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 GUIDE INSIDE!
RULES, DIAGRAMS, AND MORE!

WILL THEY SURVIVE!?
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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 in the new world. 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 “Story Booklet” on page 36 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)
3. (1) Rulebook (this document)

**CUBES:**
4. (6) Purple tracker cubes

**CARDS (POKER - 2.5X3.5IN):**
5. (34) Armory
6. (12) Crafting
7. (6) Mutates
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. (6) Blue, orange, red, green, yellow, purple (zombie)

**MINIATURE (SURVIVORS):**
16. (5) Colored squad mini stands (blue, green, red, orange, yellow)
17. (10) Survivor miniatures (5 male, 5 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)

**TOOKNS (19MM CIRCLE):**
27. (10) Bio/rad
28. (10) Bio/rad x3
29. (5) Molotov cocktails
30. (20) Player actions
31. (5) Scenario
32. (10) Search

**TOOKNS (1X1 IN SQUARE):**
33. (1) Bunker/tunnel entrance
34. (1) Day tracker
35. (5) Fortification upgrades
36. (10) Stash tokens/player death
37. (4) Zombie spawns

**TOOKNS (1X1/2 IN RECTANGLE):**
38. (10) Junk wall/junk gate
39. (10) Sandbags/scrap trap

---

### Symbol Reference

#### ABILITY 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
- x1 Victory point

#### SCAVENGING DECK SYMBOLS
- x1 Armory deck card
- x1 Food deck card
- x1 Resource deck card
- x1 Survivor deck card

#### DICE SYMBOLS
- Attack die
- Click die
- out of ammo “click”
- Z die symbol

#### FOOD DECK SYMBOLS
- Bad
- Booze
- Coffee
- Good
- Radiated vegetable
- Raw meat

#### RESOURCE DECK SYMBOLS
- x1 Ammo
- x1 Antibiotics
- x1 Backpack
- x1 Duct tape
- x1 Electronics scrap
- x1 Firstaid
- x1 Fuel
- x1 Lighter
- x1 Radio (story item)
- x1 Metal scrap
- x1 pack of smokes
- x1 Wood scrap
- x1 Whatever you need

#### ZOMBIE SYMBOLS
- number of zombies
- Zombie speed

#### MAP TILE SYMBOLS
- Difficult terrain space
- Falling end location
- Falling start location
- Impassable space
- Points to a point of interest
- 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
- x1 Bio
- x1 Rad
**PROLOGUE: ASSAULT THE HOUSE**

1-5 players, 20-30 minutes

The city is lost. You’ve limped your way to a suburb, looking for a place to crash, somewhere defensible and warm. You spy a decent enough place on top of a hill—but when you get closer you realize a swarm of undead are piling around it. You turn to leave and start over yet again, but someone has spotted you! 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 last for 5 rounds - if you’re still alive at the end, 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. Follow these steps to set up the table while learning play at the same time. We recommend not turning to the full rule book until you have read the walkthrough in its entirety. The walkthrough contains a synthesized version of all the basic rules.

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.
- 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.

Deal Each Player Two Random Starting Survivors.

The survivor deck has ten survivors with bloody corners - these are the starting survivors. See below graphic for example. Remove these from the deck, deal two at random to each player, then shuffle the remaining starting survivors back into the deck. Note that unless instructed otherwise, the survivor cover card remains on top of the deck, and new random survivors will be drawn from the bottom.
4. Assign Survivors to Your Squad

See Setup 03

1. 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.
- ⚡ **Speed:** How fast a survivor can move before needing to catch their breath.

---

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 useable by this weapon. Some require a prerequisite of 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 keeping this weapon in your inventory.
9. **Card ID:** Identification number of the card.
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 three fresh zombies per player on each of the other three spawn locations - North, East, and West. For example, if you are playing with four players, spawn 12 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 Threat**: 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 Threat**: 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 dmg.
- **Arduous Terrain**: Certain terrain is more difficult to traverse than others. Spaces with cost two action points to move into instead of one.
- **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 are blocking 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 Borderd 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. More on zombies coming up.

The Second Floor
To get up to the second floor, you’ll need to take the stairs from the first 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. These spaces take the normal amount of AP to move between.
HOW TO JUMP IN
The following is a bare bones version of the rules needed to get all players up to speed, so you may begin playing the prologue scenario right away. For a full version of the rules, See “Full Rules” on page 19.

On Your Turn at Night
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.

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.

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 make a hit with that weapon, dealing 1 damage ( ). A weapon's range determines how many spaces away that hit can land. The basic attack cost 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.

- 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 of your squad's speed limitation.
Traits
Both survivor cards 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.

The Horde Card
The horde card has two primary functions. The first is reminder text for how zombies function during combat. The second is a turn clock. Begin with a cube on the number one (the first hour of combat). After all players have taken a turn, the zombies take a turn trying to eat you. Then slide the turn clock forward, and it’s back to the players for turn two, and so on. When the turn clock reaches five, combat is immediately over.

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

- **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.

If two Squads are equidistant from and within LOS of a zombie, those two squads may choose who is hunted. If they cannot agree, the zombie goes after the player with the most Victory Points (VP). **See “Victory Points” on page 34**

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 🐍s are rolled, your squad immediately suffers a critical wound for each Z.** **See “Critical Wounds” on page 27.**
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.

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 5AP to move, but chose 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, though players resolve getting attacked in turn order.

- **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.
Example 01

1-2

8-9

3

8-9

10

10

1-2

4

11

11

12

6

5

7

13

5
Taking Damage

When your squad is dealt damage (🪨), you may choose to allocate the 🪨 between your defense wheel, and/or your survivor's individual HP wheels.

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

PLAYER TURN EXAMPLE 01

Below is an example of the first round of combat for a 2 player game consisting of the Blue and Red Player Assaulting the house.

**Player 1 - Blue**

1. Blue begins her turn by rolling 4 dice. (2 for each survivor in her squad.) The result becomes her action pool. Because there are 4 dice. Blue can do a maximum of 4 actions this turn.

2. Blue rolled a 2, 4, 5, and 6 (Z). These are the AP (Action Points) each die is worth. She’ll now spend these dice to move and attack.

3. First, Blue moves up towards the zombie she wants to kill. Each space she wants to move costs 1 AP. To move, she takes the 4 she rolled, and signifies she’s spending it for movement by placing it on her squad board. She can then move her squad figure up to 4 spaces in any direction.

4. Next, Blue’s going to squish a weak zombie using her Nail Board. Weak zombies only have 1 Health Point (HP). Unless modified by special traits or other abilities, each weapon’s basic attack deals 1 damage (🪨). Blue pays the basic attack cost of her Nail Board by moving a die with enough AP to the Nail Board’s picture. Each weapon can only make one basic attack per turn. The zombie is now dead.

5. With the way clear, Blue moves towards her second target. She spends 2 more AP to move 1 space through the window (arduous terrain 🟢 costs 2 movement), into range with her Golf Club. The total number of spaces a player can move without special traits is limited by the slowest speed stat among that player’s survivors. Luckily, Blue’s squad has a lowest speed of 6.

6. Blue takes her Golf Club, and spends the necessary 5 AP to make another basic attack at a range of 2 against the 2nd zombie, killing it.

7. Blue is out of dice, and doesn’t have anything else she can do. Her turn is now over. Good job, Blue. This turn, Blue killed two weak zombies, so she gains 2 VP on the progress track.

**Player 2 - Red**

8. Red begins his turn by rolling 4 dice as well. Unfortunately, his action pool is looking pretty weak compared to Blue Player’s. Red rolled a 1, 2, and two 3s. Not so hot, Red.

9. Fortunately, dice can be combined to meet the necessary costs and salvage what would otherwise be a bad roll.

10. Red moves into position by spending 4 AP to move.

11. Red combines his 2 and 3 to make a 5 - enough to pay for the basic attack cost of his Frying Pan. The Frying Pan deals 1 🪨, and kills the weak zombie in front of Red.

12. The total number of dice a single survivor can use on weapons in a turn is limited by that survivor’s skill in the corresponding weapon type. Red was only able to combine the 2 and 3 because the survivor holding the frying pan (a melee weapon) had a melee skill of at least 2.

13. Red is out of dice, so his turn is over. Way to make the most of a sticky situation, Red. Red gains 1 VP for killing a single weak zombie this turn.
ZOMBIE TURN EXAMPLE 02

- **Z1-Z6 (Zombies 1-6)**
- **BP & RP**: Blue & Red Players’ squad positions, picking up from last example.
- **H1(Horde Card)**: As the players just ended their turns, cover the round 1 square with a purple cube to denote the player’s have completed round 1.

**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. Zom #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, Zom #1 & 2 finally decides 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, -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 Bella or Carl (his choice).
**Action Board**

The progress track is the inner calendar portion of the Action Board. The majority of the functions on the Action Board are used during the Day phase, and have no bearing on nighttime combat. 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).

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 doom track ever reaches 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 See “The Level-Up Phase” on page 34 when combat ends to learn about gaining perks. If you are only playing the prologue, ignore this for now.

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 See “Mutates” on page 28 when combat ends to learn about spawning those ugly monstrosities. If you are only playing the prologue, ignore this for now.

**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 survivor left in the room - unless a player controlled survivor enters their LOS. If this happens, remove the objective token and immediately spawn another fresh zombie on the same space. On the following turn, 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.

**Time for You to Take a Stab at it**

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. Reroll in the event of a tie.

**Assault the House - Conclusion**

After five rounds, Night is over and all the zombies immediately flee. Follow 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 milage, and maybe a spiked grill?

**Player Actions**

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 35 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 34 for more information on the level-up phase. Give yourself some time to become familiarized with the full rules, then See “Chapter 1: Survive ‘til you drive” on page 37.
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 set up, the phases of the game beyond combat, and all of the nitty gritty bits you’ll need to get the job done. Once familiarizing yourself with the full rules, See “Story Booklet” on page 36 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 (8x8 in grid)
   b. 12x tiles (4x4 in 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.
   d. Zombie meeples: current progress of the doom track.
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. Resources deck
   f. Critical Wounds deck
   g. Perk deck

OVERVIEW - TIME CYCLES

Your life in the Zpocalypse is dictated by the sun. Zombïës are shunned by 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:
   a. Dusk - Setup
   b. Midnight - Combat begins
   c. 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:
   a. Morning - Use the action board to send survivors out on tasks.
   b. Afternoon - Feed survivors so they don’t go hungry.
   c. Neighborhood Meeting - Determine the leader for the next day.
   See “Day phase” on page 29

SOME THINGS TO REMEMBER:

• 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 is a free action.

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. They are the small group of people who have your back and keep your secrets. Other squads may be in the area, and that’s fine...but they are not part of your squad. Be friendly, but have an eye on their movement and your hand on your weapon when they’re around. You just never know.
Survivor Deck

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**
2. **Survivor Bio:** A tale of woe.
3. **Objective:** Personal goal for this survivor.
4. **Trait:** Special ability active 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:

- **Find the Backyard Shed in the West scavenging zone.** Reward: ★★★

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:** Survivor’s special trait they can use during combat.
3. **Starting Survivor:** If dipped in red, denotes you may start the game with this survivor in your squad.
4. **Skills:** A survivor’s honed talents and natural prowesses.

