

Quick Character Class by Color of "Shotgun Guy". By Veto Void.

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To my Fellow Zombies!!! Enthusiasts...

These are a Couple of Ideas I Came up with to add a Little "Dimension" to the Zombies Game and its Expansions, by Creating Simple Characters based on the Color of the Pawns used in the Game. If you Like it Use it. If not that's ok too, maybe they will inspire You or Others to create Your own Character Concepts. Also there are a Few "Basic" Item Tokens to Print out.

To use these Modified Rules to the Zombies!!! Game and its expansions, Set up The Game as Usual, but no Player may Choose a Colored "Shotgun Guy", (Pawn) until Order of Play has been established. (In other words once the Players decide who will take the "First" turn). If Play is proceeding Clockwise, then the Player to the "Starting" Players Right will Choose their "Color" first, then the Player to their Right etc... So that the "First" Player chooses Last, and the Last Player Chooses First.

It should be noted that some "Characters" may start the Game with Certain Cards in their Hands. Simply go through the Deck before shuffling the Cards and Pull out the Appropriate Card (Or use the Tokens Provided).

To use the "Item" Tokens simply Print (on Card Stock Paper), and Cut them out. Thanks for Humoring me and Enjoy!!!
Ever "The" Veto...

Shotgun Guy Color: Black.

Class: Special Ops.

Gear: Sniper Rifle.

Abilities: This is the Only Character that may use the Sniper Rifle to full effect. (Range for this Character with a Sniper Rifle is 6 instead of Five).

Weakness: This Character must Complete their Mission in order to Win.

Winning Conditions: Roll on "Mission" Table Below, the Character must Complete their Mission and Reach the Helicopter as Normal. Zombie "Kills" do not Count unless it is Part of the Mission. (If no Helicopter Tile is Playable due to the Set up of the board then use the Town Square as the "Extraction" Point.

Shotgun Guy Color: Blue.

Class: Law Enforcement.

Gear: Baton , Flashlight, and Pistol. (Character starts with Six Bullets).

Abilities: Flashlight Allows Character to Avoid taking Damage if the "Break Through" Card is played.

Weakness: Must pursue the Psychopath Character and attempt to Subdue them if they are within Line of Sight of them when they attack another Player. (Subdue as normal Combat but once the Psychopath character reaches One Life they are Subdued and must follow the Blue player until they "Regenerate" at least one Life. At which point they may attack as normal to Escape). Each Life point "Subdued" is worth 1 "Kill".

Winning Conditions: Normal unless they Witness the Psychopath attack another Character, in which case they must pursue them until they catch them. Once caught the Blue Player must "Escort" the Psychopath to either the Police Station Tile or the Helicopter Tile. (If the Police Station then, the Psychopath Character must lose One turn while in "Jail" giving the Blue Player a chance to Leave). If the Blue Player Has Already "Caught and Jailed" the Psychopath at least Once They May Ignore them.

Shotgun Guy Color: Green.

Class: Soldier. (Of Course).

Gear: Assault Rifle. Starts the Game with Triple the number of Bullets.

Abilities: Isn't the Kewl Rifle enough?

Weakness: Requires 1.5 the Established Number of "Kills" rounded up, and escapes to the Helicopter if possible, to Win the Game. (Hey that is probably why they are here right)?

Winning Conditions: See Weakness above.

Shotgun Guy Color: Orange.

Class: Gamer.

Gear: This Character Starts the Game with the "Skate Board" Card.

Abilities: Having Seen Many Zombie Movies, this Character "Knows" how, and where to Hit. (They Kill Zombies on a Roll of 3-6 instead of 4-6).

Weakness: Having Spent So much time Playing Games and Watching Movies this Character does not know how to use a Gun so they get no "Bonus" for using Bullets. (In other words the Character can not add to their Attack roll by using Bullets. They may however, Still Use Cards as normal including the Shotgun Card).

Winning Conditions: Normal.

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Shotgun Guy Color: Red.

Class: Psychopath.

Gear: Chainsaw Card.

Abilities: Max Health 6. (Starts out with Max Lives). Regeneration. At the End of Each (Psychopaths), Turn after All other Possible actions have been taken, the Red Player Rolls a D6 on a Result of 6 the Character Regenerates One Life. (If a Psychopath Character Loses all Life they are Still Dead and Must be Resurrected in the Town Square as Normal).

