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**Night phase**: See “Night Phase” on page 22
- **Dusk** - Setup
- **Midnight** - Combat begins
- **Sunrise** - Clean Up

**Day phase**: See “Day phase” on page 29
- **Morning** - Use the action board to send survivors out on tasks.
- **Afternoon** - Feed survivors so they don’t go hungry.
- **Neighborhood Meeting** - Determine next day’s leader.
SURVIVAL MANUAL
RULES, DIAGRAMS AND MORE!
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INTRODUCTION

The city was lost before you ever opened the doors of your bunker. After the remaining people you knew in this world were taken by the undead, you decided it was time to leave. You’ve limped for miles, putting as much distance as you can between your neck and the metropolis burning behind you. Finally you crossed the town border, regrouping with your comrades on the outskirts of suburbia. You figure the farther you move from society, the safer you’ll be. For now, the task before you is survival - nothing else matters. You’ll need to find a house and hold it down until a better plan presents itself. Until then, keep living one night at a time.

OBJECTIVE

Rule number one of Zpocalypse: don’t die. Rule number two of Zpocalypse: if you’re gonna die, do it in style, and take as many zeds as you can with you. Rule number three: no really, don’t die. After that...your objective will change as you progress through the story booklet. First up - your basic plan of action is to find a defendable domicile with four walls, and protect yourself long enough to come up with a way to escape.

1. Is This Your First Time?

If so, we highly recommend you See “Prologue: Assault the House” on page 6 and follow the walkthrough guide for the prologue scenario. Get right to killing zombies, without learning every single thing there is to know about Zpocalypse 2.

2. Ready to Study Up?

If you are looking to learn the full rules, See “Full Rules” on page 19.

3. Time to Get Down to Business?

Defend the Burbs features a chapter-based campaign story. If your party has already played the prologue, and at least one player is familiar with the full rules, it’s time to get to work Defending the Burbs. See the “Story Booklet” to begin your adventure. There are four main chapters, each of varying gameplay lengths.

Anatomy of the Table (Figure A)

1. Blue Player Setup
2. Green Player Setup
3. Orange Player Setup
4. Red Player Setup
5. Yellow Player Setup
6. House, 1st Floor + Yard Tiles
7. House, 2nd floor
8. Action Board
9. Card Vault
COMPONENTS (FIGURE B)

BOARDS:
1. (5) Squad Boards (10x3in)
2. (1) Action Board (10x10in)

BOOK:
3. (1) Rulebook (This Book) & Storybook

CUBES:
4. (6) White Tracker Cubes

CARDS (POKER - 2.5X3.5IN):
5. (34) Armory
6. (12) Crafting
7. (6) Mutates + Horde Card
8. (36) Survivors

CARDS (44X68MM):
9. (30) Critical Wounds (Horizontal)
10. (50) Food
11. (50) Perks (Horizontal)
12. (50) Resources

DICE:
13. (4) Blue (Click)
14. (8) Red (Attack/Skill)

MEEPLES:
15. (1) Zombies (Purple)
16. (5) Squads (Blue, Green, Orange, Red, Yellow)

MINIATURES (SURVIVORS):
17. (5) Squads (1 Male + 1 Female)

MINIATURES (ZOMBIES):
18. (10) Weak Zombies (5 Male, 5 Female)
19. (20) Fresh Zombies (10 Male, 10 Female)

MINIATURES (MUTATES):
20. (1) Big Bad
21. (1) Chubbo
22. (1) Lieutenant
23. (1) Slimer
24. (1) Wailer

TILES:
25. (16) Tiles (4x4in)
26. (16) 2 Safe Houses - 1st and 2nd Floor (8x8in)

TOKENS (19MM CIRCLE):
27. (10) Bio/Rad
28. (5) Molotov Cocktails
29. (20) Player Actions
30. (5) Scenario
31. (10) Search

TOKENS (1X1 IN SQUARE):
32. (1) Day/Night Tracker
33. (5) Fortification Upgrades
34. (10) Stash Tokens/Player Death
35. (4) Zombie Spawns

TOKENS (1X1/2 IN RECTANGLE):
36. (10) Junk Wall/Junk Gate
37. (10) Sandbags/Scrap Trap

TOKENS (OTHER):
38. (1) First Player Token

Symbol Reference

STATS SYMBOLS
- Defense
- Hit Points
- Smarts
- Speed

COMBAT SYMBOLS
- 1 Action point (AP)
- 2 AP
- 3 AP
- 4 AP
- 5 AP
- Z pip face (6 AP)
- Damage
- Range of Weapon
- Victory Point

SCAVENGING DECK SYMBOLS
- Armory Deck Card
- Food Deck Card
- Resource Deck Card
- Survivor Deck Card

DICE SYMBOLS
- Attack Die
- Click Die
- Out of Ammo “Click”
- Z Die Symbol

FOOD DECK SYMBOLS
- Booze
- Coffee
- Good
- Radiated Vegetable
- Raw Meat

RESOURCE DECK SYMBOLS
- Ammo
- Antibiotics
- Backpack
- Duct Tape
- Parts
- Firstaid
- Fuel
- Lighter
- Radio (Story Item)
- Scrap
- Pack of Smokes
- Wood
- Whatever You Need

ZOMBIE SYMBOLS
- Number of Zombies
- Zombie Speed

MAP TILE SYMBOLS
- Arduous Terrain Space
- Bio
- Falling End Location
- Falling Start Location
- Impassable Space
- Points to a Point of Interest
- Radiation
- Safe Ladder Access
- Search Location

SKILL SYMBOLS
- Firearm Skill
- Firstaid Skill
- Mechanics Skill
- Melee Skill
- Sneak Skill
- Talk Skill

TOKEN SYMBOLS
- Public Stash
- Crafted Bomb
- Crafted Molotov Cocktail
- Day Tracker
- Night Tracker
- Private Stash
PROLOGUE: ASSAULT THE HOUSE

1-5 players, 20-30 minutes

The city is lost. The people there have limped their way to your suburb, looking for a place to crash, somewhere defensible and warm. They aren’t welcome, and relations border on hostility… until the first horde overruns the town. The city folk go to stop the undead, but while they are fixing the gaps in the walls, zombies have already entered one of your safe houses. Cries for help are pouring from the second floor. Two people are trapped up there!

*Note: What follows is a walkthrough guide for your first time playing Defend the Burbs.

OBJECTIVE

Clear out the house and save those folks upstairs! Kill as many zombies as you can before the sun rises, and try to keep the trapped survivors from getting chewed on by zombies. Combat will proceed in a series of rounds, each consisting of one turn per player and one turn for the zombies. If you’re still alive at the end of the 5th round, you’ve earned victory.

Loss: All player-controlled survivors die before 5 rounds are up. You got this.

Starting the Game - Walkthrough

This section details the special setup for the prologue scenario. See “Full Rules” on page 19 for details on how to arrange the table for the full game. This is a synthesized version of the full rules - we recommend not turning to the full rule book or starting the prologue until you have read the walkthrough up to See “Start Killing Zombies Now” on page 17.

1. Set Up the Safe House

See Setup 01

a. Take out the first and second floor safe house tiles, and place them in the middle of the play area. Then, take the twelve additional tiles and place them around the first floor. For the prologue, set them up according to the picture above (using tile side B).

b. Place the North, East, South, and West spawn location tokens on the corresponding cardinal locations. See above for placement.

c. Take out the action board and place it off to the side. The majority of the features on the action board are not used for this all-combat prologue scenario. However, the player and zombie progress will be tracked on the progress tracker. Place the zombie meeple on the starting space of the progress track.
2. Set Up the Card Vault

See Setup 02

Place each deck face down in a row, with space in front of each deck for a discard pile.

d. Because the survivor cards are double sided, there is a survivor deck cover card. It has the survivor fist symbol on the back, and helper text on the front. Place this on the top of the survivor deck and draw from the bottom when drawing random survivors.

3. Give Each Player a Squad Board

See Setup 02

In Defend the Burbs, each player controls a squad of survivors. Those survivors are kept track of on the squad board.

Anatomy of a Squad Board

e. **Player color:** (Blue, Green, Orange, Red or Yellow)
f. **Survivor slots:** 1-4 survivors. Slot 1 is your leader.
g. **HP wheels:** Track each survivor’s hit points individually.
h. **Defense wheel:** Cumulative defenses of your squad. This goes down before you take HP damage. Most critical wounds ignore defenses.
i. **Equipped:** Place equipped weapons and accessories here.
j. **Carried items:** Items your squad has with them.
k. **Stashed items:** Items you squad has stashed at the safe house, represented by your stash token.

Each player should take the meeple of the corresponding color and place it on the starting space of the progress track on the action board.
4. Assign Survivors to Your Squad

See Setup 03

l. Each player assigns their two new survivors to positions #1 and #2 on their squad board. They should immediately:

m. Flip each survivor card so the Night side is face up (shown above), then set each survivor’s corresponding HP wheel to match that survivor’s HP.

n. Set their squad’s defense wheel to reflect the combined defense value of their two survivors.

5. Equip Impromptu Weapons

See Setup 03

o. Just like the starting survivor’s bloodied corner, there are 12 starting weapon cards in the armory deck. Remove these cards and deal two at random to each player. If playing with less than four players, do not include the slingshot. Players may choose to trade weapons if they desire. Shuffle the remaining starting weapons back into the armory deck. All players must assign each weapon to a survivor by placing it in the corresponding equipment slot. A survivor may only have one weapon equipped at a time, unless stated otherwise on a card.
Anatomy of a Survivor Card (Night)

1. **Survivor’s Name**
2. **Night Trait**: Your survivor’s special trait they can use during combat.
3. **Starting Survivor**: Denotes you may start the game with this survivor in your squad.
4. **Skills**: Your survivor’s talents. For the prologue, you will only be concerned with the first two skills – firearms and melee.
5. **Stats**: Your survivor’s physical attributes.
6. **Card ID**: Identification number of the card.

**Stats - A survivor’s physical attributes**
- **Health Points (HP)**: The amount of damage a survivor can sustain before becoming dead or... Undead.
- **Smarts**: A survivor’s ability to think beyond the next kill and meal; used for searching for loot and passing certain challenges.
- **Defenses**: Your squad’s combined ability to dodge and deflect attacks. Unless otherwise stated, defenses may be depleted before HP.
- **Speed**: How far a survivor can move before needing to catch their breath. Denotes max number of squares you can move in a turn.

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Anatomy of an Armory Card

1. **Basic Attack Cost**: The amount of effort required to attack with this weapon.
2. **Range**: How many spaces a weapon can reach when making a basic attack.
3. **Type**: Weapons use either \ or \ skill to wield. Accessories show the \ symbol, and usually don’t count towards carry limit when equipped.
4. **Click Die**: If this symbol is present, this weapon can run out of ammunition.
5. **Armory Card Name**: The name of a weapon.
6. **Combat Traits**: Combat oriented traits usable by this weapon. Some require a prerequisite skill to use.
7. **Impromptu Weapon**: Denotes you may start the game with this weapon in your squad.
8. **Victory Points**: End game victory point value for owning this weapon.
9. **Card ID**: Identification number of the card.
10. **Basic Weapon Damage**: A reminder that basic attacks deal 1 .
6. Spawn Squad Minis
See Setup 04

p. Now that each player has their squad set up, it’s time to enter the field of combat. For the prologue, each player’s squad mini starts off the board until it is that player’s first turn, and then enters on one of two spaces adjacent to the South spawn location token.