- **Combat:** Primarily used for killing zombies during the Night phase
  - a. **Firearms:** Proficiency with ranged weapons
  - b. **Melee:** Feats of physical strength, namely smash and bash
- **Non-combat:** Primarily used for actions during the Day phase
  - c. **First aid:** Knowledge of at least basic medicine and wound treatment
  - d. **Mechanics:** Engineering, carpentry, and general construction
  - e. **Sneak:** The ability to act without being noticed
  - f. **Talk:** Salesmanship, communication, and coercion

5. **Card ID:** Identification number of the card.
6. **stats:** Your survivor’s physical attributes.

- a. **Health Points (HP):** The amount of damage a survivor can sustain before becoming dead or...undead.
- b. **Smarts:** A survivor’s ability to think beyond the next kill and meal; used for searching for loot and passing certain challenges.
- c. **Defenses:** Your squad’s combined ability to dodge and deflect attacks.
- d. **Speed:** How far a survivor can move before needing to catch their breath.

**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.

## Armory Deck

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

### Armory: Weapons

![Machete](image1)

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 \( \times \) or \( \times \) skill to wield. Accessories show the \( \times \) 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 useable 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.

### Armory: Accessories

![Sports Pads](image2)

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.

<table>
<thead>
<tr>
<th>AP</th>
<th>SCROUNGER: Draw a random</th>
<th>Only useable once per night.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</table>

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 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

Night phase 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. 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, gameplay proceeds as normal. See “The Level-Up Phase” on page 34 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 𝒁 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
- Skill checks
- Unarmed combat
- Certain items or perk cards

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 textbox. 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 𝒁 you must roll a natural 𝒁 and may not combine dice to the equivalent value of 6.
**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. See below for more information.

### 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.

### Moving

Moving your squad 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.

### 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.

### 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 number of action points required to make a hit with that weapon, and the range determines how many spaces away that hit can land. 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 limitations. 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.

### 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 judgement 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 themselves 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.
Points of Interest

- **Bio Threat:** All manner of disease and bacteria are thriving in the Zpocalypse. Also, there seems to be patches of fog that cluster in low areas. A few people from the city say it’s a bioweapon that went off at the same time as the bombs. If your squad steps onto a ☠️ space, take a ☠️ token and attach it to a single survivor in your squad. Survivors infected with ☠️ lose 1 HP at the end 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 Threat:** A whole bunch of really important people decided to save us all by blowing everything up. Now the worlds is a glow-in-the-dark miasma of radiation. Thanks governments! If your squad enters a ☢️ space, take a ☢️ token and attach it to a single survivor in your squad. Survivors infected with ☢️ lose 1 HP immediately. Although radiation is dangerous, it also has frightening potential. Survivors who have ☢️ 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 34.

- **Arduous Terrain:** Certain terrain is more difficult to traverse than others. Arduous spaces cost two action points to move through instead of one. 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. If players or zombies can only move 1 more space, they may move into the arduous terrain, but moving out on the following turn requires the additional point of movement.

- **Search Location:** Some pretty sweet stuff gets dropped when the zombies come a ‘runnin’. Spaces with the search icon have some goodies hidden from plain sight.
  - 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, you may look at a number of cards from the top of the designated deck equal to the highest smarts stat among survivors in your squad.
  - Select one card and add it to your carried items. Shuffle all other cards back into their corresponding deck.
  - 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.

- **Impassable:** These spaces cannot be walked over or attacked through. They are blocking line of sight, and must be maneuvered around in order to pass by.

- **North, South, East, and West:** They are the cardinal directions, and the sources of all trouble. 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 gameplay. (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.

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 undead-plagued surface.

- **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. Remove your squad mini from the board - 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. See the Bunker Tunnel crafting card for more details.**

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 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 27)
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-Z6** = Zombies 1-6
- **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)
- **1F3-2F3**: 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.
- **1F6-2F6**: 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.
- **1F7-2F7**: 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, because not everyone can be super cool and have a fireman pole. To travel to the upstairs board, players must walk up to the top of the stairs (see Example 03 1F3-2F3). While standing on the upper landing, 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. However, you may only stop on the stairwell if the spaces are clear on both boards.

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 direct ⚫. 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. **Description**
3. Weak and Fresh Zombie Mechanics.
4. Night Tracker
5. Default Zombie Movement Speed

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**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 when attacking. Weak zombies are killed after taking 1.

**Horde Zombie - Fresh**

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

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**Horde Zombie Stats**

Horde zombies move 3 spaces each turn towards the closest squad within LOS. (See “Pathing - Zombie Movement” on page 27). Different types of zombies can take a deal variable amounts of. See below

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**Turn Clock**

When you’re fighting for your life, it may seem like the night never ends. But the sun always rises. Place a cube on hour one on the first player’s first turn at the start of combat. Once each player has taken a turn, the zombies take a turn, and then advance the turn clock to the next hour. At the end of the 5th hour, the sun rises and all the zombies retreat to chew on neighborhood pets and traveling salesmen. The doom track will advance for each zombie left alive. See “Example 04” on page 32. Occasionally, the story booklet will dictate placing an additional token on the turn clock, to denote an extra effect that takes place during that hour. Follow instructions in the story booklet for more information.

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**Types of Undead**

Descriptions of various zombie types in the Zpocalypse. Includes fresh, weak and mutated variants of the undead.
Pathing - Zombie Movement

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

Zombie movement has the following guidelines:
1. The player with the most VP is responsible for making sure every zombie moves, although all players are encouraged to help in the process.
2. Zombies move up to their speed limit, but stop moving when they find something to attack (be that be a survivor or crafted fortification.)
3. Zombies always move towards the closest squad they can see within line of sight (LOS).
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. If zombies cannot see any squads, they will move towards the staircase and up to the second flood. Then they move to the public stash.
6. If two squads are equally distant from and within LOS of a zombie, those two squads may choose who is hunted. If they cannot agree, the zombie goes after the player with the most VP.
7. Two zombies can occupy the same space, and zombies will always turn to accommodate a second zombie moving onto or through their space.
8. Zombies do not block the LOS of other zombies.

Taking Damage

Whenever your squad takes damage (■), 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.

Horde Attacking

1. Weak and fresh zombies group together and attack as one entity - the horde. Horde zombies always attack any and all survivors within 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.
   2. When a squad is attacked, first note how many basic zombies are in range.
   3. Roll 2d6. If any Z’s are rolled, your squad immediately suffers a critical wound for each Z. (See “Critical Wounds” on page 27.)
   4. Regardless of whether or not any Zs 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.
   5. 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.

Critical Wounds

1. Type: The form of permant 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, battlescars are a mark of pride.
5. Damage Value: The amount of direct damage dealt to the victim.

For every Z 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 VP, each critical wound contributes to your squad’s score.
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 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 turn will end after standing up.

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 meter. Weak zombies increase the doom meter by 1. Fresh zombies increase the doom meter by 2. To increase the doom meter, move the doom meter token forward the corresponding number of spaces on the progress track.

At the start of each night, spawn fresh zombies equal to the number on the doom meter. The story booklet will indicate other occurrences that affect the doom meter. In addition to information in the story booklet, if a survivor is ever killed (their HP reaches 0), increase the doom meter by 1, as your friends and family join the ranks of the undead.

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 dmg; 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 dmg, reduce their HP track by 1 for each point of dmg. 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 dmg 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. 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.

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**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 numerical 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.

Every survivor needs to eat. Survivors that are not fed lose 2 HP

- 🍔 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.

### 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

Sometimes diplomacy and politics are more important than sheer skill.

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

Food Deck
Anything edible, even if it isn’t pretty
- **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 .

Resources, Food, and Armory Cards
In order to survive this apocalypse, your squad is going to need some supplies. 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 resources, 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 private stash.

Carrying Items
Each survivor in a player’s squad can hold two items – including any weapons they have equipped. 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 cache token represents all items that have been contributed for the good of the group. The public cache token must be kept on the second floor of the safehouse. Place one public cache token anywhere on the second floor. Players may relocate it during the Day phase. Any items that are added to the public cache should be kept to the side of the second floor board, with the second public cache 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 cache if they are adjacent to or on the same space as the public cache token.

### For the Greater Good

At anytime during the Day phase, players may contribute items from their private stash or carried items to the public cache out of the goodness of their heart. However, during the Neighborhood meeting phase, players may contribute any number of item cards to the public cache in exchange for to increase their contest roll result by +1 per item.

### Using Items

Resources are typically used during the Morning phase, 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 phase. 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.

### Gear (Non-Weapon Armory Cards)

Not every card in the armory deck is made for slaughtering zombies - some are there to keep you warm and cozy during your slaying-spree. Keep your eye out for gear that has no basic attack cost, no weapon type, and no range. Survivors may equip gear in addition to a weapon. When equipped, gear does not count towards your squads carrying capacity.

### 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**

### Phase #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).

### Phase #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.

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 phase 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.
Example 04

This example will explore a 2 player game taking their first turn at assigning day tasks after both recruiting a new survivor from assaulting the house on the previous night.

- **B1-B3 = Blue Player’s Survivors.**
- **R1-R3 = Red Player’s Survivors.**
- **B1 & R1:** Are both allocated to a Scavenging trip, with B1 being the leader (1st Scavenge slot). B1 is taking a bottle of whiskey (just in case).
- **R3 & B3:** Are going to craft the Trashcan Kitchen since they have the highest mechanic skills. B3 has a tool which grants a +1 . They will use resources from their own stashes.
- **R2:** Is on Guard Duty, reducing the Zombie Doom tracker by 1.
- **B2:** Was hurt during the night, so is going to rest and gain +2 . However this also increases the Doom tracker by 1. Since R2 went on guard duty, this is a net increase of Zero on the Doom track.

Basic Crafting

Crafting options available once you’ve secured a safe house.

1. **Name:** Name of craftable thing.
2. **Victory Point:** Reward for crafting said thing.
3. **Cost:** Cost to build thing.
4. **Instructions**
Fortification Tokens (Basic)

Fortifications tokens are piles of junk and scrap meant to slow or block the inevitable zombie hordes from 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. Both Junk Walls and Gates only block from a single direction, 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 Fortification 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 fortifications if they are within range after zombie movement. When attacking a crafted fortification, zombies roll 2d6. If they roll an 8 or higher, the fortification is destroyed. If a fortification becomes destroyed, remove the corresponding card from the upgrade slot on the action board, and return it to the crafting deck.

- **Scrap Trap Example:** Fresh zombie walks towards Red Player’s Squad. She encounters a Scrap trap, takes 1 . The Scrap trap is flipped over into a sandbag, and the fresh(green) zombie has now become a damaged weak zombie(grey). In addition the scrap trap has consumed one of the zombies movement points, thus ending her turn 1 square away from the Red player’s Squad.

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 2 to all zombies and squads within range 3 (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 3 to all zombies and squads within range 2 and within LOS. Then discard the token.

Crafting Upgrades

Craftable upgrades to your safe house.
1. **Name of upgrade**
2. **Requirements**
3. **Cost to build**
4. **Instructions**

Flip card over once crafted (so you can start using your new upgrade).

