

Sometimes, They Come Back! ZOMBIES!!! Variant

In these rules, 'HUMAN' refers to a human player; 'ZOMBIE' refers a human who has died and 'come back'; 'zombie' refers the normal non-player zombie figures.

How to Win (HUMAN):

The first HUMAN that reaches the center space of the Helipad, and evades or kills all zombies there, wins the game.

How to Win (ZOMBIE):

IF (When) the last HUMAN is killed, all the others ZOMBIE players (even if their ZOMBIE was destroyed) win the game.

Set up:

- The Map:
 - Place the Town Square in the center of the table and put the Helipad to the side.
 - Shuffle the remaining Map tiles and deal them out (face down) to the players.
 - Roll a die. Winner places the top Map tile in his pile and puts any zombies, Health and Bullet tokens on it.
 - Map tiles are positioned per the standard rules.
 - Zombies, Bullets and Health tokens are placed per the standard rules.
 - Parking lots are considered valid 'street' spaces.
 - The player to the left places a Map tile and tokens, and so on until all tiles are placed.
 - If a player cannot place his top tile legally, he returns it to the bottom and tries the next one.
 - After all tiles are placed, players roll a die. Winner places the Helipad.
 - The **Helipad** is considered a four-way road intersection and must be placed as such.
- All players start as HUMANS. Place a figure for each HUMAN in the center of the Town Square.

- Each HUMAN starts with 3 Event cards, 3 Health (red hearts) and 3 Bullets.
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Sequence of Play (HUMAN):

- Evade/fight any zombies in your current space.
- Move. Movement points = Health +1.
- Move zombies.
- **May** discard one card.
- Refill cards up to three.
- If in a 'named' building that originally held Bullets, you may trade killed zombies for Bullets (3 for 1).

Movement (HUMAN):

- You get movement points equal to your 1+ your Health **at the beginning of the turn**.
- If you begin in, or enters a space with one or more zombies, you **must** evade or kill each zombie in the space before moving on.
- When you enter a space containing a Health or Bullet token, you may pick it up (after evading/defeating any zombies in the space).
- You are limited to a maximum of **5 Health**. There is no limit to the number of Bullets you can carry.

Evading Zombies (HUMAN):

- You cannot evade a ZOMBIE, but may attempt to evade any zombies you encounter.
- Roll a die.
- You **may** spend unused movement points to modify the die roll. Each additional movement point spent adds +1 to the die roll.
- On a 4-6, lay the zombie down. It has been evaded and is ignored until the end of your move. You then stand it back up.
- On a 1-3, you are **bitten**. Replace one Health with a **black** heart.
 - When a HUMAN's last Health turns black, he becomes a ZOMBIE:
 - The player loses the rest of his **turn**. Lay his figure down.
 - Discard all cards and ammo (keep the black hearts).

- At the beginning of his next turn, stand the figure back up. He now uses the Sequence of Play (ZOMBIE), below.

Fighting Zombies (HUMAN):

- Roll a die. You can modify the result depending on the weapon you use.
- Each HUMAN is assumed to have a pistol.
 - You may spend Bullets to modify the die roll. Each Bullet spent adds +1 to the die roll.
- If you are using the **Fire Axe** or **Chainsaw**, you cannot use Bullets to modify the roll. You **do** get the weapon bonus.
- If you are using a **Shotgun**:
 - **Ignore** the card text. Instead: when you play the card, add three Bullets to your ammo supply. You can keep the shotgun as long as you don't run out of Bullets. If **at any time** you have no Bullets, discard the shotgun.
 - You may spend Bullets to modify a combat roll. Each Bullet spent adds +1 to the die roll.
 - If your own space contains no zombies, you can shoot at a zombie in an adjacent space.
 - To shoot at the adjacent space, you must spend a Bullet **before** the die roll. This does **not** modify the roll.
 - You may spend additional Bullets after the roll to modify the result.
 - If you miss, you are **not** bitten.
- On a 4-6, the zombie has been killed. Add it to your collection.
 - Exception: A ZOMBIE loses a black heart when hit.
 - Discard one black heart and lay the figure down. The ZOMBIE loses his next **move** (and is **ignored** until it stands up – the ZOMBIE can't be shot again).
 - When the last black heart is lost, the ZOMBIE is destroyed and his player's actions are limited (see below).
- On a 1-3, you are **bitten**. Replace one Health with a **black** heart.
 - When a HUMAN's last Health turns black, he becomes a ZOMBIE:
 - The player loses the rest of his **turn**. Lay his figure down.