7. Spawn Zombies
See Setup 04

q. Begin by spawning two fresh zombies per player on each of the other spawn locations - North, East, and West. For example, if you are playing with four players, spawn 8 fresh zombies total. These guys are going to come at the house from all three sides. Spawn zombies on the spaces adjacent to the spawn location tokens. When spawning zombies, place the minis one at a time, one per location token. Begin with the North spawn token, and proceed clockwise, skipping the South spawn for the prologue. Two zombies may fit on one space.

r. Next, spawn a weak zombie in each of the five rooms of the safe house’s first floor. See the graphic for placement within the rooms.

8. Spawn the Upstairs Challenge
See Setup 05

The Assault the House prologue has an additional challenge - there are two survivors trapped upstairs, with zombies trying to eat them.

s. Place an objective token in Bed I and Bed II upstairs.

t. Place a junk wall token at the entrance of each room (but not between them) and a fresh zombie directly in front of each wall.

The Map

Points of Interest:
- **Bio:** These diseased spaces are bad news, but you don’t have to worry about their effect right now. Ignore these symbols for the prologue.
- **Radiation:** If your squad steps on one of these, take a and place it on a single survivor in your squad. That survivor takes 1 point of damage.
- **Arduous Terrain:** Certain terrain is more difficult to traverse than others. Spaces with cost two action points to move into instead of one. More on action points coming up shortly.
- **Search location:** Ignore all search symbols for the prologue. You cannot use these spaces while assaulting the house.
- **Impassable:** These spaces cannot be walked over or attacked through. They block line of sight, and must be maneuvered around in order to pass by. Treat all red walls as impassable symbols.

Line of Sight (LOS)

If you can connect the center of your squad’s current space to the center of another space with a straight line that does not cross any red walls or impassable symbols, you have a clear line of sight (LOS). Even if your target is within the required range, they cannot be targeted with an ability unless they are within clear LOS. This means you cannot shoot around walls, curve attacks over corners, or reach over a tree to smack a zombie.
LOS is broken by the following elements.
- Red Bordered Tile Walls.
- Junk Walls/Gates.
- Lookout Towers.
- Squares.
- Other Zombies (zombies block player LOS to other zombies behind them).

**LOS also dictates the way zombies move.**

**The Second Floor**

While standing on the stairs, your squad is located on a space shared by both boards. You are not standing on two spaces - they are actually the same spaces overlapping. When moving between floors, pick up your squad miniature and move it to the board you are walking onto. See “The Second Floor (Example 03)” on page 25 for more information.
How to Jump In

This is a barebones version of the rules to get you started. Read all the way to See “Start Killing Zombies Now” on page 17 before beginning play. For a full version of the rules, See “Full Rules” on page 19.

The Player’s Turn

The Assault the House prologue is entirely combat - you will not be dealing with any of the other phases or functions in the game. Combat takes place during the Night phase. It will last for five rounds, each round consisting of one turn per player, and one turn for the zombies.

Create Your Action Pool

Your turn begins by creating your action pool. Create your action pool by rolling 2 red dice for each survivor in your squad. For example, if you have two survivors, you would roll four red dice. The action pool represents how much energy or effort your squad can exert that turn. After creating the pool, arrange the dice rolled so the values shown read from lowest to highest.

Action Points (AP)

The value of pips shown on the face of a die determines how much AP that die is worth. AP are spent by your squad to move, perform a basic attack with a weapon, or activate a special trait on either a weapon or a survivor.

Moving

Moving your squad on the map costs one AP per space. To move, take one die from your action pool and place it on your squad board. You may then move a number of spaces equal to or less than the value of that die.

Limitation: Your squad is only as fast as its slowest survivor. Every survivor has a speed stat - the survivor in your squad with the lowest speed sets the max number of spaces your squad can travel via basic moving (your speed limit). Special Traits will often allow your squad to move additional spaces, unrestricted by your squad’s speed limitation.

Additional Movement Rules

1. Your squad can move vertically, horizontally, and diagonally.
2. Your squad may pass through other squads while moving, but may not stop moving on the same space as another squad.
3. You may not move through zombies or impassable areas. See “Map” on page 24.

Basic Attacking

A weapon’s basic attack cost is the amount of AP required to attack with that weapon, dealing 1 (● = damage). A weapon’s range determines how many spaces away that attack can target. Unless specified by a card or the story booklet, each basic attack can only have a single target. A target is normally a zombie, but could be another squad in certain story chapters.

The basic attack cost of a weapon can be paid with a single die, or a combination of dice (more on combining dice below). When making a basic attack, move the dice you are spending onto that weapon’s illustration.

• Limitation: A weapon can only be used for a basic attack once per turn. Special traits will offer additional opportunities to bust up skulls.

Some items and traits will modify basic attacks, often causing them to deal more than the standard 1 ●, or possibly reducing the AP cost of making a basic attack.

Combining Dice

If you want to pay action points but didn’t roll a high enough number on a single die to meet the cost of an ability, you can combine two or more dice to reach the requirement. See “Combining Dice” on page 22.

• Limitation: The number of total dice that can be allocated to a weapon, for both basic attacks and special traits, is limited by your survivor’s skill in that type. For example, if a survivor is using a melee weapon, the total number of dice they can spend on that weapon in a single turn is limited by their melee skill. The same is true for firearms.
Traits

Both survivor and armory cards have special traits. There are passive traits, which are always in effect, and active traits, which require you to spend action points in order to use. To use an active trait, allocate the required amount of action points by physically moving dice to the trait’s text box.

- **Limitation:** Each special trait can only be used once per turn. Some traits will indicate that they can be used less frequently – for example, some traits can only be used once per day. Put the corresponding survivor token on a once per day ability to show that it has been used.

**BFF:** Until the end of the current turn, all friendly survivors with the BFF trait get +2 AP. Old BFFs are a thing of the past. Remove the BFF token from the board. Only usable once per Night.

**AP CHARGE!:** Move your squad up to 2 spaces. If you use this trait turn movement does not count towards your speed limit. Only usable once per Night.

**AP + S.ROU:** You may use this trait turn movement does not count towards your speed limit. Only usable once per Night.

Fluid Actions

There is no set turn order, or sequence you must follow. Your goal is to survive, and slaughter as many zombies as you can in the process. To this end, you may spend dice from your action pool in whatever order and combination you see fit. So long as you have enough points to make it happen, you are free to move, smash some faces, and then retreat all in the same turn. Or stand your ground and spend all your dice to empty the clips. It’s up to you.

- **Limitation:** No leftovers; if you spend a die that has a higher value than the AP cost requires, you do not make change. For example, if you spend a die with SAP to move, but choose to only move three spaces, you do not have two leftover action points floating. Those points are wasted for this turn. The same is true for attacks and special traits.

**THE ZOMBIES’ TURN**

After all players have taken a turn, the zombies take a turn. Begin by moving each zombie one at a time. After all zombies have had a chance to move, all of the zombies who are in range of one or more squads attack as a group. A Zombie LOS works the same as players’. If you can draw an uninterrupted straight line between the middle of two spaces without bumping into a wall or red line, those spaces are within LOS. Zombies will always try to move as close to a squad as possible to make room for other zombies. If zombies cannot see any squads, they will move towards the staircase and up to the second floor, attempting to eat the survivors upstairs.

When a squad is attacked, first note how many zombies are in range. Only useable once per Night.

- **AP:** For each weak zombie attacking, and 2 for each fresh zombie attacking.

Zombies

There are two kinds of undead you’ll be facing in the prologue – fresh zombies (green), and weak zombies (grey).

- **Weak zombies are killed after taking 1 .** They deal 1 . each.
- **Fresh zombies become weak zombies after taking 1 .** They deal 2 . each.

If a fresh zombie becomes weak, exchange its green mini for a grey one. When a zombie is killed, remove its mini from the board.

**Zombie Movement**

Fresh and weak zombies each move 3 spaces towards the closest squad within their LOS, but stop moving when they find something to attack (be that a survivor or crafted fortification).

Zombie LOS works the same as players’. If you can draw an uninterrupted straight line between the middle of two spaces without bumping into a wall or red line, those spaces are within LOS. Zombies will always try to move as close to a squad as possible to make room for other zombies. If zombies cannot see any squads, they will move towards the staircase and up to the second floor, attempting to eat the survivors upstairs.

When a zombie is killed, remove its mini from the board.

**Zombie Attacks**

Zombies group together and attack as one entity, “the horde.” Zombies always attack any and all survivors they are adjacent to, i.e. range 1. Players are attacked in turn order, starting with player one and proceeding sequentially. If a zombie is adjacent to two squads, it will attack both squads.

1. When a squad is attacked, first note how many zombies are in range.
2. Roll two dice. If any 5s are rolled, your squad immediately suffers a critical wound for each 2. See “Critical Wounds” on page 28. The amount of dice rolled does not change with more or less zombies.
3. Regardless of whether or not any critical wounds were rolled, your squad takes damage. 1 for each weak zombie attacking, and 2 for each fresh zombie attacking.

**Taking Damage**

When your squad is dealt 1 , you may choose to allocate the 1 between your defense wheel, and/or your survivor’s individual HP wheels.

1. You must allocate 1 one point at a time.
2. You cannot allocate 1 to your defense wheel if it’s set to zero.
3. You must allocate all damage. If a survivor in your squad takes more 1 than they have HP, the remaining 1 must be dealt to another survivor in your squad. The same is true for the defense wheel.
**ZOMBIE TURN EXAMPLE 02**

- **Z1-Z6 (Zombies 1-6)**
  - BP & RP: Blue & Red Players' squad positions, picking up from last example.

- **H1(Horde Card):** The players just took their first turn. Now the zombies will take a turn before moving the round tracker one space forward.

**Z1-Z6 Find targets and move towards them.**

- **Z1 (move)** - Zombie #1 begins his turn by looking around for survivors to eat. Blue player (BP) is not in Z1's LOS, because there is a wall in between them. However, Z1 looks south and spies Red player (RP) through a doorway. Note that if Red player was one space to his right, he would not be within LOS of Z1 because the doorway would be blocking clear vision. Zombie 1, seeing his prey, moves three spaces along the shortest route possible towards Red player. He reaches attacking distance (range 1) after moving a max of 3 spaces. The zombie stops moving. Before any zombies start attacking, all zombies have a chance to move. It is now zombie #2's chance to charge.

- **Z2 (move)** - Zombie #2 is only two spaces away and within LOS of red player. Zombie #2 moves the two space forward, and prepares to attack. Both Z1 and Z2 now occupy the same space.

- **Z3 (move)** - Sees Blue player and starts moving towards her.

- **Z4-Z6 (move)** - Have no targets in LOS, and thus move towards the default target, the stairwell to the second floor.

