

## **There are things worse than Zombies!**

An addition to the rules for ZOMBIES!!! by John Peterson

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*“Hey, what is that? That’s no zombie! RUN!!!”*

The Basic Rules for Foes—

Before adding foes to the game, players should learn to play ZOMBIES!!! according to the regular rules. Once that has been done, adding foes can add a lot of suspense to an already horrifying game.

Each time a player places a tile in the game, that player rolls both dice and adds the results. If the result is 11 or 12, something a little more potent than a zombie shows up. You should get 3 to 5 of these foes per game on average. This replaces all of the zombies on the tile if it is not a building and 3 of the zombies in the building if it is a building. In a building, the foe must be placed next to a door. Within those restrictions the player chooses which square to place it in. Alternatively, a player that plays the “We’re Screwed!” card may choose to place a foe instead of those 10 zombies. This foe must be placed in an empty square anywhere in the game. Any shotgun guys not being used by players can represent the foes if there are no other models available. Any werewolf, vampire, sea creature, alien, or other appropriate horror model could also be used to represent the foe. Otherwise, mark a zombie model in some way that makes it easy to recognize (such as putting a penny under it or coloring it with a marker).

To kill one of these foes, two attacks from the same player must succeed in one turn. To represent this, place a life marker under the foe model. If only one attack succeeds, the foe is not killed and subsequent turns will require two successful attacks again. In addition to that, the foe gets to attack the player. When a player moves onto the square occupied by a foe, the player gets to make the first attack. Roll as usual and if a 4, 5, or 6 is rolled, the life marker is taken from the foe. Players can use bullets and weapons to increase this number as usual. A grenade, chain saw, or Molotov cocktail can only be used on the first attack against the foe. If the attack fails, the player must give up one life marker as usual.

After the player’s initial attack, the foe gets to attack the player. This happens whether the player’s attack succeeded or not. Another player rolls the dice to represent the foe’s attack. If the roll is 4 or higher, the attack succeeds and the player loses one life marker. A first aid kit may be substituted as usual.

Finally, the player gets to either run away or make a second attack. If the first attack failed, there is no way for the player to kill the foe this turn. This is a good time to run. If the player runs, the model is moved one square away from the foe back in the direction it came from. If the player’s full move has not been used, the model can use the rest of the move to continue running away. This must be in the same direction the model came from. After this, replace the life token under the foe for the next time it is attacked.

If the first attack succeeded, the player can make a second attack. Roll the dice again. On a 4 or higher the second attack succeeds and the foe is killed. This second attack can also be increased with bullets, a fire axe, or a shotgun. If a the player has a second grenade, chainsaw, or Molotov cocktail, it can be used on the second attack, but the same one cannot be used for both attacks against the foe. If the foe is killed, it counts as 4 zombies toward the 25 needed to win the game. If the foe is not killed, the player must give up a life marker (put it under the foe so it’s ready for future attacks) and can continue moving if any movement is left from the movement roll that turn. If the player started on the same square as the foe roll to move as normal.

The foe can be moved one square in any direction at the end of any player’s turn just like other zombies. It cannot occupy the same square as a zombie and may be moved onto the same square as a player if no zombie is on that square. Cards that affect zombies do not affect foes. Foes cannot be moved to another

square by the “This Isn’t So Bad” card or stopped from attacking by the “Alternate Food Source” card. “Adrenaline Rush” can be used against foes and “Where Did Everybody Go?” can be played on them. Cards that target players cannot be used against foes. These include “Fear”, “Hysterical Paralysis”, “Brain Cramp”, “Bad Sense of Direction”, “Your Shoe’s Untied”, and “Claustrophobia”.

### The Advanced Rules for Foes-

Sometimes the foes are not just shadowed images of horror hidden by darkness. Once the Basic Rules for Foes are well understood, the Advanced Rules for Foes can be used to make the game even more varied.

When the player rolls an 11 or 12 total on the dice at the time a tile is placed, the player rolls one dice and compares the result to the charts below to see what the new foe is. If the player is choosing to place a foe instead of 10 zombies, the player can choose which chart to roll on, but still has to roll to randomly determine which type of foe it is. If the result of the dice rolled was an 11 use the first chart and if it was a 12 use the second chart. Each type of foe is explained in detail after the charts.

If an 11 was rolled...

<u>Roll</u>	<u>Foe</u>
1	Alien
2	Ghost
3	Mummy
4	Robot
5	Vampire
6	Werewolf

If a 12 was rolled...

<u>Roll</u>	<u>Foe</u>
1	Blob
2	Evil Clown
3	Frankenstein
4	Necromancer
5	Psycho
6	Sea Creature

#### Alien

Aliens come in many shapes and sizes, but they are all hostile. An alien gets to attack first, not between the player’s two attacks. If the attack succeeds, the player must obey the edict to “take me to your leader”. The player does not lose a life token but cannot move any more that turn and cannot continue to fight the alien. Next turn that player must use their next entire move to go toward the center of Town Square. After that the player shakes off the effect and can move as normal. If the alien fails to bind the human to its will, the human can take both attacks as normal. If the first attack is with a grenade, the alien will be killed automatically with no second attack required.

#### Blob

A blob cannot be attacked or destroyed in any way. If it is placed in a building, it must be placed in one of the corners. If it is placed on a street, it must be placed as far from the connecting street or streets as possible. Instead of a model the blob is represented by some kind of “blob markers”. A glass bead, a coin, or a scrap of paper will work fine. The blob doesn’t move. Instead it gets bigger. When a player want to add to the blob instead of moving one zombie, just add another blob marker to any adjacent square. Any zombies or markers in that square are removed-- consumed by the blob. Players in the square lose one life marker and are moved to the next square outside of the blob unless it kills them. The blob is slow. After a player increases the blob, no other players can add to it until after that player’s next turn and no player can add to the blob two turns in a row. Streets with a blob on them can’t be added onto. If the blob blocks the only road to the helicopter, 25 zombies must be killed to win.