- Discard all cards and ammo (keep the black hearts).
- At the beginning of his next turn, stand the figure back up. He now uses the Sequence of Play (ZOMBIE), below.

Ambushing other HUMANS (HUMAN):

- If you start in, or enter a space with another HUMAN, you may attempt to steal a weapon or Bullets from him (after evading/fighting any zombies there).
 - Each player rolls a die.
 - If one HUMAN has more Health, the difference is added to his roll.
 - If the moving HUMAN rolls higher, he can take one (on the table) weapon or up to 2 Bullets, and continue moving.
 - Otherwise, his movement ends.
- Only one attempt can be made against each other player per turn.

Moving Zombies (HUMAN):

- Roll a die and add the number of black hearts you have. Move that number of zombies one space each.
- Zombies with a line of sight to a HUMAN must be moved first.
 - Line of sight is considered a straight, orthogonal (not diagonal) line. Intervening figures do not block line of sight.
 - Zombies in the street can only see HUMANS in the street; zombies in building can only see HUMANS in the same building.
 - Zombies must be moved towards the closest HUMAN they can see.
 - If several zombies meet the above condition, the player decides which to move.
- After all 'line-of-sight' zombies have moved, remaining zombies (if any) of the player's choice are moved one space.
- A ZOMBIE cannot be moved, nor can a zombie be moved more than once per turn.
- Normally only one zombie can be in a space.
 - **Any number** of zombies can move into a space occupied by a HUMAN
 - A zombie **can** enter a space occupied by a ZOMBIE.

- If a HUMAN successfully evades and leaves a space containing a group of zombies (or dies there), those zombies subsequently move in accordance with the above rules.
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Sequence of Play (ZOMBIE):

- Attack any HUMANS in your current space one time each (destroyed ZOMBIEs skip this action).
- ZOMBIE Movement (destroyed ZOMBIEs skip this action).
- Move zombies.
- **May** discard one card.
- Refill Event cards up to three.

Movement (ZOMBIE):

- Move your ZOMBIE **and** a number of zombies equal to your black hearts, one space each.
- Movement during this phase is as you wish. The figures do not have to have line of sight or move towards a HUMAN.
- You can enter a space containing a Heart or Bullet token, but you cannot pick it up.
- You can enter a space containing other zombies. Multiple zombies can only enter a space if a HUMAN is present.
- If you begin in, or enter a space with one or more HUMANS, you **must** attack them.

Attacking HUMANS (ZOMBIE):

- Roll a die.
- A HUMAN can use Bullets or otherwise modify the die roll.
- On a 1-3, you bite the HUMAN and he replaces a Health with a black heart. **Combat ends.**
- On a 4-6, the HUMAN fought you off. You take **no** damage. **Combat ends.**

Moving Zombies (ZOMBIE):

- Roll a die and add the number of black hearts you have. Move that number of zombies one space each.
- Zombies with a line of sight to a HUMAN must be moved first.

- Line of sight is considered a straight, orthogonal (not diagonal) line. Intervening figures do not block line of sight.
- Zombies in the street can only see HUMANS in the street; zombies in building can only see HUMANS in the same building.
- Zombies must be moved towards the closest HUMAN they can see.
- If several zombies meet the above condition, the player decides which to move.