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 can only be discarded from that player’s 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 to meet the required recipe, the AP cost of that fortification is increased by +1.
- Given their mechanic skill limitation, that survivor must be able to assign enough dice from the action pool to pay for the AP cost of what they want to craft.
- Meet any other requirements, such as smarts or level.
- A player may craft as many fortifications as their mechanic skill allows.
• When a fortification is crafted, all players with a survivor on the build team gain the VP from that fortification.
• 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.

Phase #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 time by subtracting from the doom track.

Initially, your team only has use for two survivors out protecting the house. However, if your build team creates the lookout tower, an additional two survivors can put their skills to work.

Phase #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 phase, and any survivor not assigned to another task must rest.

- **Idle Rest Bad**: Each survivor that goes on idle rest regains 2 HP, but increases the Doom track by 1.
- **Bed Rest Good**: 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×floor from the Doom track.

Victory Points

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

Each 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. Whenever any player passes a milestone, there will be a level-up phase immediately after the current phase.

The Level-Up 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. There is no limit per survivor.

Perk Cards

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

Mutations

Often advancement comes at a price, but we must defend the burbs no matter the cost. Or maybe you just spent too much time playing in the fog.

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.
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 to their AP value for each food card discarded this way.

The winning player has first choice of survivors, followed by the runner up and so on.

Players may trade survivors between squads during the Day phase, but never at Night.

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. Sorry pal, no room. When a new survivor becomes available, players may choose to discard an existing survivor to make room for the new one. Increase the doom track by +1 for any survivor discarded this way.

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.

Losing

If the doom track ever reaches 30, the current house is lost:

- Discard all items that were in the public cache or private stashes.
- Remove any and all fortifications that were crafted.
- This includes tokens on the board (in the house and outside in the yard) and crafting cards that have been built, such as the workbench.
- Reset the doom meter to 5 (this counts as the first milestone for the next time zombies are spawned).
- See the story booklet for any details specific to your current chapter.

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 in their squad. 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. 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.
Intro: The Long Trip Out of the City

We knew after the horde came through that the base was done for. Every time we found a spot we thought was secure, they would sense us. At first it was a few days, but as time went on they got faster...it was like they had our scent. So we talked our best options; the highway seemed risky, or should we go by train tracks? Two parties were sent out to check the routes. Not everyone came back.

We opted for the train tracks. We figured all those cars baking in the hot sun...well whatever was still left would smell even worse than our privy, that's for sure. Who knows? It could have been even worse than what we got. But they came from all angles. There was one guy who was caught under the wheels of a car. He pulled free with just his torso, guts hanging out and dragging them along. I never thought anything could crawl that fast with just arms. He got this one girl while she was looking at a big bloated corpse with a business suit coming at her. I can still hear the screams. In the end, only half of us got to the outskirts of the city alive.

Once we got to the city limits, there was a barricade set up. No one was there to enforce the quarantine, but it made leaving the city almost impossible. The undead clustered there, a mix of the people trying to flee the city and the soldiers from the barricade. We took our time walking along the edge, looking for a thinned out spot. In the end we had to make a run for it, and lost so many more along the way.

We're out of the city, and thinking things would get better. But there are so few of us, and still the undead are everywhere. There's no real protection at night, and what's worse, is that we're turning on each other. We have to find shelter soon before no one is left, and I'm just too pretty to die.

Starting the Game

The story booklet will be your guide through the Zpocalypse, dictating what objectives you'll need to complete in order to survive while defending the burbs. The story will proceed in chapters, each one part of a larger campaign - but also playable on its own. See each chapter for specific information on how to set up. If this is your first time playing Zpocalypse 2, you must begin by playing the prologue.
CHAPTER 1: SURVIVE ‘TIL YOU DRIVE
(the heck out of here)

1-5 Players, 120 minutes

After a quick survey of the property, you’re ecstatic to discover a beautiful truck in the garage. OK, it’s not beautiful, but serviceable. OK, it’s not really serviceable either. The Zedmobile is going to need a lot of work and a little luck, but it should be up and running soon. All you need is to build a workbench and gather a few other components. You’ll need to go out scavenging to get the pieces you’ll need, but, more importantly, you need to be alive when the job is done. Time to lock it down.

Objective

Complete the Fix the Truck crafting card and use the truck to get away from the house before it’s overrun. Note that you’ll need to craft a workbench before you can fix the truck, and more importantly, you’ll need to stay alive for a series of days - long enough to gather the components you need to get that engine running.

Loss: The game is over if -
1. All survivors die in the same night.
2. The doom track ever reaches 30.
3. The day counter ever reaches 30.

Special Setup

1. Begin on the Day phase on day one (make sure the day counter is on space one of the progress track).
2. Add +5 to the Doom track

Starting from chapter one without a saved game:

1. Remove the starting survivors from the survivor deck. Deal a random starting survivor to each player, and shuffle the remaining back into the survivor deck. Then, deal each player a second random survivor.
2. Remove the impromptu weapons from the armory deck. Deal each player a random impromptu weapon, and shuffle the remaining back into the survivor deck. Then, deal each player a second random armory card.
3. Deal each player 1 random food and 1 random resource card.
4. Each player rolls 2 red dice to determine first player. The highest number goes first, proceed clockwise.
5. Add +1 to the Doom track for each player (in addition to the special setup rule’s +5)

Objective

Complete the Fix the Truck crafting card and use the truck to get away from the house before it’s overrun. Note that you’ll need to craft a workbench before you can fix the truck, and more importantly, you’ll need to stay alive for a series of days - long enough to gather the components you need to get that engine running.

Loss: The game is over if -
1. All survivors die in the same night.
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Special Setup

1. Begin on the Day phase on day one (make sure the day counter is on space one of the progress track).
2. Add +5 to the Doom track

Starting from chapter one without a saved game:

1. Remove the starting survivors from the survivor deck. Deal a random starting survivor to each player, and shuffle the remaining back into the survivor deck. Then, deal each player a second random survivor.
2. Remove the impromptu weapons from the armory deck. Deal each player a random impromptu weapon, and shuffle the remaining back into the survivor deck. Then, deal each player a second random armory card.
3. Deal each player 1 random food and 1 random resource card.
4. Each player rolls 2 red dice to determine first player. The highest number goes first, proceed clockwise.
5. Add +1 to the Doom track for each player (in addition to the special setup rule’s +5)

Additional Rules

Remove the radio card from the resource deck, and place it off to the side. Do not re-add the radio card until instructed to do so by the story booklet.

Your party is just getting their footing in the Zpocalypse. For the very first Day phase of chapter 1, no survivors can be assigned to the Guard Task.

Conclusion

If you lose: You needed the truck to get out of here, but it looks like you’re going nowhere. Ever.

If you successfully fix the truck: Congratulations, you have completed chapter 1!

With a loud kickback, the truck’s engine starts to rev. Unfortunately, the noise from your shop has every zed for miles around crawling out of their dark corners to surround the house. It’s time to go now. Like right now. But we can’t squeeze everyone into the cab of the truck…

If you are not participating in campaign play but would like closure to your adventure, skip right to action 3. If you are playing a campaign, complete actions 1 & 2, but skip action 3.

Action 1: Race to the Truck

If you crafted the optional truck bed upgrade while fixing the truck, all survivors currently in squads can climb aboard. You may also choose up to two crafted upgrades slotted into the action board to strap to the top of the truck and take with you. Return any other upgrades back to the crafting deck.

If you did not, each player may only bring two survivors from their squad with them to the next house. Tragically, any other survivors must be left to fend for themselves, and you must return all crafted upgrades back to the crafting deck.

*Note: By fixing the truck you have now unlocked the far scavenging locations, regardless of the optional upgrade.

Action 2: Abandon the House

1. Remove any tokens from the board.
2. Starting with the first player, each player may take 1 card from the public cache and add it to their squad (if they have room). Discard all cards in the public stash.
3. Flip the first and second floor tiles to side B, and set up a new map, including placing the zombie spawn location tokens in their respective places.
4. Shuffle the food and resource deck discard piles back into the decks.
5. Reset the doom track, but leave the day counter as is.

Action 3: Fisticuffs!

Vs mode: Now that the truck is built, the end goal keeping your fragile alliances together is gone, and comradery is falling apart. The truck can only drive off in one direction, and if you can’t agree on what direction that should be, tempers are bound to flare.

Skip to chapter 4 and choose the “foes” option. This is an optional end-game scenario for groups who only intend on playing chapter 1.
CHAPTER 2: LONG TIME LISTENER

1-5 players, 90 minutes

A breeze stirs the ripped curtains at your new lookout perch. You’ve been vigilant as always on your watch, but now that you’ve been out in the world, you’re a bit more thoughtful as you survey the landscape. You’ve seen terrible things, and you can’t explain all of them. It might not just be zombies out there. There could be another colony... maybe even more of a stronghold. It could mean more security for your people. It could also mean more danger. Either way, you should find another way to keep tabs on the living, as well as the dead. A working radio would be a handy tool.

Objective
Find the radio, and use it to make contact with other survivors.

Loss: The game is over if:
1. All survivors die in the same night.
2. The doom track ever reaches 30.
3. The day counter ever reaches 30.

Special Setup
1. Make sure the radio card is still removed from the game.
2. Remove the top 10 cards from the resource deck and put them off to the side.
3. Take another 10 cards from the top of the resource deck. Shuffle the radio card into those 10 (now 11) cards, and then return them to the top of the resource deck.
4. Take the first 10 cards you removed, shuffle them, and place them on top of the new deck.
5. Set the doom track to 5 + the number of players.

Starting from chapter two without a saved game.
1. Give each player two random survivors, two random armory cards, and two random food cards. Players do not start with any resource cards.
2. Each player rolls 2 red dice to determine first player. The highest number goes first, proceed clockwise.
3. Place the fixed truck crafting card in a scavenging upgrade slot (You did not make the optional upgrade). Then, as a group, choose 1 other crafting card to place into its associated upgrade slot. First player breaks any ties.
4. Set the doom track to 5 + the number of players, and the day counter to 10.

Additional Rules
1. Any time you fail a scavenging challenge, take 2 random cards from the resource deck discard and put them on top of the resource deck. If there are no resources in the discard, take 2 cards from the bottom of the deck instead.
2. Any scavenging outcomes that result in increasing the doom track increase it by an additional +1.

Conclusion
If you lose: You leave knowing there are others out there, and you hope they will avenge your undeath.

If you find the radio: It may not play the classics like “Lose Yourself” or “Tubthumping,” but you can now send out messages... and get them back. If you are not participating in campaign play, skip right to calculating the chapter’s MVP. If you are playing a campaign, read the following first:

Action: Congratulations!
1. Enter an additional level-up phase. Following turn order, each player may choose a perk card.
2. Following turn order, each player may look at the top two cards of the armory deck. That player may choose one card to keep, and one card to put back on top.
CHAPTER 3: THE CLEAN ZONE

1-5 players, 90 minutes.

It’s as you suspected, there are others out there, maybe worse than the zombies. With radiation and bio weapons released into the environment, and the zombie plague itself, it seems to be a catalyst for people turning, mutating faster than nature ever intended. You admit that having powers might be a cool thing, but when you don’t get to pick what happens to you… it gets real lame. You haven’t been able to get a clear signal on the radio yet, but through the garbled static you were able to hear one word perfectly - quarantine.

