

ZOMBIE ATTACK

Game Rules

Rules by Bruce Hirst

Art by Bryan Fisher

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Introduction

Zombie Attack is a fast-moving survival horror game where hoards of zombies attempt to eat the brains of any human they can find. It's up to the humans to survive the night.

This is a board game for **2-5 players**. The rules, game boards and tokens are all available free of charge on the internet at www.hirstarts.com/zombie/zombie.html

One player controls all the zombies and other players control one human each. **Players must work together as a team** if they wish to defeat the zombies and come out alive at the end of the game.

This game comes complete with everything you need **except six-sided dice**. Each player will need one pair, and extra dice will help the game move more quickly.

You can find game boards on the web site at www.hirstarts.com/zombie/zombie.html. When you print out a game board, it will come in sections that need to be pieced together. The last printed page has a miniature of the full map so you can see how the sections fit together.

Cut out the cards and markers. First glue these to a piece of cereal box then cut them out with scissors.

The **human and zombie paper figures** are glued back-to-back and then glued onto a piece of cereal box. These are not very handy to use, but they will help you to play the game immediately.

The game is **much more enjoyable with real miniatures** instead of the paper ones. The web site at www.hirstarts.com/zombie/zombie.html lists several sources and ideas on where to get these miniatures.

Setting up the game

Each game board has its own set of “*survival rules*”. These “*survival rules*” state what the humans need to do in order to survive the zombies and win the game.

Each scenario in the “*survival rules*” is different. You may need to barricade yourself inside a house, rescue other humans, escape in a vehicle or any number of tasks to win the game.

1. Place Human and Zombie figures on the board. Check the “*survival rules*” to see where these figures should be placed. The starting position of figures will change depending on which scenario you play.

2. Select the items cards needed for the game. Check the “*survival rules*” to see which item cards are used and how these cards will be distributed. Place these cards in a pile face down on the table in reach of all human players.

3. Place a wounds chart in front of each Human player. The wounds chart is used to keep track of the wounds inflicted by the Zombies.

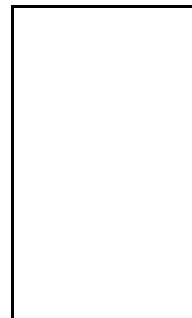
4. Place any needed tokens on the board. To find out where to place these tokens, refer to the “*survival rules*” for the specific game you are playing.

Below is a photo of what a typical board layout may look like:

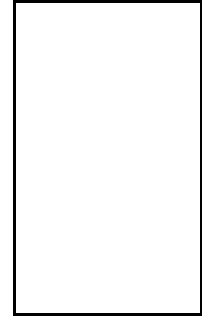


Actions

Humans and Zombies have a certain number of “**actions**” they can take during their turn.



**Humans have
5 actions**



**Zombies have
4 actions**

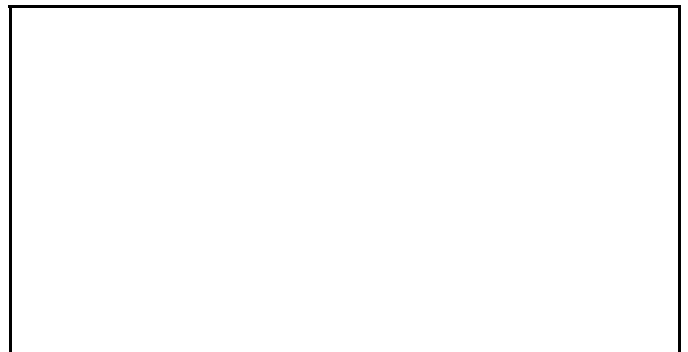
Zombies have less actions because they are slower and clumsier than Humans.

Moving

It costs 1 “Action” to move 1 square. If a human player has 5 actions, then they can move 5 squares (if they don’t use those actions in other ways).

Players cannot move diagonally. Human and Zombie players can only move horizontally or vertically on the game board.

There is no “action” cost to turn. Human and Zombie players can spin freely during their turn. Facing makes no difference in moving or attacking (since you can spin around quickly at no action cost).



Zombies cannot move into or through any occupied square. This includes squares with a dead zombie lying down. They are too clumsy to get past these obstacles.

Humans are allowed to move through squares occupied by other Humans.

However they cannot take any action (such as searching or attacking) while on the occupied square. They also cannot end their turn on an occupied square.

Squares with dead zombies do not hinder a humans movement or actions. When moving humans, pretend that these dead zombies do not exist. They do not block movement, actions or firing. Humans can end their turn on a square with a dead zombie.

Humans can only share a square with a Zombie if doing a “push past” move. For details, see “Pushing Past” on page 5.

Each figure must complete it’s turn before the next figure moves. Figures cannot split up their actions (take part of their move, move someone else, then finish their move).

Moving Zombie hoards

When there are lots of Zombies on the game board, it’s easy to forget which figures have moved and which have not. To help with this, start by moving zombies closest to the Humans first. Then work your way out to the edges of the game board.

