

ZOMBIES!!!

CITY OF THE DEAD

Advanced Rules Created by Pete Wyse

THE INTRODUCTION

The following set of rules has been created for ZOMBIES!!! The game. Feel free to include some or all of them in your games, they can be quite fun to play. The most important rule here however is that if an original rule and one provided here clash, unless stated the original rule is always right.

RULE ONE: ELITE GUYS

This rule is designed to replace the shotgun guys with special military or law enforcement guys. Trained to battle the zombie menace head on, elite guys are not trying to escape the city. Each of the players work together instead of against each other, they must kill the equivalent of 30 zombies each to win (so a team of 4 elite guys can only win the game by killing 120 zombies). It is advised that a tally of the zombies killed by the team should be kept on a piece of paper instead of keeping the zombies, this will not only make counting them easier by will prevent the zombies from running out.

Otherwise the elite guys remain almost the same, they still move 1 - 6 (use the dice) and still roll one dice when attacking the zombies, requiring a 4, 5 or 6. The difference, all of the elites have automatic weapons. These can be fired at zombies who are in an adjacent square but not any further (or closer) than this. There is two conditions, a) the elite guy cannot use another weapon. If he does the automatic weapon is dropped and b) the elite guy must use an ammo token to fire the weapon. If his ammo tokens run out he cannot use the weapon until he finds another token.

RULE TWO: ZOMBIE TYPES

Whenever you kill a zombie roll the dice, on a roll of 5 the zombie was a soldier, policeman or security guard in life and has an ammo token on him. On a roll of 6 the zombie was a doctor or scientist in life and has a life token on him. Government engineered zombies only have ammo tokens on them, this is found on a result of 5 or 6.

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RULE THREE: INFECTION

This rule details what happens if a zombie manages to bite a shotgun guy. When fighting a zombie, if the player rolls a natural one (not modified) the shotgun guy has been bitten. Unless he can use enough ammo tokens to raise the score to four or above the shotgun guy becomes infected with the zombie plague. Please note that the player cannot use one or two ammo tokens only to raise the score above one preventing the bite, he must be able to use three or takes the bite. Infected shotgun guys receive ten plague tokens immediately (use coins or flipped ammo tokens) and starting from the next turn remove one each turn before placing the map tile. Plague tokens represent the shotgun guy's resistance to the infection, when they run out the shotgun guy loses life tokens instead. Unless he can collect at least one life token a turn the shotgun guy will end up dying of the plague! If (when) he does replace the shotgun guy with a zombie and start again as before.

RULE FOUR: THE ZOMBIE MASTER

Whenever the 'zombie master' event card is drawn, ignore the text and place a shotgun guy, coin or suitable counter on any map edge with a road leading off. The zombie master moves 2 squares, requires a 5 or 6 to kill and may use one of the special rules randomly selected below each turn by rolling a single dice.

- 1** Bite! If a shotgun guy loses against the zombie master this turn he becomes infected, see rule three above.
- 2 - 4** Summon zombie! Place a zombie in a legal adjacent square to the zombie master. If there isn't one move a square away and so on until a legal square is free.
- 5** Demonic speed! The zombie master may move like a shotgun guy this turn, using a single dice.
- 6** Undead strength! In addition to summon zombie above, the zombie master requires a 6 to kill.

RULE FIVE: CANINE ZOMBIES

So far the shotgun guys have fought common zombies, government enhanced zombies and zombie masters. Now it's time to face some undead dogs, use a coin or suitable counter to represent them. Roll a dice when placing zombies on tiles; on a roll of 1 they are all canine zombies. Canine zombies move 6, require a 4, 5 or 6 to kill and bite on a roll of 1 or 2 (see rule three above) instead of just 1.