

Conversion Rules For Zombies!!! And "When Darkness Comes"

We Love your Games, and have found a Method useful to us for Combining Some of the Elements From the Zombies!!! Game systems, and the "When Darkness Comes" (WDC) Game System, and its First Expansion, In particular The Use of The Tiles from WDC, and many of its Tokens. By expanding the Scale of the Game through the use of WDC Tiles, it has been easier to adapt a Role-play friendly version of Zombies!!!

Obviously to do this some changes were made to the Core Rules of the Zombies!!! Game. This is most notable in the Changing Nature of the Cards drawn during Play. The Order of the Game Phases has not been altered, nor has the most basic elements of Combat and Movement been tampered with excessively.

Introduction, By Veto Void.

Once I Saw the Nifty "New" Tiles provided in the WDC (When Darkness Comes) Game, I Knew I wanted to Use them For Playing Variations on the Basic Zombies!!! Game. To do this I had to Wrestle the Original Core Rules for Zombies into a Functional Variant. As I was Doing so I realized that there were excellent elements in the WDC Game that could also be "Converted" in an effort to Expand my Zombies!!! Games.

By no means are these Rules Complete, we are still adjusting them and finding fun alternatives, so if these rules Conversions are Lacking in any ones estimation, then by all means alter them to suit your Playing Style. Also I would Like to Note that I Love the "Basic" Zombies!!! Game and still enjoy playing it as is. I simply can't help "Tinkering" with Rules to any Game System I Come Across. That Having Been Said I Would Like to Thank My Amazing Wife LeShea, for putting up with Said Tinkering, when in her estimation "The Games were Fine The Way I Found Them"...<Grin>...

I Have Played Several of the Fan Created Scenarios on the Twilight Creations Web Site, and have enjoyed those and have adapted some of them for use with this Conversion. So to that End I would also like to thank those Folks for Posting their Kewl Ideas in a Public place where Maniacs like myself can find them and further be Inspired. Perhaps some of you folks will similarly enjoy this little "Twilight Conversion" of Mine. And Of Course thanks to ALL of the Twilight Creation Staff for Making an Awesome Game System, without Which I would not have had so much fun "Tinkering".

Cards from the Zombies game.

Due to the use of the Larger scale WDC Tiles, and the Different Building Types represented on them, it has become necessary to "Adjust" some of the Mechanics associated with some of these Cards. Listed below are the adjustments we have come up with, we have found them to be useful, but other Players may wish to interpret or use them differently.

- 1) Adrenaline Rush- Is only effective for Hand to Hand Close Combat, or during Movement. (This sort of offsets the fact that Bullets can not be used to improve Hand to Hand Combat Rolls, See Combat Below).
- 2) All the Marbles- Works only in the same "Room" where the Item is played. (A room being defined as an interior Location where the immediate Area is enclosed by Walls. Most Buildings have multiple "Rooms" within them). This Card May be Played in front of a Player when they Enter any part of the Game Store or the Food Mart. It is discarded as normal once used.
- 3) Alternate Food Source- This Clever if frequently confusing Card may be played only on a Specific Tile, so its effects are limited to all "Zombies" on that Tile Alone and not the Entire Town.
- 4) Bad Sense of Direction- Because there is no "Town Square" Tile in use, this card will send Players "Back" to the Starting Tile for that Scenario. We Often Use the Cabin or the Woods as the Starting Tile.
- 5) Breakthrough- Works as Normal, except that Diagonally touching Tiles DO count as adjacent for this Card.
- 6) Butter Fingers- Forces target Player to Drop an item on the Space they are currently occupying. These items may be picked up again during the First phase of their next turn, so long as there are no opponents also occupying that space at that time. If there is an enemy in that space all Combat must be resolved before the item can be recovered. If the Player who drops the item was moving at the time that the card is played on them then they will have to either end their turn and wait till next turn, or return to the Space at a later time. Other Players may of course pick dropped items up by moving through the Space, so long as there are no Enemies on the Space.
- 7) Chainsaw- This card Works like a Fusion of Ammo using Ranged Weapons, and Close Combat Hand to Hand. When the Chainsaw is found Roll a d6. This is the number of Uses/ Charges it has before it runs out of Fuel. Additional Fuel may be used to improve Combat rolls at a Rate of One "Charge" per +1 to the Combat Roll. The Base Damage is Still +2 and Uses at least one "Charge". Once out of Fuel the Player may either discard the Chainsaw, or replace it in their hand, and refuel it the next time they are in the Warehouse (Roll another d6). If the card is replaced into the Players hand they must still observe the Three Card Maximum Rule. The Chainsaw may be Found in Either the Cabin or the Warehouse.
- 8) Dynamite- Can effect Targets in Adjoining Rooms or on Street Spaces within Range. If a wall is within range place a "No Door" Token from the WDC Set, creating a "Breach" that can be passed through with normal Movement. Although movement within Buildings is restricted to linear non-diagonal moves, for LOS and Range purposes

