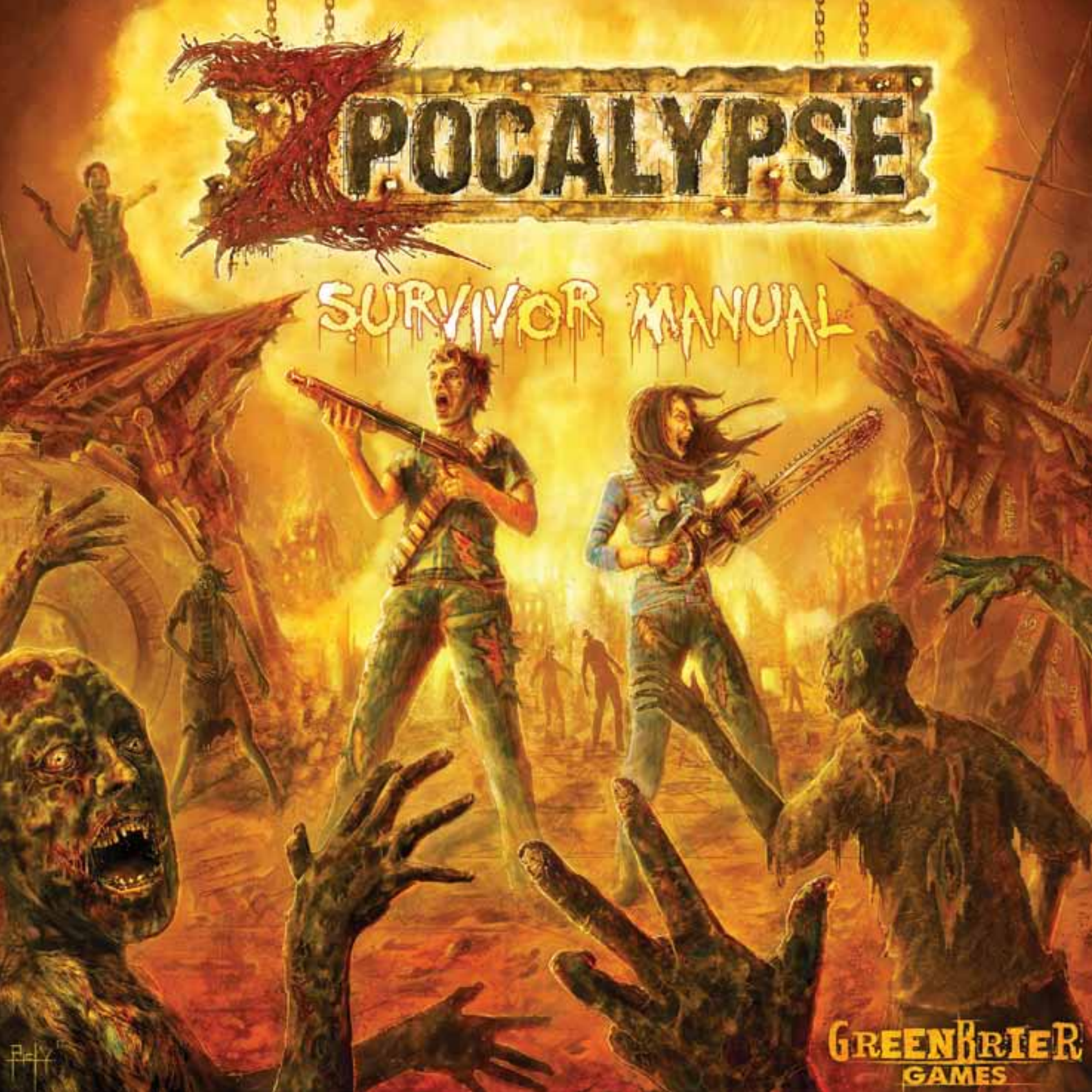


POCALYPSE

SURVIVOR MANUAL



GREENBRIER
GAMES

at Kickstarter. It helped us make our dream come true and launch our first board game. The people listed below are a testament to helping make this dream come true.

PAGE: 1



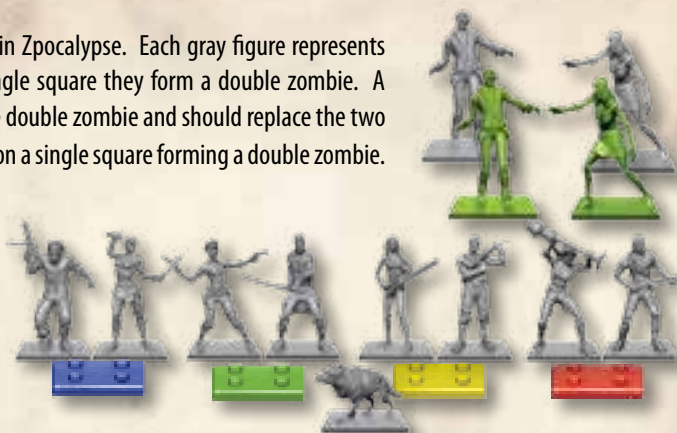
COMPONENT LIST

- 1 Survival Manual (This Book)
- 12 Dice (4 Blue, 8 Red)
- 27 Large-size Cards Consisting Of:
 - 21 Goal Cards
 - 6 Scenario Cards
- 135 Poker-Size Cards Consisting Of:
 - 32 Armory Cards
 - 20 Food Cards
 - 20 Item Cards
 - 16 Scavenge Cards
 - 12 Something's Happening Cards
 - 35 Survivor Cards
- 20 Plastic Dial Connectors (5 Per Squad board)
- 30 Plastic Zombies:
 - 10 Male Green Zombies
 - 10 Female Green Zombies
 - 5 Male Gray Zombies
 - 5 Female Gray Zombies
- 1 Plastic German Shepherd
- 8 Plastic Heroes
- 4 Plastic Stands (Red, Green, Blue, Yellow)
- 5 Sheets Of Punch Board Consisting Of:
 - 8 Death Tokens
 - 2 Double Wall Tokens
 - 2 Double Sandbag Tokens
 - 10 Gate Tokens
 - 2 Lookout Tower Tokens
- 20 Map Tiles
- 25 Radioactive / Biohazard Tokens
- 10 Sandbag Tokens
- 16 Search Tokens
- 6 Trap Tokens
- 10 Wall Tokens
- 4 Sheets Of Punch Board Consisting Of:
 - 4 Player Squad Boards
 - 4 Firearm Dials
 - 4 Health Dials
 - 4 Melee Dials
 - 4 Movement Dials
 - 4 Smarts Dials
- 4 Wooden Player Pawns (Red, Green, Blue, Yellow)
- 1 Victory Point Tracker
- 1 Bunker

COMPONENTS BREAKDOWN

Plastic Zombies:

These plastic figures represent the zombies you will face in Zpocalypse. Each gray figure represents one zombie (☠️). When two gray zombies occupy a single square they form a double zombie. A single green zombie miniature is provided to represent the double zombie and should replace the two gray zombies. Gray zombies will always try and double up on a single square forming a double zombie.



Plastic Heroes:

These plastic figures represent the Squad of Survivors each player controls. Players should select the two hero miniatures they wish to represent their Squad, and place them on the base with their corresponding color.

Squad board:

Each player receives one Squad Board matching the color of their chosen Survivor miniatures. This board is used to keep track of the combined stats of a Squad. It also outlines the Phases of the game for easy reference during play.

Wooden Player Pawns:

Each player receives one wooden pawn in their matching color. These wooden pawns are used on the Victory Point Tracker to keep track of each player's score during the course of the game.

Map Tiles:

The map tiles all link together in various ways to form the game board. Each square on a tile is considered a space. There may not be more than one Squad on any given square. At most, one double zombie may occupy a given square. Zombies and Squads cannot occupy the same square.

Victory Point Tracker:

Players will keep track of how many Victory Points (★) they gain throughout the game. You gain Victory Points by killing zombies, building fortifications, and accomplishing your Daily Goal at the end of the day.

