targets.

| Grenades and Explosives are Special Items |

Grenades/Explosives are launched toward a specific Enemy with a DR <= AV of the Survivor: if the DR is successful allocate 1d6+1 damages to the targeted Enemy. If the DR is > AV the explosion misses the target: in any case, after the use, discard the item.

If launched against a group of enemies (without a specific target) you gain a +1 AV to the launch roll: if the DR is then <= AV+1 pick 1d3 random Enemies and distribute 1d6+1 Damage Points as evenly as possible among them. Discard the item after the use.
Example: Adam (AV=7) launches a Grenade from the EW to the EP without targeting a specific enemy, gaining a +1 AV modifier (AV=8 for this attack). The DR=6 and hence the attack is successful: you roll 1d6+1 for the damage, getting a final result of 5 Damage Points. Since this is an attack without a specific target you must randomly allocate the damage: you roll 1d3 getting a result of 2; two random Zombies will then receive 3 and 2 Damage Points.

3.7.1.2   Damage Allocation

DPs allocated to Walls reduce the SP of the Wall: zero SP for a wall represents a breach in the Wall, not a real collapse of the structure.
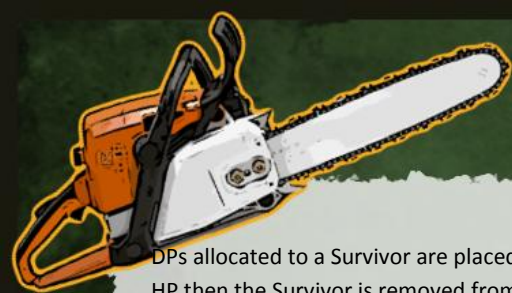
DPs allocated to an Enemy are placed on the Enemy counter (use the 1 and 3 markers): if the # of DP is greater or equal to the Enemy HP then the Enemy is removed from the Map and placed back into the Enemy Pool.

DPs allocated to a Survivor are placed on the Survivor counter: if the # of DP is greater or equal to the Survivor HP then the Survivor is removed from the Map and placed back into the Survivor Pool.

In all the above cases, use the '1' and/or '3' Markers to keep track of the DPs.

3.7.1.3 Walls reduced to zero SP

Zero SP for a Wall represents a breach in the Wall itself, not a real "collapse" of the structure: for this reason a Wall with zero SP is still capable of providing protection to the Survivors and support the existing Defenses, even if now the Zombies can move through the breach.

During combat Zombies cannot attack Survivors placed in the EW, even if the EW has zero SP (some special traits can override this rule).

If a Wall is reduced to zero SP, Survivors placed in the wall are unaffected; existing Defenses on a Wall reduced to zero are not removed. A Wall with zero SP still counts as a zone for movement purposes for the Survivors.

3.7.2 Survivors and Defenses Activation

Survivors can freely attack Enemies on the same or adjacent area: simply select a target and execute the Attack against it.

In addition, Survivors can move before or after an attack. Movement is only possible from one area to an adjacent one. Skip the RW for movement purposes: Survivors can move directly from IP to RE. Survivors can both move up or down in the Map.

Defenses not placed in the Walls can only attack Zombies in the same area: Defenses placed in the Walls can attack Enemies in the area above the Wall *(in other words, Defenses in the EW will attack Enemies in the EP, while Defenses in the RW will attack Enemies in the IP)*.

Unless specified otherwise, Defenses can only attack once per Combat <u>Phase</u> (yes, just once every Combat): for each Defense select a <u>random</u> Enemy and execute the Attack (standard or Special) against the target. Some Defenses are capable of Blocking an Enemy: since the Defense is activated before the Enemy, this could prevent the Enemy attack in the next subphase.

If Survivor is capable of executing multiple attacks, you can pick different targets for each attack (Defenses always attack random enemies).

The Defense succesfully attacks with a DR of six or less

AV is underlined: this is a Special Attack

The Defense can attack twice on a Combat Turn

Special Attack effect: an Enemy is Blocked.