Objective

Find the quarantined area on the outskirts of town and successfully complete the skill check at that location.

Loss: The game is over if:
1. All survivors die in the same night.
2. The doom track ever reaches 30.
3. The day counter ever reaches 30.
4. You fail three skill checks in far scavenging locations, or you fail at the quarantine location. See additional rules for more info.

Special Setup

Randomly select one player to be narrator. That player secretly rolls 1 red die and 1 blue die, keeping the outcome hidden from the other players. The blue die result correlates to the urban zone (1 - North, 2 - East, 3 - South, 4 - West), reroll on a 5 or 6 and treat the “click” as a 1. The red die correlates to the location within the urban zone. The narrator should secretly record the result of the two dice. That is the location of the quarantine. The narrator may not, under any circumstances, reveal the location of the quarantine until after that scavenging location has been successfully completed – at which point, your party wins chapter 3.

Starting from chapter three without a saved game

1. Deal each player three random survivor cards, three random armory cards, and their choice of 3 food and/or resource cards.
2. Each player rolls 2 red dice to determine first player. The highest number goes first, proceed clockwise.
3. Immediately enter a level-up phase. Following turn order, each player may choose a perk card.
4. Place the fixed truck crafting card in a scavenging upgrade slot (You did not make the optional upgrade). Then, as a group, choose 2 other crafting cards to place into their associated upgrade slot. First player breaks any ties.
5. Set the doom track to 7 + the number of players, and the day counter to 15.

Additional Rules

Regardless of what urban locations your party has already been to and recorded in the campaign sheet, all urban locations are fair game for Chapter 3 and may be revisited.

Each time your party fails a skill check at a far scavenging location, place an objective token on the action board. The third time your party fails a skill check at a far scavenging location, the game is over. Additionally, if the party fails the skill check at the location of the secret quarantine, the narrator must announce it to the group and the game is over.

Radioactive waste and biological hazards have gotten out of control. If at any point a survivor has 3 or more ☣ or ☑, they are immediately killed. (Increase the doom track by 1).

Conclusion

If you lose: You never did find sanctuary, and you never will.

If you find the spot: You wipe the blood from your hands before fiddling with the radio, hoping that you’re finally in range to get some clear answers from your fellow survivors. Success! The signal is strong enough, and you can hear a group of voices clamoring on the other side of the wire.

“Hey folks,” a somber voice greets you over the crackling static, “we saw what you just did from in here. Mighty fine work. We’d love to add some people like you to this hold out. Bad news is…”

The voice pauses in the air, and you feel your stomach drop to the floor. “We just can’t take all of ya’. I’m sorry.”
Your party has a choice: When the end of days is at hand, will you stand together as friends, or duke it out as foes?

- **Option 1 - Friends**: Your party will fight a legion of bloodthirsty undead and their mutated counterparts, attempting to stay alive without the help of the quarantine.
- **Option 2 - Foes**: Survival of the fittest. Only some of you are going to make it. Time to face off against one another in player vs player combat.

### Objective

**Friends Victory**: Defeat all zombies before the sun rises.
**Loss**: If the sun rises and you're still out in the field surrounded by zombies, you all die.

**Foes Victory**: Defeat all the other squads.
**Loss**: If all survivors in your squad are dead, you are eliminated from the chapter. If all survivors in all squads are dead, all players lose.

### Special Setup

- **This section’s setup graphic is one of the last to go.**
1. Take tiles W, X, Y, & Z tiles, and arrange them in a square.
2. Put a spawn location token at each of the four directions (N, S, E, W).
3. **Friends**: Starting with the North spawn location and proceeding clockwise, spawn each mutate, along with two fresh zombies and one weak zombie for each player in the game. The first player may place their squad anywhere on the board. Following turn order, subsequent players must place their squad adjacent to another squad.
4. **Foes**: Starting with the first player and proceeding clockwise, each player spawns their squad on or adjacent to a spawn location token.
5. You cannot start from chapter 4 without a saved game.

- **You must be continuing your campaign from either chapter 1 or chapter 3. If you are continuing from chapter 3, you may choose either option. If you are continuing from chapter 1, you must choose the foes option.**

### Additional Rules

For both foes and friends option: Each time the turn clock advances to the next hour, spawn one fresh zombie for each player.

For Foes Option Only:
1. If a zombie is equidistant from two squads within LOS, each player rolls a die. The player with the smaller number is the zombie's target.
2. Players attack one another the same way they would attack zombies.
3. You may no longer move through other squads’ miniatures on the map.

### Conclusion

If you lose: Your lungs fill with blood as you close your eyes, knowing full well they’ll be opening again soon.

If you win: Congratulations! You have completed the core Zpocalypse 2 campaign story. Stay tuned for more stories and content available online at www.greenbriergames.com/zpocalypse2_campaign ---- QR code thing!
ZBURBIA SCAVENGING ZONES

These are the stories your party will encounter when performing the scavenging task during the Day phase. When scavenging, do the following:

The scavenging leader chooses a direction - North, South, East, or West. The far locations can only be chosen if your party has crafted the fix the truck scavenging upgrade. Presumably we'd insert pg numbers in here.

Once a direction is chosen, the leader rolls a single die, and turns to the scavenging story in that location with the corresponding number.

If your party has already been to a specific scavenging location, roll the die again.

When playing an individual chapter (inside or outside campaign mode) players are expected to remember (or record) what locations they have been to.

All players in the scavenging team should agree on what option to take when scavenging. Ties are broken by the leader.

See “Phase #1 - SCAVENGE” on page 31 for more information.

1. DOWNTOWN ZBURBIA (NORTH)

Your Squad has chosen to go North to Downtown Zburbia.

Roll 1d6 for location:
1 - Town Hall
2 - Urgent Care Clinic
3 - Fire House
4 - Car Wash
5 - Convenience Store
6 - Laundromat

1. TOWN HALL * You were hoping to find alcohol, you know, the demon liquor. Useful as a disinfectant, fuel, and libation...it’s not surprising it was one of the first things to go. You’ve gotten creative in your approach, and head for the former place of leadership - the Town Hall. It seems to have doubled as a makeshift hospital in the last days of civilization. The smell is almost overwhelming. But good ol’ corruption shows that you can find both medical supplies and hidden adult beverage bottles in bottom desk drawers! – Someone else had the bright idea of holding up on the second floor. Faced with a few assailants in front of you, what do you do?

Option 1: Convince the assailants they are not your enemy and would be bettered suited to join you.
Pass a TALK challenge of (14)
的成功: +2

Option 2: Ready the weapons - let’s not take any chances - shoot first and then ask questions
Pass a MELEE challenge of (11)

- 成功: +5
- 失败: +2
- 特殊: 选项1 成功: +2
选项2 失败: DOOM TRACKER +4

2. URGENT CARE CLINIC - Like many health care spots, this building is crawling with trapped undead, and savagely looted for the precious medical supplies it held. Being farther from the city, you’re hoping there are still some missed spots. You wander the halls listening to the shuffles and thuds behind closed doors, looking to see if there’s an operatory or closet. Every closed door presents a twisted combination of the Lady and the Tiger and Schrodinger’s cat. You get every scrap of goodness inside before the door comes down, or do you wade in crackin’ skulls, and take the loot after?

Option 1: Patch ‘em up!
Pass a FIRSTAID challenge of (9)

Option 2: Carry the load.
Pass a MELEE challenge of (10)

- 成功: +5
- 失败: +2
- 特殊: 选项1 成功: +2

Option 2 Failure:

- 失败: +4
- 特殊: 选项1 失败: DOOM TRACKER +3

3. FIRE HOUSE - * Let’s face it, you just wanted to slide down the pole. Now that you’re here, it’s better to take a look around. Axes, boots, and fresh water would be a welcome sight. Once you brain the deaders and dump the rancid 5-alarm chili you can take your new cooking pot and slide on out of here. With any luck you might even find a real life hero keeping the station safe!

There’s the firefighter you’re looking for. Unfortunately the former front liner is on a ladder surrounded by zombies. From the looks of it the truck might have the power to at least swing around the ladder to safety... or it might be best to just put a bullet through the brainpan of each deader. What’s your decision?

Option 1: Use those shop skills and try to work the firetruck
Pass a MECHANICS challenge of (12)

- 成功: +4
- 失败: +2
- 特殊: 选项1 失败: DOOM TRACKER +3

Option 2: Sniper the zombies.
Pass a FIREARM challenge of (9)

- 成功: +4
- 失败: +3
- 特殊: 选项1 失败: DOOM TRACKER +5

4. CAR WASH - (Clap. Clap. Clap. Clapclapclapclap.) You might not ever make it rich, but it’s better than dyin’ a ditch... for your friends. Well it started off fun, but really you’re looking for a working car, scrap to build with, and those smelly trees to wear as a necklace. This new world stinks.

When you get to the front you see a crowd of the undead pushing in at the garage door. In the increasingly spider-webbed window the face of a gas station attendant looks right at you, and points to the back. Then putting a finger to lips the car jockey motions to be quiet if you want to slide around to the back unnoticed. Here’s the problem: it looks like that door may not hold for much longer. Do you ninja your way around back hoping not to get seen and be fast enough to get every scrap of goodness inside before the door comes down, or do you waste in crackin’ skulls, and take the loot after?

Option 1: Try for the back door.
Pass a SNEAK challenge of (12)

Option 2: It’s a slug fest!
Pass a MELEE challenge of (14)

- 成功: +2
- 失败: +1
- 特殊: 选项1 失败: DOOM TRACKER +3
5. CONVENIENCE STORE - What’s easier than stopping in to pick up that last minute bag of ice for the party or grab batteries for the toy that needs to make booping noises until 3 AM? Of course you have to go to your one-stop-shop for everything useful! If you’re lucky there might be a package of yellow crème-filled cake snacks left somewhere.

What used to be a cute small-town shop with local goods and wooden toys and basic necessities is now the lair of a crazy person. Industriously this person has rearranged the shelving to make a barricade, and in the center of the shop has made a pile of all its offerings. Despite the babbling crazy-talk, this hoarder may have some valuable loot. Plus, haven’t we all gone a little nuts at this point in the apocalypse? The conundrum is do you soothingly talk them out of their hidey-hole, or do you risk getting shot to storm the barricade and knock them out, so that you can resuscitate them later in a safe place with handcuffs?

Option 1: You trust that your rational mind will win. That or you speak their brand of crazy.
Pass a TALK challenge of (12)

Option 2: You’re going for broke — someone’s gonna get hurt, but you’ll all be ok in the end… maybe.
Pass a FIRSTAID challenge of (9)
- Success: +5 DOOM TRACKER +1
- Failure: +3 DOOM TRACKER +2
- Special: Option 2 Success or Fail: Homies’ screams are a big problem. DOOM TRACK +3

6. LAUNDROMAT - this is a strange spot to head to on first thought. Sure there may be a king’s ransom in loose change, but those silver coins aren’t going to buy you a dam thing anymore. However, they may make a decent weapon when wrapped in a sock. Come to think of it, clean socks would be a nice experience right about now. And while all the detergent in the world won’t wash away the stink of rotting corpses, it can be used for science projects. Maybe if it, clean socks would be a nice experience right about now. And while all the detergent in the world won’t wash away the stink of rotting corpses, it can be used for science projects. Maybe there’s even some clean water in some of the machines. Usually a small restaurant is tucked away- Chinese food or a familiar chain, but one look shows it’s been picked clean. Finally, there’s the hair and nail place. It looks empty of zombies and the chemicals in the back might come in handy. Inside you find a stylist brandishing a pair of scissors. With slow movements and a calm demeanor, you may just get a haircut before heading out.