Dice:

The game comes with 2 types of dice: Blue and Red. Red 🎲 is used for attacking and blue 🎲 is used for ammo checks. The 🎲 symbol represents the number of dice to roll. Thus, if asked to roll 🎲🎲🎲, you would roll three red dice. The 🎲 is the 6 on the 🎲 die.

Armory Cards: 🗡️

These cards represent useful equipment players find during game play. This deck contains armor, accessories and both firearm and melee weapons.

Food Cards: 🍴

These cards represent the food you find during the game. Food is required to keep your Survivors fit to handle the onslaught of zombies. There are 2 types of Food Cards: normal food 🍴 and radioactive food 🍴 (which reduces your Hit Points by 1 when eaten).

Item Cards: 📦

These cards represent the different items you find in the world of Zpocalypse. For simplicity, they are broken down into 3 classes of cards. You have Scrap 🗑️ used for building fortifications, First Aid 🩹 for healing, and Ammo 📦 for your firearms.

Survivor Cards: 🧑

These cards represent the Survivors players use to form Squads. Each Survivor has a back story, special ability, and stats which define the character. Stats are comprised of Hit Points 🩸, Armor 🛡️, Smarts 🧠, Movement 🏃, Firearms Skill 🗡️, Melee skill 🗡️.

Scavenge Cards:

These cards represent the locations in which you Scavenge during the first Phase of the game. Each location has a Smarts 🧠 skill check, which if passed, will likely gain you more loot.

Something's Happening Cards:

These cards represent a special event which happens as Night falls. Spoiler: the event is never good. Each card displays the number of zombies attacking you and how fast they move each Night, as well as detailing additional complications your Squad may face.

Daily Goals & Scenario Cards:

Each player receives an optional Daily Goal card. If they complete the goal, they may earn Victory Points ★, or even a special perk.

The Scenario Deck defines the type of game you are going to be playing. Are you going head to head to see who is the best Survivor or cooperating just trying to survive the onslaught of zombies?

The choice is yours.

Death Tokens:

Death Tokens are used when a player dies. All the cards belonging to their current Squad are placed in a pile with a matching color Death Token on top. The second Death Token is placed on the square in which they perished. Note: Anyone can pick up the dropped belongings by spending one action if they are standing on the square.

Defensive Tokens:

These tokens are bought and placed during Phase 2. They help slow down or even prevent the movement of zombies during the Combat Phase.

Search Tokens:

These tokens are used during the Combat Phase. They are used when Survivors are searching the map for items. The number on the token represents how much Smarts 🧠 you need in order to continue searching. However, some of the tokens have zombies on them so watch out or you'll be placing zombies on the board instead of gaining loot!

Rad and Bio Tokens:

Radiation tokens can be used during the game to denote when a Survivor eats radioactive food. Biohazard tokens are printed on the other side of the token; they may be used in future expansions and can be used for player-created scenarios.

Bunker:

The Bunker is where you hid during the bombing of the city. It is the starting place for all Squads during the Combat Phase. It is important to protect the Bunker so the Survivors inside do not get eaten!

Note: Remember that the Bunker is treated as 1 square. During the Combat Phase treat it as though every zombie 🧟 and Survivor 🧑 inside the bunker are adjacent.

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SETUP DIAGRAM:

GLOSSARY

Zombies: This hand represents a zombie. Therefore, 3 means 3 zombies. Eek!

Success:
A success is determined by a die roll. Unless stated otherwise, a success is always a roll of 5 or on a die.

Smarts Check:
Roll a number of dice equal to your and try for a success. For example: "Quick Contest: " If your Squad has 2 you roll hoping to get a 5 or to pass the test.

LOS: (line of sight)
Unobstructed view from the center of the Squad's square to the center of a zombie's square. Squads, zombies, walls, red lines and block LOS.

Discard Piles:
Once a card (Food, Items, Something's Happening, and Scavenge) has been used it must be discarded in the appropriate pile face up, unless otherwise stated on the card. When a complete deck has been exhausted the discard pile must be shuffled and placed face down as a new deck to draw from.



1. Shuffled stack of Tiles
2. Survivor Cards
3. Armory Cards
4. Food Cards
5. Item Cards
6. Something's Happening Cards
7. Scavenge Cards
8. Zombie Miniatures
9. Daily Goal Cards
10. Scenario Cards
11. Victory Point Tracker
12. Dice and Tokens
13. Bunker gets 2 and 2
14. Starting Base
15. Main Game Scenario Card

Setup game according to Scenario Card.

16. Player's Setup

Player's Setup Area - "Main Scenario":
Each player starts with the following cards drawn from the decks: 1 Goal Card, 2 Surviv Cards , 2 Food Cards , 1 Item Card , and 2 Armory Cards , both of which must be either a "Melee" or "Firearm" type weapon. A Squad's miniature and pawn are matching colors. Blue's Squad miniature goes in the Bunker and their player pawn on the Victory Point Tracker. Depending on the scenario your starting cards may be different. The game should be set up on a large flat surface, to accommodate an ever-growing board. Choose a starting base as described

on the next page. Draw a Scenario Card and use the guidelines listed to distribute cards from the appropriate decks in the proper amounts (or make up your own, if you want a personalized game setup). Remember to randomly place two Survivor Cards and two Armory Cards under the Bunker, as noted under the lucky number 13 above. Remembering these may save your bacon later!

17. Player's Miniature
18. Player's Pawn
19. Player's Squad Board
20. Player's Starting Cards

TILES:

BASE TILE SETUP:

Choose your starting Base Tile Set. Base Tiles are denoted by the colored border (yellow, purple, blue, and green) around the walls. Each Base has 1 tile which leads into the Bunker.

The 4 Base Tiles of each matching color always need to be placed together.



SIDE 1:

1. **Hotel Lobby**
The **Hotel Lobby** is recommended for first time players
2. **Super Market**

SIDE 2:

3. **Restaurant**
4. **Park**
The **Park** should be played only by veteran zombie players!



Radiation:

Any Squad who starts their turn on or moves through a square with will lose 1 .

Bio-Hazard:

Any Squad who starts their turn on or moves through a square with will lose 1 .

Search locations:

These are locations where Squads can search during the Combat Phase to gain additional loot.

No Access:

Movement is not allowed through a No Access square. If it is located between squares, Squads may not pass through it. blocks LOS.

Bunker Entrance:

These arrows indicate the Bunker is adjacent to this square. You can spend 1 move to move between the Bunker and this square.

Lookout:

A safe shooting platform. See Combat rules for more detail.

Yield:

Any Squad must end their movement action if moving onto a square with a Yield symbol. Zombies may move freely through Yield squares except for player built fortifications (example on page 15.)

Fire:

This is used in a future expansion. For now, ignore any instances of these symbols. Mwahaha-hahaha!



OBJECTIVE:

1. Select one Scenario Card.

Are you playing a full co-op, the Quick Play Scenario, or just trying to survive? Either way, you get to slay zombies, survive attacks, obtain Victory Points, and do it all with style!

Phase 1: Scavenge

1. Draw 1 Scavenge Card
2. Draw 1 Daily Goal Card
3. Place Tiles with Zombies

Phase 2: Feed & Fortify

1. Feed Survivors
2. Fortify your Base

Phase 3: Something's Happening

1. Draw a Something's
2. Happening Card
3. Place Tiles with Zombies

Phase 4: Combat

1. Attack zombies
2. Move your Squad
3. Search for supplies on the map tiles
4. Heal yourself or others
5. Zombies move & attack



QUICK PLAY SCENARIO:

Day Zero Scenario Only!

Quick Play Scenario applies to the Day Zero Scenario included in Zpocalypse. This is a cooperative scenario where all players must work together to find the Bunker. It provides a shortened game play experience for those looking for some quick and dirty combat. It is recommended that you play through the Zpocalypse "Main Scenario" at least once before trying the other scenarios.

The Quick Play Scenario is a Combat Phase only game! All previous Phases are skipped. The map is expanded in a different manner than the "Main Scenario". You start with just one tile and on each player's turn their Squad may walk off the board and place a new tile.

