

# ZOMBIES!!!

## THE ONES THAT GOT AWAY! OR ZOMBIES!!! IN CONNECTICUT?

**Objectives:** Rescue six or more survivors from their locations and bring them back to the Helipad.

**Set-up:** Starting with 5 ½ Life tokens, turning two of them over. ½ is extra. Also with 3 bullet tokens, and 3 Guts tokens. Rest of the setup is standard. Each player also receives 3 dice. One white (Survivor, Medical), black (Government Zombie, Movement), and red die is for (Combat, Guts).

**Game Play:** Same as standard. When a “named building” tile is placed set up the Z, L, and B as usual. Roll the white die to determine the number of the survivor 1-6. A white or blue token is placed on the road next to the building. The player can take the token if landing on the same space. Taking note on a piece of paper the number, then continue moving as usual, until running into a zombie. Combat zombie the zombie, etc. If the previous number(s) is rolled for another “named building” and that player has that survivor number, then the player rolls the black die. If the roll is six, then place a Government Zombie next to the players pawn, if a five is rolled place a zombie dog. If the player dies he loose 2 survivors, (they run off in fear and hide) half his zombie count and starts at the town square again. The other player takes his found survivors and places them on “named buildings” he wants. Then also places a Government Zombie or 2 zombie dogs, (not both) in the same tile. The zombie(s) placed don't move. They seem to be looking for something in that area. (The survivor is hiding from them). The player who lost them must go get them, and they will remain the same number as rolled before.

**Winning Conditions:** Players keep track of all six survivors. When all are found, player makes there way to the Helipad. Or the first player with 35 zombies collected wins.

Zombie stats	Points	Move	Life	Hit Score
Zombie or Babe	1	1	1 per. bonus	4,5or 6
Government Zombie (Glow-in-the-dark)	2	2	1 per. bonus	5,6
Zombie Dog	1	2	½ per. bonus	5,6

**Alternate rules:** Each character gets 6 creation points. Characters can now have Abilities, Action, Life, Medical and Speed.

A player chooses to place how many points per Ability at the beginning of the game and cannot be changed. Action, allows extra hit score bonus on zombies. Life allows extra life tokens over 5. Medical has player loose movement, in exchange for healing himself or others, on his turn. Speed, of course boosts movement die roll.

Ability	Score	Bonus to skill	Score	Bonus to skill	Score	Bonus to skill
Action	1-2	+1 to hit score	3-4	+2 to hit score	5-6	+3 to hit score
Life	1-2	+1 to max life	3-4	+2 to max life	5-6	+3 to max life
Medical	1-2	Heal 1 life token	3-4	Heal 2 life tokens	5-6	Heal 3 life tokens
Speed	1-2	+1 to move roll	3-4	+2 to move roll	5-6	+3 to move roll

**Adrenaline boost:** for the cost of ½ life token. Player gets to roll and extra die for movement, for the total of 2d6 maximum movement.

**More places to run:** Use any expansions set rules you want, works bet with basic set and mall, or military and school.

**Dead at Dawn:** Place a 12-sided Clock die at 12. Twelve is the number of hours, until the town gets nuked. A 5mt bomb is coming for the town to get rid of the zombie waist. At the end of the last players turn, roll a d6. If it's a 1-3 leave the clock die be. If the 4-6 is rolled, move the die one number lower. When dawn comes, all players loose unless you have found at least 3 survivors or have half as many more zombies, round down, as the other player(s).

**Longer game:** Rescue 9 survivors. Or roll a D6 and add 3 to the total for number to save. Circle that number on the player's sheet.

**Solo play:** Play as usual but draw a event card per turn at the end of yours and play this card as if another player played it. If it's a weapon or a card that can't be immediately played, discard it. Draw a tile card a place it down on a random location, but not in your path. Place the zombies, life tokens and bullets as needed. Move zombies as usual, towards the fresh meat, you!

**Team play:** As above, but score of 50 zombies collected. Government zombies and dogs, can move as normal rules, they don't have to stay.

The ZOMBIES!!! Character sheet

Character sheet	Abilities	Scores	Bonus to skill	Survivors found	Zombies total
Name:	Action		+ ___ To hit score	1: ___ 2: ___ 3: ___	
Player:	Life		+ ___ To max life	4: ___ 5: ___ 6: ___	Life token max:
Job:	Medical		Heal ___ life token	7: ___ 8: ___ 9: ___	Guts:
Pawn Color:	Speed		+ ___ To move roll	Team name:	

Character sheet: Status of character:

Name: of players character

Player: Players name

Job: reflects Abilities. Think of who you want to be. Escaping a town of Zombies. There are just some ideas below, of what job could be, showing represented of score levels.

Pawn Color: Keeps track of who you are.

Abilities: See Alternate rules above for details.

Scores: Place how many creation points you want in that box.

Bonus to Skill (Ability): place the number that equals that skill level.

Survivors found: The number of checks for each found.

Team Name: Fun name for teams. Come up with some cool original or remembered ones like, Dark Stalkers (Anime'), Zombie Reapers or Wolverines (Red Dawn).

Zombies total: Bragging rights to show who can collect the most Zombies!!!.

Life token max: Keep track of life, over maximum of five. See Life bonus skill.

Guts: This tells how many 6's you can rack up.

**Job Ideas**

A=3+, L=2+, M=1+	L=1+, M=3+	A=5+	A=1+, S=3+	A=3, S=3
Cop	Paramedic	Sniper	Pizza Guy	Jock
Solder	Medical Doctor	Sharpshooter	Cheer Leader	Body Builder
Priest	Holistic Practioner	S.W.A.T.	News Reporter	Martial Artist
	Faith Healer		Scientist	