- After all 'line-of-sight' zombies have moved, remaining zombies (if any) of the player's choice are moved one space.
 - You can move the same zombies you moved earlier (subject to line of sight), including yourself.
 - Normally only one zombie can be in a space.
 - **Any number** of zombies can move into a space occupied by a HUMAN
 - A zombie **can** enter a space occupied by a ZOMBIE.
 - If a HUMAN successfully evades and leaves a space containing a group of zombies (or dies there), those zombies subsequently move in accordance with the above rules.
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Event Cards:

- Per the standard rules, Event cards can be played at any time but only one per round. A player can never have more than three event cards in hand. He can have any number of cards in play, but not two identical ones.
- A ZOMBIE cannot be the 'targeted player' of an Event.
- A ZOMBIE cannot play a weapon or any other card that would benefit a HUMAN. These can only be discarded.
- A card that affects a movement roll affects the player's movement points (Health +1) instead.
- Area effect cards can also be used from the **street** to affect one street space adjacent to the HUMAN. If the adjacent space is the door to a named building, the card affects the building.
- Any card that is played on the table and 'used' later is considered a **weapon** (for Ambush, Butter Fingers, etc.).

MISC:

- A HUMAN is limited to a maximum of **5 Health**. There is no limit to the number of Bullets he can carry.
- Killed zombies can only be traded in for more Bullets. There is no ‘zombies killed’ victory.
- If a player loses his next **turn**, lay the figure down. He doesn’t place Map tiles, evade/fight zombies in his space, ambush or attack HUMANS, discard, or anything else. All he does on his turn is stand back up.
- A HUMAN can use his movement points to **evade** zombies that start in his space unless under a ‘lose your next move’ effect.
- If a player loses his next **move**, lay the figure down. Stand the figure up at the beginning of his turn. He executes all phases of his turn except movement.
 - A HUMAN must still fight any zombies in his space, but he cannot evade (or ambush) since he has no movement.
 - A ZOMBIE must still attack any HUMAN in his space and may still move during the Zombie Movement phase of the turn.
- Any figure that is lying down, (HUMAN, zombie or ZOMBIE) is ignored and cannot be attacked.
- ZOMBIEs are not affected by cards that inhibit zombies, e.g., ALTERNATE FOOD SOURCE, ALL THE MARBLES.
- Cards that eliminate zombies (GRENADE, etc.) cause a ZOMBIE to lose one black heart.

ZOMBIES!!! 2 and 3:

You use the **Sometimes They Come Back** rules with Zombies 2 or 3 or in combination with Z1

- The Front Gate or Front Door tiles are shuffled into the original set. The helipad is put aside with the ‘straight’ and ‘crossroad’ tiles (for the Base) or the ‘four-way’ tile (for the Mall). Remaining Base or Mall tiles are shuffled and set aside a separate pile.
 - When the Front Gate/Door is placed, add the put-aside ‘straight’ and/or ‘four-way’ to it and deal out the Base/Mall tiles. Players then reshuffle their tiles stacks and continue to alternate placing the remaining tiles.
- Players roll for each helipad placement individually.
 - MINE FIELD, DYNAMITE (Z2) and LUCKY SHOT (Z3) cause a ZOMBIE to lose one black heart.
 - ADJUSTING NICELY (Z2) allows a HUMAN to trade zombies for Health (3 for 1) if he ends his turn in a building that originally contained Health, to a maximum of 5 Health.
 - A ZOMBIE **can** play BREAKTHROUGH
 - I THINK IT ’S OVER HERE (Z2) allows a player to move an unoccupied (by HUMAN or ZOMBIE) tile on the edge of the map to any other valid position.
 - The ROCKET LAUNCHER (Z2) cannot be used on a tile that contains any HUMANS. It will destroy a ZOMBIE.
 - ABANDON ALL HOPE (Z3) also gives a -1 penalty to movement points.
 - CLEANUP and CLEARANCE SALE (Z3) do not affect ZOMBIEs.
 - If you have a Crossbow (Z3):
 - You can apply a +1 modifier to one combat roll per turn.
 - You **cannot** use Bullets to further modify that roll.
 - If your own space contains no zombies, you can shoot at a zombie in an adjacent space (with the +1 modifier). If you miss, you are **not** bitten.
 - ZOMBIEs are not affected by cards that inhibit zombies, e.g., NO BRAINS HERE (Z2), SPRINKLER SYSTEM, YOU WANT FRIES WITH THAT? (Z3).
 - If a HUMAN is killed by I WILL SURVIVE (Z3), he becomes a ZOMBIE if he has any black hearts. Otherwise, he keeps his last Health and loses his next **turn**.