Deep Hole 2 EP,IP 1 6 *One random enemy is blocked until rolls <= AV/2 rounded down. Two attacks.*

Defense Activation Example: you activate a Deep Hole in the EP; the Deep Hole can attack twice instead of just once, and you need a DR of 6 or less to score one success. You make two DRs: the results are 8 (miss, since 8 > 6) and 5 (hit 5 <= 6), with one success achieved. Since the AV is underlined, the Defense uses a Special Attack: in this case one random Enemy is blocked. You must then pick a random Zombie from the EP and place it on the Defense card as a reminder that this Enemy is blocked.

### 3.7.3 Zombie Activation

Each Zombie will do one of the following actions, listed in order of priority:

- <u>Blocked</u> zombies will attempt to free themselves, following the instruction of the Defense that's blocking them. If there are no options to break free, the Zombie won't be able to do anything else for the rest of the combat (at the end of the combat the Zombie is automatically eliminated).
  Example: a Digger (AV 6) is blocked by a Deep Hole defense. Following the defense instructions, to free itself the Digger needs a result of 3 or less (AV/2).

Zombies can be blocked by some Defenses: a blocked Zombie is placed on the blocking Defense as a reminder of its special status.
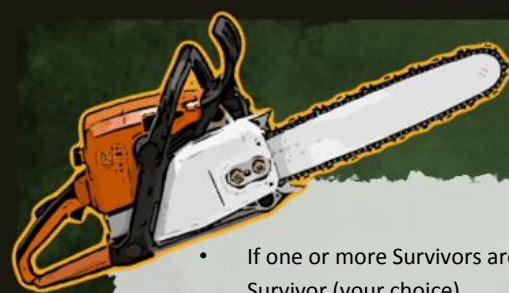
- If one or more Survivors are present in the area where a Zombie is located, this Zombie will attack one Survivor (your choice).
- Zombies in the EP will move to the IP if the External Wall SPs are reduced to zero (some Zombie abilities can override this rule). If the External Wall SP is greater than zero, then the Zombies will attack the EW in order to reduce the SP: execute the Zombie attack and apply the DP (if any) to the EW (if DP > SP ignore the DP in excess).
- Zombies in the IP will to the Refuge only if the Refuge Wall SPs are reduced to zero. If Refuge Wall SP is greater than zero zombies will attack the RW in order to reduce the SP: execute the Zombie attack and apply the DP (if any) to the RW (if DP > SP ignore the DP in excess).
- Zombies in the RE will attack the Survivors: if there are no Survivors in the Refuge the game is over (and you've lost!).

In any case, a Zombie that moves from one area to an adjacent one cannot attack in this subphase.

Even if the EW SPs are reduced to zero, Enemies cannot attack Survivors placed in the EW.

Zombies can move OR attack

3.7.3.1   Zombie Movement clarifications

Zombies can only move downward (toward the Refuge). Zombies are restricted by both Walls: If the number of Structure Points (SP) of a Wall is greater than zero the Zombies cannot move and must stay in the current area. If the SP reaches zero, the area is not considered for the Zombie movement: in such a case Zombies can then move to the area under the wall.
In other words Zombie will stop in the External Perimeter until the Structure Points of the External Wall are reduced to zero, then they will move to the Internal Perimeter. Here, they will stop until the Structure Points of the Refuge Walls are reduced to zero: only then they will be able to enter the Refuge.

3.7.4   Fire Damage Subphase

During this phase, every Survivor or Enemy unit with a Fire marker on it suffers one additional damage.
Make a DR for every Fire counter on a Unit: remove counter on a Survivor with 7+: remove counter on a Zombie with 10+.

If Fire Markers are been placed in the Refuge (see also 4.3.2):
- Make a DR: on a result of 7-10 add one Fire marker to the Refuge, while with a result of 11-12 add two additional Fire markers to the refuge.
- If the number of Fire Markers on the Refuge reaches 8 or more the Refuge collapses and all Survivors on it die! The game is over.