Weakness: Must Move Towards and Attack any other "Character" within Line of Sight if Possible but will not Pursue if the "Victim" leaves their Line of Sight. (Do Combat as Normal, if the Victim Dies they are Resurrected as Normal at the Town Square or Similar. The Victim is Worth a Number of "Kills" equal to their Lives at the Time that they are Killed). Also Since they do not Scream as Loudly Zombie Kills are only Worth Half as much as Normal. (2 Zombies = 1 Kill).

Winning Conditions: This Character Can Win by "Killing" all other Characters at Least Once or as Normal by escaping to the Helicopter or by making the Established number of "Kills" , (2 Zombies = 1 Kill).

Shotgun Guy Color: Yellow.

Class: Fire fighter.

Gear: Starts game with the "Fire Axe" Card.

Abilities: Never Takes any Kind of "Fire" (Such as Molotov Cocktail), Damage. These Characters also have the Ability to "Heal" other Players by landing on the Same Space and Rolling a 6 on a d6 for 1 life point. Each of these Points "Healed" counts as a "Kill" for the Purpose of Winning Conditions. Only One attempt to "Heal" a Character may be attempted per Turn.

Weakness: This Character can not "Heal" themselves.

Winning Conditions: Normal.

Missions: Roll secretly on the Table Below to determine what the Special Ops (Black Shotgun Guy), has to accomplish before they can Win the Game. (The results of the Roll Should be Written Down on a Piece of Paper for Future Reference).

Die Roll	Mission (For the Special ops Shotgun guy)
One.	Assassinate another Player. (Roll Randomly. One "Kill" is Sufficient).
Two.	Place a Shape Charge on a Specific Building, the Timer will go off at the End of the Next Turn, at which time the Tile Should be Removed "Killing" Everything on the Tile. (Roll on a d6 the result is the order of the Target "Named" Building placed. So a Result of "4" would mean the Fourth "Named" Building Placed, while a Result of "6" would be the Sixth "Named Building Placed Etc).
Three.	Hunt Down and "Kill" the Psychopath Character at least once. (If possible otherwise roll again).
Four.	Kill Twice the Established Number of Zombies to Win.
Five.	Locate a Stolen Set of "Top Secret" Documents. Each time the Character Enters a Building roll 2d6 on a Result of "12" the Documents are in the Building, the Character must spend at least One Full turn Searching the Building to Secure the Documents. (After the "12" is Rolled).
Six.	Disarm a Bomb Set by a Terrorist Organization. Roll 2d6 at the Beginning of Play, this is the Number of Complete Turns before the Bomb goes off. Each time the Character Enters a Tile they may roll a d6 a Result of 4-6 Means that the Tile is Bombed. Landing on the Tile is Sufficient to Disarm the Bomb. If the Bomb goes off before it is Found then Remove the Tile From play and everything on the Tile is "Killed". Remove this number of "Kills" from the Characters Total, the Character has Failed and must be resurrected at the Town Square and Roll For a New Mission.

Weapons:	Damage:	Description:
Assault Rifle.	(+2)	Range for the Assault Rifle is 3 Spaces. *
Baton.	(+1)	The Baton will break on a Roll of "1" when attacking. **
Pistol.	(+1)	Range for the Pistol is 2 Spaces. ***
Shotgun.	(+1)	Range for the Shotgun is 1 Space. (May Attack 2 adjacent Targets). ***
Sniper Rifle.	(+1)	Range for the Sniper Rifle is Five Spaces. ***

* These Weapons Always Use at least Two Bullets.

** These weapons do NOT gain a Bonus by adding Bullets to a Roll to Hit.

*** These Weapons Always Use at least One Bullet.

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<p>Assault Rifle Damage: (+2) Range: 3</p> 	<p>Baton Damage: (+1) Range: 0</p> 	<p>Chainsaw Damage: (+1) Range: 0</p> 	<p>Fire Axe Damage: (+1) Range: 0</p> 	<p>Flashlight Guarantees the use of the "Break Through" Card.</p> 
<p>Pistol Damage: (+1) Range: 1</p> 	<p>Rifle Damage: (+1) Range: 4</p> 	<p>Shotgun Damage: (+1) Range: 1 May Attk 2 adj. targets.</p> 	<p>Skateboard Damage: (+1) Range: 0 Adds 1 to movement.</p> 	<p>Sniper Rifle Damage: (+1) Range: 5 (6)</p> 

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