Setup: Remove one Bunker Entrance Tile from the game, and shuffle the other Bunker Entrance Tile in the bottom half of the tile stack. Have all

players start on a Road Tile. Follow the instructions on the Scenario Card for starting Survivors and weapons. On a player's turn they may spend one action to walk off the map and draw a new tile. Zombies have 3 Movement and move towards the closest Squad, even without LOS. When a new tile is placed, roll a to determine how many zombies spawn on that tile. When the Bunker Entrance Tile is drawn, place an additional roll of zombies on that tile.

Example: As shown to the right the **Red** player spends one action to move off the Road Tile. He then draws and connects a new tile.

He must stop on either **2a** or **2b**. He then rolls a getting a (2), thus placing that many zombies on any where possible, ending his first action. He may then spend his second action however he chooses.

EXPLORE EXAMPLE



Draw Tile and place with zombies.

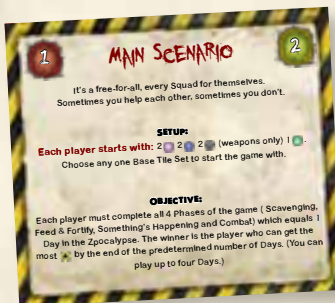


GAME SUMMARY:

The game is played over a series of Days. Each Day consists of the following phases: Scavenge, Feed & Fortify, Something's Happening and Combat. You may play through as many Days as you like (although we recommend playing 2 Days), or until each Squad has been killed off. The game is designed to become increasingly difficult as each Day passes. The game has rules to play up to 4 Days, but a game that lasts 4 Days can take 2 or more hours, even for experienced players.

Objective: It's not about Living or Dying, it's how much Ass you Kick.

Zpocalypse can be played in many different ways. The game comes with 6 Scenario Cards from which you may choose. The Scenario Card describes the Story, Setup and Objective. At the end of the set number of pre-determined Days, whoever has the most Victory Points is declared the Winner! Note: Rules may differ in each scenario. The rules outlined in this rule book are for the "Main Scenario."



GAME PHASES:

See detailed steps on Squad Board and following rule book pages.

Phase 1: Scavenge

At first light, your Squad cautiously ventures out into the wasteland to gather supplies. During this Phase each player draws a Scavenge Card and a Daily Goal Card. Players will add new tiles and zombies to the table.

Phase 2: Feed & Fortify

About mid-afternoon you make it back to the Bunker. Being quite hungry your Squad sits down for a meal. Only those fed will be strong enough to endure the zombie onslaught soon to come. However, the Day is fading fast, so you'd better build a few fortifications to help hold back the zombies.

Phase 3: Something's Happening

Night is coming fast... too fast. For some reason, the zombies are more ferocious at night. The Something's Happening Card affects all players, and adds additional tiles and zombies to the table.

Phase 4: Combat

Night has come, and the moans are growing louder as the zombies approach your location. It is as though they smell fresh meat. During this Phase each Squad gets two actions and then the zombies get theirs. This sequence repeats itself until all Squads or all zombies are dead.

The Day is over once you have completed all four Phases. If you have achieved your Daily Goal, then you receive the reward from the Goal, Challenge or both. Every Day you get a new Daily Goal card and turn in the old one. If the group has chosen to play the next Day, you repeat the above Phases again, noting the increased difficulty in Combat! (See page 14) actions and then the zombies get theirs. This sequence repeats itself until all Squads or all zombies are dead.

SQUAD BOARDS



The Squad Board represents your team of up to 4 Survivors . Each player starts with a Squad of two random drawn from the Survivor Deck. Additional will come into play as you begin Scavenging. If you have more than 4 , you may choose who to keep in your Squad and who will sit on the bench. Place the ones that you don't choose into the Bunker face down as shown in the Game Components page. The Bunker houses a common pool of for every player. Players can choose to recruit one in the Bunker for 2 .

HIT POINTS:

Add the total from each card during the first part of Feed & Fortify. Each point of damage you take from zombies or eating radioactive food will be subtracted from this wheel. When it reaches zero your whole Squad is dead. See "Death" pg. 21.

ARMOR:

Your Squad's total armor rating shows how much damage you deflect when being attacked. This is a direct reduction. See "Combat" pg. 15.

SQUAD BOARD:

The Squad Board keeps track of your Survivors' stats.

Hit Points:

The total measure of your Squad's health. Dial down for taking damage and eating irradiated food.

Armor:

Your Squad's collective armor rating.

Firearm skill:

How effective your Squad is at shooting.

*This skill never decreases.

Melee skill:

How experienced your Squad is at bashing, slicing and dicing.

*This skill never decreases.

Smarts skill:

How talented your Squad is at Scavenging and other Smarts checks. Your score is the same as your smartest Survivor.

Movement:

How many squares your Squad can move per action. You can only move as quickly as your slowest Survivor .

SMARTS:

This is a combination of book learning and street smarts. Used when Scavenging and in rolls when searching for Items on the board.

Note: Smarts capability is always equal to that of your smartest Squad member.

MOVEMENT:

The number of squares your Squad can move per movement action.

Note: Movement capability is always equal to that of your slowest Squad member.

CARRY LIMIT:

Each Survivor's carry limit is 4 of any combination of the following types: .

Be aware that each Survivor can only use 1 weapon at a time!



SURVIVOR CARDS AND DAILY GOAL CARDS

👤 SURVIVORS:

They are your people, your gang, your Squad. Get to know them; they will help you kill the undead. The more Survivors in your Squad, the better your odds of surviving.

Skills: 🗡️ / 🔫

Vital Skills your Squad learns. These Skills NEVER decrease.

Special Ability:

Each Survivor has a special ability. They can only be used once per Day unless otherwise stated on the card. Choose carefully when you activate this ability.

Daily Goals:

You start each Day with one Daily Goal Card. Try and complete its Goal and/or Challenge to get Victory Points 🌟 or special perks.

Important Terms:

Day: All 4 phases.

Phase: 1 complete phase.

Round: All player and zombie turns completed once.

Turn: 2 Actions a player takes.

Action: The choice a Squad makes (attack, move, heal, search, trade, etc.)



👤 EXAMPLE SURVIVOR CARD:

Victory Points: ★

Every card in the game has a Victory Point associated with it. Hold on to the cards with more points; they are tallied up at the end of the game.

You also earn Victory points when building fortifications, completing Daily Goals and killing zombies. Remember every 5th increment on the Victory Point Tracker provides Skill Points! Each zombie killed gains you 1 🌟.

Special Ability:

Each Survivor card has a special ability which can be used only **ONCE PER DAY**, unless the card states otherwise. Combat abilities apply to both of the Squad's actions during their turn. More than one ability can be used on the same turn, but beware using them all up and needing them later!

Skills: 🗡️ / 🔫

Most 🧑 start with Skill Points in Firearm Weapons 🗡️, Melee Weapons 🔫 or both. Each proficiency raises your overall Squad level in that weapon category. Your skill level, once "learned by the Squad" (leveled up), never goes back down. These skills are tracked on your Squad Board. Higher Skill Level bonuses (🔪, 🗡️) are described on Armory 🗡️ card weapons.

Skill Points:

As soon as you reach (🔪, 🗡️ increments) on the Victory Point Tracker you are awarded the Skill Points indicated on the Scenario Card matching the respective color level. **You must spend those Skill Points immediately.** Skill Points are used to increase 🗡️ / 🔫. For example, if you gained 2 Skill Points you may spend both in one skill or 1 in each 🗡️ / 🔫. Firearm and Melee skills are the only skills which may be upgraded, unless otherwise specified in the Scenario.