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diagonal spaces are considered to be adjacent. In all other ways this Card works in the same way as the Zombies Rules. Dynamite can be found in the Warehouse.

- 9) First aid Kit- works as normal. Maybe found in the Clinic, The Food Mart or in the House.
- 10) Fire Axe- Works as Normal. May be found in the Cabin, the Hotel or the Warehouse.

- 11) Grenade- Can effect Targets in Adjoining Rooms or on Street Spaces within Range. If a wall is within range place a "No Door" Token from the WDC Set, creating a "Breach" that can be passed through with normal Movement. Although movement within Buildings is restricted to linear non-diagonal moves, for LOS and Range purposes diagonal spaces are considered to be adjacent. In all other ways this Card works in the same way as the Zombies Rules. Grenades can be found in the Gun Shop. (And/ or the Warehouse)?
- 12) Govt. Enhanced Zombies- The Effects of this Card Apply only to a Specific Tile not the Whole Town.
- 13) I See the Helicopter- This Card may be played as soon as the Main Objective has been Located for the Scenario. (Which could Still be a Helicopter).
- 14) The Keys are Still in it- Works as Normal, but can only be Used on "Street" Squares Out Doors. If this Card is Played, and a Character wishes to enter a Building, their Movement Phase ends outside of the Door they wish to enter.
- 15) Lots of Ammo- Roll 2d6 Bullets. This Card may be found in the City Hall/Jail or in the Gun Shop.
- 16) Minefield- May be Played on any Tile, all Road/ Parking lot Spaces On That Tile and any such Spaces adjacent to that tile, may be effected per the normal Card rules. Maybe found in the Gun Shop. (And/ or the Warehouse)?
- 17) Molotov Cocktail- Only affects Creatures in the Same "Room" with the Player. (A room being defined as an interior Location where the immediate Area is enclosed by Walls. Most Buildings have multiple "Rooms" within them). The Molotov Cocktail Card can be put into play once the Player enters any part of the Bar or Warehouse.
- 18) Rocket Launcher- This Card can only be Played From outside of a Building. It is a One Time Item, and all Creatures (Including Players) on the Tile Are Killed, and any Tokens including Potential Goals and Objectives are considered Killed or Destroyed. The Rocket Launcher can be Found in the Gun Shop.
- 19) Skateboard- in addition to its +2 Movement bonus, the Skate board may also be used as a Shield to fend of Attacks, (if being used as a Shield, the Skate board will absorb one Life worth of damage, and then it must be discarded), or as a Hand Weapon (+1). The Skateboard, can be found in the Game Store or the School.
- 20) Shotgun- Once in Play Roll a d6 for Ammo. Once all ammo is Used, the Shotgun may still be used as a "Club" in Hand to Hand Close Combat (+1). At such a time as more ammo is Located the Shotgun can be reloaded for up to 6 rounds. The Shotgun can be found in the City Hall/ Jail or in the Gun Shop.

Combat.

Now depending on the "Scenario" being Played, or the "House Rules" in affect, an Opponent may or may not include other Players. Though we have done this, one of the Role-play advantages to using these Conversion rules is to emphasize Team play, and as such have generally opted for a more cooperative game where other Players are NOT the enemy, and thus are not eligible targets. (Of Course other Players may become Circumstantial Targets, through the use of Area of Effect, or Ranged Weapons).

Combat has been Broken into Three Basic Categories, Close Combat, Ranged Combat and Area of Effect Combat. (This last being based on certain Weapon types).

1) Close Combat- This is only Possible When the Target is in the same "Space" as the Player. This occurs anytime a Player begins their turn in the same Square/ Space as the Target, and must be resolved as part of the first Phase of that Players turn. (Per the Core Zombie Rules). Or during a Players Movement Phase when their Pawn lands on or attempts to pass through an opponents space.