**Z1-Z2 Attack the Red player.**

- **Z1 & Z2 (attack)** - Now that they have moved into range, zombies #1 & 2 finally decide to go for a bite.
  - When a player is attacked, they are attacked by ALL zombies within range 1. Regardless of how many zombies are attacking (in this case only two) that player rolls 2d6. For each die face that shows a , that player is critically wounded.
  - In this example, the dice are rolled for 3 & . Since a was rolled, Red player must suffer a critical wound.
  - First, Red player chooses a survivor in their squad to become wounded.
  - Red player chooses Bella.
  - Next, red player flips the top card of the critical wound deck, and follows the instructions on the card (Dislocated Shoulder, 2 , -1 ) and places it underneath Bella's Survivor card, including reducing Bella's HP wheel by 2 .
  - After the wound is resolved, the zombies deal their normal damage. In this case, 1 point of for each weak zombie, for a total of 2 damage. Since Red Player has a defense value of 5, he reduces it to 3 and his survivor's take no additional damage.

  - *If Red player was at zero in defenses, he would have to allocate the damage to either survivor in his squad.*
Action Board & Progress Track

The majority of the functions on the Action Board are used during the Day phase. However, the progress track keeps score for the players, advancing as your squad performs feats of awesomeness. It also tracks the zombies, measuring the impending doom of the mounting horde (with the zombie meeple). The zombie meeple’s progress is called the Doom Track.

Victory Points

Each time a squad kills a weak zombie, they gain 1 VP. Each time a squad weakens a fresh zombie, they gain 1 VP. When a player gains VP, move the meeple of the corresponding color that many spaces forward on the progress track.

At the end of the 5th round of combat, all zombies immediately flee from the dawn of a new day. For each zombie remaining, the Doom Track will increase. Weak zombies that flee add +1 to the Doom Track. Fresh zombies that flee add +2 to the Doom Track. The Doom Track affects how many zombies will spawn on the following Night of combat. Other things in the story booklet will also affect the Doom Track. If the Night phase ever begins with the Doom Track at 30, the game is lost.

Milestones

Every five spaces on the progress track is a milestone. At the end of combat, every player who reaches a milestone will be able to take a perk card during the Level-Up phase. If you plan on continuing your campaign after the prologue, turn to the “The Level-Up Phase” on page 33 when combat ends to learn about gaining perks.

Additionally, when the Doom Track passes a milestone, the horde that shows up on the following night of combat will be joined by a dangerous mutate. If you plan on continuing your campaign after the prologue, turn to “Mutates” on page 28 when combat ends to learn about spawning those ugly monstrosities.

The Upstairs Challenge

The Assault the House prologue features a challenge unique to this scenario. The two survivors trapped upstairs are represented by the objective tokens, one in each bedroom. The zombies outside the rooms are trying to eat those poor buggers, with only a junk wall to hold them at bay. On each of the zombie’s turns, if they do not have LOS on a player-controlled survivor, the upstairs zombies will try to break those walls by attacking.

- When zombies attack a wall, they roll two dice, just like they do when attacking survivors. If the zombies roll a cumulative 8 or higher while attacking a wall, it is destroyed.

When a zombie breaks a wall, its turn is over. However, on the following turn that zombie will move towards and eat the non-player survivor in the room. If the non-player survivor is eaten, remove the objective token and immediately spawn another fresh zombie on the same space. On the turn after that, those zombies will move into the adjacent room and eat the remaining survivor. In addition to spawning a new fresh zombie, each survivor that is eaten upstairs increases the Doom Track by +1.

- Zombies will always prioritize moving towards player-controlled survivors within LOS over fortifications or non-player survivors. If a squad makes it into the upstairs hallway, the zombies will attack them instead of trying to eat the objective tokens.

Start Killing Zombies Now

First, randomly determine turn order by having each player roll two red dice. The highest outcome is first player. Give that player the first player token. Turn order proceeds clockwise from that player. Re-roll in the event of a tie.

Players enter the map on any space adjacent to the South spawn token.

Assault the House - Conclusion

After five rounds, Night is over and all the zombies immediately flee. Follow the instructions on the Horde Card to advance the Doom Track.

Narrative

If you lose: The friends fallen, the sacrifices along the way...It was for nothing. You fade away, hoping the next wave of the living will make your end complete.

If you win: Aw yeah, do the happy dance. You have moved on out of the city and now it’s time to do what everyone else does, get a vehicle. You should go for something sensible, with good gas mileage, and maybe a spiked grill?

1. Draw a random survivor from the bottom of the survivor deck for each objective token that went uneaten by zombies. See “Recruiting New Survivors” on page 34 for more information and how to add the newbies to your existing squads.
2. The House is yours! Draw 5 food ( ), 5 resources ( ), and 2 armory ( ) cards. See “Getting Items” on page 30.
3. If you are playing campaign play, See “Victory Points” on page 33 for more information on the Level-Up phase. Give yourself some time to become familiarized with the full rules, then See Chapter 1 in the Storybook.
FULL RULES
for Surviving in the Zpocalypse

If this is your first time playing Zpocalypse 2: Defend the Burbs, we recommend you read the prologue scenario’s walkthrough guide first, to get a feel for the basics of combat and defending a home. Once you’ve had a taste of the game, the following rules will detail the full setup, the phases of the game beyond combat, and all of the nitty gritty bits you’ll need to get the job done. Once you have familiarized yourself with the full rules, see “Story Booklet” to get on your way with chapter 1.

FULL SETUP LAYOUT

1. Blue Player Setup
2. Green Player Setup
3. Orange Player Setup
4. Red Player Setup
5. Yellow Player Setup
6. Map Tiles
   a. 1x House Tile (8x8in grid)
   b. 12x Tiles (4x4in grid): Surrounds the house tile.
   c. 4x Zombie Spawn tokens: At orthogonal centers of the board.
7. 2nd floor of house: Accessible from 1st floor stairwell.
8. Action Board
   a. Day/Night Tracker: Tracks if it is day or night, and how many days have been played.
   b. Crafting Cards: Shows available crafting options and locked/unlocked base upgrades.
   c. Player Meeples: Current VP accumulated by each player.
9. Card Vault: Table position of shuffled card decks and discard piles.
   a. Mutates Deck: Remove the horde card when setting up.
   b. Armory Deck
   c. Survivor Deck: Draw from the bottom, leaving cover card on top.
   d. Food Deck
   e. Resource Deck
   f. Critical Wounds Deck
   g. Perk Deck

OVERVIEW - TIME CYCLES

Your life in the Zpocalypse is dictated by the sun. Zombies shun the sunlight, seeking dark places, even though it doesn’t physically harm them. This allows survivors to accomplish tasks in the daytime, whereas at night they must defend themselves. The game proceeds in two cycles:

   Night phase: At night we kill zombies. It’s down and dirty combat. The Night phase is broken into 3 steps:
       • Dusk - Setup
       • Midnight - Combat begins
       • Sunrise - Clean Up
   * See “Night Phase” on page 22.

   Day phase: While the sun’s out we assign tasks necessary for keeping the home and staying alive. The Day phase is broken into 3 steps:
       • Morning - Use the action board to send survivors out on tasks.
       • Afternoon - Feed survivors so they don’t go hungry.
       • Neighborhood Meeting - Determine the leader for the next day.
   * See “Day phase” on page 29.

   • If any player reached a milestone on the progress track during the Day phase, they enter a level-up phase before proceeding to Night.

SURVIVAL TOOLS

You stand a much better chance of keeping your skin, if you roll with a squad and stay armed to the teeth.

Dice

Types of Dice
- **Ammo/Click die**: Is used for checking if a weapon has run out of ammunition, or for determining randomized events.
- **Click die face (“1” on blue die)**: Out of ammo, or other mishaps.
- **Action die**: Used for survivor actions and zombie attacks.
- **(“6” on red die)**: A powerful burst of energy for survivors, or a critical hit for zombies.

Ammo/Click Dice

Some weapons, such as firearms and gas powered melee weapons, can run out of ammo and become useless until replenished. If a weapon has this , you must roll a blue die after making a basic attack with that weapon. If the result of the roll is a “click” – that weapon is out of ammo. Turn the card horizontal to show that you cannot make another basic attack, nor use any of that weapon’s special traits, until reloading the weapon.

Unless specified otherwise on the weapon, you must discard an ammo card from your private stash to reload a weapon. Reloading does not cost AP.

Squad Board

For now, your squad consists of a team who survived the initial onslaught in the city. There may be other survivors around, but you can’t trust everyone you meet, even if they are human.
Survivor cards are double sided. They consist of the Day side and Night side. Skill values are listed on each side for ease of use. Unless specified otherwise, you use the Day or Night side of the card when resolving Day or Night phase actions respectively.

Survivor Card - Day Side

1. Survivor's Name
3. Objective: Personal goal for this survivor.
4. Day Trait: A special trait that can be used during the Day phase.
5. Skills: Repeat of survivor skills on reverse side.
6. Starting Survivor: If the corner is dipped in Red, it denotes you may start the game with this survivor in your squad.
7. Victory Points: End game victory point tally for keeping this survivor alive.

Personal Objectives

Each survivor has an unique objective - a mini quest for that survivor to accomplish. For example, these can be finding valuables, reuniting with a loved one, or defeating a rival. Each objective is worth its own amount of VP.

When an objective is completed, immediately:

- Move your squad forward on the progress track equal to that objective's VP reward.
- Flip the survivor token with the number matching the survivor's objective you just completed over to the “finished side” (showing 2 stars).

Survivor Card - Night Side

1. Survivor's Name
2. Night Trait: A special trait that can be used during the Night phase.
3. Starting Survivor: If dipped in red, denotes you may start the game with this survivor in your squad.
   - Combat: Primarily used for killing zombies during the Night phase.
     - Firearms: Proficiency with ranged weapons.
     - Melee: Feats of physical strength, namely smash and bash.
   - Non-Combat: Primarily used for actions during the Day phase.
     - First Aid: Basic medicine and wound treatment.
     - Mechanics: Engineering, carpentry and general construction.
     - Sneak: The ability to act without being noticed.
     - Talk: Salesmanship, communication, and coercion.
5. Stats: Your survivor's physical attributes.
   - Health Points (HP): The amount of damage a survivor can sustain before becoming dead or...Undead.
   - Smarts: A survivor's ability to think beyond the next kill and meal; used for searching for loot and passing certain challenges.
   - Defenses: Your squad's combined ability to dodge and deflect attacks. Unless otherwise stated, defenses may be depleted before HP.
   - Speed: How far a survivor can move before needing to catch their breath. Denotes max number of squares you can move in a turn.
6. Card ID: Identification number of the card.

Survivor Traits

Traits are special abilities unique to each survivor, which improve a survivor's performance. Survivors each have two traits: one night trait (on the Night side of the card) and one day trait (on the Day side).
There are two kinds of traits:

- **Passive Traits** are always in effect. Passive traits are distinguished by having no cost.
- **Active Traits** are abilities that must be activated by paying the associated action point cost. See “Combat” on page 22 for more details. You can tell a trait must be activated if it has an AP die symbol cost next to the abilities name.

- **Night Traits can only be used during the Night phase, and Day Traits can only be used during the Day phase.**

## Armory Deck

When it comes down to it, just about everything can be used to bludgeon the undead.

### Armory: Weapons

All manner of murderous weaponry and survival gear.