Once inside you find a scared and silent person crouched at the back door. The shuffling and low ripping moans heard through the door lead you to believe the storage room isn’t empty. It’s a shame you can’t get anything from back there, but now what’s the game plan? Do you sneak through this front room, or do you teamwork a barricade of washers and dryers against the door while you rustle up the leftovers?

Option 1: You are a shadow, a ghost, a really really quiet thing.
Pass a SNEAK challenge of (10)

Option 2: Get that wall in place, you’ve got to rustle up some bleach!
Pass a MECHANICS challenge of (10)
- Success: +4 DOOM TRACKER +1
- Failure: +1 DOOM TRACKER +3
- Special: +2 for all survivors on the mission.

2. STRIP MALL OF ZBURBIA (EAST)

Your Squad has chosen to go East to the Strip Mall of Z Burbia.

Roll 1d6 for location:
1 - Coffee Shop
2 - Salon
3 - Chain Restaurant
4 - Toy Store
5 - Pet Store
6 - Military Recruitment Office

1. COFFEE SHOP - You know what would be great right now? A steaming hot cup of Joe… or the eradication of the undead. You know, whatever’s handy. Hedging your bets you enter the former temple of the java god. There’s no more free wifi, but there are a few bags of beans left and a fellow caffeine junkie! You talk them about joining forces, but they have hidden the precious beans. They aren’t sure if you are friend or foe, and you’re really not sure either.

Option 1: Convince the assailants they are not your enemy and would be bettered suited to join you
Pass a TALK challenge of (14)

Option 2: Ready the weapons - time for someone to get a beat down! Let’s hope it’s not us!
Pass a MELEE challenge of (14)
- Success: +4 DOOM TRACKER +2
- Failure: +2 DOOM TRACKER +2
- Special: Option 1 Success +1 DOOM TRACKER +3

2. SALON - There are staples in every strip mall. You have your convenience store and/or grocery store. That location is completely ransacked. Then you can find the game-pet-laser-tag-child-occupying store, which might be promising if there wasn’t a giant hole through the pane glass. Usually a small restaurant is tucked away- Chinese food or a familiar chain, but one look shows it’s been picked clean. Finally, there’s the hair and nail place. It looks empty of zombies and the chemicals in the back might come in handy. Inside you find a stylist brandishing a pair of scissors. With slow movements and a calm demeanor, you may just get a haircut before heading out.

Lack of food, sleep, and sanity makes for shaky hands though. Before you can say “Van Gogh” you’ve been stabbed in the ear! All the apologies in the world aren’t going to stop blood flow, you need to do something fast! Do you bandage up and head home, or hope someone is better with a needle and thread than the scissors?

Option 1: Wrap it up to finish later.
Pass a FIRSTAID challenge of (12)

3. CHAIN RESTAURANT - You’ve been here a hundred times before- you know the place. It doesn’t matter where you go it serves the same burger/fries combo and was your go-to spot for late night munchies. Now you’re hoping the chemical preservatives are in full effect and the special sauce will cover the taste of the chicken patty special. As you round the corner past the drive-thru a chunk of concrete slams into the wall beside you. “Don’t go in there,” the assailant calls. “There’s a lot of zeds in that place.”

You grin and say, “Come with and Ill share the loot. There’s a cinnamon-apple pastry monstrosity in it if you do.” Just like that, there’s an addition to the roster. But how are you going to handle this scenario? Are you going in shooting? Chances are you will knock out a bunch of zombies quickly, but who knows how many more will come running? Are you more prudent and… nay forget that, you’re going to fight either way, but is it with glocks or bats?

Option 1: Shoot ’em in the head
Pass a FIREARM challenge of (9)

Option 2: Smash ’em up
Pass a MELEE challenge of (11)
- Success: +3 DOOM TRACKER +1
- Failure: +1 DOOM TRACKER +2
- Special: +1 immediately. If there is room in the scavenging squad, this new badass joins the field team. If not, they head back tot he base and may be allocated to any planning function.
4. TOY STORE • Ohh Toys! Like the one with the blinky lights, that makes all the fun noises! Why are you going in there? What's wrong with you? The average person might not see the potential of all those mechanical fun things, but really they would make a good early alarm system. More importantly, they all need batteries. Also, fuzzy soft animal pillows and glitter! Sadly the building is surrounded with the undead. You're about to try elsewhere when you hear muffled calls for help inside the building which leads you to think someone needs rescuing. You scan around and see a lighter concentration near one of the trucks out back. If you are a true runner you could scale the cab, up to the storage crate on the back and jump up to the roof. Or, with a little know how, you could hotwire it and ram through the warehouse in the back to save them . . . after rolling over some undead.

Option 1: Climb to the roof. Pass a SNEAK challenge of (11)

Option 2: Get that truck in gear. Pass a MECHANICS challenge of (9)
- Success: +3 \(+2 \text{ } +2 \text{ } +1 \) DOOM TRACKER +1
- Failure: +2 \(+1 \text{ } +1 \) DOOM TRACKER +3
- Special: Option 1 Success or Failure +1

5. PET STORE • It ain't fancy, but the pet store has food. This thought may have grossed you out before the zombie apocalypse, but then there was that time when your brother dared you . . . so you know for a fact that the biscuits aren't all that bad.

Inside are all the puppies! Oh, but these aren't the cute friendly kind. These are the feral, eat-the-weak-kill-all-strangers kind. You see they’ve cornered someone, and while you probably should just shoot them . . . well you watched Of Yeller one too many times as a kid. You just can’t. So, do you loot while they’re preoccupied, or do you try and see if they remember “Sit! Stay!”

Option 1: Do some quiet shopping. Pass a SNEAK challenge of (13)

Option 2: Pull off some dog whisperer moves. Pass a TALK challenge of (15)
- Success: +3 \(+5 \text{ } +1 \) DOOM TRACKER +2
- Failure: +2 \(+4 \text{ } +1 \) DOOM TRACKER +2
- Special: Option 2 Success: Search the survivor deck for one of the dog survivors if not already allocated

6. MILITARY RECRUITMENT OFFICE • This seems like a good move – where else might you find weaponry in this area? It’s not as obvious as a police station, so it may have been overlooked. All choices considered, you think this is a good one.

That is until you find the zealot inside. Someone has picked this spot to defend America and apple pie against all enemies, foreign, domestic, living or dead! However, if you can disassemble and reassemble your weapon in less than 60 seconds, then you’re obviously a solid upstanding citizen of the US of A.

Option 1: Shoot this joker in the arm and deprogram them later. Pass a FIREARM challenge of (9)

Option 2: You know your way around a firearm just fine. Offer to do it blindfolded. Pass a MECHANICS challenge of (12)
- Success: +4 \(+2 \text{ } +2 \text{ } +2 \) DOOM TRACKER +1
- Failure: +3 \(+1 \text{ } +1 \) DOOM TRACKER +1
- Special: Option 1 Success or Failure: DOOM TRACK +2
  Option 2 Success: +1

3. ZBURBIA SCHOOL COMPLEX (SOUTH)

Your Squad has chosen to go South to the Zburbia School complex.

Roll 1d6 for location:
1. - Hallway
2. - Playground
3. - Principal’s office
4. - Gymnasium
5. - Cafeteria
6. - Classroom

1. HALLWAY • These hallowed halls, full of disinfectant and floor wax smells, are a comforting reminder of the mundane tortures of bygone days. You no longer have to worry about spelling, and those recess scrapes with the class bully were quite the training session for current events.

As you wander through the tattered displays of colorful paper, you’re on the lookout for animal crackers and apple juice . . . and listening for the pitter-patter-squish of little feet. You just had to think about that, didn’t you? Sure enough you hear those tiny stumbling footsteps coming down the hall. What do you do?

Option 1: Quick into the classroom and let them pass. Pass a SNEAK challenge of (10)

Option 2: Ready the weapons – this should be a cakewalk Pass a MELEE challenge of (12)
- Success: +4 \(+3 \text{ } +1 \) DOOM TRACK +2
- Failure: +3 \(+1 \text{ } +1 \) DOOM TRACK +1
- Special: Option 2 Success or Failure: DOOM TRACK +2.

2. PLAYGROUND • The climbing structure, swing set, and open field remind you of a carefree time when your biggest worry was getting picked last for t-ball. Now you actually hope to get picked last. You came out here to remember a kinder time, but also to strip those swings of their chains and grab any loose sporting equipment.

On home plate you see a hometown hero, pointing to the outfield a la Babe Ruth. You’re admiring someone sticking to the classics when you realize they’re trying to warn you of the incoming zombies emerging from under the dilapidated bleachers.

Option 1: Yank the lynch pin and those bleachers will go down like Jenga. Pass a MECHANICS challenge of (9)

Option 2: It’s time for target practice. Pass a FIREARM challenge of (7)
- Success: +4 \(+3 \text{ } +1 \) DOOM TRACK +1
- Failure: +2 \(+3 \text{ } +1 \) DOOM TRACK +3
- Special: Option 2 Success or Failure: DOOM TRACK +2.

3. PRINCIPAL’S OFFICE • Yeah, zombies have taken over the planet, and each day is a living hell. Sure, your cute little place in the city was bombed and you’ve been living in the same clothes for weeks now. In case we haven’t forgotten, you’ve almost died so many times now it's hard to keep track. And STILL you’re nervous to walk into the principal’s office. Go figure.

You weren’t expecting anyone in there, anyone living that is. You see them… so you know for a fact that the biscuits aren’t all that bad.

Option 1: Yank the lynch pin and those bleachers will go down like Jenga. Pass a MECHANICS challenge of (9)

Option 2: It’s time for target practice. Pass a FIREARM challenge of (7)
- Success: +4 \(+3 \text{ } +1 \) DOOM TRACK +1
- Failure: +2 \(+3 \text{ } +1 \) DOOM TRACK +3
- Special: Option 2 Success or Failure: DOOM TRACK +2.
Option 1: Use your soothing tones to wrestle that gun away from them. And see if that’s a zombie bite while you’re at it. Separate Survivors each pass the following challenges: TALK(6), MELEE(5), FIRSTAID(5)

Option 2: Separate Survivors each pass the following challenges: FIRSTAID(9), SNEAK(6)

- Success: +4 , +2 , +1 , Search the Armory Deck for the first firearm you find.
- Failure: +4 , One Survivor suffers 3 dmg., DOOM TRACKER +4

4. GYMNASIUM - While you hate to admit it, dodgeball ended up benefiting you in life. You learned how to attack others, improve your aim, and that life is definitely not fair. You would still like to give coach a wedgie for all the heartache, but who knew that terrible game would be so useful? Enough with the fond reminiscing! You need to look around; there has got to be something useful in here!