Most Weapons can be used in Close Combat, however a Distinction has been made between Hand to Hand Weapons and Ranged Weapons.

- a) Hand to Hand Weapons which include the Fire Axe, the Skate Board, and the Chainsaw Cards from the Zombies Game, as well as the Knife and Wrench Tokens From WDC. Do not use Bullets, so Bullets may not be used to improve dice rolls in Close Combat while these weapons are in play.
- b) Ranged Weapons Such as the Shotgun Card from the Zombies Game, or the Pistol or Shotgun Tokens in the WDC set, do use Bullets, and as such even in Close Combat when using these Weapons Bullets may be spent to improve Combat Rolls as normal.

2) Ranged Combat- This is sort of a New Rule for Zombies, though elements of it can be seen in the various Fan Written Scenarios on the Twilight Creations Web Page. Ranged Combat may ONLY take place during the Active Players First Phase, and

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then ONLY if there are NO opponents in the Same Space with them at the Beginning of the turn. Essentially this allows for weapons such as the Pistol or Shotgun to be used at a distance (Within Range and Line of Sight, or LOS).

This attack replaces the normal first Close Combat attack made against an opponent during the first phase of the Players turn. Once a Player performs any action in any other phase of their turn, this attack is forfeit if it were not used.

Core Rules.

Again these have not really been altered too much, though the Use of the WDC Tiles and Tokens do require some modification.

Doors, Interiors and Windows.

On The Tiles that come with WDC, all Exterior Doors are Shown to Have a Number of Locks equaling from 1-3. These are to be treated as Difficulty levels in terms of Bypassing them. Doors and windows are not considered to be "Locked" from the Inside unless stated in a Scenario. As per the WDC rules, Windows are considered to have the same security as the Closest Door. Interior Doors are not Locked unless specified, and are the only normal way to move from one room to another within a Building. Movement within a Building, or while Entering or Exiting a Building can NOT be Diagonal, though LOS and Ranged attacks can be. A Door or Window can be Bypassed in one of Two ways:

- 1) They can be Literally Bypassed (Picked, Jimmied or What ever), this allows the Door/ Window to maintain integrity and will still be considered "Locked" from the Outside. To Bypass a Lock, look at the Difficulty level and roll a d6. if the appropriate roll is made than the door can be moved through. 1 Lock= 3-6. 2 Locks= 4-6. and 3 Locks= 5-6. A Character who Uses this method and succeeds can end a movement inside the door and "Hold" it open for others to use until their next turn.
- 2) Or Doors and Windows can be Attacked. Roll d6 as normal, but if a Hand Weapons Bonus, or a Ranged Weapons Ammo is required to "Beat" the Security Roll, then the Door is Considered to have been Destroyed. (Place a "No Door" Token).

Items.

A Number of Items (Weapons, Equipment, Tools or Whatever, But not Bullets or Life), may be Carried by a Player equal to their Current Life plus one. So if a Player has a Life of 4 they Could Carry up to 5 Items and or Weapons. If however that Players Life goes down to say 3, then they could only carry 4 Items, and would have to discard an Item if they were carrying more then their current allowance. (Players may still Carry an "Unlimited" number of Bullets).

Lives and Bullets.

Players begin the Game with the Usual 3 Lives. (Max of 5), but may Improve their Maximum number of Lives by Spending "VP" or Victory Points. (See Below). Players Begin the Game with 3 Bullets, and may Carry an "Unlimited" Number throughout the Game.

Movement.

Movement Rules are Partially borrowed From the Movement Rules Found in the Scenario "Pizza Delivery for Mr. Johnson" By Peter Hansson and Mark Bordenet. Specifically, All Movement is Based on the Roll of 1d6 Plus 1 for each current Life Point at the time that Movement is Rolled. (Note: In WDC Exterior Movement is Doubled, In "Our" Test Games, this Proved Too Much for The Simpler Zombie-esque nature of the Game. Thus all Movement is The Same Inside or Outside, with the Exceptions Below).

- A) Diagonal Movement. May only be used OUTSIDE of Buildings. Once a Building has been entered all further Movement must be Linear, (i.e.) Left/ Right, or Up/Down, in Relation to the Board.
- B) Linear Movement. May be used Inside or Outside of Buildings.

Rounds and Turns.