3.7.5   End Combat Subphase

Remove all the blocked Zombies from the Map (*this represents the easy elimination of targets unable to move*) and place them back in the Zombie pool.
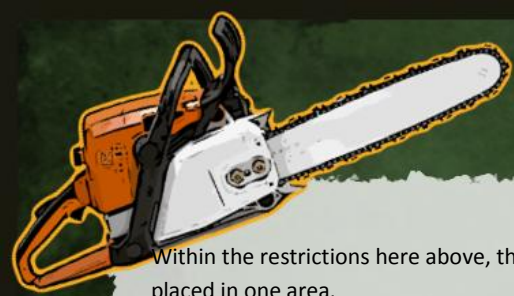Check if the blocking Defenses must be removed. *Example: a Barbed Wire defense blocking an Enemy is removed with a DR of 8 or more.*
Place the drawn Enemy Buildup chits in their pools.

3.8   Stacking

No Unit can be placed in the Refuge Wall (skip this area for movement purposes: Units will move from IP to RE directly).
Only Survivors can be placed in the External Wall.

Within the restrictions here above, there's no limit in the number of Survivors and/or Zombies that can be placed in one area.

3.9   Winning and losing the game

In the Standard Game, you win the game if you reach the Turn stated by the selected scenario. You lose the game if at any time all the Survivors are dead or if, during Combat, one or more Zombies are in the Refuge (RE area) and there are no Survivors in the Refuge.

The Advanced rules introduce the Game Objectives (see 4.5): each Objective has a different way to win the game.

4   ADVANCED GAME

The Advanced Game introduces new rules that can be added to the Standard Game in order to get more realism and more gaming options, at the cost of a small increase in the rules complexity. You can add a single rule or any combination of your choice: the Campaign game will use all the rules here below.

4.1   Vehicles

Using a vehicle make possible to quickly search more locations, providing a greater opportunity to find something useful.

Game Setup: add the following game components (labeled with a "V" on the bottom right corner)

- Vehicle Card – set apart this card unless specified otherwise by the scenario
- Add all the cards with a "V" label in the bottom right corner
    - o   Repair Vehicle Action.
    - o   New Defenses representing Vehicle improvements

Vehicles have the following attribute

- Hit points (HP): the amount of Damage that the Vehicle can sustain before being reduced to a wreck.

Finding a Vehicle: you can spend one "Special Item" result in the Search phase to find a new Vehicle; take the Vehicle card and place 1d3 Damages on it.

Using Vehicles: if you have a functioning Vehicle (Damage <= HP), then you can use the "Search Table (Vehicle)" instead of the standard Search table. This table includes different events, and in particular several entries will damage your Vehicle.
While you don't you have a functioning Vehicle you must use the "Search Table (Foot)" instead of the Standard one: as you will discover, it's much more dangerous to move around the remains of the civilization by foot. Note that this is the table you must at the beginning of the game when using the Vehicle rules (unless specified by the Scenario).
As in the Standard Game, add a +1 DRM to the Search Table roll if more than one Survivor is executing the Search.

Wreck: once your Vehicle reaches a number of DP equal to his HP, it's considered a wreck and won't be usable anymore (you cannot Repair a Vehicle reduced to a wreck). Place the Vehicle card apart. If this happens while Searching, immediately lose half of the RP found this turn (if any). Until you'll find a new Vehicle you must now use the "Search Table (Foot)".
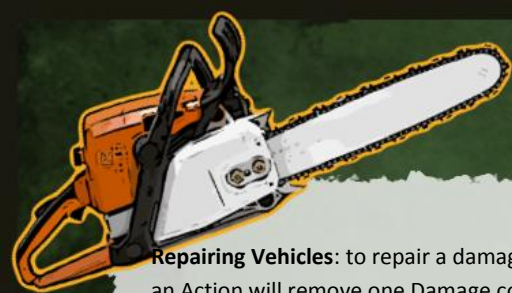
Repairing Vehicles: to repair a damaged Vehicle (not a Wreck) you can select the "Repair Vehicle" action. Such an Action will remove one Damage counter from the vehicle for every RP spent.

