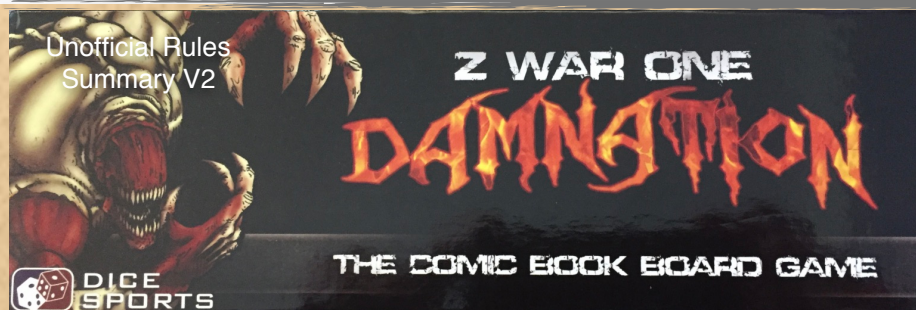




PHASE 1 - ANNOUNCE TURN
PHASE 2 - HERO MOVE
PHASE 3 - INFECTED MOVE
PHASE 4 - INFECTION SPAWN
PHASE 5 - INFECTION TEST
PHASE 6 - END PHASE

PHASE 2 - HERO MOVE

Hero's can move in any order, each has 4AP and must complete their move before another hero starts their move.

Heroes Line of Sight (LoS) is from the centre of their square to the centre of the target square. If the line passes through a

Action	AP Cost	Squares moved	Notes
Move	1	1	- Move in any direction including diagonal, as long as the move does not pass over a wall corner or doorway.
Sprint	2	3	- May not pass through or finish on a square containing another hero or infected unit - May not finish on a spawn point
Crawl	2	1	- Limitations as move - Cannot be combined with quick fire/melee - Remain prone (Note limited actions below for prone Hero's)
Dive	1	2	- Must be in a straight line, horizontal, vertical or diagonally, finishing in the prone position
Stand up	2	NA	- Cannot be combined with quick fire/melee
Open / Close door	1	NA	- Remove / place door - Room becomes active - Place active token - Roll for ROOM SPAWN
Knock Activation	1	NA	- Room becomes active - Place active token - Roll for ROOM SPAWN
Quick fire (QF)	1	NA	- Fire in any direction as long as within LOS - Nominate target, cross off ammunition, roll D8 and apply result
Melee	1		- Attack any target on an adjacent square , in any direction provided that it is not blocked by a wall, closed door or diagonally across a corner or doorway. - Nominate target, roll D8 and apply result
Move & QF / Melee	1	1	- Move can be before or after quick fire action / Melee attack - Move happens regardless of outcome of attack
Aimed fire	2	NA	- As Quick fire action + 2 on D8 roll. Note limits on Auto, single shot and dual WEAPONS, See Pg.13.
Execution	2	NA	- Automatic Kill for attacks on Prone infected from adjacent square - Ballistic or melee weapon required (ex. 'kerb stomp' perk)
Alert	2	NA	- Must be last action in hero's turn,, allows hero to attack during the infected's turn. - Attacks can be made in forward LOS when infected moves 1 square. - Hero can fire until they are taken down or their active weapon runs out of ammo. - Melee weapons on only attack squares that are adjacent and within forward LOS.
Sweep	2	NA	- When hero is grappled, remove one infected and place prone on any adj. square.
Search / Task	4	NA	- Turn 'active' token to search side and draw a card from the search deck - Heroes with less than 4AP can still do search / task as a full turn action.
FREE ACTIONS	0	NA	- Change active weapon once per hero move phase - Exchanging Gear, Using med pack, Activate stink tank (Sam only), pick up items or objects

KNOCK DOWNS & EXECUTIONS

- If an infected unit is knocked down it is placed **prone** on the same square.
- Prone infected units can be **executed** (automatic kill) by a hero in an **adjacent** square using an execution action for 2AP.

ASSASSINATIONS

- If a hero can make it to a square **directly behind** and infected unit, without ever standing in the target units **forward LoS** during the turn, any quick fire or melee action is an **automatic kill**.