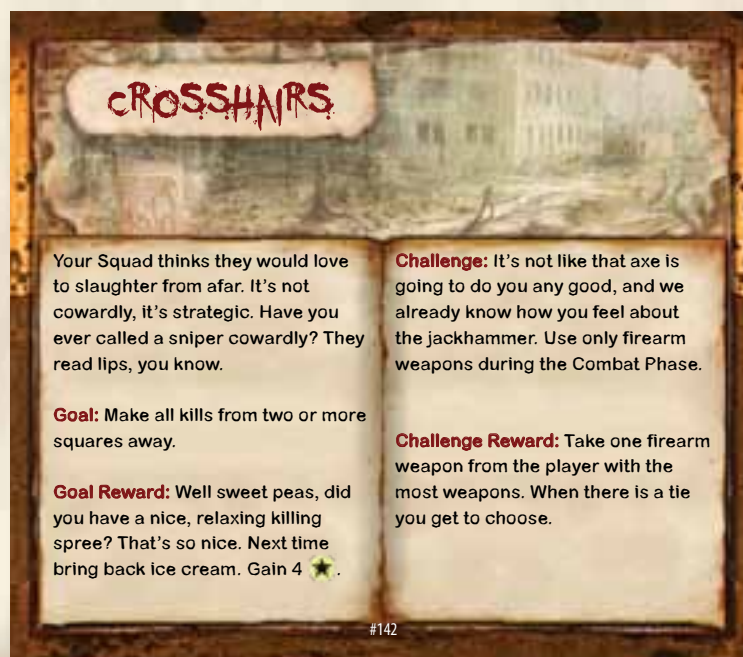
👤 EXAMPLE DAILY GOAL CARD:

At the start of each Day every player is dealt a Daily Goal Card. The card contains a personal objective that each player may try to complete by the end of the Day. At the end of a Day, turn in your Goal Card to gain your reward if you managed to complete the goal.

The left side of the card provides a bit of story as well as your goal for the Day. It is optional to complete the goal but who doesn't like some extra 🌟 or even a special reward?

The right side of the card is your challenge. The challenge is completely optional, so there's no need to fret if you can't complete it. However, the rewards are often worth the effort.

Are you tough enough to complete both the goal and challenge?



GETTING YOUR GAME FACE ON:



Each player collects their starting gear and resources as stated in "Setup Diagram." Decide which side of the tiles to play, and with which Base Tile Set you want to begin. It is recommended that you have someone read the introduction story aloud; preferably someone who is classically trained. Okay, maybe just literate. When the zombie apocalypse comes, the actors will be among the first to be eaten!

Above is a setup example of the Blue player. When she first gets her cards it is recommended that she waits to set up the Squad Board with her stats until after the Scavenge Phase. However, in the example below, we have done so to illustrate how each of the stats adds up.

1. Daily Goal Card: Good place to place it (or keep it secret)

2. Weapon Skills

She sets the following stats to their sum total: 1 🗡️, 3 🔫, 17 ❤️, 2 🧑. Smarts is set to the smartest Survivor in your Squad which is Julie with 3 🧑. Movement is set to the slowest of the group which is currently Theresa with 5 🧑.

Note: The only Squad Board dials that do not go down are the 🗡️ and 🔫 weapons skills. This reflects the Survivors training each other. The collective knowledge of how to fight stays the same or increases. Once learned, no Survivor will ever forget them! The other stats change throughout the Day and may go up or down.

3. Carry Limit:

Remember each Survivor's 🧑 carry limit is 4 cards of any of the following type: 🗡️, 🔫, 🧑! Be aware that each Survivor can only use 1 weapon at a time unless the **duel wield** ability has been unlocked!

If you ever gain a card during the Combat Phase and exceed your carry limit, you must drop the extra card(s) immediately. Place a Death Token 🧑 matching your color on the card(s), and leave the second token on the square where you dropped the extra gear.

The first **Squad** to get to your Death Token on the board can loot your gear. Picking up the loot **costs 1 action**. The Death Token stays on the board until all your possessions are taken or the Combat Phase ends. If your gear is still left out on the map when the Combat Phase ends, it is removed from the game.

4. Starting Weapons:

The 2 🧑 cards dealt at the beginning of the game must be melee or firearm weapons. Keep drawing until you get 2 weapons, then reshuffle the unused cards back into the deck.

👤 SQUAD BOARD LAYOUT:

The colored skulls in the upper corners indicate which player you are.

Place the Daily Goal card on top of the center image, face down! Do you want everyone knowing your business?

Your Survivor cards go to the left or right of the Squad Board.

Place weapons and resources underneath Survivors to indicate who is holding what.

Newly acquired Survivors are turned sideways until they can be fed back at the Bunker. You may only have 4 Survivors 🧑 in your Squad at any give time. The extra 🧑 is discarded into the Bunker.

Each Survivor can carry 4 Items total. It can be any combination of 🗡️, 🔫, 🧑 or 🧑. Just remember: you can only use 1 weapon at a time.



☼ PHASE 1: SCAVENGE

- The Squad with the least Victory Points ★ goes first, or the highest roller if tied. Turn order proceeds clockwise around the table.
- Each player draws a Daily Goal Card.
- The first player draws a Scavenge Card and reads the description aloud.
- Roll 🎲 to determine success or failure.
- Draw the cards indicated by the Scavenge Card.
- Place a new tile on the board.
- Place the specified number of 🧟 on the tile on any square without a 🚫.
- Repeat Steps 3-7 for each player in turn order before moving on to Phase 2.

The Dumb Bunny Clause:

Do you have some absolute morons on your Squad? Is your 🧟 a 0? We're banking that you must have some luck since you're still alive. You may roll 1 🎲 for Scavenging only.

For Quicker Scavenging:

Have one player draw cards while another draws tiles and places zombies. You know, to get to the fighting faster. The number of zombies found indicates how many noticed you scavenging and followed you back.

PHASE 1: SCAVENGE

Scavenging is an important aspect of the Zpocalypse. It represents your daily chance to find resources, as well as Survivors to add to your Squad.

Determine Player Order for the Day: On the first Day everyone starts at 0 ★. Therefore, since everyone is tied, roll a 🎲 to see who goes first. High roll wins.

Draw a Daily Goal: Each person is dealt a Daily Goal Card. See page 8 for details about Daily Goal Cards.

- The person with the least Victory Points ★ is the first player for the Day.
- Draw your Daily Goal Card.
- Draw Scavenge Card to get Survivors 🧑 and gear.
- Any new 🧑 are turned sideways to show they are inactive until you feed them.

Scavenge Card: Each player will draw a Scavenge Card in turn order as described on the left. After reading the narrative, the player rolls the number of dice equal to their Squad's 🧟, which is always the same as the 🧟 of the Squad's smartest Survivor 🧑. If your 🧟 is a 0, roll a 1 🎲 (see dumb bunny clause, left). If a player rolls at least one 5 or 🎲, they get a better haul of supplies. You'll notice that the Scavenge Card shows 4 symbols. They represent the decks you draw from: 🧑, 🧰, 🧰, and the number of zombies 🧟 who followed you back to the Bunker. You will place the 🧟 on a randomly drawn tile as described on the next page.

Note: To speed up game play experienced players can all do their scavenging phase at the same time. Scavenge cards may be discarded after use.

Any new Survivors 🧑 you may acquire from the Scavenge Card are placed sideways in front of you.

You may not use any of their stats or special abilities until they have been fed in the next Phase.

Brain Bucket adds 1 🧟 to your Squad's total.

Notice one Survivor still doesn't have a weapon. Blue should trade for one or find a Search Location 🧭 with a 🧰 during the Combat Phase. Searching is an action.

☼ SPECIAL SCAVENGE CARDS:

Special cards sometimes require you to make 2 🧟 checks. One for the special event, and the second to see what supplies you get.

Event: Don't fail or something bad could happen.

Skills: Read closely; you could be gaining some extra skills!

Night Owl: Place your miniature on your drawn Scavenge Tile. During the Feed & Fortify Phase you may not build any fortifications nor trade. However you must feed your Survivors! Discard those not fed to the bottom of the survivor deck.

☼ SCAVENGE CARD EXAMPLE:

EVENT: Blue must first attempt to pass the event by rolling her 🧟 and getting at least one 5 or 🎲. She rolls 🎲 = (3,1,5) passing; good thing, or else 3 extra zombies 🧟 would have followed her back.

Scavenging check: She rolls the dice again rolling (5,5,🎲). Thus, she collects 1 🧑, 2 🧰, 2 🧰, 1 🧰, and place 4 🧟 on the tile. If Blue didn't roll a single success, then she would have only gained 1 🧑, 1 🧰 and 5 🧟 would be placed on her tile!