Improving a Vehicle: Defenses with the area code "VE" represents Vehicle improvements. Vehicle improvements are built using the standard rules (see Build Defense Action 3.4.1): place the newly built improvement near the Vehicle card.
Example: I want to upgrade my Vehicle with the "Improved Wheels" Defense with a cost of 3RP): to add this improvement I must then select the "Build Defense" action and spend 3RPs.

4.2   Drawbacks

Drawbacks represent the effect of the apocalypse on the Survivor's mind: some Survivors could have a Drawback as a special trait, and hence they start the game with one random Drawback, while some Events can make one Drawback emerge on an existing Survivor.
To determine which Drawback is associated to a Survivor simply draw a random Drawback marker from the pool and place it on the Survivor. Drawbacks are permanent: there is no way to remove it from a Survivor. Drawback effects are described in 6.6.
A note about the 'Drunk' drawback: in addition to the counter representing the drawback itself, to additional counters are provided to keep track of the current effect of the alcohol (+1 or -1 AV). Those additional counters are never placed in the Drawbacks cup.
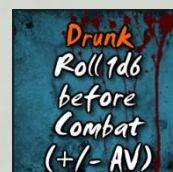
4.3   Fire

Game Setup: when playing with this rule, place the Special Item "Fire Extinguisher" in the Special Items pool and place all the cards with an "F" code on the table.

Fire is normally caused by some Events: when one or more Fire Markers are placed on the Refuge by an Event you must start the special Fire subphase described here below.

4.3.1   Fire Subphase

The following sequence is repeated until the Fire is extinguished (no more Fire markers on the Refuge) or the number of Fire markers reaches 8.

Fire Sequence
- Each active Survivor can execute the "Extinguish Fire" action: If you spend 1 RP then you remove 1d3 Fire counters from the Refuge. If you don't spend any RP then you must make a DR: on a result of 8 or more you can remove 1d3 Fire counters from the Refuge.
- Instead of executing the "Extinguish Fire" action you can play the Special Item "Fire Extinguisher" to remove 1d6 Fire Counters.
- Defense effects can now be activated. *Example: the "Reinforced Roof" Defense can be used to remove 1d6 Fire Markers.*
- After the activation of the Survivors make a DR: on a result of 6-9 add one Fire marker to the Refuge, while with a result of 10 or more add 1d3 additional Fire markers to the Refuge.
- If the number of Fire Markers on the Refuge reaches 8 or more the Refuge collapses and all Survivors on it die! The game is over.
- If there are still Fire Makers on the Refuge start a new Fire Sequence.

4.3.2   Fire during Combat

Fire Damage on the Refuge during the Combat Phase can be reduced by selecting the "Extinguish Fire" Action: in any case, until completely removed, Fire will tend to increase.

If one or more Fire markers are placed on the Refuge during the Combat phase, you have the option to select the "Extinguish Fire" action during the Combat <u>instead of attacking.</u> In addition you can you can play the Special Item "Fire Extinguisher" to remove 1d6 Fire Counters and Defense effects can be activated.

In the Fire Damage Subphase of the Combat Turn you will determine if/how the Fire Damage will increase: see 3.7.4 for more details.

4.4   Events

Game Setup: when playing with this rule, place on the table all the cards with a "E" label on the bottom right corner.

At the beginning of the New Day Phase roll a DR: if the result is 8 or more draw a new Event Card and follow the card instructions. Some cards will be immediately discarded while others will stay on the table until removed: while one Event card is still active (i.e. on the table) don't roll for a new Event.
Events can be very challenging for the Survivors, and hence I suggest to introduce them after having mastered the basic strategies of the game.

> Draw event card on a DR of 8+. Do not roll if an Event is currently active.

4.5   Objectives

Objectives introduce in the game different "themes", and different ways to win the game. At the beginning of a new game draw a random Objective card: each card describes how you can win the game. Several Objectives will require the placement of additional components on the game (counters, cards, Defenses): those components are always identified by one letter in the lower right corner.
Available Objectives:
- "Rescued": you must resist until the arrival of the Army Rescue Team, represented by a special Event Card. You win the game at the end of the Turn when you've drawn the "Rescue Forces" Event card.
- "The Cure": you must find a Cure for the Zombie Infection. You will have to create a Lab (a new Defense) in order to execute the new Action "Research Cure": the "Research Cure" Action will make possible to accumulate "Cure Points" and win the game (once you've accumulated 20 Cure Points)
- "Survival": you will have to resist for 50 turns, facing a more deadly Enemy Buildup Pool (extra counters will be placed on it).

