

# “Zombies!!!”

## Custom Advanced Rule Set

Each group of rules is an optional addition to the basic rule set of “Zombies!!!”

### I. Professions

A. You're not just a bunch of identical citizens running around trying to escape? Of course not! Each of you has your own strengths and weaknesses (the identical people are all dead already and walking around). This list includes a total of 5 custom professions

#### 1. Civilian:

a. Yep, just your default guy. Same old 3 bullets, 3 health, and 3 action cards

#### 2. Doctor:

a. Everyone's favorite guy. He might not be too good at fighting, but doctors sure know how to treat wounds.

i. Always start with 5 health, 0 bullets, and 1 First Aid Kit in play

ii. -1 to all combat rolls

iii. At end of turn, if no movement roll was made, you may gain up to 2 health, but never totaling over 4.

#### 3. Fire Fighter

a. The big strong melee fighter

i. Always start with the max 5 health, 0 bullets, and a fire axe in play.

ii. Fire Fighters may not collect or use ammunition.

iii. Fire Fighters may have 4 action cards in their hand.

#### 4. Police Officer

a. You're a cop. You were fighting the zombie menace from the very beginning to defend those poor citizens, and it's worn you down a bit... but at least you're well armed.

i. Always start with 2 health, 5 bullets, and a shotgun as a bonus card to your hand.

#### 5. Marine

a. The military. Your unit was called in as backup when things got bad... too bad your unit was overrun and you were forced to retreat... You came heavily armed and ready for a fight, which slows you down a bit, but your training keeps you on the move at a pretty constant pace.

i. Always start with 3 health and 5 bullets

ii. -2 penalty to all movement rolls. Any rolls of 1-3 (before penalty) count as a 2.

iii. Bullets give +2 to combat rolls

## 6. Zombie Master

- a. Not everyone's a hero... You're a force of evil intent on increasing the carnage of this undead nightmare, and you don't intend to let ANYONE escape it...
- b. This one's complicated and may be excluded from a game using professions. There may only be one Zombie Master per game. Using a Zombie Master can be an entirely new kind of game for those who want to try something different.
  - i. Start with 2 health, 2 bullets, and the "Zombie Master" and "Where did he go?" cards as bonus cards to your hand.
  - ii. You do not have to fight the zombies on spaces you are traveling through, but you must fight zombies that attack you.
  - iii. Zombie Masters may not group (if grouping rules are being used)
  - iv. Whenever a player is killed by a zombie, gain 1 health up to the maximum of 5
  - v. If the Zombie Master reaches the center space of the Helipad tile, he sabotages it and no one may escape. One of two things can happen from there:
    1. The Zombie Master Wins
    2. The other players may choose to attempt wiping out all zombies in play to win...with one condition: If a player dies, he becomes a zombie and must attack the other players. This continues until either all opposing players have turned undead or all undead have been promoted to full dead, including the Zombie Master.
    3. If the Zombie Master is killed, he must discard all zombies he controls, all his cards, ammunition, and health and play as a zombie.
    4. Players who become zombies discard all cards, health, ammunition, and innate bonuses. Movement is the same except you must divide your die roll by 2 rounded up. Combat vs. player zombies works the same as vs. regular ones except you must roll higher than a 4 to kill it. Rolling a 4 results in a reroll.

c. Version A of a Zombie Master's Powers.

- i. A Zombie Master takes control of a zombie when he kills one and sacrifices 1 health and 1 action card, or upon killing a player in PvP (if PvP rules are in use) up to a total of 3 zombies.
- ii. The number of action cards he/she may hold is equal to 3-[# of zombies controlled]
- iii. Controlled zombies movement is equal to the number of players divided by 2 rounded up. For a player to kill a controlled zombie in combat he/she must roll greater than 4. A roll of 4 will result in a reroll.

d. Version B of a Zombie Master's Powers.