SCAVENGE PHASE EXAMPLE

☼ PLACING TILES:

Each player will draw and place a new tile connecting it to the existing map. Zombies 🧟 listed on the player's Scavenge Card are placed on the drawn tile. You may place 🧟 on any square without a 🚫. These zombies remain on the tile waiting for Combat to begin. When placing tiles, if a player chooses to place the tile as close as possible to the Bunker Entrance, they gain 1 Victory Point ★. If you draw a tile from a Base Tile Set, it must be connected to the other three tiles with the same colored glow along their walls.

1. Blue's Scavenge Card & Tile

Blue passed the 🧟 check, she places a tile with 4 🧟 on it.

Blue's Tile Connected: Gains 1 ★ bonus for placing it as close as possible to the Bunker Entrance.

2. Yellow's Scavenge Card and Tile

Yellow Passed the 🧟 check, she get's 1 🧑, 2 🧰, 1 🧰, 1 🧰 and 3 🧟 placed on her tile.

3. Green's Scavenge Card and Tile

Green: FAILED: He gets 1 🧑, 2 🧰 and 5 🧟 placed on his tile.

We recommend placing zombies on, or adjacent to any 🧟. This distributes the 🧟 for smoother game play.

4. Red's Scavenge Card and Tile

Red: Passed: He gets 1 🧑, 1 🧰, 2 🧰, 2 🧰 and 4 🧟 placed on his tile.

5. Bunker Entrance.

6. The other 3 players could have gained 1 ★ by placing their tiles here.

7. Note: This is part of a Base Tile Set.

You must connect any future Base Tiles with the same color glow (purple.) When you do you will gain 1 ★ regardless of the new tile being adjacent to a bunker.

☼ 2-3 PLAYER GAMES

2-3 player games mean fewer tiles and less zombies placed. The game scales accordingly, as this also means fewer players to kill the zombies!

☼ NIGHT 3:

If it is your third Day playing the game you pick up all the tiles / fortification tokens and choose a new Base Tile Set on the opposite side of the tiles. Re-shuffle all the tiles to create a new draw stack. This represents the fact you have exhausted the surrounding area of supplies and need to move on and explore a new area, rebuilding the board from scratch.

Placing Tiles:

Place tiles where you want but you get 1 ★ if it's as close as possible to the Bunker Entrance. You really want those extra ★ at the beginning to level up.

Each game should have a different tile layout, grown organically by the players. Like carrots, only less healthy and more wasteland-ey.

Tiles may connect to the main board in nearly any order.

For better cohesion, it's recommended to try to match tile borders with each other for a more appealing layout. You may **NEVER** trap zombies with any tile objects. Zombies **MUST** be able to move towards the Bunker Entrance(s) or players.

🚫 Squares denote areas blocked by rubble or some other barricade, preventing movement on it or through it. Zombies may not be placed on this icon.

PHASE 2: FEEDING

Each Survivor must be fed 1 radioactive food or food in order to remain in your Squad. Consumed food must be discarded to the Food Discard Pile.

Unfed Survivors are too weak and collapse in the Bunker. Any other player may take an unfed Survivor from the Bunker, as long as they feed them 2. Like puppies and kittens.

Only active (fed) may be used to build fortifications.

Resting in The Bunker

The Bunker acts as a community pool for the weak and unfed. During the Feed & Fortify Phase you can spend 2 to look at all the cards in the Bunker, selecting one for your Squad.

Two Cards are placed in the Bunker at the start of the game in case of player death (pg. 21).



PHASE 2: FEED & FORTIFY

Now is the time to feed your Survivors, trade with other players, and fortify your Base against the coming zombie horde. This Phase may be played in turn order as defined in the Scavenge Phase. To speed up the game, everyone may Feed & Fortify at the same time. You may freely trade any equipment but, do not exceed your carry limit.

You cannot trade with other players; however you can recruit the hungry from the Bunker for 2.



FEEDING SURVIVORS:

Each Day you must feed all of your active Survivors as well as those just recruited from Scavenging. 1 for each, which can be made up of or cards. Some cards have on them and the "Just What I Needed" Cards can be used for food as well. For every you eat, you lose 1. You may use a to feed 2; if you only fed 1 the card is still discarded. If you don't have enough to feed your Squad, it's perfectly OK to trade or beg for from the other players. Any not provided food can't be used during the Combat Phase and must remain in the Bunker due to lack of strength. In the rare case when you cannot feed any of your, choose 1 to keep in your Squad and lose 2 due to lack of food. You must show the other players you have no food.

As mentioned, you may trade with other players. Are you a team player, sharing food, or out only for yourself? Negotiations may be simple or complex. By the end of the phase you must not exceed your Squad's Carry Limit (see page 9). Let's say you have a large cache of

food, but no ammo for your firearms. You could trade food for ammo with another player or give them away if you like; they're your supplies!

- Blue:** Has more than enough food to feed her 3, 3, and 2. She feeds everyone, discarding 3, so 3 are subtracted below.
- Red:** Is short 1 food with 3, so he trades a firearm weapon which Blue really wants for a.
- Green:** For this example Green only has 1 and can only keep 1. Green chooses which 2 of his 3 he's going to leave starving in the Bunker. These Survivors are now up for grabs for anyone who's willing to pay 2 each to activate them.
- Yellow:** Has 4, so she discards 3, subtracts 3 and feeds her 3. Despite Green's plea, she does not give up the extra.

SQUAD BOARD/CARD MAINTENANCE :

First restore any lost from the previous Day because your Squad has healed overnight. Tally all your stats as shown on page 7. Hit Points are adjusted by subtracting any lost from. New gained will add their knowledge of their firearm or melee weapons skills to the respective dial total.

You must discard any extra supplies you cannot carry. Remember you can only have a maximum of 4 in your Squad.

Hand Limit: You may only hold 4 cards per as described on page 9. Any additional cards must be given to other players or placed face up next to the Bunker. Any player standing in the Bunker during the Combat Phase may pick up the face up pile for one action and choose which cards to take.

Blue's setup would look like this below. Her would be set to 20 (6 + 9 + 8 - 3 from the). Her Skill would go up 2 points due to the addition of Lattaver. She also adds +1 for a total of 4.

1. If you would like a nice reminder that a has eaten a place a Radiation Token on the Survivor as shown below.



FORTIFY

In Zpocalypse you will face an ever-increasing number of zombies. You need to defend your Base to survive. Use your collected Scrap and Survivors to build as many fortifications as possible. Each fortification you build adds to your total Victory Points. When placing fortifications, think about defending your Bunker and Base, and consider how restricting zombie movement will help when the rolls get more vicious on Night 2. However, let's face it: this will only buy you extra time... they will eventually batter down your walls, smash your gates, and invade your Bunker! Fortifications are NOT permanent structures. The undead will be coming for you and any Survivors you left behind in the Bunker, so use these fortifications wisely.

Unlike yields on the board, this stops and. When a or steps over a sandbag its ends. The cannot attack during its next turn! A may attack if it's their second action. and can attack over a sandbag. Sandbags must be placed on the edge of a square.

2 can blindly fall into a trap and be killed. No one gains any for killed this way. Flip the trap tile when 1 is trapped. When 2 have stepped on the trap, remove the trap from the board.

When a double reaches a wall placed by a player, it is blocked for 1 round of Combat. However on the next round remove the wall from the board as the breaks it down. On the third round, the can continue to move. cannot move through walls. A single does not have the power to push over a wall. It tries for 1 round, then looks for another way in. Walls must be placed on the edge of a square.

Acts the same as regular walls with the exception that can freely move through them. may NOT attack through gates. Gates must be placed on the edge of a square.



2) FORTIFY: Each Survivor can only work on one task per Day.

STRUCTURE: # OF SURVIVORS SCRAP COST: POINTS EARNED:

SANDBAGS:	1		1
TRAP:	2		2
WALL:	1	1	2
GATE:	1	2	3
LOOKOUT:	3	3	6

YOU MAY NOT BUILD ON SQUARES OR TILES WITH.