5   CAMPAIGN GAME

5.1   Campaign Setup

In the campaign game you select one random Survivor, and then pick Soldier from the Survivor's pool.
Your Refuge Wall starts with 0 SP and there's no External Wall: you have 8RP at your disposal to prepare the initial Defenses.
All the Advanced Rules are used in the Campaign Game: this means that you will be on foot at the game beginning (and hence you must use the "Search (Foot)" table. Draw an Objective, follow its setup instructions (if any) and then starts the Campaign with a new Game Turn: start Checking for an Event only after finding a second Survivor (i.e. while you're playing with the initial, single Survivor do not draw Event Cards).
For every other aspect (pools, game components) just follow the standard setup rules: since all the Advanced Rules are in effect, most of the Actions and Special Items are in play.

5.2   Experience (XP)

After you've completed one Objective, for each of your Survivors you can select one of the available Experience Traits. A Survivor can only have two XP Traits max.

5.3   Alternative Setup

Instead of starting with one Survivor and Soldier, you can start the Campaign with two Survivors, but one of them must have a Drawback (see 4.2). In this case, Check for Events from the beginning of the Game (*in the standard Campaign Setup you start checking for Event only after finding a second Survivor*).

5.4   Optional Campaign Start: Cleaning the House

Start the Campaign with Scenario 04: this scenario only lasts one single Combat phase. At the end of the scenario, draw an Objective, follow its setup instructions and then continue the Campaign with the standard sequence of Play.

6   SUMMARIES

6.1   Survivor traits.

Drawback: draw one random Drawback marker and place it under the Survivor. Ignore this trait in the Standard Game.
Medic: during the End-o-the-day phase a Medic can attempt to treat a wounded Survivor (including himself). Roll a DR for each Survivor with one or more Damages: remove one Damage Point on a result of 7 or less.
Two attacks: during Combat make two DR and apply the results.
Recover two wounds: instead of recovering one single Damage point, the Survivor can remove two Damage points.

6.2   Zombie traits.

Climbers: if a Climber is on the EP and no Survivor is present in this area then, instead of attacking the EW, the Zombie on a successful Attack Roll will climb the EW and move directly to the IP (regardless the presence of Survivors on the EW).
Explosive: if a Survivor kills an Explosive Zombie while in Melee (same area combat), this Survivor will suffer the two damages of the explosion. If the Zombie is killed for any other reason, the two damages of the explosion will be randomly distributed among the Units in the area (Zombies and/or Survivors).
Hungry: those Zombies are capable to attack Survivors placed in the External Wall (if present). If no Survivor is present on the EW the Zombies will attack the Wall.
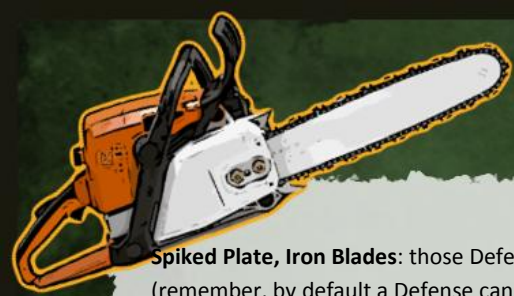
6.3   Defenses.

Holes: can be upgraded to Spiked or Deep Holes. To upgrade a Hole activate one Survivor and replace the basic Hole with a Spiked or Deep hole card.
Barbed Wire: a successful Attack Roll of this Defense blocks one random Zombie for the rest of the combat. At the end of the combat remove this Defense with a DR >= 8.
Barricade: a successful Attack Roll of this Defense blocks one random Zombie for the rest of the combat. At the end of the combat remove this Defense with a DR <= AV of the blocked Zombie.
Deep Hole: a successful Attack Roll of this Defense blocks one random Zombie until the Zombie rolls <= AV/2 rounded down. The Defense can make attacks, blocking two Zombies if both rolls are successful.