A gunshot cracks and the edge of the mat you were standing next to puffs out of existence. “That’s far enough!” you hear through the ringing in your ears. Looking at the back of the room you see the coach. His eyes peer out of the Coach’s office. You stare them down.

“Take it by force!”

Option 1: Maybe you can convince them to come with you. Pass a TALK challenge of (12)

- Success: +4 , +2 , +1 , Search armory deck for Sneakers , DOOM TRACKER +1
- Failure: +3 , +1 , One Survivor suffers 3 dmg., DOOM TRACKER +3
- Special: Option 1 Success: The Survivor who completes the check gains 1 skill card. Option 2 Success: +1

5. CAFETERIA - Let’s face it, cafeteria food was never good. Even now, it’s pretty poor fare. On the bright side, no matter how long it’s been around, it probably tastes just the same. So let’s head on over behind the counter, grab your hair net, and search for those industrial sized vats of peaches and chili. Maybe you will find some beans! Yay!

Let’s face it, cafeteria food was never good. Even now, it’s pretty poor fare. On the bright side, no matter how long it’s been around, it probably tastes just the same. So let’s head on over behind the counter, grab your hair net, and search for those industrial sized vats of peaches and chili. Maybe you will find some beans! Yay!

There is a huddle of undead in the pantry. From the far end, you hear their shuffling. You start to ease your way out of there, when you realize none of them are headed your way. Their eyes peer out of the Coach’s office. You stare them down.

Option 1: FOOD FIGHT! Rescue that poor soul. Separate Survivors each pass the following challenges: MELEE(12), SNEAK(5)

Option 2: Separate Survivors each pass the following challenges: SNEAK(9), MELEE(6)

- Success: +3 , +5 , DOOM TRACKER +1
- Failure: +2 , +4 , DOOM TRACKER +4
- Special: Option 1 Success: +1 , +1 , DOOM TRACK +2. Option 2 Success: +3 , +1 , DOOM TRACK +1.

6. CLASSROOM - It’s funny how teachers always seemed to have a stash of snacks hidden somewhere in their room and an endless supply of hand sanitizer. That stock is yours now! All the juice boxes and animal crackers you can handle! Entering the room of endless testing-er, enlightenment, you find a fellow knowledge-seeker. They seem happy to see you, maybe because you have a pulse, or maybe because they are trapped under a stack of filing cabinets. This is one botched barricade.

Option 1: Use some simple machines, like a wedge and lever, to extract the survivor while talking them through it. Separate Survivors each pass the following challenges: MECHANICS(6), TALK(6)

Option 2: Yank and deal with the damage. Pass a FIRSTAID challenge of (9)

- Success: +3 , +3 , +1 , +1 of your choice from the deck.
- Failure: +2 , +3 , Found Survivor start with only 3.
- Special: Option 1 Success: +1

4. ZBURBIAN NEIGHBORHOOD (WEST)

Your Squad has chosen to go West to the Zburian Neighborhood.

Roll 1d6 for location:
1. - Model Home of Subdivision
2. - Daycare
3. - Dance/Yoga Studio
4. - Grandma’s House
5. - Yard Sale
6. - Backyard Shed

1. MODEL HOME OF SUBDIVISION - Why go to the model home instead of a regular one? Well for one, the rest of the houses are picked over. It looks structurally sound, like a good place tounker down with clean plush carpets and nice furniture. You get past the combo lock with the key inside by looking under the welcome mat, only to find the real estate agents of the apocalypse inside freaking out. There is a deep gash in the arm of one from the kitchen knife the other was wielding. To make matters worse, a deader is wading into the mix. You’re not sure who is friend or foe in this situation, so how are you going to meet the neighbors?

- Success: +5 , +3 , +1 , DOOM TRACKER +1
- Failure: +3 , +3 , DOOM TRACKER +3
- Special: Option 1 Success: +1 , +1

2. DAYCARE - Think of the children! Oh won’t you please think of the children? No really though, they store an awful lot of lunchables in those plates. Plus all the band-aids you could ever want, and most of them have cartoons on them! You head to the entrance of the subdivision where parents dropped off their small humans before heading out to the workforce and see—a brightly colored and somewhat sparkly fortress. The daycare is a primary colored bastion of safety. There are definitely people in there. How do you want to handle introductions?

Option 1: Open the friendly negotiations with a sing along? Pass a TALK challenge of (12)

- Special: Option 1 Success: +1

Option 2: Take it by force! Pass a MELEE challenge of (14)

- Success: +4 , +4 , +1 , DOOM TRACKER +2
- Failure: +3 , +3 , DOOM TRACKER +4
- Special: Option 1 Success: +1 , +1

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3. DANCE/YOGA STUDIO - What do scented candles and incense have to do with survival? Well... they make your fellow humans easier to smell, that’s for sure. Maybe there will be some fancy tea as well. Now is not the time to be picky. Actually, you never get to be picky again, can I get an O’m? Inside the hardwood floors of the once serene space have been torn up for firewood, and the tapestries are in tatters. There are some limber inhabitants looking ready for a fight. Do you tussle with these warriors in headbands or do you move on by to the froyo place next door?

Option 1: I love air flavored ice cream! Forget those yogis. Pass a SNEAK challenge of (10)

Option 2: Namaste bitches. Pass a MELEE challenge of (15)

- Success: +4, +3 DOOM TRACKER +1
- Failure: +2, +1 DOOM TRACKER +2
- Special: Option 1 Success or Failure: +2. Option 2 Success: +1, +1

4. GRANDMA’S HOUSE - The front yard is littered with every kind of kitsch known to mankind. Flamingos are crammed next to inspirational signs saying, “I didn’t retire, I became a professional grandparent!” The lawn ornamentation, while an affront to taste and humanity, has the side benefit of holding the undead at bay. Unfortunately that raptscallion gnome in the corner was asleep on the job, and a zombie has someone hanging out the window, screaming bloody murder. You could run in and drag them away from this terrible awful place, back to the corner was asleep on the job, and a zombie has someone hanging out the window, screaming bloody murder. You could run in and drag them away from this terrible awful place, back to the zombie apocalypse, and try to patch them up… or you can try to make the kill shot from where you stand with all the visual distractions in the way.

Option 1: Wade in there killer! But mind the hydrangea. Separate Survivors each pass the following challenges: MELEE(11), FIRSTAID(6)

Option 2: This is just like that duck shooting game at the county fair. No problem! Pass a FIREARM challenge of (9)

- Success: +3, +4 DOOM TRACKER +2
- Failure: +2, +3 DOOM TRACKER +4
- Special: If Rose is part of the scavenging team, you may auto complete option 1. Option 1 Success: +1, +1, +2

5. YARD SALE - You shake your head to make certain you’re seeing clearly. It appears that someone has either won the hoarding championships, or is the world’s best scavenger. What was once a lovely black shuttered ranch with an inground pool, is now a compound surrounded by barbed wire and filled with every weekend warrior toy this neighborhood once owned. The entrepreneur inside has a friendly, but wary disposition. You see a few items that catch your eye. One in particular is busted, but you think you can get it back into working order for some bargaining sway. However, you’re the friendly type; maybe you can haggle a good deal on charm alone?

Option 1: Can we fix it? Yes we can! Pass a MECHANICS challenge of (9)

Option 2: Time to turn on the charm. Pass a TALK challenge of (12)

- Success: +2, +2, +1 any combination of 2. DOOM TRACKER +1
- Failure: +2, +2, +1 DOOM TRACKER +3
- Special: Option 1 Success: +1. Option 2 Success: +1

6. BACKYARD SHED - While wandering down an ransacked cul-de-sac, you hit the jackpot. Tucked away behind debris of torn up cars and an overgrown briar patch, is a shed with a lock still on it. Inside is a treasure trove of tools and equipment that someone once lovingly cared for. You are about to celebrate your glorious haul when you hear someone scream, “Horde! Run! Get out of here!” The image of your newfound best friend running toward you, a wave of the undead trailing behind will haunt you for the rest of your short life. If you hadn’t just found the mother load… looking around you see a car that might work which would carry all of your new loot. Then there’s always the ballistic solution.

Option 1: Get that car in gear and get out. Separate Survivors each pass the following challenges: MECHANICS(9), MELEE(9)

Option 2: Aim for their heads, and make those shots count. Pass a FIREARM challenge of (12)

- Success: +2, +3 DOOM TRACKER +3
- Failure: +2, 1 survivor suffers a critical wound. DOOM TRACKER +4
- Special: Option 1 Success: +1. Option 2 Success: +1

URBAN SCAVENGING ZONES

To travel to a far zone, your party must have completed the Fix the Truck scavenging upgrade from the crafting deck.

Just like the normal scavenging locations, first the scavenging leader decides on a direction, and then rolls a die. Each location within the far zones corresponds to two possible die roll outcomes.

Make a note of the locations you travel to. You can only visit a location once per campaign; reroll if your roll result would take you to a location you’ve already been to.

If the looting or special information of a location tells you to search for a specific item card, first search for and remove that card, then reshuffle the deck before drawing the normal random loot. If the specific item card is not in its deck, search that discard pile next. If it’s not in the deck or the discard pile, you are out of luck.

Because you brought the truck scavenging with you, each survivor may bring back a total of 4 items, not including any weapons strapped to that survivor’s back.

If your party built the optional repair the truck bed upgrade when crafting the Fix the Truck card, you may bring any number of item cards back with you.

Skill checks labeled as “group” must be completed by all members of the scavenging party.

In order to complete a firearms check, the chosen survivor(s) must have a firearm equipped.

• Traps: Your party really stepped in it this time. Follow instructions for each individual location to resolve the trap. Traps may appear before or after your party’s choice. In any instance which requires your party pass a skill check or spend AP to resolve the trap, you must use the same action pool that your party uses to pass the option 1 or 2 skill check.
1. NORTH URBAN ZONE

Your Squad has chosen to go to the Northern zone of the city.

Roll 1d6 for location:
1-2: The Post Office
3-4: The Cop Shop
5-6: The Police Station

1-2. THE POST OFFICE • Why not? Everywhere else in the city is either picked over or trashed. You walk through the destroyed town and start to get lost. Not that you would normally, but with all the changes you land in the worst part of town. Well, it was the worst part of town before. Now it’s just as bad as everywhere else. On the upside, being in a location of violence means you find a cache of weapons. But then back to the downside...your search has drawn the look out for everyone. Now it’s just as bad as everywhere else. On the upside, being in a location of violence means you find a cache of weapons. But then back to the downside...your search has drawn the attention of the undead gang that now occupies this turf.

Option 1: You don’t want to draw the attention of a potential hoard, get out quick and quiet-like.

All survivors must pass Group Stealth (1).

A single survivor must pass Melee (13).

Option 2: If you can find a way to get up to a rooftop, you will have the height advantage.

Separate survivors must each pass the following challenges: Mechanics check (10), Firearms check (10).

- Success: +1 / player, +5 / player, DOOM TRACKER +2
- Failure: +1 / player, +3 / player, DOOM TRACKER +4
- Special: Optional - Throwback Throwdown! Risk a clash with zombies for a chance at extra rewards. See "Throwback Throwdown" on page 49
- NOISE! (Place an X token on hour 3. When reached, spawn +1 zombie per player.)