A Round is One Full set of Turns. So if Player "A" goes first, than that Player Draws a Random Tile and Places it in any "Legal" Location. Then Player "A" Begins a Normal Turn, followed by successive Players. Once all Players have taken a turn, then Player "A" takes their next Turn. Then At the Beginning of Player "B's" turn, the Second Tile is Placed etc... (We Found that this Method allows for better Team Play, and Keeps the "Board" from Growing too Fast, since there are a More Limited number of Tiles). A Turn is Defined as A Specific Players Full Turn with all Phases of that Turn Corresponding to the Core Rules For Zombies!!!

Skills.

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In an effort to Create Campaign Settings where Characters can advance from Game to Game, the use of Skills has proven a Handy Means by Which to "Improve" a Character. These Skills can be Purchased with "VP". (See Victory Points below). In general no Skill would be Purchased Twice, though individual Games may benefit from doing so. Also I Recommend "Purchasing" New Skills at the end of a Game or at a Scenarios Conclusion, rather than in the middle of a Game. Some Ideas for Skills and their Cost in "VP" are listed below:

- Animal Friendly: Character may Roll a D6 when "Dog" Security is Encountered. 1-3 Character is "Escorted" out of the Building without taking any Damage. 4-5 Resolve Combat as Normal. 6 Security "Ignores" Character. (Turn Security Token Back over, and continue turn, future Encounters on this "Space" must still be Resolved Normally on Future Turns). Cost is 30 "VP".
- Bartender: When in the Bar or Hotel, the Character may Play the "Molotov Cocktail" Card as a "Cocktail" instead. A Cocktail will Heal 1 Life OR allow the Character to "Ignore" One Damage during a Combat Roll. (May be Used Once per Card Found". Cost is 30 "VP".
- Blather: Character may Roll a D6 when "Human" Security is Encountered. 1-3 Character is "Escorted" out of the Building without taking any Damage. 4-5 Resolve Combat as Normal. 6 Security "Ignores" Character. (Turn Security Token Back over, and continue turn, future Encounters on this "Space" must still be Resolved Normally on Future Turns). Cost is 30 "VP".
- Demolitions Expert: Character Never Takes Damage when Using The "Grenade" or "Dynamite" Cards. Cost is 30 "VP".
- Dodge: Character may Roll a Second D6 if a Combat roll is Failed, on a 1-3 the Character still takes 1 Life Damage. On a 4-6 the Character avoids taking the Damage but the Combat was still a Failure, so Combat continues as Normal. This may only be used once per "Encounter". Cost is 60 "VP".
- Driver: Character MAY Double Movement to 20 When Using "The Keys Are Still In It" Card. Cost is 10 "VP".
- Free Spin: Character MAY Roll a D6 whenever a Card is Played on them by another Player. 1-2 Card Passes to the Player on the Right instead. 3-4 Card Passes to the Player on the Left instead. 5 Character simply Ignores the Card and its effects. 6 the Card has its "Normal" effect on the Target. Cost is 60 "VP".
- Lock Pick: Character may Add 1 to Rolls to Defeat Doors or Windows. Cost is 10 "VP".
- Luck: Character may Reroll results of 1 on Combat rolls. Cost is 60 "VP".
- Martial Artist: The Character adds 1 to all Close Combat Rolls, with Hand to Hand Weapons. Cost is 30 "VP".
- Medic: If the Character has a First Aid Kit(s) they may Heal themselves or another Player for 1 Life per First Aid Kit Carried, Per Turn. (This Action replaces the Players Movement Roll, and the target, if other than themselves, must be in an Adjacent Space. If a Wall separates the Characters it is not considered an adjacent Space. This Skill Requires that there be at Least One Life token in the First Aid Kit, though it does not use it up).
- Poor Hygiene: Character has Perfected the Art of Smelling Like a Zombie, and MAY Roll 1d6 When ever Zombies are Encountered. 1-3 Zombie is Too Hungry to Care, Resolve Combat as Normal. 4-6 Zombie Ignores the Character, Continue Turn Normally. (Optional Rule: Other Players Gain 1 Extra Movement Point when Passing within 1 Adjacent Space of Character, as long as they are Moving AWAY from them...<Chuckle...>). Cost is 30 "VP".
- Scavenger: Character May Roll Twice when ever "Searching" for Goodies, and take Preferred roll. (After an "Adversary", "Creature Security" or "Zombie" has Been Killed). Cost is 30 "VP".
- Sharpshooter: The Character can "Automatically" add 1 to Combat Rolls with a Specific Type of Weapon, (Such as A Pistol or Shotgun), without Expending an extra Bullet. This of course can only be used once per Combat Roll. And Additional Bullets may still be used to further Improve the Combat roll if available. Cost is 30 "VP".
- Sniper: Range is Improved by 1 for Ranged Weapons. Cost is 30 "VP".
- Sprinter: Character may add 3 to Movement Rolls. (May not be used in Conjunction with "The Keys Are Still In It" Card). Cost is 30 "VP".