FAST
can attack twice per combat turn

Spiked Plate, Iron Blades: those Defenses are capable of attacking a random Zombie every Combat <u>Turn</u> (remember, by default a Defense can execute a single attack per Combat <u>Phase</u>) .

Booby Trap, Trap: on a successful Attack Roll, both Defenses cause two Damage points and then are removed from the Map.

Explosive Barrel: The Barrel is not activated using the standard Defense rules, but instead can be hit by any Survivor on the same/adjacent area with a successful Attack roll: a success causes the explosion of the Barrel, that inflicts 1d6+1 DP to the Zombies (randomly determined).

Incendiary Barrel: this Defense can only be built by spending one Gasoline Special Item marker. The Barrel is not activated using the standard Defense rules, but instead can be hit by any Survivor on the same/adjacent area with a successful Attack roll: a success causes the explosion of the Barrel, that inflicts 1d3+1 Fire Damage Points to the Zombies (randomly determined).

Improved Wheels: during each Search Action you can cancel the first Damage Point inflicted to the Vehicle. Additional Damage Points must be then allocated to the Vehicle.

6.4   Actions

Build Defense: select one available Defense card and pay the number of RP required by the card. Place the newly built Defense on the Map on one of the areas marked in the Defense card.

Extinguish Fire: If you spend 1 RP you can immediately remove 1d3 Fire counters from the Refuge. If you don't spend any RP then you must make a DR: on a result of 8 or more you can remove 1d3 Fire counters, otherwise the Action was unsuccessful.

Investigate (used only when the objective card "The Lost Child" is drawn): roll on the Investigation Table to see the result of your search for clues about the disappeared kid. You need a working vehicle to execute this action.

Reinforce Wall: spend one or two RP. You can then add one or two SP to the EW or to the RW. There is no limit to the number of SP that can be added to a Wall (i.e. Walls can be reinforced above the initial strength). A Wall with zero SP can always be rebuilt by using this Action.

Repair Defense: spend any number of RP to remove the same amount of Damage Points from one, single Defense.

Repair Vehicle: spend any number of RP to remove the same amount of Damage Points from the Vehicle.

Research Cure (used only when the objective card "The Cure " is drawn): you can only select this Action if the Laboratory Defense has been already built. Spend two RPs: you can then add 1d3 Cure Points to the card.

Prepare Molotov Cocktail: you can spend 1RP to add one Molotov Cocktail counter to one of your Survivors. In alternative, you can use one Gasoline Special Item to gain 1d6 Molotov counters.

Search: roll on the Search Table to see the result of your search. On the advanced Game use the "Foot" Search Table unless you own a working Vehicle (DP < HP): in this case use the "Vehicle" Search Table.

6.5   Special Itemss

Chainsaw (Yeah!): add 2 AV to a Survivor when attacking an Enemy in the same area. If the attack DR is 10 or more place the item back in the Pool.

Armor: during Combat the Armor can absorb up to two Damages (place the Damage marker on top of the Armor marker); remove the Armor when you place two Damages on it.

Assault Rifle: add 2 AV to a Survivor when attacking an Enemy. If the attack DR is 9 or more place the item back in the Pool.

Crowbar: add 1 AV to a Survivor when attacking an Enemy in the same area (Melee).

Flare Gun: this Item can be used against a target with a successful Attack Roll and causes one Fire Damage instead of standard DP. As an alternative, a Flare Gun can be used against one Barrel (Explosive or Incendiary): in this case you gain +1AV in the Attack Roll. Remove the Flare Gun marker after the use.

Gasoline: can be used to produce 1d6 Molotov cocktails during the Action Phase. In the Advanced rules it can also used to create Incendiary Barrels.

Grenade. Can be used in Combat to inflict 1d6+1 Damages. See the Combat rules for more details about its use.

Gruesome Scene. Select one Survivor and make a DR: on a result of 9 or more the Survivor gets a Disorder (draw a random Disorder counter and place it under the Survivor).