Provides a perch to use a firearm where **nothing blocks LOS**. You may only use melee weapons which have a range of 2 such as the Gumball Machine, all others cannot be used. When you're on a lookout, you cannot be attacked by.

However when 4 (single or double) are adjacent to a lookout, the lookout behaves like a wall. On the next turn it turns into rubble. Anyone on the lookout takes 1 die of direct damage, ignoring from the collapse and lose their next turn (both actions). **At a cost of 1 action you may jump down from a lookout into an adjacent empty square.**

- Blue:** With 3 and 2 builds a gate and 2 sandbags for 5. Blue now has a total of 6, gaining 1 Skill Point at 5 to spend on.
- Red:** With 3 and 2 builds a 2x wall and a sandbag for 5. He also gains 1 Skill Point to spend on.
- Green:** Had problems feeding all his Survivors; with only 1 he can only build a sandbag for 1.
- Yellow:** With 3 and 0 builds a trap and a sandbag gaining 3.
- Blue's Build Tokens:** With 3 and 2 builds a gate and 2 sandbags for 5. She focuses primarily on defending the Bunker.
- This is what the Tracker looks like after all the building.**

PHASE 2B: FORTIFY

Each player denotes how many active they control and they will use to build fortifications. Imagine yourself with a whip. It's okay, we don't judge.

You may build as many fortifications as you have and to allocate. We think it's great that you're defending your turf. Good for you, having self preservation skills and not wanting to die!

Discard used after building fortifications.

Place the fortifications you've built anywhere on any tile that doesn't contain. If you want to get all strategic, place it where they will be funneled for easier fighting, or slowed down from entering the Bunker. If you want to piss the other players off, put it in the middle of nowhere.

Remember to move your colored pawns up on the Victory Point Tracker for the number of you earned building your fortifications. Nice Job!



PHASE 3: SOMETHING'S HAPPENING

☠️ PHASE 3:

SOMETHING'S HAPPENING

Read the card aloud. Make it sound spooky. Sound effects are encouraged.

Place one tile per player as close as possible to the Bunker entrance gaining no ⭐.

Add the number of zombies indicated for which Night you are on for EACH new tile. Yeah, not just on one of the tiles, and not divided among the tiles. It's a Zpocalypse, not a picnic.

Night 1:

Walk in the park.

Time to slay some zombies.

Night 2:

They keep coming!

Add an extra 🧟 to each double 🧟 attack roll.

Night 3:

Low on Ammo!

Zombies move and attack first! Squad defensive roll successes are reduced to ⚡ (normally 5 or ⚡). Three Nights of no sleep is tough.

Night 4:

Nightmare!

Zombies move and attack first! Squads get no Defensive Rolls. Welcome to the Zpocalypse!

The **Something's Happening** cards tell a story of what happens on your particular game Day. This story may end tragically or heroically for the Squads. It also states how many 🧟 spawn on each of the tiles placed at this time, and how many squares they can move per round. Some Nights are darker than others, and on these Nights the 🧟 move faster. Deal out 1 tile per player then place the number of 🧟 listed on the Something's Happening Card on each new tile.

The game is set up so that every Day you play becomes more difficult than the last. One way this is accomplished is by increasing the number of 🧟 which spawn each Day. Each Something's Happening card has Nights 1-4 listed at the bottom. Night 1 has fewer 🧟 while Night 4 has the most. Double 🧟 on Night 2 attack with 🧟🧟 (ouch!). On Night 3, your defense roll success is reduced to ⚡ only, and zombies move and attack first each round. Finally, on Night 4, **you get no Defensive Roll!**

☠️ SOMETHING'S HAPPENING CARD:

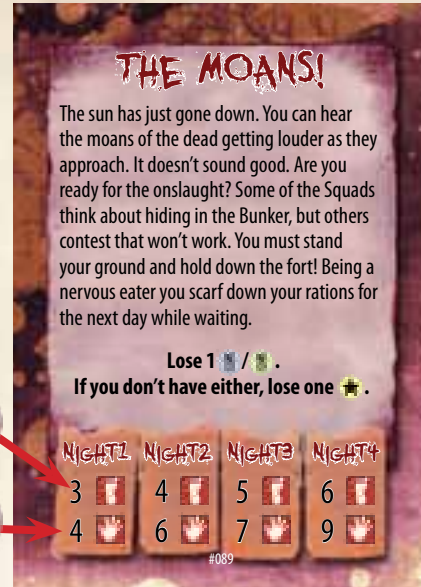
1. How many squares 🧟 move:

2. Number of 🧟 which spawn on each tile placed:

3. Night 1 tile placement

- 4 tiles are placed, with 4 🧟 on each tile.
- Zombie tiles are **ALWAYS** placed closest to the Bunker Entrance. Zombies can be placed wherever the players choose on the tiles except on a 🚫 square.

4. Only exception to placement rule, if you draw a matching Base Tile set they should match up. Notice the 'glow' around the walls of the tiles that match. If this was a player placed tile during the Scavenge Phase they would gain 1 ⭐ for being placed as close as possible to a Bunker Entrance.



PHASE 4: COMBAT

"If you have a gun, shoot 'em in the head." **Combat ends when all the Zombies 🧟 have been killed or all Squads have been killed.**

Every Combat Phase starts with each Squad in the Bunker. Each player takes a turn consisting of 2 actions starting with the first player. When all players have gone, it's time for all the 🧟 to move and attack. It is your duty to protect the 🧠 in the Bunker. **On Days 3 and 4 the 🧟 move first, so watch out!**

All movement is calculated based on the number of squares a Squad can travel. Diagonal movement is allowed for both 🧟 and Squads. Squads and 🧟 may not occupy the same square. Single 🧟 become double 🧟 when moving into the same square. A Squad may pass through a square occupied by another Squad, however they may not pass through a square occupied by a 🧟.

☠️ PLAYER ACTIONS

- Attacking:** (see Your Zombie Slaying Party, Page 17.)
- Movement:** is determined by the 🧠 with the lowest 🧟.
- Heal:** 6 🩹 points of damage spending a First Aid 🩹 card.
- Searching:** On your turn, you can choose to search a 🔍 square if you are standing on it. Roll your 🧠: for each success (5 or a ⚡) draw 1 card from the deck that matches the symbol (🧠, 🧠, 🧠) inside the 🔍. Now draw a 🧠 Search Token (they should all be face down). Place the token on the Search Location with the number side facing up. The number on the token drawn is between 1-3 and red or white. White numbers represent the minimum number of 🧠 you need in order to search again. For example, if you draw a 🧠 but your 🧠 is 2, you are not clever enough to find anything else. When a location is successfully searched a second time, flip the token to the 🧠 side to show the location is exhausted. If you draw a red number 🧠 place that number of 🧟 adjacent to you then flip the token to show the location is exhausted.
- Special Abilities:** All combat related 🧠 special abilities apply to both your actions.
- (Free) Trade:** Can be done with any Squad adjacent to you. Only 🧠 and 🧠 can be exchanged. You may **NOT** trade 🧠 or 🧠 during Phase 4.
- (Free) Reload:** Can be done anytime. Discard one 🧠 card when you reload. If you don't have any 🧠 for a gun, turn the firearm sideways.

No weapon? No problem!

Roll a melee attack 🧠 for each unarmed Survivor. A success is only on a ⚡! Look, it's better than nothing!

Search Example: If Blue is standing on the square shown to the right, for her first action she can search by rolling 3 🧠 (she has 3 🧠). She rolls (3,5,⚡) on the dice thus drawing two Armory Cards 🧠. Then

she draws and places the following Search Token: 🧠 (white number). If she had drawn a Zombie Token: 🧠 (red number) she would place four 🧟 (number shown on the token) adjacent to her Squad. On her next action, she can still search thanks to her 3 🧠 rolling (5,5,⚡) a perfect roll. She gains three 🧠 and flips the Search Token to the exhausted side 🧠.

If a firearm is out of 🧠 it's useless (turn it sideways).