1. **Basic Attack Cost**: The amount of effort required to attack with this weapon.
2. **Range**: How many spaces away a weapon can reach when making a basic attack.
3. **Type**: Weapons use either \( \bigcirc \) or \( \bigotimes \) skill to wield. Accessories show the \( \bigotimes \) symbol, and usually don’t count towards carry limit when equipped.
4. **Click Die**: If a blue ammo die is present, this weapon can run out of ammunition. See “Ammo/Click Dice” on page 19.
5. **Armory Card’s Name**.
6. **Combat Traits**: Combat oriented traits usable by this weapon. Some require a prerequisite of skill to use. Like survivor traits, these can be passive or active.
7. **Impromptu Weapon**: If the right corner is dipped in red it denotes you may start the game with this weapon in your squad.
8. **Victory Points**: End game victory point value for keeping this weapon in your inventory.
9. **Card ID**: Identification number of the card.
10. **Basic Weapon Damage**: A reminder that basic attacks deal 1 \( \bigotimes \).

### Armory: Accessories

Unlike weapons, accessories are usually worn, and do not count against your survivors card limit when equipped.

#### Weapon Traits

Sometimes there are better ways to get the job done than just hacking and slashing. Each weapon has a few special traits that can be used tactically while in combat. See “How Skills Affect Combat” on page 23.

Just like a basic attack, traits also have an associated action point cost.

**AP \( \bigcirc \) STRIKE!**: Move your squad up to 2 spaces. This movement does not count towards your speed limit.

**AP \( \bigotimes \) CHARGE!**: Move your squad up to 2 spaces. This movement does not count towards your speed limit.

In order to use an activated trait, you must allocate the appropriate number of action points by physically moving the number of dice required to pay for the abilities. The AP cost of traits may be paid with multiple dice. The total number of dice that can be spent on a weapon in a single turn, for both basic attacks and special traits, is limited by that survivor’s skill of the associated type. See “Combining Dice” on page 22.
NIGHT PHASE

Nighttime makes up the bulk of your experience in the Zpocalypse. Each Night phase zombies are going to surround the house and try to eat everyone inside. The intensity of Night combat lasts for five hours - when the sun rises, the horde disperses. Every hour consists of one turn per player. This meaning each player will have five turns in one Night.

Dusk Step

Begin by spawning zombies. See “Spawning Zombies” on page 26 for more information.
1. Flip all survivors to the Night side of their card.
2. Reset your squad’s defense wheel. Add up all of the defense values on every survivor in your squad, including any modifying armory cards.
3. Squads may begin anywhere inside the house.
4. Set the turn clock on the Horde card to turn one. Time to do some killin’.

Midnight Step

Combat begins. See below for more information.
Starting with the first player, each player takes a turn. When each player has had a turn, the zombies take their turn. See “Zombies” on page 26 for more information. After the zombies’ turn is over, move the turn clock forward 1 place. At the end of hour five, move to the sunrise step.

Sunrise Step

Remove all zombies from the map. For each weak zombie removed, add +1 to the Doom Track. For each fresh zombie removed, add +2. For each mutate removed, increase the Doom Track by +1 for each point of HP remaining on that mutate. See “Zombies” on page 26 for more information.

If any player reached a milestone during the Night, move to a level-up phase. If not, proceed to the Day. See below for more information.

The Level-Up Phase

If any player reaches a milestone on the Progress Track during the Night phase, proceed to a level-up phase before the Day phase. Once the level-up phase is complete, or if no players reached a milestone in a given phase, game play proceeds as normal. See “The Level-Up Phase” on page 33 for more information on gaining perk cards during the level-up phase.

COMBAT

When the clock strikes midnight, all those zombies wandering aimlessly around the neighborhood become ravenously hungry. The white picket fence around the place might as well be the gates of hell.

Your Turn - Action pool

At the start of every turn during the Night phase, create your action pool for that turn by rolling two for each survivor in your squad. For example, if there are three survivors in your squad, roll six dice for your action pool. Once the dice are rolled, organize them in numerical order based on what you rolled. Each pip on the die represents an action point (AP), and the Z represents six points. Thus the total AP shown in the example below is 17 (6 + 5 + 4 +2).

These dice are now your action pool. You may spend them to perform one action per die, or combine multiple dice to meet the cost of a single action.

You will spend your action dice on the following:
- Moving
- Basic attacking
- Active special traits (on survivors or armory cards)
- Search locations
- Unarmed combat
- Certain items or perk cards
- Skill challenges (not used during combat)

Using Dice

Everything you want to do on your turn requires using dice to pay for the action point cost. When using dice to pay for moving, place them on your squad board. When using dice for basic attacks, place them on that weapon’s illustration. When using dice for special traits, be they on weapon or survivor cards, place the dice in that trait’s text box. When using dice for other functions, like search locations, put the dice off to the side.

Combining Dice

When you’re up to your knees in zombie guts with three more coming, it is easy to think that luck is the only thing that’s kept you alive. But your heavy breathing and aching muscles are a sure sign that you’ve got some real skills.

If you want to pay action points but didn’t roll a high enough number on a single die to meet the cost of an ability, you can combine dice to reach the requirement. In addition, Perk Cards allow you to add additional dice to a basic attack of the same attack type.

- Limitation: A trait or basic attack that has a cost of you must roll a natural and may not combine dice to the equivalent value of 6.
Additional Movement Rules

1. Your squad can move vertically, horizontally, and diagonally.
2. Your squad may pass through other squads while moving, but may not stop moving on the same space as another squad.
3. You may not move through zombies or impassable areas. See “Map” on page 24.

Basic Attacking

Each weapon you find in the burbs has a cost for making a basic attack, the basic range of that weapon, and the associated skill required. The basic attack cost is the amount of AP required to make an attack with that weapon, and the range determines how many spaces away that attack can target. Unless specified by a card or the story booklet, each basic attack can only have a single target. A target is normally one zombie, but could be another squad in certain story chapters. The basic attack cost can be paid with a single die, or a combination of dice. See “Combining Dice” on page 22. When making a basic attack, move the dice you are spending onto that weapon’s illustration.

- **Limitation:** A weapon can only be used for a basic attack once per turn. Special traits will offer additional opportunities to bust up skulls.
- **Limitation:** Unless modified by items or traits, basic attack = 1 ⚪ (damage).

Active Traits

Both survivor cards and armory cards have special traits. These traits allow you to move and slay well beyond your normal limits. There are passive traits, which are always in effect, and active traits, which require you to spend AP in order to use. To use an active trait, allocate the required amount of action points by physically moving dice to the trait’s text box. Active traits and basic attacks from the same weapon may have two different targets.

- **Limitation:** Each special trait can only be used once per turn. Some traits will indicate that they can be used less frequently - for example, some traits can only be used once per day. Put the corresponding survivor token on a once per day ability to show that it has been used.

How Skills Affect Combat

So, you learned about combining dice and now you’re all like, “I am a beautiful god of murdering! Zombies are my playthings, and I am the divine toddler of judgment on the playground of the Zpocalypse!” Right? Wrong. Weapons are broken into two categories - firearms and melee. The total number of dice that can be allocated to a weapon in a single turn, for both basic attacks and special traits, is limited by your survivor’s skill in that weapon type. For example, a survivor with a firearm skill of 2 can spend a total of two dice on a firearm weapon’s basic attack or special traits. If a survivor has 0 in a particular skill, they cannot use any dice for that category. Skills can be increased by perk cards and decreased by critical wounds.

However, there is no limit on the total number of dice used to pay the cost for a survivor’s activated trait. Each of us is a master at being ourselves.

Unarmed Combat

Sometimes weapons get misplaced. If a survivor ever finds themsevles without a murder-tool, they are not left completely defenseless. All survivors can fight bare knuckle when needed. The basic attack cost for unarmed combat is 6 AP, range 1, melee. Making an unarmed basic attack causes that survivor to lose 1 HP. The number of dice spent to make an unarmed attack is limited by a survivor’s melee skill.

 Fluid Actions

There is no set turn order, or sequence you must follow. Your goal is to survive, and slaughter as many zombies as you can in the process. To this end, you may spend dice from your action pool in whatever order and combination you see fit. So long as you have enough points to make it happen, you are free to move, smash some faces, and then retreat all in the same turn. Or stand your ground and spend all your dice to empty the clips. It’s up to you.

- **Limitation:** No leftovers. If you spend a die that has a higher value than the action point cost requires, you do not make change. For example, if you allocate a ⚪ to your squad board for movement, but chose to only move three spaces, you do not have three leftover action points floating - those points are wasted for this turn. The same is true for attacks and special traits.

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Points of Interest

- **Bio:** If your squad steps onto a Bio space, take a Bio token and attach it to a single survivor in your squad. Survivors infected with Bio lose 1 HP at the beginning of every afternoon step - but there is no immediate penalty. The cure for diseases are few and far between, so do not take these spaces lightly.
- **Radiation:** If your squad enters a Radiation space, take a Radiation token and attach it to a single survivor in your squad. Survivors who suffer a Radiation 1 lose 1 HP immediately. Although radiation is dangerous, it also has frightening potential. Survivors who have a Radiation attached may spend the token during the Level-Up phase to select a mutation card, instead of a normal skill upgrade. See “Mutations” on page 33.
- **Arduous Terrain:** Certain terrain is more difficult to traverse than others. Arduous spaces cost players 2 AP to move through instead of 1 AP. If the arduous symbol appears on the line or corner between spaces, it only refers to moving directly over the symbol. Arduous terrain also effects zombies. Zombies move up to three spaces a turn, with each arduous symbol taking an additional point of movement. If a zombie has moved two spaces and the last space they would land on is arduous terrain, they may still move onto that space but become knocked down. See “Knocked Down Zombies” on page 27.
- **Search Location:** Goodies hidden from plain sight. See below.
- **Impassable:** These spaces can’t be walked over or attacked through. They are blocking line of sight, and must be maneuvered around.
- **North, South, East, and West:** These spaces are where zombies make their entrance onto the map. The story booklet will indicate where to place these tokens. As spawn locations, these spaces have no additional effects on game play. See “Spawning Zombies” on page 26.
- **Window Drop-in Locations:** These spaces are numbered, corresponding to the above window. If your squad jumps or falls out of a window, they land on the landing space with the corresponding number.
- **Refuel:** Spend 4 AP to reload a gas powered weapon.

Search Locations

- When standing on a searchable space, you may spend a single die from your action pool to draw a card of the designated type. Note that this means you’ll have to allocate an entire die to searching. You can not use leftovers from another ability.
- When searching, look at cards from the top of the designated deck equal to the amount of AP spent on the die. However, the number of cards looked at cannot exceed the highest smarts stat among survivors in your squad (although you may end up spending more AP).
- Select one card and add it to your carried items. Put the other cards on the bottom of that deck in a random order.
- After searching a location, shuffle the search tokens face down, so only the “X” side is showing. Once the tokens are mixed up, chose one and flip it face up. If the revealed side has a number displayed, you must immediately spawn weak zombies equal to the number revealed. The player who did the searching may choose how the zombies spawn, but each must be adjacent to the searched space. Leave the token “X” side up on that space to show it is not searchable again for the remainder of this night of combat. At the beginning of a new night of combat, remove all existing search tokens.

Line of Sight (LOS)

- Tunnel Movement: Entering the tunnels costs 1 AP per survivor in your squad. You may combine any number of dice to meet this cost. Once you have entered a tunnel, your turn is immediately over. Place your Squad onto the Tunnel Card - you are traveling underground! At the beginning of the following turn, before you roll to create your action pool, you may choose any tunnel entrance for your squad to emerge from (at no AP cost). See the Bunker Tunnel crafting card for more details.

