

ACTION SUMMARY - You have three (x2 for 2p) Actions Points (APs) per turn.

ZT1

i.e. THINGS YOU CAN DO ON YOUR TURN – DUPLICATES ALLOWED

1. Move up to three spaces. (*The first three (x2 for 2p) don't cost an AP.*)
2. Draw a card¹ from the house you currently occupy. If the card is a/n:
 - a. Barricade, Fireworks, Gun or Survivor:
 - i. Place it in your hand. OR
 - ii. Return it to the top or bottom of the house deck.
 - b. Event (word) card other than a Zombie:
 - i. Let it go off immediately. (*This doesn't cost an AP.*) OR
 - ii. Place it in your hand for later. OR
 - iii. Return it to the top or bottom of the house deck.
 - c. Zombie – Fight it and try not to get eaten. (*This doesn't cost an AP.*)
3. Play a non-Event card from your hand.²
4. Play a previously-saved Event card from your hand. (*This doesn't cost an AP.*)
5. Initiate combat with a player, survivor or zombie.³
6. Tear down one barricade. (*Take one damage if it was trapped, regardless of trap power.*)
7. Store cards from your hand in the house you currently occupy.⁴
8. Pick up some or all of the previously stored cards from the house you currently occupy.
9. Drop a weapon to stay under the 2/character and 1/survivor limits. (*This doesn't cost an AP.*)
10. Transfer a weapon between your character and a survivor (or vice versa).
11. Change the status of a survivor between Guard and Follow. Move survivor card accordingly.
12. Use the power of a house you currently occupy and claim. Lower the value of the house.⁵

¹ For each survivor with you, draw an extra card, placing all but one at top and/or bottom of the deck.

² If playing barricades with zombies adjacent, total value must be greater than the number of zombies.

³ All bullets from the same gun used to kill a particular zombie are considered one action.

⁴ If you lose control of the house, stored cards go to the bottom of the house deck.

⁵ If you lose control of the house, the house value is reset to 5.

AT THE END OF YOUR TURN:

DISCARD YOUR HAND DOWN TO THREE (3) CARDS

MOVE THE NUMBER OF ZOMBIES EQUAL TO THE CURRENT HOUR (x2 for 2p)

Zombies killed by trapped barricades go into the kill pile of the barricade owner.

YOU MUST BE ALIVE TO WIN

SCORING: value of claimed houses + 1 per: zombie killed; barricade, survivor, loaded gun in play

MOVEMENT RULES

1. You may not move through spaces with zombies or into the cemetery.
2. You may not enter a house with three barricades unless you control it.*
3. You may not move into a space with a zombie unless have an AP to fight it.

* The Nosy Neighbor house power supersedes this.

COMBAT RULES

1. VS Zombie: Spend a bullet and draw Combat Card. You win if the CC distance is >= distance from the zombie. If you lose and the zombie is in the same space, take one damage (or sacrifice a survivor that is with you) and retreat three spaces.
2. VS Player: Both spend a bullet and draw a Combat Card (unless unarmed). Higher CC distance is the winner. Re-draw ties. Loser takes one damage and, if unarmed, must retreat 3 spaces. After a round of combat, either can choose to retreat one space (loser chooses first).
3. VS Survivor: As VS Player, but survivor dies if he takes damage and will not retreat.
4. If a character dies, discard survivors that are with him (*i.e.* in Follow status) and their weapons.
5. When entering an occupied house, squatter gets first choice to attack.

CLAIMING HOUSES

1. You may claim a house by adding a barricade or placing a survivor.
2. A house becomes unclaimed if all barricades are torn down and survivors killed.
3. Any survivors present that aren't yours when you claim a house are discarded.
4. Diagonal does not count for tearing down a barricade, though it does for movement.

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