GRAPPLING INFECTED

- 4 available actions; **change weapon, quick fire, melee or sweep.**
- Knockdown has no effect in grapple
- Other Heroes may attack infected units locked in grapple but must be **adjacent** & may use **execution** action

PRONE

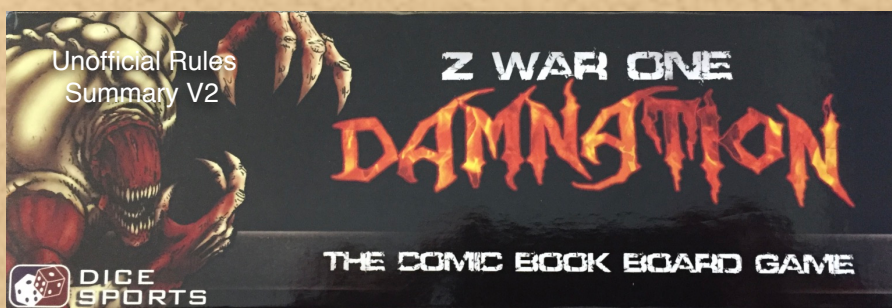
- 6 available actions; **Change weapon, Crawl, Stand up, Quick fire, Aimed fire or Alert!**
- Prone units **do not block LoS**.

INFECTED GRAB ZONE

- 5 adjacent squares in **forward** LoS
- Any hero moving from one square in grab zone to another square in grab zone takes a grab test.

EXCHANGING GEAR

- Heroes in **adjacent squares** can exchange objects and equipment as a free action.
- Weapons used that turn, loot and special equipment cannot be exchanged



PHASE 3 - INFECTED MOVE

All infected on the board move starting with those closest to a hero.

Infected units begin each turn in either moving or charging. Moving units cannot see or smell any heroes, whereas a charging unit has either a clear LoS to a hero or has a hero within it's smell range.

LoS works as Heroes with the exception that **infected LoS is not blocked by other units**

Smell distance is calculated by counting squares in any direction, blocked only by walls and closed doors.

Moving Infected	- Move towards nearest eligible hero through activated areas. - If two or more equidistant heroes then roll D8 and move towards lowest. - Restrictions as heroes move action
Charging Infected	- Infected charge when they can See or smell a hero - Charge can start part way through move if infected becomes able to see or smell a hero. Remaining move is 4 minus any squares already moved. - Infected units always charge towards a unit they can see or smell even if others are closer. - Charging infected will move through other infected units provided they have enough movement to reach an open square (note. multiple attacks on open square)
Grabbing	- Hero makes grab test as soon as an infected unit is in an adjacent square provided the grab does not pass over a wall, corner or doorway. - If hero is prone then no grab test, move infected unit straight to character card and hero takes a bite test - Safe = Infected turn is over - Taken down = place hero prone on square and move infected unit to character card. The hero is now 'locked in grapple'
Biting	- When taken down immediately take a bite test. - Safe = Infected turn over - Bitten = Take a bitten token and place on character card, every time a bite test is failed move the bitten counter to the next stage on the character card.

PHASE 4 - INFECTED SPAWN

Spawn as per mission specific turn spawn table

Spawned units step onto the board from an invisible square off the board and then move and attack in the same manner as during the infected move phase.

Roamers are single units, no second roll is required as only a single roamer is placed. The roamer is placed in the closest possible square that a hero has no LoS to. Roamers do not move in the turn they are spawned.

PHASE 5 - INFECTION TEST

Once bitten a hero takes an infection test each turn. If a 'next stage' results then the bitten counter is moved to the next stage on the character card.

Stages 3 and 4 reduce a heroes AP to 3AP per hero move phase, stage 5 reduces the hero to 2AP per hero move phase and a failure at STAGE 5 results in death!

PHASE 6 - END

Advance time, mark off turn and also mark any timed events (3 turn timers etc)

Remove all ALERT counters

Stand up and knocked down infected, **facing the nearest detectable hero**

DROP OFFS	STAIRS
- If a spawn roll indicates more miniatures than are available just place the maximum possible. - For Roamer and room spawns where there are insufficient miniatures remove those furthest away and place in room or as roamer.,	- Infected units move up and down as heroes. - Infected units on a floor with no heroes move towards the nearest stairs. - If there are heroes on both floors then infected move towards the nearest. - No LoS between floors but smell range is counted between floors. - Infected units can grab a unit standing on the first square on the next board. - Heroes cannot QF or Melee across floors.