MAP

Whether you are assaulting a house, defending a house, or looking for a new one, there are a few key elements of the map that you need to be aware of.

The Bunker Tunnels

The Bunker Tunnel entrance is a special crafting card that unlocks a new mode of maneuvering around the map. Once the tunnels have been opened (the Bunker Tunnel crafting card has been completed) players may travel between the tunnel entrances underground, without needing to walk across the plagued surface. T0-4 are tunnels and BP is the player using them.
impassable spaces, you have a clear line of sight (LOS). Even if your target is within the required range, they cannot be targeted with an ability unless they are within clear line of sight. This means you cannot shoot around walls, curve attacks over corners, or reach over a tree to smack a zombie. The center of each space is marked with a small “+” icon.

- If there is ever any doubt about LOS, assume that zombies can see players, but players cannot see zombies.
- LOS also dictates the way zombies move. See “Pathing - Zombie Movement” on page 26.

### The Second Floor (Example 03)

A major strategic advantage to hunting in the suburbs is having a second floor to retreat to, with wide open windows to shoot out from. The upstairs is located on a separate board, kept next to the first floor map.

- **Z1-Z5** = Zombies 1-5
- **BP, GB, RP** = Blue, Green, and Red Players
- **1F** = 1st Floor Stair entrance
- **2F** = 2nd Floor Stair Entrance. (1F and 2F represent the same space)
- **RP**: Red Player is at the top of the stairwell and can see Z3 outside via the window and Z2 on the 1st floor, but cannot see Z1 out back.
- **BP**: Blue player is on the 2nd floor looking out of window 6. She can see Z5 and attack with a ranged (4+) weapon. Her LOS is blocked from seeing Z2 and Z4.
- **GP**: Green Player starts his turn on the 2nd floor. Wanting to get into the thick of battle, he decides to jump out window 7 to engage the zombies. Green player lands on the drop-in space #7. When he jumps out, every survivor in his squad takes 2 ⚔, then he continues his movement.

**How The Stairs Work**

Like most homes, the gateway between the first and second floor is the stairwell. To travel to the upstairs board, players must walk up to the top of the stairs (see Example 03 1F & 2F). While standing on the stairs, your squad is located on a space shared by both boards. You are not standing on two spaces - they are actually the same space overlapping. If you are standing on the top of the stairwell, you are in the unique position of being able to see both the 2nd and 1st floors. You may end your movement on either the stairs or landing; however, the space you stop on must be clear on both the upstairs and first floor tiles.

**How Windows Work**

While standing in front of a second floor window space (#1-9 ⚜), your squad may look out onto the yard and shoot the ground below. Count range the same way as normal, using the space directly below the window on the first floor with the corresponding number to determine range. Your squad can choose to jump out of a window, or you may be pushed off the second floor. If you fall or jump from a window, land your squad on the corresponding numbered space ⚪ directly below the window. Each survivor in your squad takes 2 ⚔. If you land on the same space as another squad or zombie, each survivor and zombie on that space also takes 2 ⚔, and your squad lands on any adjacent empty space.
After all players have taken a turn, the zombies have a chance to lash out. First each zombie will move. After zombies move, each player gets attacked by all zombies adjacent to them.

**Horde Card**

1. Title
2. Movement Reminder
3. Zombie Health Reminder
4. Damage/Critical Wound Reminder
5. Round Tracker
6. Doom Track Reminder

### Horde Zombie - Weak

This lot has been around the block a few times, and maybe dropped a few appendages along the way. Each weak zombie deals 1 damage when attacking. Weak zombies are killed after taking 1 damage.

### Horde Zombie - Fresh

Ripe and ready to rip you apart, these monsters are the recently turned undead. Each fresh zombie deals 2 damage. Fresh zombies turn into weak zombies after taking 1 damage.

### The Doom Track

The Doom Track represents how much attention your party has drawn from the massive horde surrounding the suburbs. The Doom Track is measured using the zombie meeple on the progress tracker. Zombies that are left standing when the Night phase ends will increase the Doom Track. See “Zombies That Flee” on page 28 for more information. Occurrences in the story booklet will also contribute to your mounting doom.

Each Night phase begins by spawning fresh zombies equal to the current position on the Doom Track. For each milestone passed the previous Day, replace a fresh zombie with a mutate. See “Mutates” on page 28.

If the Night phase ever begins with the Doom Track at 30, your house has become the target of the entire horde and you are overrun. Your current chapter is lost - refer to the story booklet for specific instructions.

At the beginning of each chapter, reset the Doom Track based on that chapter’s setup details. The only other reliable way to manage the Doom Track is by sending survivors out to guard during the Day phase. See “Task #3 - GUARD DUTY” on page 33. Other than that, you’ll need to be efficient during the Night phase and kill as many zombies as possible to prevent the Doom Track from getting out of control.

### Spawning Zombies

Zombies are placed on the board one at a time, starting from the North spawn location and proceeding clockwise around the East, South, and West locations. Zombies may be spawned on any space adjacent to the spawn location tokens. Two zombies may fit on a single space. If there is no more room, the new zombies will spill over into other spaces. See “The Zombie Shuffle” on page 27 for details. Always begin by spawning mutates first. If more than 20 fresh zombies would be placed on the map at any time, spawn the remainder as weak zombies.

Certain events in the story booklet, and other occurrences such as survivor death or search tokens, will cause zombies to spawn irregularly, not on one of the spawn location tokens. Follow instructions on placing these zombies, but if there is ever any doubt, err on the side of danger. If you are uncertain where to spawn zombies, place them in such a way as to maximize their access to squads. The end of days is not a happy place.

### Pathing - Zombie Movement

Just like humans, zombies move with the singular purpose of consuming food.

1. Horde zombies move up to three spaces, but stop moving when they find something to attack - be that a survivor or crafted fortification.
2. Zombies always prioritize moving towards the closest squad they can see within line of sight (LOS).
3. If zombies cannot see any squads, they will move towards the staircase and up to the second floor. Then they move to the public stash token.
4. Zombie LOS works the same as players’. If you can draw an uninterrupted straight line between the middle of two spaces without bumping into a wall or red line, those spaces are within LOS.
5. Zombie LOS is calculated before movement, meaning zombies will never pick new targets and change directions mid movement.
Knocked Down Zombies

Certain traits on survivors and armory cards will allow you to knock down zombies. When a zombie is knocked down, physically turn its miniature on its side. Zombies that are not knocked down always take their turn before zombies that are knocked down. While a zombie is knocked down, treat that space as though it were arduous terrain for all movement and LOS for both players and zombies. Once all upright zombies have moved, the knocked over zombies stand up. If a zombie begins its turn knocked down, it will stand up instead of moving. If a squad is within range, that zombie will still be able to attack. Otherwise, the zombies will take the open path.

Horde Attacking

After all Horde zombies have moved, they attack.

1. Weak and fresh zombies group together and attack as one entity - the Horde. The Horde always attacks any and all survivors within range 1.
2. Players are attacked in turn order, starting with player one and proceeding sequentially. If a zombie is adjacent to two squads, it will attack both squads.
3. When a squad is attacked, first note how many Horde zombies are in range.
4. Roll 2d6. If any 7’s are rolled, your squad immediately suffers a critical wound for each 7. See “Critical Wound” on page 28.
5. Regardless of whether or not any 7s were rolled for the zombie attack, your squad suffers damage equal to the number of horde zombies attacking. Your squads takes 1 ★ per weak zombie, and 2 ★ per fresh zombie attacking.
6. You must allocate all ★. If a survivor in your squad takes more ★ then they have HP, the remaining ★ must be dealt to another survivor in your squad.

Taking Damage

Whenever your squad takes ★, be it from a zombie attack or an occurrence in the story booklet, you may choose to distribute this damage anyway you see fit. Damage is dealt one point at a time. For each point of damage done, you may choose to:

1. Reduce your squad’s defense wheel by one. You cannot choose this option if your squad has 0 defense remaining. Or
2. Reduce one of your survivor’s HP wheels by one. If a survivor’s HP ever reaches zero, that survivor is immediately killed. See “Survivor Death” on page 34 for more information.
Critical Wounds

1. **Type:** The form of permanent scar left by unspeakable horrors.
2. **Effect:** The penalty suffered after being dealt a wound.
3. **Name:** The layman’s term for what awful thing just happened.
4. **Victory Points:** In the Zpocalypse, battle scars are a mark of pride.
5. **Damage Value:** The amount of direct damage dealt to the victim.

For every 1 zombies roll when attacking, your squad suffers a critical wound.

You must select which survivor in your squad will receive the wound before revealing the card. After you have selected the survivor, reveal the top card of the critical wound deck and place it on that survivor. Before anything else happens, that survivor loses HP equal to the damage value of that wound. Then follow the instructions on that critical wound. Place the wound card underneath the survivor who suffered the wound, leaving the bottom of the crit revealed.

When calculating the MVP at the end of each chapter, each critical wound on a living survivor contributes to your squad’s score. If a survivor is killed, all critical wounds on that survivor are discarded. Critical wounds do not provide an immediate VP reward.

Zombies That Flee

At the end of the 5th hour of night (the 5th round of combat) all zombies immediately leave the house and yard. Each zombie that flees increases the Doom Track. Weak zombies increase the Doom Track by 1. Fresh zombies increase the Doom Track by 2. To increase the Doom Track, move the zombie meeple forward the corresponding number of spaces on the progress track.

 Horde Zombies That Are Defeated

Each zombie that your squad defeats yields VP.

- **Weak zombies** - 1 VP
- **Fresh zombies** - 2 VP. Normally, fresh zombies turn weak after taking 1 ; however, if your squad kills a fresh zombie in a single turn (deals it 2 damage) you will be rewarded with an additional 1 VP.

Mutates

There are biological happenings unknowable to modern science taking place within the genomes of the undead. The results, however, are easy to document. The more noise your squad makes and the more attention your house calls to itself, the bigger and badder the threat outside becomes. Eventually, the worst of the worst will come a-knockin’.

Every 5 spaces on the Doom Track is a milestone. Each time the Doom Track reaches a milestone, the next time you would spawn zombies, replace the first zombie with a random mutate. If the Doom Track crosses multiple milestones before zombies are spawned, replace that many zombies with mutates on the next spawn. Milestones only trigger a single mutate; once spawned, that milestone is considered a regular space on the Doom Track.

Mutate Card Anatomy

1. **Mutate’s Name**
2. **Damage:** Damage inflicted on each attack.
3. **Range:** Number of spaces away this mutate attacks squads.
4. **Speed:** How far they can move before finding a target. Zombies won’t move away from a target once they’ve engaged.
5. **Abilities:** Various special abilities the Mutate can use each turn.
6. **HP Tracker:** A mutate’s HP changes depending on the number of players in the game. When the mutate spawns, place a cube on the number labeled with the amount of players in your game. When a mutate is dealt ; reduce their HP track by 1 for each point of . Mutates each move a different number of spaces towards the closest squad, determined by their speed. Mutates attack and deal ; to all squads within their range. Each mutate has a unique trait. These traits affect the way they move, deal ; or take ; from opposing survivors. Read the entire trait out loud when a mutate is spawned, and make sure all players understand the new rules before proceeding.
Mutate's Turn

After all players have taken a turn, but before regular zombies move and attack, any mutates on the map take their turn. Mutates take a turn one at a time. Move each mutate a number of spaces equal to their speed towards the closest squad in LOS. Mutates can not be knocked down, and are not slowed by arduous terrain. After a mutate moves, it attacks all squads within its range. Pay attention to any special traits that affect the way the mutate moves or attacks. Mutates each roll their own 2d6 to inflict critical wounds. After each mutate has taken a turn, proceed to the regular zombie's turn.