Team Play.

We Have Found that this Conversion is Most Enjoyable as a Means for Encouraging "Team Play", and as such one of the little "Challenges" we Encountered was How to Play the Nastier Cards on other Players while still maintaining a Group Effort. My favorite solution is to Roll randomly as soon as a Card with "Negative" consequences is Drawn, to determine it's Target. This is NOT considered as that Players (The Player who Drew the Card), "Played" Card for that Turn. So it is still possible to Play another Card right then or Later as the Player sees Fit. It does however still Count as Their Card Draw for that Turn, so if a Player were Drawing up to their Maximum 3 Cards in Hand, they Would not get to replace a Negative Card once Played with a New one. (Of Course for Cut throat Games, Where Players are out for #1, Play these Cards as Normal).

Tiles.

As Noted, in this "Conversion" set of rules, the Tiles for WDC replace Tiles in Zombies!!! Specific Rules are found throughout these Notes, but I will attempt to Make a More Succinct listing here as well.

- A) "!" These are areas Where Zombies Must be Placed as Soon as a New Tile is Turned Over.

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- B) "?" As Above, however A Token is Placed Here from the "Token Pool" First. Also at any Time that a Zombie is encountered on a "?" Space, AND there are No Tokens (Face up or Down), on the Space, A d6 may be rolled once the Zombie is Killed, to determine possible Goodies the Zombie may have been Carrying. D6 Roll = 1-3 "Nothing is Found". D6 Roll = 4 "Scenario Specific Item is Found". D6 Roll = 5 "Player Finds 1d6 Bullets". D6 Roll = 6 "Player Finds 1d6 Life". (Examples of Scenario Specific Items might be, Food, Fuel, Tools or similar Items the Players could find to advance a Campaign or Scenario).
- C) Doors and Windows. Are Considered Locked from the Inside. The Number Of Locks in Front of a Door reflects the Difficulty level for purposes of Bypassing the Door or Window. (See Above).
- D) Encountering Zombies. This is Normal per the Core Zombie Rules, However, If a Zombie is Encountered on a Space with a Face Down Token, then the Zombie Encounter is Resolved First. Once the Zombie is Dealt with, then the Token is turned Face up, and the Player then deals with whatever is printed on the Token. (This Can Mean Additional Combats with Even Tougher Creatures, See the "Adversary" and "Security" Tokens Below).
- E) Placement. A Tile May be Placed at the Beginning of an Active Players Turn IF it is "Their" Round to Place a Tile. The Tile must be Placed so that an "Open" Face of the Tile is Touching another "Open" Face of a different Tile. (Woods and Cabin Tiles have Four "Open" faces). The School Tile Should be arranged in the Deck of Tiles so that the Second Half of the School can be Placed Immediately upon placement of the First Half.
- F) Town Square. Umm... There is no Town Square tile, so we Generally Use a "Woods" or "Cabin" Tile for the Purpose of Starting the Game and "Reincarnations" (If allowed by the Scenario). We Have of Course Played Scenarios where other Tiles are Used as the "Starting" tile... Some Logical Places Are the "Bar", "Café" or "Hotel" Tiles.
- G) Zombie Placement. Ok... Bigger Tiles Mean More Zombies. A Zombie is Placed on Each "!" Space, AND on Each "?" (After a Token has Been Placed), AND Per the Core Zombies Rules, a Number of Zombies are placed Where ever the Active Player Wishes, equal to the Number of "Open" Sides of a Tile. Example- Player "C" Draws a Tile and Places it on the Table. Now Let's say that it is The Bank. The Bank Building is Centered on its Tile leaving Four "Open" Faces to the Tile, so in addition to the "!" and "?" Spaces, the Player would have an additional Four Zombies to Place where they See Fit. (Outdoors of Course). If However the Hotel Tile were Drawn, then Only One Extra Zombie would Be placed outdoors, as there is only One "Open" Face to this Tile. (Note: You End up with a lot of Zombies out there pretty Quickly, especially if Players are "Ignoring" a Section of Town, So I went ahead and Bought an Extra Bag 'o Zombies... Of Course I would have Bought it anyway, I mean Who can Resist Being able to Brag to Co-workers, Family and Friends, that they had Purchased a Big 'ol Bag 'o Zombies Right)?