Healing Kit: recover 2 Damage Counters from one Survivor then place the item back in the Pool.

Hunting Rifle: add 1 AV to a Survivor when attacking an Enemy. If the attack DR is 10 or more place the item back in the Pool.

It's Broken! The item just found was not working: place the marker back in the Pool.

Lucky Finding. You've find an untouched cache of valuable resources: gain 2d3 RP and then discard the Special Item.

Molotov Cocktails: this Special Item is not found while Searching, but instead is created during the Action Phase selecting the "Prepare Molotov Cocktail" action. Molotov Cocktails are launched against a target and cause one Fire Damage instead of standard DP and then are removed.

Shotgun. Shotguns can only be used against a target in the same area: on a successful Attack Roll the Shotgun causes two Damage Points (4 DP if you roll a natural 2).

6.6   Drawbacks.

Coward: this Survivor cannot be placed on the External Wall.

Crippled: when fighting an Enemy in the same area the Survivor suffers a -1AV modifier.

Cruel: every time a Cruel Survivor kills an Enemy in his area (melee) the Survivor will lose the next combat turn (while he collects one trophy).

Drunk: at the beginning of a new Combat phase roll 1d6. On a result of 1-2 the AV is reduced by 1, on a result of 3-4 the AV is unchanged while with a result of 5-6 the AV is increased by one (use the "Drunk -1AP" or "Drunk +1AP" counters to track the status of the Survivor in the current Combat).

Lazy: if you select for this Survivor a "Build ***" or "Repair ***" Action, then you need one additional RP to complete the selected Action.

Phobic/-3 to Search Rolls: if this Survivor is selected for Searching, then apply a -3 DRM to the Search Roll.

Pyrophobia: the Survivor cannot use any Item that produces Fire Damage; in addition, the Survivor cannot be selected for the "Prepare Molotov Cocktail" and "Extinguish Fire" Actions.

7   SCENARIOS

7.1   Scenario 01 - Bootcamp

Staring Survivors	2
Starting RP	6 RP
External Wall	5 SP
Refuge Wall	5 SP
Setup	You can freely spend the Starting RP to buy Defenses and/or SP for both the Walls
Victory Condition	25 Turns

7.2   Scenario 02 – First day

Staring Survivors	2
Starting RP	5 RP
External Wall	0 SP
Refuge Wall	5 SP
Setup	You can freely spend the Starting RP to buy Defenses and/or SP for both the Walls
Victory Condition	30 Turns

7.3   Scenario 03 - Siege

Staring Survivors	3
Starting RP	10 RP
External Wall	5 SP
Refuge Wall	3 SP
Setup	You can freely spend the Starting RP to buy Defenses and/or SP for both the Walls. You cannot select the Search Action until after the first attack of the Zombies.
Buildup Pool	Place ALL buildup markers in the pool
Horde Area	Place two random Zombies in the Horde area
Victory Condition	30 Turns

7.4   Scenario 04 – Cleaning the house

You've finally found a great place to set your Refuge, but you need to eliminate all the Zombies still wandering in the area.

Staring Survivors	1, plus Soldier
Starting RP	0 RP, but you have 2 Molotov Cocktails.
External Wall	0 SP
Refuge Wall	0 SP
Setup	Place 2+1d3 Random Zombies in the Map: roll 1d6 for each Zombie and place it in the area corresponding to the result as follows 1: EP 2-4: IP 5-6: RE Place the Survivor and Soldier in the EP. Immediately starts a Combat Phase.
Buildup Pool	Not used
Victory Condition	No Zombies are on the Map at the end of the Combat Phase (this scenario only lasts one single Combat Phase).

8 CREDITS

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Cover Art: "Zombie Horde", by Joakim Olofsson, used with permission.

"Boss", "Climber", "Explosive", "Armadillo" Zombies and "Lloyd" Survivor: art by **Adam Steel**, used with permission. Adam's great work is available on DARKMOOK, http://darkmook.blogspot.co.uk/.

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This game is dedicated to LORENZO and LUCA, my unstoppable nephews.