Mutates That Flee

If a mutate is left alive when the sun comes up, it's going to draw a lot of attention. Increase the Doom Track by 1 for each point of HP remaining on a mutate at the end of hour 5. Do not return that mutate's card to the mutate deck; in addition to any other zombies or mutates that spawn the following Night, you will also respawn the mutates that fled the previous Night. Set returning mutate's HP to the amount of HP they fled with.

Mutates That Are Defeated

If a mutate is reduced to 0 HP, all squads on the map gain 3 VP. Remove that mutate's card from the mutate deck. It will only be re-added at the start of a new chapter.

Day Phase

Daylight is your chance to fortify your home, clean off your wounds, and send out search parties hunting for the supplies you’ll need to thrive.

Day proceeds in three steps:
- **Morning:** Use the Action Board to complete Tasks
- **Afternoon:** Feed the troops, everyone needs to eat.
- **Neighborhood Meeting:** Survivors have a contest to determine who will lead on the following day.

**Morning**

As soon as the sun rises, flip all survivors to the Day side of their card.

Beginning with the first player, each player assigns a survivor in their squad to a task by placing the corresponding survivor token on the chosen task. Tasks are then completed in order (#1. Scavenging, #2. Crafting, #3. Guarding, #4. Resting). See “Assigning Day Tasks” on page 31.

**Afternoon**

Killing zombies is hungry work. In addition to the occasional afternoon rest, your survivors will need to nourish themselves in order to stay alive.

When the afternoon step begins, all survivors lose 1 ❤️ for each 2❤️ they have. Then every survivor needs to eat. Survivors that are not fed lose 2 ❤️. Can be eaten with no consequences.

and  can be eaten, but have drawbacks. Not everything is well preserved out there. Or maybe it’s too well preserved...

Certain survivors have traits that make feeding more or less difficult.

**Neighborhood Meeting**

After all the survivors have been fed, it’s time to determine who is going to lead the charge for the following day. The player who went last in turn order that day may pick any skill - firearms, melee, first aid, sneak, mechanics, or talking to contest the current leader. Players may also choose to trade survivors between squads. Then update your campaign sheet with the Day’s events and move the day tracker forward (and flip to the Night side).

**Contests - General**

Whatever skill is chosen is the contest for all players. Each player starts the contest by creating their action pool (2d6 per survivor in their squad). Players then choose one survivor from their squad to participate in the contest. That player may allocate dice equal to the chosen survivor’s skill in the chosen contest. The combined value of all dice used by the individual survivor is the AP spent on the contest for that player. The player with the highest total AP spent on the contest is the winner. Contests may occur as a result of a story booklet event, when acquiring new survivors, or at other times, but will always be the method of resolving the Neighborhood Meeting.

**Contests - Neighborhood Meeting**

When assigning dice to a survivor for the Neighborhood Meeting's contest, players may contribute any number of cards from their carried items or private stash to the public stash. For each card contributed this way, that player adds +1 to their chosen survivor’s AP value for that contest. This method of adding value is not restricted by a survivor’s skill limit. In the case of the Neighborhood meeting, the winner of the contest gets the first player token, and will be the first player for turn order on the following day. Turn order proceeds clockwise from the new first player.
Looting Items

1. Name/type: Denotes the type of food or resource.
2. Symbol: Can be 1, 2 or 3 units of the item for eating or crafting.
3. Effect: States if can be eaten, used in crafting or other.
4. Flavor: Only for thematics, no mechanical difference.
5. Card ID Number

Resources, Food, and Armory Cards

The story booklet and various traits will instruct you on when to draw a resource, food, or armory card. The term Items refers to any Food 🍔, Resource 💰, or Armory 🔨 card.

Getting Items

When the group gains Resource, Food, or Armory cards, they are laid out face up where all players can reach. Starting with the first player and proceeding in turn order, each player may select a card and add it to their carried items or private stash.

Carrying Items

Each survivor in a player’s squad can hold two items - including any weapons they have equipped. For example, if you have three survivors, each survivor can hold one weapon, and then your squad can carry an additional three items with them. Alternatively, if one of those survivors is not equipped with a weapon, your squad could carry four additional items instead. Keep carried items off to the side of the squad board labeled carried items. If your squad ever gains more items than they can carry, you must drop the excess items in your private stash.

Your Private Stash

Anytime your squad gains items they cannot actively carry, they have become encumbered and must drop the excess on the ground in their private stash. Move the overflow items to the opposite side of your squad board labeled private stash. The private stash may hold any number of items.

If your squad becomes encumbered during the Night phase - leave the private stash token of the corresponding player color on the space with that player. That token represents all the items that are on the private stash side of that player’s squad board. Players may only have one private stash at a time. If a player is adjacent to or on the same space as their private stash, they may freely exchange items between the stashed and carried sides of their squad board. If a player becomes encumbered by new items while they have an existing private stash token on the board they must choose to either:

- Create a new stash: Discard all items currently on the stashed side of their squad board. Move the new items to that side (or place the new items in the carried side, and move previously carried items to the stash) and relocate their private stash token to their current space.
- Abandon items: Either discard the new items, or discard currently carried items to make room for the new ones.

At anytime during the Day phase, you have access to all your items and are free to rearrange items you are carrying or stashing. You are also free to relocate your private stash token to anywhere on the board.

- Limitation: You do not have access to your private stash when sending a survivor on a scavenging mission. This only affects the survivor(s) who were allocated to the scavenging task.

The Public Stash

The public stash token represents all items that have been contributed for the good of the group. The public stash token must be kept on the second floor of the safe house. Place one public stash token anywhere on the second floor. Players may relocate it during the Day phase. Any items that are added to the public stash should be kept to the side of the second flood board, with the second public stash token on top of the stack.

Item cards in the public stash are available to all players during the Day phase. During the Night phase, players may only take items from the public stash if they are adjacent to, or on the same space as, the public stash token.

For the Greater Good

During the neighborhood meeting step, players may contribute any number of item cards to the public stash to increase their contest roll result by +1 per item. Otherwise, players may always contribute items to the public stash during the Day phase for the benefit of the group.

Using Items

Resources are typically used during the morning step, primarily for building. Food is typically used for feeding during the afternoon step. Armory cards in your stash can be equipped to survivors or moved around between survivors within your squad at the start of your turn during the Night phase, or at the beginning of the morning step. However, certain traits will reference the consumption of food, resources or armory cards at other times. Essentially, items are used when directed by the item itself, other cards like survivor traits, or occurrences in the story booklet.

Trading Items

During the Day phase, players are free to trade items between squads, and between stashes, except for during the scavenging task. Items may not be traded to or from the scavenging party during their mission. During the Night phase, squads may spend 1AP per card to give items to an adjacent squad. This includes trading the Bomb and Molotov Cocktail tokens.

Accessories (Non-Weapon Armory Cards)

Keep an eye out for armory cards with the 🔨. Survivors may equip accessories in addition to a weapon. When equipped, accessories do not count towards your squads carrying capacity. A single survivor may carry any number of different accessory cards, but may not wear two of the same. Accessory cards worn by a survivor should be kept beneath that survivor's equipped weapon, so that the traits of both cards are visible.
ASSIGNING DAY TASKS

When morning begins, we'll have to break our combat squads into new teams to complete all our chores. Starting with the first player and following turn order, each player takes a turn assigning one of the survivors in their squad to a task on the Action Board. Players assign a survivor by placing the survivor token with the number corresponding to the chosen survivor onto the Action Board to the task they want completed.

Any unplaced survivors automatically move to idle rest. Once all survivors have been assigned a task, each task is executed in the following order: Scavenging, Crafting, Guarding, Resting. See “Day Phase Example 04” on page 35 for a walkthrough of completing tasks.

Task #1 - SCAVENGE

The newly formed scavenging party sets out in search of supplies. Whichever player assigned a survivor to the first slot in the scavenging party is the party leader for this expedition. Turn to the scavenging section of the story booklet and follow instructions on determining a location. Once a location is found, and the narrative is read, players will be faced with a choice. Players are encouraged to decide as a group, but ultimately the party leader will have the final say. Once a choice has been made, the party leader creates the action pool.

Just like during combat, the number of dice in the action pool is determined by the number of survivors in the squad, only in this case the squad is the new scavenging party. The party leader will roll 2d6 for each survivor in the scavenging party. Dice can then be allocated to complete the challenge - however, unless stated otherwise in the story booklet, each challenge must be completed by a single survivor, and each survivor can only allocate as many dice as they have in the associated skill.

When the scavenging challenge is completed, follow the loot instructions and bonuses based on your success or failure in whatever option you chose. See “Getting Items” on page 30. Players draft cards from the loot pool, one card per player at a time, following the order of tokens in the scavenging party. Any survivors found must be recruited last, after the items.

While out hunting for supplies, the scavenging party cannot use items stashed at the base, or be helped by any survivors, items, or upgrades that the scavenging party returns with can be used for the other tasks that morning.

Task #2 - CRAFT

All players that allocated a survivor to building fortifications have access to the crafting cards. Crafting cards are broken into two levels - basic and advanced. In order to use the advanced crafting cards, players must first build a workbench (specified on each card).

The player who assigned a survivor to the first slot in the crafting team is the crafting leader for that day. That player begins the crafting task by rolling 2d6 for each survivor on the crafting team to create the action pool. The leader has first choice of the dice, but can only use as many dice from the action pool as their survivor has mechanic skill.

Basic Crafting

Fortification Tokens (Basic)

Fortifications tokens are piles of junk and scrap meant to slow or block the inevitable zombie hordes form entering your safe house.

By placing fortification tokens, you can effectively control the direction of the zombie horde, at least for a while. They must be located on valid squares that do not contain a symbol. Most fortifications only block one path, and thus should be placed carefully to avoid infiltration. See the below graphic for an example of a well fortified safe house. Note it has a junk gate, lookout tower, junk walls and sandbags.

Placing Crafted Upgrade Tokens

Crafted upgrades, such as the lookout towers or infirmary beds provide a benefit to your squad during the Day phase, but also physically appear on the board for the Night phase. Once crafted, follow instructions on the crafting card to determine the placement restrictions for that particular upgrade. Just like junk walls, zombies will try to destroy these structures if they are within range after zombie movement. When attacking a crafted fortification or upgrade, zombies roll 2d6. If they roll an 8 or higher, the fortification is destroyed. If a structure becomes destroyed, remove the corresponding card from the upgrade slot on the action board, and return it to the crafting deck. See “Crafting Upgrades” on page 32.
Craftable Explosives

There are two kinds of craftable explosives - the Molotov Cocktail (available through basic crafting) and the Makeshift Bomb (available through the workbench crafting card). Each of these explosives can be used for devastating effects on the battlefield. Explosives tokens take up a slot in the items your squad is carrying, just like an item card.