Tokens.

Tokens are Placed Face down on all "?" Spaces at the time that a Tile is placed. Tiles being Placed Once per "Round", with Players alternating placing Tiles. A Round is One Full set of Turns. So if Player "A" goes first, than that Player Draws a Random Tile and Places it in any "Legal" Location. Once all Players have gone Player "A" takes a Normal Turn, and At the Beginning of Player "B's" turn the Second Tile is Placed etc... (We Found that this Method allows for better Team Play, and Keeps the "Board" from Growing too Fast, since there are a More Limited number of Tiles). You will need to Use all of the Following Tokens in order to Assure that Spaces get Covered on the Tiles.

When Players Land on a "?" Space the Following Takes place: If there is an opponent on the Space than they must be resolved first. If there are no Enemies standing in the Same Space as the Token, then a Player may move to the Space containing the Token and Flip it Over. If it is an Adversary then Combat takes place immediately. (See the Rules for Adversaries below). If it is an Ally than treat per the Scenario. Otherwise consult the List below to determine the significance of Specific Tokens.

- 1) Adversary- These are "Uber Zombies" or other Critters as you see fit. (Included below are some simple Ideas for "Special" Monsters). They may have multiple lives (Based on the Number Following the Title (i.e.) "Adversary 2", would have "2 Lives"), and must be Fought immediately. Each Life must be treated as a Separate Combat Roll. So the Creature above, would Have 2 "Lives" thus requiring Two separate Successful Combat Rolls to Defeat. If Defeated, the Creatures VP is equal to their Lives, so in the Example above, the Adversary would be Worth 2 VP. Adversaries should be Included in the "Token Pool" and as such will be encountered on Spaces containing the "?" Also roll One "Blue" Die and One "Red" Die and consult the Chart Below to Find Bullets or Health once Killed:
 - A) Blue Die = 1-1. Then ignore the Red Die. Nothing is Found.
 - B) Blue Die = 2-3. Then Red Die Equals Bullets.
 - C) Blue Die = 4-5. Then Red Die Equals Health.
 - D) Blue Die = 6-6. Then Roll Red Die Twice, First is for Bullets and Second is for Health. Both are found.
- 2) Allies- Are Generally Neutral but potentially helpful people you may meet around town. Allies may have multiple lives (Based on the Number Following the Title (ie) "Ally 2" has Two Lives). Allies can always be used as shields to take damage for the Player While in their Company, but if the Ally dies, the Player Loses Twice the Allies "Life" in VP. A Player may only have One Ally with them at a Time, they will Move With the Player. They are also useful in scenarios

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where a certain Person (Or Group of People), must be Found, Rescued Etc. Unless specified differently in a Scenario, Allies should be Included in the "Token Pool" and as such will be encountered on Spaces containing the "?" The Following list Shows Special abilities of Certain Allies:

- A) Allies 1-2: Nothing Special, these folks were still here after the "Evacuation" and are Trying to get out of town. They will willingly accompany a Rescuer. Once Rescued, (Taken to a Helipad or other Evacuation or Safe Zone), an Ally Can be Traded in for a Number of VP = to Twice their Current Life. Allies can not be Healed.
 - B) Allies 3, 5, and 6: Are Medical Personnel who "Volunteered" to stick around to help out the Survivors. They will not Fight but can Heal a Player for 1 Life per Turn. Once rescued they can be traded in for Twice their current "Lives" worth of VP and a Full Med kit. (Per the Equipment Token).
 - C) Ally 4: This is the Last of the Valiant Firefighters to stay in Town, but being a lost cause now, he will gladly leave with the Player. His Attack (+1) can be added to the Players Close Combat Rolls while he still lives. If rescued, he can be traded in for Twice his current "Life" in VP and the Player will Gain a Fire Axe.
 - D) Ally 7: The Chief of Police, Go down with the Ship and all that Rot... Yea Right, this Guy Is Willing to Leave but not until all Living Allies are accounted for. This Allies' Attack (+2) may be added to Combat Rolls of Players Accompanying him. In any event if the Character Has this Ally with them, or there is a Cop Ally within LOS of the Character and the Player encounters Security. Then the Player will have a chance of being escorted out of a Building without taking any damage, but if the Player chooses to fight, then they must fight the Cop and the Security, if the Player takes even one point of Damage then they Have been Arrested. (Lose all Items and move Pawn to the City Hall/ Jail Tile and their turn is over. Place in a Cell and lose next Turn as well. The Cells have 3 Locks for Purposes of "Escape"). If all other Allies have been accounted for, then the Chief can be Turned in for Twice his Current "Life" in VP Plus the Player Gains Their Choice of a Pistol or Shotgun.
 - E) Ally 8: This is the Mayor, President or whatever, and she will usually be the Main objective in terms of Rescues. She will not Fight, but she Automatically negates any Security Encountered (No Attacks, and No Need for being escorted out). She will not allow Players in her Company to "Kill" Security and if they try it, once at least One Life has been Lost (To anyone), she will Have the Player Arrested. (Per the Chief of Police above). Once rescued She will be worth Twice her current Life in VP, and the Player Gains additionally any other Advantages associated with Completing the Scenario as appropriate.
- 3) Damage Tokens- Damage Tokens should be Included in the "Token Pool" and as such will be encountered on Spaces containing the "?" Treat these as wild Cards. Roll a d6 and consult the Table Below:
- A) 1-1= Trap, Loose debris etc... Player takes One Damage.
 - B) 2-2= Bullets. Roll 1d6 Bullets immediately.
 - C) 3-5= Nothing.
 - D) 6-6= Lock Pick. Add +1 to rolls when attempting to Bypass Locked Doors or Windows.
- 4) Equipment- Some of the Tokens have pictures representing Equipment Such as Cash, First aid kits, Flashlights, Wrenches or Weapons. Equipment Tokens should be Included in the "Token Pool" and as such will be encountered on Spaces containing the "?" The Table below shows how each are used.
- A) Cash- Roll 2d6. This is the Number of VP that the Cash Token can be exchanged for.
 - B) First aid kit- Roll a d6. this is How many "Lives" can be Healed with this Kit. You can keep these separate from the "Players Lives" which allows you to Carry extra Healing around with you even above the Players normal Max. Once all lives have been used than Token is discarded. It can not be refilled if additional Lives are found.
 - C) Flashlight- No need to roll when using a Passage made by the "Breakthrough" Card, ignoring possible damage.
 - D) Knife- Hand Weapon (+1). May be thrown, Range is 1. Roll Combat as Ranged Weapon if Roll Succeeds than damage is 1 (Which Kills most Zombies), Knife token is placed on Space where Zombie was Killed and can be picked up during Movement phase. If Roll doesn't do any damage then Knife is Lost (Discard Token).
 - E) Pistol- Ranged Weapon. Roll d6, result is the Number of Bullets in the Pistol. May add ammo to improve Combat Rolls. Always uses at least one Bullet with each Ranged attack. Range is 3. Max Ammo is 6.
 - F) Shotgun- Ranged Weapon. Roll d6, result is the Number of Bullets in the Pistol. May add ammo to improve Combat Rolls. Always uses at least one Bullet with each Ranged attack. Range is 2. Max Ammo is 6.
 - G) Wrench- Hand Weapon (+1).
- 5) Failures- Treat these Tokens as No Encounter, or Nothing Found. Failure Tokens should be Included in the "Token Pool" and as such will be encountered on Spaces containing the "?"
- 6) No Door- Used to show where a Player has "Destroyed" a Door or Window.
- 7) Security- Unlike adversaries, who want to Kill You, Security is here to Keep you from being some where you don't really belong. Hey the Doors were Locked right?), Security are not "Monsters" however, so they will not Keep attacking, but rather will only attack until they do one point of Life to the intruder or until Killed. If a Player takes a Point of Damage from Security then they have a Choice of either Being "Escorted" out of the Building, (Place Players Pawn Outside of Nearest Door or Breach), or the Player may continue to Fight it out. If the Player Wins (Kills the Guard, Owner, Dog Etc...) then they Lose a number of VP= to their Opponents overall Lives, and roll on the adversary Table above for Bullets or Health. (In the case of People or Dogs), if the Security is not a Creature then do battle as Normal, but instead