- i. Zombie Masters gain a +3 to the number of zombies they may move at the end of their turn
- ii. Zombie Masters may move each zombie a total of 2 spaces instead of one.
- iii. When a zombie moved by a Zombie Master attacks a player, that player must roll higher than a 4 to win. Rolling a 4 results in a reroll.

II. Additional Zombie Rules

A. The undead are no easy opponent... They can overrun most by sheer numbers, and if you die your corpse ends up filling their ranks...

1. Horde Bonus

- a. Everyone knows that when you're surrounded by zombies, you're in BIG trouble...
- b. This rule goes into effect when a zombie attacks a player and all accessible adjacent spaces (excepting the one the attacking zombie moved from) are occupied by a zombie. If this occurs, the player receives a -1 penalty to all combat rolls.

2. Player Zombies

- a. When players die, their corpses become zombies. On player death, roll a d6 and place X zombies on the space the player died in accordance with the following chart
- b. Roll: 1-3; X=1
- c. Roll: 4-5; X=2
- d. Roll: =6; X=3

3. Zombies Who Share

- a. Unlike people, Zombies have no problems sharing. Up to two zombies may attack a player at the same time.

4. The Necromonger
  - a. Just for fun you can decide to choose a player to be the “Necromonger,” or Master of the Dead. Instead of each player moving zombies at the end of his/her turn, the Necromonger does this for everyone.

### III. PvP Rules

- A. As anyone who’s seen a good zombie movie knows, the zombies aren’t the only ones you need to worry about... its your fellow survivors too...
  1. To initiate a PvP fight, a player must end his movement on a square occupied by another player.
  2. The attacker and defender each rolls a die. Highest roll wins, ties go to defender. For each lost roll, players lose 1 health.
  3. All profession abilities, group bonuses (if group rules are in use), cards, and ammunition may be used.
  4. The winner receives all the ammo and cards in play of the losing player.
  5. When attacking a group, the attacker determines which player he is fighting and the group may offer assistance as normal (see grouping)
  6. PvP death does not result in a player zombie roll (if the player zombie rule is in use)

### IV. Grouping

- B. After all, who wants to face the zombie horde alone? Of course... this means you have to make sure you can trust your team mates... they might be just using you or plan to betray you to save themselves...
  1. Groups are formed when 2 or more players are sharing a space and decide to join forces.
  2. Groups may not consist of more than 3 players
  3. To remain grouped, players must always share the same space unless in a building. To leave the building they must all be on the same space first.
  4. Movement rolls are reduced by one-half because grouped players share each other’s movement.
  5. Zombie movement turns are evenly divided by the number of groups/individuals. Therefore in a 4 player game a group of 3 would have 2 zombie movement phases as would the individual player they’re competing against. The Necromonger rule is recommended for anyone who wants to play a game with group rules. It simplifies zombie control and keeps it fair.
  6. Each combat phase, the non-combatants in the group may take one of three actions (these actions are chosen after the combatant has made his combat roll but before the combat is resolved). The players may...
    - a. Do Nothing. “How helpful.”

- b. Assist the player by using a single bullet as a modifier.  
“Thanks, that one almost had me...”
  - c. Attack the combatant using a single bullet. This will automatically make the player lose 1 health. If this action is taken and the player dies, his killer takes his ammunition and all cards in play. If this is a group of three and both non-combatants used this action, then they may choose to split up the items themselves or flip a coin and winner takes all. Player death this way does not cause a player zombie roll (if that rule is in use), but it does remove him/her from the group.  
“TRAITOR!”
7. Grouped players may choose to share ammunition and cards that are in play.
  8. If the profession rules are being used, groups gain profession bonuses. Those bonuses are as follows.
    - a. Doctor: may use healing ability on group members
    - b. Fire Fighter: +1 to all attack rolls in buildings
    - c. Police Officer: +1 to all attack rolls in streets
    - d. Marine: +1 to all movement rolls
  9. So what’s the catch? Your only way out, that helicopter, is a 2-seater. A group of 3 cannot escape together...