Molotov Cocktail Token: A bottle filled with flammable liquid, with a rag sticking out the top like a wick.
- **Thrown**: Molotov cocktails can be thrown by a survivor in your squad, at a range equal to that survivor’s melee skill. You may target any space within that range, and within LOS. The fiery explosion does 1 to all zombies and squads within range 2 (and within LOS) of the targeted location. Discard the token after use.

Bomb Token: A makeshift motion sensitive detonator, essentially a landmine for zombie demolition.
- **Placed**: When your squad gains a bomb token, during the crafting phase they may place it anywhere on the board. During Combat, you may place it on any adjacent square. When a zombie or survivor moves onto the same space as the bomb token, it explodes. The bomb deals 2 to all zombies and squads within range 1 and within LOS. Then discard the token.
- **Limitation**: Finish moving all zombies before resolving the bomb tokens area of effect. If a mutate triggers the bomb (mutates move before zombies), then resolve the area of effect before moving zombies.

Crafting Upgrades

Crafting upgrades are unlockable upgrades to your safe house. They require more components and AP to construct than basic crafting items.

1. **Name of Upgrade**
2. **Requirements**
3. **Cost to Build**
4. **Instructions**: Flip card over once crafted and place its token.
- **Limitation**: Certain crafting cards are restricted based on the number of players. For example, if playing with

In order to build a fortification listed on the crafting cards, that survivor must be able to:

- Discard resources equal to the cost of the fortification. Resources may be discarded from that player's carried items, private stash or the public stash. Players who have a survivor on the build team may freely trade and give resources between one another.
- For each resource taken from the public stash (or given from a survivor not on the build team) to meet the required recipe, the AP cost of that fortification is increased by +1.
- A survivor must be able to assign enough dice from the action pool to pay for the AP cost of what they want to craft. The total number of dice used by a survivor to craft is limited by their mechanics skill.
- Meet any other requirements, such as smarts or level.
- A player may craft as many fortifications as their mechanic skill and resource availability allows.
- After the build leader has crafted to their satisfaction, the player in the number two slot has the opportunity to craft, followed by the third player.

Crafted Upgrades Night Phase Effects

Upgrades are highly valuable for improving your party’s efficiency during the Day phase; however, each upgrade token placed also provides a strategic benefit in combat during the Night Phase.

- **Lookout Tower**: Survivors in lookout towers gain +1 range when using firearm weapons. Note that the towers must be placed outside.
- **Infirmary Bed**: If a squad is on the same space as an Infirmary Bed token they are hiding underneath. Zombies will still treat the squad as though it is in LOS, but will attack the Infirmary Bed until it is destroyed before damaging the squad.
- **Workbench**: Having a workbench unlocks field crafting - the ability to create certain items on the fly during the Night phase. While adjacent to the workbench token, squads may craft Molotov Cocktails or bombs during the Night phase (but must still discard resources and pay AP).
- **Trash Can Kitchen**: Offers no benefit during the Night phase. However, if a zombie is within LOS of the Trash Can Kitchen, they will attack it before attacking any other fortifications (they will still prioritize squads).
Task #3 - GUARD DUTY

Even though the horde is far from sight, there are still plenty of stragglers roaming around the neighborhood. Having survivors on guard duty will reduce the number of zombies you have to fight on the following night.

Each survivor on guard duty reduces the Doom Track by 1. Initially, your team only has use for two survivors out protecting the house. However, if your crafting team creates the lookout tower, an additional two survivors can put their skills to work.

Task #4 - REST

Sometimes in the heat of all the action it’s easy to forget that the living still have lives. It’s important to stretch out in the yard, get some sun, taking a little nap, and rejuvenate for what’s to come. However, without fail, the leisurely are going to make a little noise. And that noise is going to attract trouble.

Resting is one of the only reliable ways to get your survivor’s HP back. Any number of survivors can rest during the morning step, and any survivor not assigned to another task must rest.

Idle Rest: Each survivor that goes on idle rest regains 2 HP, but increases the Doom Track by 1.

Bed Rest: If the build team creates some infirmary beds, you’ll be able to send two survivors each day to a makeshift urgent care. Survivors that rest in a bed regain 3 HP, remove 1 AP if they have it, and do not increase the Doom Track.

See “Day Phase Example 04” on page 35 for a walkthrough on completing tasks in the Day phase.

Victory Points

Every time you kill a weak zombie, your squad gains 1 victory point (VP). If your squad weakens a fresh zombie, you gain 1 VP. For each VP your squad earns, move your squad marker one space forward on the Doom Track. Each time your squad passes a milestone, you have earned the privilege of gaining a perk card. Defeated mutates reward 3 VP to all players in the game.

The Level-Up Phase

“It is not the strongest of the species that survive, nor the most intelligent, but the one most responsive to change.” - Charles Darwin

Whenever any player passes a milestone, there will be a Level-Up phase immediately after the current phase. Reveal cards from the top of the perk deck equal to the number of players plus one. Following turn order, each player who passed a milestone on the Doom Track in the previous phase will have the option to select a perk card. When a perk is selected, it is immediately assigned to one of that player’s survivors. Replace the chosen perk with the top card of the perk deck, and then the next player makes his or her choice. Once every player has made a choice, put the remaining perks back on top of the deck. If you choose not to take a perk, the milestone will be wasted. If no perks can be chosen by a player (for example there are only mutations available and your squad as no ☢️), Reshuffle and draw a new set of perks. There is no limit to the number of perks per survivor.

Perk Cards

1. Type: Skill, Training or Mutation.
2. Description: Flavor/mechanics.
3. Name: Name of the perk, so can be seen when slid beneath card.
4. Skill Icon/Bonus: Reminder of benefit when applicable.
5. Card Id

Mutations

Mutations are perks with powerful, and occasionally unorthodox, bonuses, but not without a trade off. In order to gain a mutation during the Level-up phase, you must be able to remove one ☢️ from the survivor that perk would be assigned to. If the story booklet ever calls for players to gain perks outside of a normal Level-Up phase, randomized or selected, mutations may be chosen without paying the cost of one ☢️.
Recruiting New Survivors

Oh, wow it’s somebody new! That means a potential ally, or cannon fodder! Whenever the story booklet indicates that one or more new survivors are available, that survivor is up for grabs by any squad. First, draw a number of survivors indicated by the story booklet. Survivors are drawn from the bottom of the deck. When a survivor is drawn, lay him or her out where all players can see.

Each player participates in a Contest: Talk. See “Neighborhood Meeting” on page 29 for more information on contests. Any player may offer food to the newcomers to increase their AP value for the contest. Discard any food cards being used as an offering. That player gains +2 AP to their total each food card discarded this way. The player with the least number of survivors gains a bonus +2 AP to their total. If multiple players are tied for the least, they all receive the bonus. The winning player has first choice of survivors, followed by the runner up and so on.

Survivor Overflow

A full squad may still attempt to recruit a new survivor. If a squad with 4 survivors would gain a 5th, they must choose one of their current survivors to put up for grabs. The recruiting runner up has first choice of this survivor. If survivors are drawn and no squad has room for them, they are unfortunately turned back out into the dangerous Zpocalypse. Discard that survivor, and increase the Doom Track by +1.

Trading Survivors

Players may trade survivors between squads during the Neighborhood meeting. There is no cost for giving a survivor from one squad to the next; however, that survivor transfers with their current HP, and with any perks or wounds currently attached. Players are encouraged to balance the power levels between squads, and to pair survivors who synergize well together.

Survivor Death

If a survivor’s HP wheel ever reaches zero, they’ll soon become a member of the undead. Discard their survivor card and all perks or wounds attached to that survivor. Increase the Doom Track by +1. If a survivor dies during the Night phase, place a fresh zombie on an empty space adjacent to your squad. If no spaces are empty, spawn the zombie on the closest empty space.

Squad Death

If all survivors in a player’s squad are killed in the same phase, they are not out of the game (provided at least 1 other player still has a living survivor). A player who’s entire squad was eliminated will rejoin the game at the end of the phase with two random survivors, each with two random armory cards. Subtract your current chapter number from each new survivor’s HP wheels. Those survivors enter before the perk phase, and may still receive perks based on milestones passed by that player during the phase.

If a squad dies during the Night phase, take all items that were in that player’s private stash and add them to the public stash. Then, flip that player’s stash tokens to their death side. Take all items that were carried and equipped by that squad and put them in a pile with one death token on top. Place the other token on the space where the squad died. Any other player may pay 1AP while standing on that token to pick up all items in the pile. If Night ends and no squad has picked up the dropped items, they are all discarded.

Losing

If the Night phase begins with the Doom Track at 30, or the day counter reaches 30, your party is overrun by the horde. Discard all items that are stashed, and remove any fortifications from the board and crafted upgrades on the action board. You must restart your current chapter. See each chapter for additional set up instructions and other loss conditions.

Winning

Zpocalypse 2: Defend the ‘Burbs is a semi cooperative experience. As such, each night survivors live through should be considered a victory, the completion of each chapter a great success. Victory conditions are clearly outlined in each story chapter, however, there will always be an MVP.

MVP

At the end of each chapter, all players add up the number of VP points on all the cards currently in their squad and stashed items. The total VP on all your cards is added to the your position on the progress track. Use the campaign sheet to track VP that exceeds the 30 spaces on the progress track. The player with the highest combined score is the MVP! They deserve much praise and adoration.

• Note: After VP has been calculated and recorded, return each player’s meeple to the starting position on the progress track before beginning the next chapter.

Campaign Play

Campaign play refers to playing the Defend the Burbs story continuously, in numerical order, over multiple sessions. When playing the full campaign, each player should be assigned a role to facilitate play:
- Narrator: Reads from the story booklet with gusto.
- Zombie Master: Makes sure zombies take their turn properly. This player is expected to expedite zombie movement and make a ruling whenever zombie behavior is at all uncertain.
- Card Keeper: Responsible for decks and discard piles.
- Progress Tracker: Moves the zombie and player meeples.
- Token Keeper: Organizes and distributes tokens.

Saving or Loading Your Game

Use the campaign sheet to record all the important details of your play session. We encourage players to keep their squad’s cards together, facing the same direction, and stored in the Zpocalypse 2 box, face to face or back to back with another squad’s cards.

When sitting down to return to the Burbs, take a moment to review your campaign sheet as a group. If you are sitting down with a new player in your group, but do not wish to start over from the prologue, that player may join the game by using the instructions in each chapter for starting without a saved game. These are also the instructions you should use if you are not using a campaign sheet, or your campaign sheet is lost or damaged.

Campaign Record Sheet

The Campaign record sheet is used for keeping track of which player’s were controlling which survivors, your VP status, item cards, perk cards, which locations you’ve traveled to, and the chapters you have completed. The Campaign Record sheet can be downloaded here:
- www.greenbriergames.com/z2_campaign
This is a two player example of the party’s first Day phase of chapter 1. Red and Blue players each recruited a third survivor from the prologue.

B1-B3 = Blue Player’s Survivors. R1-R3 = Red Player’s Survivors.