Conversion Rules For Zombies!!! And "When Darkness Comes"

of Lives the Player will lose VP. In any event if the Character Has an Ally with them who is a Cop or there is a Cop Ally within LOS of the Character the Player will have a chance of being escorted out of the Building without taking any damage, but if the Player chooses to fight, then they must fight the Cop and the Security, if the Player takes even one point of Damage then they Have been Arrested. (Lose all Items and move Pawn to the City Hall/ Jail Tile and their turn is over. Place in a Cell and lose next Turn. The Cells have 3 Locks for Purposes of "Escape"). Security Tokens should be Included in the "Token Pool" and as such will be encountered on Spaces containing the "?" See Security Types Below:

- A) Alarms- Once uncovered the Player Immediately reveals any "Hidden" Tokens on the Tile where the Alarm went off. If Any of them are Adversaries they will begin moving at their Current "Life" towards the Player. If within Range Resolve Combat Immediately. If Security other than another Alarm is Uncovered Resolve per Adversary. Any other Tokens are turned back face down.
- B) Dogs- Dogs have an attack of +1, (Reduce Players Combat Die Roll by One).
- C) Humans- Have an Attack of +2, (Reduce Players Combat Die Roll by Two).

Token Pool.

Per the WDC rules, all Tokens Needed for a Specific Scenario, or to accommodate the Number of Tiles being Used, should be placed Face Down, in a "Token Pool". When ever a Tile is Turned Face up by the Active Player place a Token face down on each of the "?" Squares.

Victory Points or "VP".

We Have incorporated a Few Different Ideas For Using "VP" to advance Characters, and or for Determining an overall "Winner" in a Game. They Can be Used to Buy "Bullets", "Lives" and "Skills". This allows Players to Improve a Character from Game to Game, making Campaigns more interesting. A List of Common Victory Conditions we use are listed Below:

- A) Adversary or Security Defeated or Killed. One per "Life" of the Opponent, (i.e.) an Adversary with 3 Lives is worth 3 "VP".
- B) Completing a Major Goal. (5 or 10 "VP").
- C) Completing a Minor Goal. (1-5 "VP").
- D) Each "Cash" Token Found. (2D6 "VP").
- E) Each Equipment Token Found and Returned to the Starting Tile (Or Objective Tile), Such as the Flashlight, or Wrench. (1 "VP").
- F) Each Piece of Scenario Specific "Equipment" (Such as Food, Fuel, Tools etc...), Found and returned to the Starting (Or Objective) Tile. (1 "VP"). I have Included this as a basis for generating Ideas for Scenarios and Campaigns.
- G) Zombie Kills. Are One for One, (i.e.) One Zombie is Worth One "VP".

Some Examples of the Typical "Cost" of improving a Character, or Items Which can be Purchased with "VP", can be Found below. Note that Skills are listed in their own Category above. I recommend that no more than One of Each Ability, Item or Weapon be "Purchased" per Game/ Scenario. Weapons have been Listed as Very Expensive to encourage Players to Scavenge rather than "Buy" Weapons.

- A) Bullets: 5 Rounds. Cost is 20 "VP".
- B) First Aid Kit: (With 6 Lives). Cost is 100 "VP".
- C) Knife: Cost is 50 "VP".
- D) Health: Characters Maximum Lives may be increased by 1 for each "Purchase" of this ability. Cost is 60 "VP".
- E) Pistol: Cost is 50 "VP". Range 3. Maximum Ammo 6. (Adds 1 to Combat Roll in addition to any Bullets Used to improve Roll).
- F) Roller Skates: Add 1 to Movement roll. (May not be used with "The Keys Are Still In It" Card). Cost is 20 "VP".
- G) Shotgun: Cost is 50 "VP". Range 2. Maximum Ammo 6. (Adds 2 to Combat Roll in addition to any Bullets Used to improve Roll).
- H) Skill: Per Skill Purchased. (See Skills above).
- I) Sub-machinegun: Cost is 100 "VP". Range 3. Maximum Ammo 5. (Adds 2 to Combat Roll in addition to any Bullets used to improve roll). Also additional Bullets may be "Spent" to Hit Each Opponent in an Adjacent Square to the Target. These are separate Combat rolls, and are unmodified by additional Bullets.
- J) Rifle: Cost is 100 "VP". Range is 10. Maximum Ammo 3. (Adds 1 to Combat Roll in addition to any Bullets used to improve roll).