

TURN SEQUENCE

1. Choose a Scenario.
2. Draw Quirk of Fate Cards as dictated by the scenario.
3. Set up the table per the Scenario.
4. Place Zombie Hot Spots.
5. Set up the Living units on the Table per the Scenario.
6. Set up Zombie units on the Table per the Scenario.
7. On turns AFTER the first, Zombie Player rolls on the scenario Reinforcement table to determine the number and type of reinforcements that arrive. Roll for Hot Spot they arrive from.
8. Living Player activates his first unit (announce if moving/firing, firing/moving, going on Overwatch, or Hiding).
9. Zombie units may Interrupt.
10. Repeat steps 9 & 10 until all Living units have been activated.
11. Once all Living units have been Activated, Check for Random Zombie Movement.
12. The Zombie player may now move any Dexters or Possessed units that haven't Interrupted.
13. Repeat Steps 8 through 12 until one side has met the Scenario Victory Conditions.

THE (Nearly) UNIVERSAL MECHANIC

Roll a 4+

If Opposed, Roll a 4+ and Higher than Opponent's Roll

REACTION TEST RESULTS

Zombie Rolls 4+ and higher than Living: Interruption is resolved before the Living can react.

Otherwise: Living Player may fire on Zombies or complete their move before the Zombie's Interruption is resolved.

OPTIMUM RANGES

| | | |
|-----------|-----|-----|
| Elite | D12 | 12" |
| Veteran | D10 | 10" |
| Trained | D8 | 8" |
| Untrained | D6 | 6" |

Support Weapons have twice the unit's Living Optimum Range. Vehicle mounted and emplaced Support Weapons always treat their attacks as being within Optimum Range, regardless of the distance fired.

FIREPOWER

Firepower: Number of Figures + Special Weapon Dice = Number of Troop Quality Dice in Firepower

+1 die if in Optimum Range

-1 die for each Interruption after the first in a single Activation

-1 die in defensive fire vs. Close Combat

+1 die if target Unit is Exposed or making a Rapid Move

Firepower may never exceed 10d. All negative penalties are applied to the 10d cap, regardless of the number of figures in the unit.

SUPPORT WEAPON DICE

Light Support Weapons: +1 Die

Medium Support Weapons: +2 Dice

Heavy Support Weapons: +3 Dice

Troop Quality Dice

| | |
|-----------|-----|
| Elite | D12 |
| Veteran | D10 |
| Trained | D8 |
| Untrained | D6 |

Morale Ratings Dice

| | |
|----------------|-----|
| High Morale | D12 |
| Good Morale | D10 |
| Average Morale | D8 |
| Low Morale | D6 |

NOTE for Reaction Tests:

Roll Troop Quality Die (TQD) modified by movement

Anti Zombie Armor causes reaction test to be Rolled on 1 lower TQD
Ex – Veteran rolls D8 not D10

TARGETS ENGAGED BY QUALITY

Untrained: May only engage ONE target

Trained: May engage TWO targets

Veteran: May engage THREE targets

Elite: May engage FOUR targets

UNIT DEFENSE

Defense = Number of Figures in Target Unit + Cover Dice + Armor Dice (Or Zombie Defense Bonus Dice)

-1 die when charging into Close Combat

Defense Cap: No Defense may exceed 10D

COVER DICE

In Cover: +1 Defense Die

Solid Cover: +1 Defense Die

Exposed: +1 Firepower Die for Attacker

ARMOR DICE

Light Body Armor: +1 Defense Die

Anti-Zombie Armor: +2 Defense Dice

BONUS DEFENSE DICE BY ZOMBIE TYPE

Odies: No bonus dice

Zulus, Romeos, Dexters: +2 Defense Dice

MOVEMENT

Cautious: 6" +1 to die roll on reaction tests
Rapid: 12" -1 to die roll on reaction tests
-1 die to fire power

Stationary +1 to die roll on reaction tests
Overwatch +1 to die roll on reaction tests

CLOSE COMBAT QUALITY CHECKS

Zombie and Possessed units never need to take a Quality Check to engage in Close Combat.

Living units voluntarily attempting to initiate Close Combat with a Zombie or Possessed unit must make a Quality Check to determine if they have the nerve to follow through with their intent.

If the unit passes the Quality Check (it rolls a 4+ on a Troop Quality die), it may proceed with the Close Combat. If the unit fails its Quality Check, it must remain in place and forfeits its activation. The unit may spend its activation taking cover or tending to its wounded, however. It may also still react to Zombies.

Living units being attacked in Close Combat by Zombie units must also make a Quality Check. If the Living unit passes its Quality Check (by rolling a 4+ on its Troop Quality die), it may either opt to attempt to break the charge with defensive fire or flee one full Rapid movement away. Units with Dependents may not flee. Regardless of how it responds to the assault, the Living unit forfeits any other actions for the turn.

RESOLVING CLOSE COMBAT

Close Combats are resolved in the same manner as Fire Combat, except the combat continues until one side is wiped out or flees. Additionally, neither side may claim Cover dice.

The assaulting unit makes the first attack roll and casualties are determined. If the defending unit isn't wiped out or captured, it may make an attack using its surviving figures. This process continues until one side is wiped out or flees.

Neither side are subject to Morale checks or effects

FLEEING CLOSE COMBAT

Living units who survive the first round of Close Combat with a Zombie or Possessed unit may opt to flee instead of attacking in the next round. To flee, they must announce their intent and forfeit their attack for that round. They must then pass a Troop Quality Check. Success indicates they can move a full Rapid Move away from the Zombies. Failure indicates that they may not attack this round and Close Combat moves on to the next round.

Living units may make repeated attempts to flee.

STANDARD FIRST AID TABLE

Roll a D6:

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2-4: WIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

5-6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

MEDIC FIRST AID TABLE

Roll a D6:

1: KIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

2-3: WIA. The unit gains a Casualty which may count as a victory condition for some scenarios. The figure is removed from play.

4-6: The casualty figure's injuries are slight. Casualty returns to action at beginning of next turn.

Who gets hit:

Only need to check possessed
With special weapons – they lose
That weapon if hit.

REVENANT CHECKS (Check again if new casualties are taken)

Units with casualties must check at the end of every turn.

1d6 (5 or 6) casualty becomes a Romeo Zombie.

See page 35.

MORALE CHECKS See page 39 for moral level effects Non-Professional failing moral will pull back.

NON-PROFESSIONAL MORALE CHECK POINTS

- Each time it is fired upon
- Each time it takes casualties
- Each time it is within 12" and within LOS of a Romeo or Dexter unit

PROFESSIONAL MORALE CHECK POINTS

- Each time it takes casualties
- Each time it is within 12" and within LOS of a Romeo or Dexter unit

Stress level - page 39 and 40 for details

STRESS MODIFIERS

MORE STRESSED

- +1 for each turn after the first
- +1 for Dependents/Wounded in the unit
- +1 if unit has abandoned casualties
- +1 for each zombie objective achieved
- +1 if more than three zombie mobs in sight
- +1 if fighting at night

STRESS RELIEF

- 1 if unit has Revenant Anti-Virus
- 1 for each regular objective achieved
- 1 if unit is in a Barricaded Building
- 2 if unit is in a Fortified Building
- X for positive leadership within 6"

REGAINING CONFIDENCE

Roll for regained Confidence if:

- Unit is within 6" of Positive Leader
- Unit has no zombie units within LOSUnit has friendly armored vehicles in sight – APC, IFV, or AFV
- Unit achieved a scenario objective in the last turn