3-4. THE COP SHOP • This station is just a pile of rubble. The sign out front is the only indication of what once stood here. Ironically, the donut shop next door is nearly untouched. Your mouth waters at the thought of tasty donuts….mmmm donuts. You get to the door and pull on the handle. It doesn’t budge- from the looks of it the frame is warped, sealing the door shut. With the superhuman strength of someone who knows there may be the last donuts on earth found inside it. You strike up a conversation with the distraught reader.

Option 1: With your faces covered in blood and jelly filling, the only thing left to do is lay down some cover fire while you clean the rest of the place out. Firearms (10)

- Success: +4 / player, +4 / player, +1 / player, DOOM TRACKER +3
- Failure: +2 / player, +3 / player, DOOM TRACKER +5
- Moral Boost! (If you successfully complete the challenge, enter a level-up phase after the scavenging scenario is complete. Following the order survivors were slotted into the scavenging party, each survivor may gain 1 perk card.)

5-6. THE POLICE STATION • The closer you get to downtown, the less you want to be there. A haze of dust and toxic fog shroud the city. Buildings, solid edifices that had stood the test of time, have been demolished by the nuclear blast. At times like this it would be good to find a police station. There it is!

- Trap: The station looks surprisingly in tact. You listen for the shuffles of the undead inside, but hear nothing. Slowly you ease open the door, only to see the shotgun booby trap at the last minute! Each player with a survivor in the scavenging party rolls a die. The player who rolled the smallest number must have one of their survivors in the party take 4 . Roll for ties. Inside, three people look at you with open hostility. "Get out," one of them says flatly. It looks like negotiations are not part of the plan this time.

Option 1: It’s a good ol’fashioned free-for-all!
All survivors must pass Group Melee (7)

Option 2: Shoot ‘em up, and then patch ‘em up.
Separate survivors must each pass the following challenges: Firearms (9), First Aid (6)

- Success: +5 / player, +3 / player, DOOM TRACKER +4
- Failure: +5 / player, DOOM TRACKER +6
- Struggle! (All survivors in the scavenging team lose 2 )

2. EAST URBAN ZONE

Your Squad has chosen to go to the Eastern zone of the city.

Roll 1d6 for location:
1-2: The Public Library
3-4: Downtown
5-6: Possum City

1-2. THE PUBLIC LIBRARY • You like to read so you stop by the local library. When you get there you find someone in a corner of the stacks, with tears running down a grief covered face muttering, "All these books...and I broke my glasses...all I wanted to do was read..."

- Trap: You turn to head towards them, when a soft spot in the floor gives way. Each player rolls an ammo die for each survivor they have in the scavenging party. If any of those rolls results in a , the trap is failed for everyone.
- Fail: That’s one way of getting to the basement without stairs. All survivors in the scavenging party take 4 . Proceed to the challenge as normal.
- Success: Sauntering over like you didn’t just scramble out of a potential death trap, you strike up a conversation with the distraught reader.

Option 1: Convince them to come back with you, only after promising a read-aloud before you go. May be completed by a single survivor, or two different survivors:
Talker (10), Talker (10)

Option 2: Fix their glasses and tell them there may be books here, but there are people with skills who also love books where you’re going.
Separate survivors must each pass the following challenges: Talker (15), Mechanic (7)

- Success: +1 / player, +5 / player, DOOM TRACKER +2
- Failure: +1 / player, DOOM TRACKER +4
- Moral Boost! (If you successfully complete the challenge, enter a level-up phase after the scavenging scenario is complete. Following the order survivors were slotted into the scavenging party, each survivor may gain 1 perk card.)
3-4 DOWNTOWN • You search downtown trying to find a building that doesn't look completely destroyed. All the hospitals and supermarkets seem to have been looted. Then you see the history museum. It wouldn't be your first choice normally but it looks intact. Good thing you looked. There's a lone docent hiding near the wooly mammoth. And there's an exhibit on military history! Now how do you get a tank, circa 1943, out the front door?

Option 1: Bash down the that door! All survivors must pass Group Melee (7)

Option 2: Take the door of its hinges, but you are out in the open, so you better be fast. Separate survivors must each pass the following challenges: Mechanic (11), Stealth (9)

- Success: +2 player, +6 DOOM TRACKER +3
- Failure: +1 player, +4 DOOM TRACKER +5
- Option 2 Failure: DOOM TRACKER +2 (+7 total)
- Special: Optional - Throwback Throwdown! Risk a clash with zombies for a chance at extra rewards. See “Throwback Throwdown” on page 49
- Struggle! (All survivors in the scavenging team lose 2)

S-R-R! That Gain 1

5-6 POSSUM CITY • You see a road sign that says, “Possum City, 5 miles East.” You decide it could be worth the trip. As you reach the top of a hill, there is a deserted military standing structure in sight.

Option 1: Check it out, the radiation can’t be too bad anymore. All survivors must pass Group First Aid (1), Then a single survivor must pass Stealth (10)

Option 2: Since suicide is not on the docket for the day, you choose NOT to go down there and decide to slim jim your way into the military trucks that were once a road block. Separate survivors must each pass the following challenges: Mechanics (10), Melee (12)

- Success: +1 player, +2 player, +1 DOOM TRACKER +4
- Failure: +1 , +1 , +1 Each survivor in the scavenging party gains a random critical wound, followed by a random perk card. DOOM TRACKER +6

• Trap: You get all you think you can carry, when you’re startled by a monstrous member of the undead who pops out from under a pile of rubble and starts at a dead sprint towards you. Using only the unspent dice in your action pool, pass a Firearms check 6. If you fail, spawned a random mutate on the following Night of combat, in addition to anything else dictated by the doom track.

• NOISE! (Place an X token on hour 3. When reached, spawn +1 zombie per player.)

3. SOUTH URBAN ZONE

Your Squad has chosen to go to the Southern zone of the city.

Roll 1d6 for location:
1-2: Diner
3-4: Candy Store
5-6: Supermarket

1-2 DINNER • You check out a small diner despite the fact the roof is crumbling and a car is lodged in a wall. You climb inside through the gaping hole next to the ruined vehicle and into ankle-high water. Suddenly, a shooter pops up from behind the counter and a bullet grazes your left ear. “What the heck!” you yell ducking. “Whoops. I thought you were one of those dead ones,” says the shooter. They don’t seem particularly sorry. In fact, you’re wondering about going for your gun, when another head pops up from behind the counter. “There they are!” they shout, pointing behind you. Sure enough, zombies have shown up to the party. No matter how this goes down, you’re not leaving without a slice of pie.

Option 1: Convince the diner people to come back with you as fast as you can get out of there. A single survivor must pass Talker (9), then all survivors must pass Stealth (1).

Option 2: Time to fight! Time to fight. Separate survivors must each pass the following challenges: Melee (12), Firearms (12).

- Success: +4 , +6 , +2 player, DOOM TRACKER +2
- Failure: +5 , +3 DOOM TRACKER +4
- Option 1 Success: +2
- Option 2 Failure: All survivors in the scavenging party take 2
- Special: Optional - Throwback Throwdown! Risk a clash with zombies for a chance at extra rewards. See “Throwback Throwdown” on page 49
- NOISE! (Place an X token on hour 3. When reached, spawn +1 zombie per player.)

3-4 CANDY STORE • Aw yeah! The candy store! You wonder if your favorite sweets are still there. Tooth decay is really low on your spectrum of worries these days. Plus, what is going to last longer than processed sugar? Besides the cockroaches?

• Trap: You open the door and find the floor a colorful wash of scattered candies. You immediately grab the closest piece and pop it in your mouth. All players roll 1 ammo die for each survivor they have in the scavenging party. If a survivor rolls a or a 2, that survivor fails the trap.

Fail: Maybe time, maybe radiation, maybe an intentional sprinkle of arsenic, but that was poisonous candy. That survivor takes 2

Success: The sugar hits your bloodstream and you are flying. Not since the days of Saturday morning breakfast cereal have you felt this giddy. You start scooping up candy and giggling like the care-free, unhinged, broken human you are. Suddenly you realize, you aren’t going to have space for all the sugar. Sugar! MUST HAZ ALL THE SUGAAAAAR-

Option 1: Make a pack to strap to the roof of the truck. All survivors must pass Group Mechanics (4).

Option 2: Get creative with the packing… why is focusing so hard? Separate survivors must each pass the following challenges: Mechanics (9), Stealth (10).

- Success: +5 , +3 DOOM TRACKER +3
- Failure: +3 , +3 DOOM TRACKER +5
- Moral Boost! (If you successfully complete the challenge, enter a level-up phase after the scavenging scenario is complete. Following the order survivors were slotted into the scavenging party, each survivor may gain 1 perk card.)
5-6 SUPERMARKET - You think about checking out a town north of the city. It's in a tucked-away valley off the beaten path, maybe it has been missed by the looters and bandits. The outskirts of the city are toxic, but it's worth the trip as you find yourself in front of a supermarket, and it's boarded up tight. As you walk around the building, banged up and listening for zombies inside, a fog starts to roll in. As it touches your skin, you start to feel a tingle, strange but not unpleasant at first, it starts to sting after a moment. Could it be acid fog?

- Trap: You start prying boards as quickly as possible. Create the action pool for this scavenging event now. Before proceeding to the options, you must pass Mechanics 6, or have all survivors in the scavenging party take 2 \( \cdot \). Now that you are inside you hear someone muttering to themselves. You see them huddled in the corner, hand clamped down on their leg, which looks like it may be broken, while they sob and laugh at thin air. There is a wealth of food around you, but they appear to have a gun. It's not like you want to take a hurt crazy human home, but you also don't want to leave them stranded.

Option 1: Send someone over to chat them up, and maybe convince them to come with you while the rest take food during the distraction.

Separate survivors must each pass the following challenges: Talker (10), Stealth (9).

Option 2: Send someone over to patch them up. While they are there, maybe slip them something to help them relax, then snag the food while they're passed out. Hey, at least you took care of that leg for them first.

A single survivor must pass both Stealth (9), First Aid (6).

- Success: +6 \( \cdot \), +5 \( \cdot \), +1 \( \cdot \) DOOM TRACKER +2
- Failure: +6 \( \cdot \), +3 \( \cdot \) DOOM TRACKER +6
- Option 1 Success: +1 \( \cdot \)
- NOISE! (Place an X token on hour 3. When reached, spawn +1 zombie per player.)

4. WEST URBAN ZONE

Your Squad has chosen to drive the truck to the Western zone of the city.

Roll 1d6 for location:
1-2: The Public Library
3-4: Downtown
5-6: Possum City

1-2 HOSPITAL - You enter the radioactive wasteland in search of a hospital. Sure enough, you find the remains of one. The undead mill around in almost every room, and flying under the radar is painstakingly difficult.

- Trap: You head to the pharmacy when you hear a crunch below you and feel a sharp pain. Each player with a survivor in the scavenging party rolls an ammo die. The player with the lowest number fails, and must choose one of their survivors in the scavenging party to be the victim. Roll on ties.

Victim: It was a needle full of someth...oooh, swirly. That survivor can no longer participate in the scavenging challenge, and does not add dice to the action pool. The party duels into a room before tunnel vision sets in, when one of you gets sideswiped by something that looks almost human. It leaks out the window- no time to think about the creature now!