#### Evil Clown

Evil Clowns have the ability to cause paralyzing fear. If the player fails the first attack against the clown,

the player still cannot run away after the clown attacks. The player must remain on the same square and try again to defeat it again next turn. No players can move the evil clown off a square with a player until the player kills it or dies. The exception is for players that have marbles. If marbles are used, the player can escape the clown safely-- even before attacking it.

### Frankenstein

This monster, made by a mad scientist from miscellaneous dead body parts and brought to life, is enraged at humans for not accepting it despite horrible deformities. Frankenstein is slow. After a player moves it, no other player can move it until after that player's next turn and that player cannot move it twice in a row. Frankenstein is also very strong. No player can move past Frankenstein until it is dead. If a player uses a chainsaw against Frankenstein, it can be used for both attacks.

### Ghost

Ghosts are not all the way in this world, making them appear translucent. Consequently an attack against a ghost only succeeds on a 5 or 6. Also, the ghost's attack against the player only succeeds on a 5 or 6. Because of the ethereal nature of ghosts, any player with a skateboard or that played "The Keys are Still In It!" before moving can move past the ghost without fighting it or being attacked by it.

### Mummy

Not only are they powerful fighters, but mummies are followed by a curse. Any player that comes within 2 squares of a mummy has their movement reduced by half (round up) for the rest of the game or until the mummy or the player is killed. Fortunately, mummies burn. If the first attack against a mummy is made with a Molotov cocktail, the mummy will be killed on that first attack and the curse will be broken.

### Necromancer

There's a good chance that all the zombies in the game are here because of this guy. The necromancer can call any zombies within 2 squares of it in all directions or all the zombies within one building it is in to protect it. The necromancer cannot call more than 5 zombies to protect it in any one player's turn. Zombies called in this way move between the player and the necromancer. The necromancer cannot be fought until all the bodyguard zombies are first killed. The necromancer cannot occupy the same square as the zombies, but can change to the square behind the zombies that are protecting it. If the necromancer moves in this way to a square beyond the player's move distance, the necromancer cannot be fought this turn. Once in battle, the necromancer is not as formidable as other foes. If the player has a first aid kit, it can be discarded as an automatic hit (first or second) against the necromancer-- healing salves affect them adversely. For both attacks, the necromancer is hit on a 3, 4, 5, or 6.

### Psycho

Stalkers, chainsaw murderers, and terrorists all fall nicely into this category. A psycho will follow the first player that comes within two squares of it. After that, the psycho will only move toward that player and every player must move it one square before they move any other zombies. A psycho can trade squares with any zombie in his way as this move. If the player has a shotgun as a result of getting the "Hey look... a shotgun!" card, that shotgun modifies the player's roll by +2 against the psycho and can be used twice if there are enough shots left. However, the player cannot use additional bullets to increase this attack so a roll of 1 will always fail.

### Robot

Usually thought to be made to make life more convenient for people, the occasional hostile robot will gain a level of artificial intelligence and then seek to conquer or destroy mankind. The robot starts every fight with two bullets that it can use to increase the roll to attack any player that fights it. These bullets can be temporarily removed using the card “Butter Fingers”, but they will be back next turn. If a player uses marbles against a robot, it will be automatically killed with no attack roll. Robots just aren’t that stable and they fall over easily.

### Sea Creature

Sea creatures are very strange and hideous creatures that have the ability to blend in and even seemingly move through the ground. Sea creatures that are not hurt by the player’s first attempt will attack, and then disappear. After the creature’s attack, roll to see how far away it moves. The player with the turn just before the one fighting the creature gets to pick where it goes. This move can be through walls or buildings, so long as it ends in a legal, unoccupied square. If the sea creature is hit by the first attack but not killed by the second one, it will move one square away from the player (player’s choice). Sea creatures are flexible, but not very tough. Bullets used against a sea creature on the second attack count as two. Only one bullet can be used for the second attack, though.

### Vampire

Vampires make their way in the world by feeding off of blood. But in a city filled with zombies, there’s plenty of food around. When their hunger is temporarily sated, they seek for power and control. Any player killed by a vampire becomes a minion of that vampire. Instead of moving back to town square that player must continue to play until it successfully kills another player or it dies trying. No zombies killed during this time count toward the 25 needed to win as they are given to the vampire. Once the minion kills or gets killed, it moves to town square and starts again as normal with half the number of zombies killed prior to becoming a minion. A vampire is extremely susceptible to wood entering its heart. Any player using a fire axe against the vampire can kill it with only one successful attack. The player does not get the +1 from the fire axe when making this attack (as just the wooden handle is used) but can use bullets as usual to increase the number rolled.

### Werewolf

Werewolves are fast hunters. They can be moved any number of squares at the end of any player’s turn (up to the number rolled). They can move “through” squares occupied by zombies, but must end on an empty square or a square occupied by a player. A werewolf is killed by only one attack if the player is using bullets that were obtained with the “Lots of Ammo” card. Keep the bullets from that card separate or mark them in some way. They count as silver bullets and one successful attack against a werewolf with silver bullets will kill it. Even if the player rolls a 4, 5, or 6 for the attack, they must use one of the silver bullets to kill the werewolf in this way.