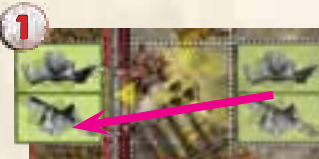
☠️ MOVEMENT OBSTACLES:

There are a few special movement restrictions to keep in mind. When a Squad moves into a 🧠 square, they must end their action there, even if they had more 🧠 to spend. On their next turn or action the Squad can move off the 🧠 with no penalty. A 🧟 must stop when it moves onto a player-placed sandbag; otherwise it ignores all 🧠 on the tiles. Neither a Squad nor a 🧟 can move through or onto squares with 🚫.

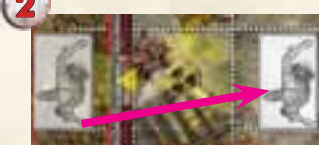
☠️ TUNNELS:

Within the Bunker is an entrance to the sewer system which runs under the city and comes out in various locations. It costs 1 🧠 to move through a tunnel; in order to use the tunnel network, there must be a tunnel entrance on the board. This works going to and from the Bunker. 🧟 may not use tunnels unless otherwise stated.

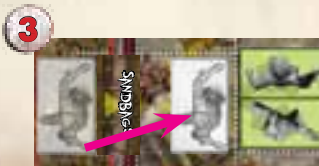
1. A player must end their movement due to 🧠. The 🧠 is on the line, so they must end their movement in the square after the 🧠.



2. The 🧟 walks through 🧠. 🧟 will always ignore a 🧠 on the map tiles.



3. The 🧟 climbs over Sandbag 🧠. Its movement ends and it cannot attack. 🧟 will only yield to player built fortifications!



☠️ PHASE 4: COMBAT

Fight until all zombies or Survivors are dead! We just want destruction and blood. Woo!

Always start the Combat Phase with your squads on the Bunker Tile. Remember the Bunker is considered one square.

Player Actions:

- Choose 2 actions per turn:
1. Attack (Firearm / Melee)
 2. Move
 3. Heal
 4. Search
 5. Use special ability

Free Actions:

Trade 🧠 and 🧠 with adjacent squads.

Reload

Just imagine this action sequence: the guy throws the ammo clip to the girl in the tower. In one fluid movement, she reloads the gun, then brings it up to aim right in the slaving maw of a zombie. BOOM! Headshot.

Movement:

It costs 1 🧠 to move from the Bunker to the board.

It costs 1 🧠 to move from the Bunker to a tunnel entrance on the board (if present).



PLAYERS TAKE 2 ACTIONS:

Movement Continued

Players may double move by using both their actions. They may not attack if they move twice. (You were too busy running away to fight.)

Movement comes to a screeching halt if you land on a square.

The Bunker counts as a single movement square. Remember? You left because it was cramped and stinky in the first place.

If you are attacking within the Bunker, you may use firearm or melee freely, as your miniature's placement does not matter. Nothing matters anymore, now that the dead are walking but that's a little fatalistic, don't you think? Kill with abandon!

Below are a few examples which show how Squad actions are spent during the game. Each **number** shown is 1 movement point spent. Combat is explained in detail in the following pages but we thought it would be helpful to show you a complete round for all Players.

- **Blue:** Can exit in 3 spots: or . Blue chooses to help defend the second Bunker entrance, spending her first action to move up to **z6**. Blue's second action is spent attacking **z6** with the Colt .45 and Shotgun. Being level in , she rolls and for an Ammo check. Red dice show (2, , 4, 3). Blue dice (, 3). Each 5 or rolled is a kill, thus **z6** is removed; Blue gets 1 . However, 1 firearm card of choice is out of Ammo.
- **Red:** Decides to head towards the 2 double . He avoids the ; if he had stepped through the radioactive square he would have lost 1 . Red's second action is spent attacking with the Gumball Machine shown to the right. With only 3 points he is **Untrained**. He rolls , gets a 4, and misses.
- **Yellow:** Moves 1 square, which is just in range to use her second action to attack with the MP5 (show on the right). Yellow can only see **z3**, because **z1** is not in LOS, due to the wall by the tunnel. The **Red** player blocks LOS to **z2**; you cannot shoot through fellow players!
- **Green:** Spends 2 actions to double move up onto the lookout , from there he can shoot over all the walls.



* Some tiles are removed for this example *

1. **Diagonal Attacking and Movement through doorways (gated or not), or around corners with walls is not allowed. This is true for both and Squads. A red line on a wall means it is impassable.**
2. **Search Locations allow players to search for an item if they pass a check. The Squad must be standing on the location to be able to search. For example purposes multiple movement paths are shown for Blue.**
3. **Blue attacks **z6** which is removed from the board when killed gaining 1 for the single kill. Blue now has 7 .**
4. move towards the closest Bunker Entrance!

ARMORY CARDS:

6. Armor (added to your total).

🔥 "YOUR ZOMBIE SLAYING PARTY"

Each Survivor in your Squad who wields a weapon can roll the dice shown on the card, matching your Squad's corresponding skill level for the type of weapon. There are a few exceptions to keep in mind. See the table below:

The **MAXIMUM** number of attack dice you can roll is 8:

Firearm Weapons: Choose a target square within range. Add up the total and for each firearm being used, and roll them all at once, including for your Ammo check. All successes rolled will kill any on or adjacent to the target square within LOS. You may change targets between actions. Check your level to see what numbers make a success.

Note: Each you roll on a means a weapon is out of Ammo.

Melee Weapons: Choose a target square within range. Any with a melee weapon may attack within the melee weapon's range. Always roll your firearm attack dice and Ammo Check separate. Then roll your melee attack dice. Melee weapons only kill ON the target square.

Example 1: Blue has the MP5 and Gumball Machine with 2 to wield them. The range of the MP5 is 4 squares and the Gumball has a range of 2. Therefore, she can attack 3 - 4 squares away with using just her MP5. Being level in , success would be a 4, 5 or .

Example 2: Blue is now 2 squares away from a zombie. She gets to attack with both weapons because the Gumball Machine has a range of 2, rolling a total of ... however a success of 4, 5, or only counts for ; the other are looking for a 5 or because her is level . She should roll first for her attacks, then . She has the potential to kill up to 4 .

Most of the information you need to know about a weapon is listed right on its card, such as how many dice you roll, and it's range. Combat is resolved by rolling the number of shown on the card (matching your weapon level: Untrained, , or) and trying to get a 5 or a (unless the card states otherwise). For each success you roll, you kill a single and gain 1 Victory Point . Pretty simple, huh? We thought it needed to be, seeing as you're going to be facing nearly endless legions of .

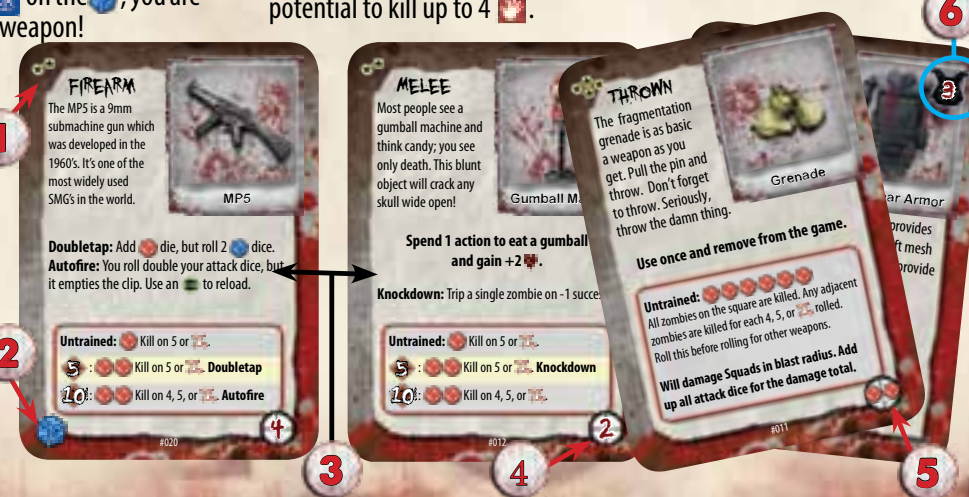
Single vs. Double Zombie miniatures: Killing a single requires a single success. With 1 success against a double , just remove the double miniature and place a single in its place. **Note: When fall in a trap, no one gains , but that's still fewer for you to deal with!** When move, single can move together to create double . Create double whenever possible.