Option 1: Perform emergency surgery.
All survivors must pass Group First Aid (3).

Option 2: Patch it up and make a run.
Separate survivors must each pass the following challenges: Mechanics (10), First Aid (10).

- Success: +2 \( \cdot \)/player, +6 \( \cdot \), + Search the resource discard pile for any first aid or antibiotics and add them to the loot. DOOM TRACKER +2
- Failure: +2 \( \cdot \), +4 \( \cdot \), DOOM TRACKER +4
- In addition to any other zombies, spawn an extra random mutate on the next night of combat.

3-4 HAUNTED HOUSE - The world has moved on and you have followed...you approach a boarded up house. Breaking through the door you see absolute blackness, not even light bleeds in. Making your way deeper into the front room, you come across a figure, shrouded in black. You hold still, silent as your eyes adjust. It is then you notice the...person huddled in front of you appears blind. Their features seem blended and they have definitely experienced some effects from the radioactive waste in this area... or maybe biological? They pause and turn their face towards you. “Are you here to play at riddles?” Their breathy voice creaks in askance.

Option 1: They’re talking to themselves. Stick to the shadows and search in the darkness.
All survivors must pass Group Stealth (3).

Option 2: Who doesn’t love a good riddle challenge? Nothing bad ever comes of this kind of situation.
All survivors must pass Group Talker (5).

- Success: +1 \( \cdot \)/player, +4 \( \cdot \), +2 \( \cdot \) DOOM TRACKER +3
- Failure: +2 \( \cdot \), +3 \( \cdot \) DOOM TRACKER +5
- Option 2 Success: +1 \( \cdot \) Reveal cards from the perk deck until you find a mutation. The new survivor comes with that mutation already equipped.
- Trap: You are ready to leave when you see a dust cloud coming from further west. You squash against the setting sun and realize it’s not a dust storm, but... other vehicles. Raiders have caught you on their trail! Using only the unspent dice in your action pool, a single survivor must pass a Melee check (5). If you fail, all survivors in the scavenging party take 2 \( \cdot \) and you do not gain the moral boost.
- Moral Boost! (If you successfully complete the challenge, enter a level-up phase after the scavenging scenario is complete. Following the order survivors were slotted into the scavenging party, each survivor may gain 1 perk card.)

5-6 CEMETERY - You have been triple dog dared - the only thing you can never back out of. You have to retrieve the welcome sign from the cemetery. You are getting liquored up, when you hear shots in the distance, so you get your game face on! You arrive at the storage shed and climb through the window in the back to find the caretaker and sole proprietor of this well appointed makeshift home struggling to close the front door to keep out the undead. On the workable, alongside some nicely cared for tools are guns that have been taken apart for cleaning. “Didn’t have time to reassemble,” gasps the cemetery dweller their back against the groaning door. And as you look behind you, more are climbing in through the window!

Option 1: Start hacking away and bandage when you can.
Separate survivors must each pass the following challenges: Melee (11), First Aid (9).

Option 2: Get the guns working and start firing away!
Separate survivors must each pass the following challenges: Mechanics (10), Firearms (10).

- Success: +3 \( \cdot \), +5 \( \cdot \), +1 \( \cdot \)/player, +1 \( \cdot \) The new survivor comes with two random perk cards. DOOM TRACKER +4
- Failure: +3 \( \cdot \), +1 \( \cdot \)/player, +1 \( \cdot \) All survivors in the scavenging party, suffer a random critical wound. DOOM TRACKER +6
- Special: Optional - Throwback Throwdown! Risk a clash with zombies for a chance at extra rewards. See “Throwback Throwdown” on page 49
- Struggle! (All survivors in the scavenging team lose 2 \( \cdot \))
THROWBACK THROWDOWN

Optional: Requires additional content. You may choose to skip these challenges.

If you have tiles from the original Zpocalypse or the Zmergency expansion, you may take out any four of those retro tiles and use them for a mini combat scenario.

• This section's setup graphic is one of the last to go. 8/15/16

1. Arrange those four tiles in a square.
2. Place the north, east, south, and west spawn location tokens in their designated locations.
3. Each player with a survivor in the scavenging party places their squad mini on or adjacent to one of the center four spaces, where the four tiles converge (shown in orange on the example graphic). In this throwdown, the squad mini only represents the survivors in that player's squad who are scavenging - the other survivors can not help during this encounter and do not count in any way. Flip the active survivor(s) to the Night side of their card, and leave the non-active survivors on the day side.
4. Each player sets their squad’s defense wheel equal to the combined value of their active survivor(s), ignoring the others. Players should note the speed limits of their active survivor(s).
5. Spawn 1 weak zombie for each player in the game.
6. Spawn 1 fresh zombie for each survivor in the scavenging party
7. Set the turn clock on the horde card to hour 3. At the end of hour 5, combat ends as normal. This means your squad will only have 3 turns to get the job done. Squads gain VP as normal for killing zombies.
8. When the 5th round ends, progress the Doom track as normal for any zombies left alive. If there are no zombies that flee, reduce the doom track by 1 per player.
9. At the end of the throwdown, all players who participated gain an additional 2 VP, and may choose to draw their choice of 1 random armory card or two random resource cards.
**GLOSSARY**

**Action Board** - Used for planning out actions during the morning phase, and keeping track of players and zombies on the progress tracker.

**Action Points (AP)** - Spent by survivors to move, attack, and use traits. Each die rolled has AP equal to the number of pips shown.

**Action Pool** - The result of all dice rolled at the start of a player’s turn. AP is spent from this pool.

**Afternoon** - Feed survivors, fight to become first player, and increase the doom marker by the day number.

**Arduous**

**Armory** - weapons and gear used to murder zombies

**Basic Attack** - Made by a survivor using a weapon. Deals 1 damage, has variable cost and range.

**Bio**

**Click** - When required to roll a , a “click” means you’re out of ammo, or something bad happened.

**Contests**

**Craft**

**Critical Wounds** - severe injuries dealt everytime zombies roll a on their attack roll.

**Damage (dmg)** - Survivors and zombies deal dmg to each other. Each point of dmg done reduces the target’s HP or defense by 1. Dmg is dealt one point at a time.

**Defense** - A buffer for HP. Defense is cumulative for a whole squad, and can be reduced instead of HP. Regenerates every night of combat.

**Direct dmg** - Dmg that cannot be mitigated by defense, and must be dealt to a single survivor’s HP wheel.

**Doom Token** - The marker used to track the amount of zombies surrounding the house. Used on the progress tracker.

**Food** - nutrients required for survival

**Fresh** - Just left the crypt. 2 HP, 2 Dmg, 1 range, adds +2 per to attack roll. 3 Speed. Becomes weak after being dealt 1 dmg.

**Guard**

**Health points (HP)** - The amount of damage a survivor, zombie, or fortification can take before it is killed. Only regenerates from certain effects.

If we want it...

**Impromptu Weapon** - The starting weapons used in story mode. For more details see pg __

**Items** - Cards that can be kept in your private stash or the house cache.

**Line of Sight (LOS)**

**Morning** - Plan out and perform actions (scavenge, craft, guard, and rest) on the action board.

**Mutants** - super-powered nuclear monstrosities. Variable health, dmg, range, speed, and special trait. Does not group together with regular horde.

**Mutations** - powerful perks that can only be picked up if a survivor has been infected with .

**Night** - Protect your house by fighting zombies.

**Perks** - special bonuses that can be gained every time your squad passes a milestone on the progress track.

**Phases** - Sections of a Day. A day consists of one of each phase.

**Points of Interest**

**Private Stash**

**Public Stash**

**Radiation**

**Range** - The number of spaces away that a basic attack, trait, or other ability can target.

**Resources** - crafting ingredients

**Rest**

**Scavenge**

**Search**

**Skills** - firearms, melee, first aid, mechanics, sneak, and talk. A survivor’s skill limits the total number of dice they can use for that skill in a single turn.

**Smarts** - Used for search spaces, as well as items and story checks.

**Speed** - the total number of spaces this survivor can move with basic movement. Your squad is only as fast as its slowest survivor.

**Squad** - The group of survivors a player is controlling.

**Stats**

**Survivor** - the characters in your squad

**Tasks**

**Traits** - special abilities used by survivors and mutates. Traits can either be passive, meaning they’re always in effect, or activate, meaning they cost AP to use.

**Victory Points (VP)**

**Weak** - Been around the block. 1 HP, 1 Dmg, 1 range, adds +1 per to attack roll. 3 Speed

**Zombies** - the undead horde of flesh eating semi-sentient humanoid monsters. Kill on sight.

**Symbol Glossary**

Symbol reference and expanded definitions.

**Survivors Deck**

**Stats** - 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.
- • Defenses Your squad’s combined ability to dodge and deflect attacks
- • Speed How far a survivor can move before needing to catch their breath

**Skills** - A survivor’s honed talents and natural prowess

**Combat** - primarily used for killing zombies during the Night phase

**Firearms** - proficiency with ranged weapons

**Melee** - feats of physical strength, namely stabbing and smashing

**Non-combat** - primarily used for actions during the morning phase

**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

**Item Decks**

**Armory Deck**

All manner of murderous weaponry and survival gear

**Basic Attack Cost** - The amount of effort required to attack with this weapon

**Range** - How far away a weapon can reach when making a basic attack

**Type** - Firearm, Melee, or Gear

**Ammo** - Indicates this weapon can run out of usefulness

**Damage** - (dmg)
**Food Deck**

- **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 .

**Resource Deck**

- **Ammo**: Discard: Reload 1 Firearm.
- **Antibiotics**: Discard: Choose 1 survivor in your squad. That survivor heals . Then remove all from that survivor.
- **Backpack**: Increase your carrying limit by 4 cards. This card does not count towards your carrying limit.
- **Duct Tape**: Discard: Gain equal to your squad’s highest . Only usable on your turn.
- **Electronics**: advanced part used for crafting.
- **First Aid**: Discard: Gain equal to twice the highest in your squad, distributed freely among your survivors. Only usable on your turn.
- **Fuel**: Discard: 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 Metal**: Crafting resource.
- **Smokes**: Requires . Count as . Roll 1 . Discard on or
- **Scrap Wood**: Crafting component.
- **Just what I Needed!!**: Choose 1, then discard: 1 , 1 , 1 , 1 or 1

**Dice**

- **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**: A powerful burst of energy for survivors, or a critical hit for zombies.

**Map - Points of Interest**

Deciding if these need flavor, or just their names.

- **Bio - Owie**
- **Radiation - More owie**
- **Search - Oooh stuff!!**
- **Impassable - You can’t go here**
- **Yield - You can go here, but yeesh**
- **Window - Not a door, but OK**
- **Victory Points - Points that get you to victory! Every 5 points lands you a new perk card.**

**Zombies**

- **Zombie Move Icon**: How far a particular type of undead will move each turn.

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**Credits**

- **Jeff Gracia**: Creator, Production.
- **Zachary Parkes**: Creator, Graphic Design.
- **Julie Ahern & Walter Barber**: Creators, creative writing, editing.
- **Stephen Gibson**: Illustration, Graphic Design
- **Theresa Gracia**: Marketing.
- **Kieran Russel**: 3d Artist
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