1. Scavenging Task
   - B1 & R1: Are both allocated to a scavenging trip, with B1 being the leader (1st scavenger slot).
   - B1: Decides to go North. Consulting the story booklet for the North direction she rolls a 1 for the Town Hall.
   - B1: Reading the text aloud to the table, the options available are to either pass a Talk or Melee challenge. Since B1 has a Talk skill of 4, she picks Talk. She then rolls 2d6 for each survivor in the scavenging party. Rolling a 1, 3, 5 and 7, for a total of 15, she passes the challenge.
   - B1 & R1: Read the loot found for successfully completing the challenge. The loot table specifically calls out for a boosts card, so Blue searches the food deck, takes out the boosts card, and reshuffles before dealing out the remainder of the loot. Players take cards from the haul of loot, one at a time, according to the order survivors were scavenging.
   - Lastly a survivor was found: After the loot is taken, all players, not just the ones who went scavenging, may roll to recruit the new survivor. See “Recruiting New Survivors” on page 34. In this case, Blue takes it.

2. Crafting Task
   - R3 & B3: Are going to craft the Trashcan Kitchen since they have the highest mechanic skills and resources to complete it.
   - R3: Since Red Player is in the 1 slot, he gets to roll 2d6 for each survivor in the crafting task. He rolls 1, 2, 2 and 7.

3. Guard Task
   - R2: Is on Guard Duty, reducing the Doom Track by 1.

4. Rest Task
   - B2: Was hurt during the Night, so is going to rest and gain +2 HP. However this also increases the Doom Track by 1. Since R2 went on guard duty, this is a net increase of zero on the Doom Track.

R2 is equal to your firearm skill to that target.

Example 04
ZPOCALYPSE CLASSIC

This section is meant for players coming from the original ruleset of Zpocalypse, which we will refer to as Zpocalypse Classic.

Old Rules
A few rule clarifications if coming from Zpocalypse Classic.

Game Over
Zpocalypse Classic was balanced for playing 1-4 in-game days. Defend the Burbs expands this to 30 in-game days, played over the course of 4 chapters.

Squad Carry Limits
Classic Zpocalypse had a carry limit of 4 cards per survivor. This has been reduced to 2 cards in Defend the Burbs. (Equipped gear cards do not count towards this limit.) The one time this rule does not apply is when out scavenging and bringing back loot.

Trading Resources
In the original game it was forbidden to trade survivors and armory cards. This is no longer a problem in Defend the Burbs. Players may freely trade Armory and Survivor cards in addition to resource and food cards. Nothing states you have to do it for free though, so it’s up to the players to denote what is a fair trade.

- Trading during combat: If your squads are on adjacent spaces, you may spend 1 AP per card to give items to another player. If an armory card has already been used during that combat round, it cannot be traded to another player and used again in the same round. Survivors cannot be traded during combat (the Night Phase).
- Trading outside of combat: Excepted for during the scavenging task, all players may freely trade items and survivors during the Day phase. Traded Survivors must include their perks, wounds, and current HP.

Zombie Behavior
Zombies have gotten a bit meaner since the initial crisis in the city. Two zombie miniatures may not occupy the same space. Survivors can no longer hold back a zombie attack, and zombies are capable of delivering vicious critical wounds. At the time of this printing all Zmaster cards are not compatible with Defend the Burbs, though you may use the old boos zombie minis for the new mutates if you wish.

- Zombies no longer combine. Aside from which, there are almost no function differences between weak/fresh zombies in Defend the Burbs and single/double zombies in Classic.

Victory Point and Skills
Since Defend the Burbs uses perk cards for skill advancement, you no longer increase in melee or firearms every 5 victory points gained like you would in Zpocalypse Classic.

Original Components
A review of Zpocalypse classic components. Future expansions and downloadable content are planned to allow further use of retro components.

Classic Cards
Most cards from Zpocalypse Classic are incompatible with Defend the Burbs.

- Classic Armory & Survivor cards: At the time of this printing, you cannot use classic Survivor or Armory cards in Defend the Burbs. This may change as we develop post-print campaign rules and downloadable content.
- Classic Food and Item cards: While mechanically similar, Defend the Burbs uses smaller and more numerous food and resource cards. We don’t recommend playing with their classic counterparts.

Daily Goal Cards: These have been replaced with Survivor Objectives on the reverse side of each survivor card.
- Scenario cards: Geared for the Zpocalypse Classic ruleset, you may still play these scenarios using Defend the Burbs Assets.
- Something’s Happening & Scavenging Cards: These have been replaced with the Chapters and Scavenging locations in the storybook.
- Optional: You may still use the Something’s Happening Cards if you wish, but instead of using the zombie stats from the days 1-4 columns, see your day tracker icon on the action board and use weeks 1-4 as rows from the calendar. Instead of spawning zombies/tile, use the spawn locations to add extra zombies.

Classic Fortifications
Zpocalypse Classic also has sandbags, traps, junk walls, junk gates and lookout tower tokens. Sandbags, walls and gates act just the same as they did in the original game (You may even use these tokens in this game if you run out). Traps and lookout towers behave differently.

- Classic Trap: In Defend the Burbs, Scrap Traps now only inflict a single damage to a zombie, and are then downgraded to a sandbag (flip it over). In Zpocalypse Classic the traps would inflict 1 damage, flip over, and then 1 more damage before being removed.
- Classic Lookout Tower: In Zpocalypse classic, the lookout towers let you ignore LOS. This is no longer an option because of the 2nd floor aspect of the safe house. In addition, the lookout towers have to be unlocked first via it’s crafting card before being allowed to place its token. The lookout tower may not be placed within the inside walls of your safe house. So long as you pay the new crafting cost, you may integrate additional classic lookout towers into your game.

- 2nd floor access trick: A trick to building the lookout tower and placing it next to a window fall location, is that you may enter and exit the 2nd floor via the lookout tower and the window it is sitting below. You climb a ladder to enter the lookout tower, and can move onto the corresponding 2nd floor window. Zombies may not move in this way as they cannot climb (unless stated otherwise by the chapter). This is an advanced rule for veterans of the Zpocalypse.

Other Classic Components
Other component clarifications on use.
- Bunker tile: You may use the Bunker tile if using Side A tiles from Defend the Burbs or classic tiles and a classic base. You must first unlock them via the Tunnel Crafting Card.
- Classic Dice: Defend the Burbs uses the exact same dice as Zpocalypse Classic. You may use your original dice to help speed up game play by allowing another player to queue up their turn while another player is resolving their actions during combat. This is highly recommended.
- Classic Miniatures: You may freely use original survivor mini’s or zombies in place of or in addition to your Defend the Burbs versions.
- Classic Squad board: The classic boards are incompatible with Defend the Burbs. You may use the HP wheels to track Mutates HP if you like.
- Classic Tiles: While the art style is different, the tiles still function the same, and you may freely use Zpocalypse classic tiles in your Defend the Burbs games. There is actually a special event called the Throwback Throwdown in the storybook which goes over this.

- Classic Victory Point Tracker: It’s not that it’s incompatible, but that it’s unneeded with the use of the Action board.
**Symbol Glossary**

Symbol reference and expanded definitions.

**Survivor Symbols**

The survivor symbol is a closed fist 🗿.

**Stat Symbols**

A survivor’s physical attributes.
- **Health Points (HP):** The amount of damage a survivor or zombie can sustain before becoming dead or...really dead.
- **Smarts:** A survivor’s ability to think beyond the next kill and meal; used for searching for loot and passing certain challenges.
- **Defense:** Your squad’s combined ability to dodge and deflect attacks. Unless otherwise stated, defenses may be depleted before HP.
- **Speed:** How far a survivor can move before needing to catch their breath. Denotes max number of squares you can move in a turn.
- **Radiation:** The amount of damage done by radiation.
- **Night:** Scavenge, craft, guard and rest during the Day phase.
- **Day:** Combat, usually.
- **Night:** Scavenge, craft, guard and rest during the Day phase.
- **Victory Points:** Points that get you to victory! Every 5 points lands you a new perk card.

**Skill Symbols**

A survivor’s honed talents and natural prowesses.

**Combat skills:**
- **Firearms:** Proficiency with ranged weapons.
- **Melee:** Feats of physical strength, namely stabbing and smashing.

**Other skills:**
- **First aid:** Knowledge of at least basic medicine and wound treatment.
- **Mechanics:** Engineering, carpentry, and general construction.
- **Sneak:** The ability to act without being noticed.
- **Talk:** Salesmanship, communication, and coercion.

**Armory Symbols**

The armory symbol is a pair of axes 🛠️.

**Food Symbols**

The food symbol is a burger and pop 🍔.
- **Booze:** Use as 🍔 or ⚒️. If eaten, cannot use that survivor’s trait for 1 day. Leave on survivor, and remove on the following afternoon.
- **Coffee:** Not usable w/o 🍔. Feeds All survivors in your squad.
- **Good:** Feeds 1 survivor.
- **Radiated (Rad):** Feeds 1 survivor. That survivor gains 1 🆙.
- **Raw:** Feeds 1 survivor. That survivor gains 1 🆙.
- **Just what I Needed!!:** Feeds your entire squad.

**Resource Symbols**

The resource symbol is a clipboard 📄.
- **Antibiotics:** Discard, then reload 1 Firearm.
- **Craft Gruel and Booze**
- **Resting task upgrade.**
- **Craft Gruel and Booze**
- **Advil:** A powerful burst of medicine and wound treatment.
- **First Aid:** Discard, then gain 🆙 equal to your squad’s highest 🆙. Only usable on your turn.
- **Parts:** Advanced part used for crafting.
- **Fuel:** Discard, then reload 1 “Gas Powered Weapon (Also used in crafting)
- **Lighter:** Crafting component. Do not discard.
- **Radio:** Scenario Item. Discard and redraw unless designated by the story booklet.
- **Scrap:** Crafting resource.
- **Smokes:** Requires 🆙. Count as 🆙. Roll 1 🆙. Discard on 🆙. 🆙.
- **Wood:** Crafting component.
- **Just what I Needed!!:** Choose 1, then discard: 1 🆙, 1 🆙, 1 🆙, 1 🆙 or 1 🆙.

**Other Symbols**

- **Food Symbols**

**Crafting Symbols**

- **Crafting Symbols**
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- **Crafting Symbols**
- **Crafting Symbols**

**Die Symbols**

**Click die:** Represents limited ammunition or uses,
- **Click Die Face (“1” on blue die):** Out of ammo, or other unfortunate mishaps
- **Action die:** Used for survivor actions and zombie attacks.
- **Z (“6” on red die):** A powerful burst of energy for survivors, or a critical hit for zombies.

**Map : Points of Interest**

Symbols you will encounter on the map tiles.
- **Bio:** Bio Hazard symbol. Reduces HP by 1 each afternoon step.
- **Radiation:** Radiation Hazard symbol. Reduces HP by 1. Prerequisite to purchase mutations.
- **Search:** Locations on the map that allow a search check to find loot.
- **Impassable:** Squares you can’t move on to, and or if between squares, cannot cross.
- **Arduous Terrain:** Costs 2 AP to move through this square or cross a boundary with an arduous symbol across it.
- **Window Landing location:** Followed by a number, it indicates the first floor square where you fall from the second floor window.
- **Window Fall location:** Second floor window location with a number corresponding to the falling location.
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