Special Weapon Traits: Each weapon card may have a weapon trait: ***Trait.** On your turn, you can choose which special ability to use but only if you meet the prerequisite level of the ability. For each action, you may only choose one. So, if 2 of your 4 weapons both have Knockdown, you can use Knockdown for those 2 weapons. The other 2 weapons do not benefit from the special ability. We recommend rolling the weapons separately when using Special Weapon Traits.

***Knockdown:** You physically knock over a single , instead of killing them. Knockdowns occur when you just miss killing a zombie, by rolling 1 face value less than your skill requires on a . When knocked down, position the miniature on its side. Any player may then spend 1 action to automatically curb stomp its face for the kill. On the next zombie turn, if left alive it gets back up. It cannot move, but may attack if a Survivor is within range. You can not knockdown double .

Does not Stack: For each action a special ability can only be applied once.

1. Each card has a Victory Point value, which is tallied up at the end of the game.
2. **Ammo Check:** This represents the weapon requires Ammo. You must roll 1 when attacking. If you roll a on the , you are out of Ammo. Discard a card to reload your weapon!
3. **Special Weapon Traits**, once unlocked, can be used at a higher level. For example: with the MP5, if your Squad is level in , you could choose to either use **Doubletap** or **Autofire** with one of your actions.
4. **Range:** This is the number of squares away from which you can attack a zombie. You must have LOS.
5. **Range for Thrown:** This shows the number of dice rolled. The total rolled is the maximum number of squares the object may be thrown.



Combat

Also known as zombie slaying!

Firearms:

Weapons you shoot at . Use skill to determine how many dice are rolled. Then light 'em up!

Melee:

Weapons you hold and swing at the . Use skill to determine how many dice are rolled. Then go to town.

Thrown:

Usually explosives. No skill used, just throw. Oh, and duck. Don't forget to duck.

Out of Ammo:

Roll a on a and you are out of Ammo . If you don't have any more , you've got a useless paper weight.

Range:

The number of squares away you can attack. Remember, you always need LOS.

Weapon Skill Levels:

Untrained (Levels 1-4):

As listed.

Proficient (Levels 5-9):

Better odds Special ability

Master (Level 10):

Even more dice!



Zombie Movement

Zombies are mindless automatons out to eat flesh. Preferably yours.

The player with the most moves the , but other players may help.

always move in the shortest path to the Bunker Entrance. After all, the Bunker contains tasty Survivors for the to eat and turn into more !

A only moves towards a Squad instead of the Bunker Entrance if they are within 4 squares and have LOS.

If given a choice of attacking more than 1 player, splits with the larger group attacking the player with the higher . They can smell the death on you...

If both players have the same roll a die. The higher roll gets 1 fewer . Hey, it's a perk.

ZOMBIE MOVEMENT:

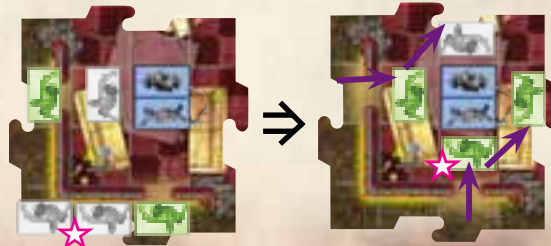
- always move towards the Bunker door taking the shortest path, **unless a Squad is 4 or fewer spaces and in LOS!** Those in range redirect movement towards the Squad, while the rest proceed to the Bunker. If there are 2 Squads eligible, see conflict resolution example below. may move through each other; single move together to create double .
- always take the shortest path to their target, moving around all objects except sandbags and traps. **Let's face it: they're not that smart.**
- Double (lime green minis) move as though they were a single .
- A movement conflict happens when more than one direction is the shortest path to 2 different Squads; the split into 2 equal groups targeting both Squads. With an odd number of , they split in half with the greater amount going to the player with the higher . When there is a tie for , roll off to see who the larger horde attacks. The higher number gets one less .

- move through or around other to follow a path towards the Bunker or a Squad.

- Once the Bunker is breached and there are no left inside, gain +2 and always move towards the closest Squad.
- A attempts to move the maximum number of squares whenever possible. It always takes the shortest path to a Bunker Entrance, **unless** a Squad is 4 or fewer squares away and in LOS.

Zombies move like water so to speak, thus flowing to surround a Squad when possible. In the below example you can see how the zombies will move around the survivor allowing those behind to move up.

- ☆ The following single zombies combined into a double.



For the purpose of this example move 4 squares

- The moves towards the Bunker. Then it gets within 4 squares of the Yellow player. It moves towards Yellow instead of the Bunker. When it can see both Yellow and Red, the continues to move toward Yellow. Once locked onto a "living target" are not quick to react to other players.
- Red is being attacked by a total of 4 Zombies! This could hurt, big time. On Night 1, that is only 4 . Word to the wise - **never get surrounded!**
- Green is free and clear of any Zombies attacking him.
- Blue is being attacked by 2 . With 3 , she first rolls 3 to see how many she holds back. She rolls (2,4,): 1 success. Therefore, only 1 attacks her, rolling a 3 on the 1 . This damage is deflected by her 4 .
- A ignores the Bunker if it sees a Squad.
- & Squads cannot walk through .
- The following has its movement cut short due to the sandbag. Note if there were a adjacent, the could not attack this turn.
- The trap kills the 2 . Remove both the trap and the miniatures from the board.



EXTRA COMBAT EXAMPLES

Example 1 LOS: Green has LOS to every zombie in this example from his lookout . However Yellow has LOS to z4, z4, and z6. You cannot see through , , or around corners.

Example 2: Green has 1 with the MP5 shown on the previous page. His skill is , therefore he attacks z1 with . He rolls (5, 2) on the red dice. Thus, 1 zombie is slain. On the he rolls (3). Since it was not a , he still has ammo. z1 is removed, and replaced by a single miniature, gaining Green 1 .

That counted as 1 action.

Example 3: Blue has 2 and 2 melee weapons, shown below. Blue has only 3 skill level in , which means she is untrained. She may roll a total of with a success on a 5 or . Blue rolls 1 success taking out 1 . Blue removes z6, from the board, gaining 1 . She just earned her 5th on the Victory Point Tracker. She gains 2 Skill Points (according to the Scenario) and chooses to spend it on upgrading her , to level 5!

That counted as 1 action.

Example 4: Red has 3 and 3 melee weapons (Gumball Machine, Crowbar and Fireman's Axe). Being untrained with a skill level 4 , he rolls a total of . Red rolls all successes, taking out 3 and gaining 3 ! Red chooses to slay z4 and z5, z6, or z7. Red lands on level 4 on the Victory Point Tracker, gaining 2 Skill Points which can be used to upgrade or .

That counted as 1 action.



VICTORY POINT TRACKER:



LOS:

(Line of Sight) is blocked by walls and squares, unless you're in a lookout tower. You must have left your x-ray glasses at home!

Lookout Towers:

Allow you to see over walls. Lookouts are formed from the shells of buildings left from that helpful nuclear blast. The only restriction on firearms is their range.

Mixed weapons:

Firearms & melee can be used simultaneously if the target is within range. Look, this isn't a "tag in" sport. You got a weapon and a Survivor with hands? Use 'em!

If using both firearms and melee weapons, we recommend you roll separately. It's less confusing, and your fellow players may get annoyed if you don't.

Skill levels take effect **immediately!** So always apply your Skill Points to your Squad Board as soon as you get them.

If you roll more successes than , you just took care of 'em in a more badass fashion!





Introducing the Zmaster Expansion! Zmaster introduces a new 5th player into the deadly world of Zpocalypse. Discover five all new flesh eating zombie miniatures, 30 in total. Eradicate the survivors with 36 devastating Doom cards, 9 menacing Upgrade cards, and 9 toxic Mutation cards. Even experienced, battle-hardened Squads will need to rethink their tactics when faced with the Zmaster!

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