Another method is to sweep across the game board room by room. Move all of the zombies in one room before moving onto the next. This will help ease disputes about which zombies have already moved.

Search tokens

Only humans can search squares. To search a square, simply move next to the square marked with a “search” token (not diagonally) and **use 1 action** to search the square.

Only squares that have a “Search” token, or some other special marker can be searched. Most searches result in getting an item card from the deck unless all the item cards have been drawn already.

Do not remove the search tokens from the board. They remain in place throughout the game and can be searched any number of times.

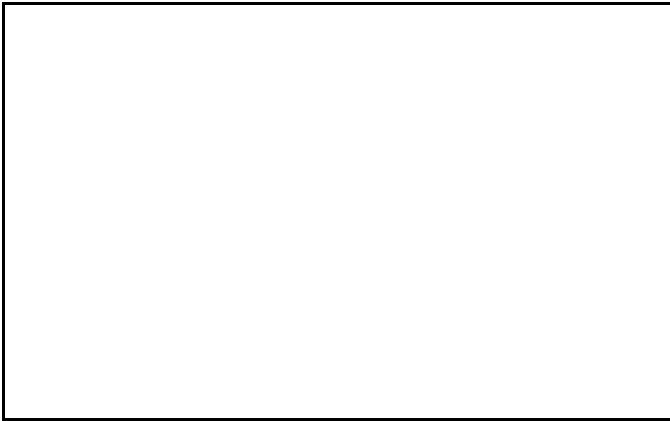
Humans may only perform one search per turn, but they may search the same spot as many times as they want.

There are only a limited number of item cards to go around. If a person searches every turn and draws all the cards, he will be taking items that other players may need to survive.

This is where teamwork is helpful. Players without the advantages of these cards will be killed much more quickly and speed the victory toward the zombie player's side.

To give or take items to other human players, see page 5.

Here is an example of how to search:



Item tokens

Only humans can collect items. To collect an item, simply stand next to the item token (not diagonally) and use **1 action** to pick up from the board. **Place the token** near your "wounds chart" to keep track of what you have collected.

The "*survival rules*" may require you to collect a certain number or type of token to win the game.

Collecting an item may also result in getting an item card from the deck, depending on what the "*survival rules*" say for the game you are playing.

Using item cards

Refer to the "survival rules" to see how many cards you get for the game you are playing. Place this stack of cards face down on the table in reach of all human players.

When you perform a search or pick up an item token, it could mean that you get to draw an item card from the deck. Refer to the "*survival rules*" for details on when cards are drawn.

Once you take the card and look at it, you may show it to the other human players and conceal it from the zombie player. Keeping it a secret from the zombie player may work to your advantage.

Each item card states how it can be used and what effects it has. There is a detailed list of these items and how they are used on page ___ of this rule book.

Human players can carry a maximum of **3 item cards** at one time. This does not include small tokens such as "car keys" or "spare tire". Once a card is used up, a human player can discard it and may search for another item card.

If a human player dies, all item cards are lost and discarded. For exceptions to this, see the "*survival rules*" for your game.

Some tokens such as "car keys" are needed for other players to finish the game. In this case, these tokens are **placed on the board** where the human player died.

A human player can stand on or next to them (not diagonally) and use 1 action to pick up each token off the floor.

Zombies cannot pick up, move, use or destroy items.

Range

Some items have a certain range to them. Maybe they can be thrown 2 squares away, or attract zombies from 3 squares away.

To determine range, begin at the square you are starting on, and count squares taking the shortest path towards your target (not diagonally). Below is an example of which squares are effected and in range.

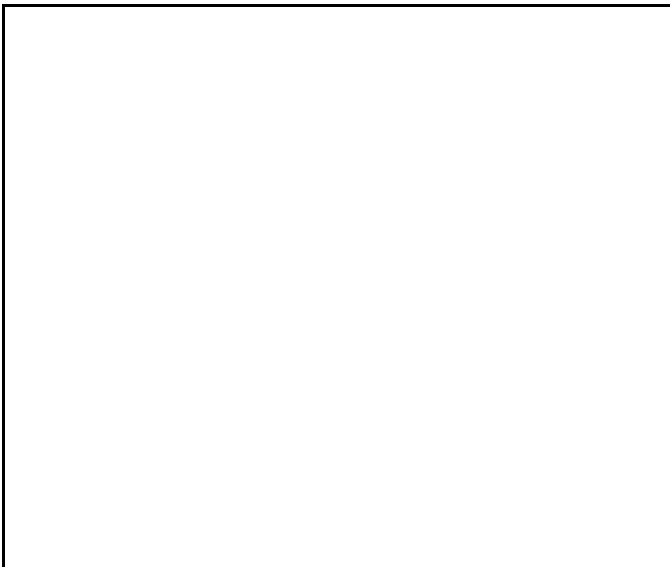
Giving and taking items

When a human player picks up an item card or token, he places it beside his "wounds chart" so everyone knows who has the item.

If a human player wants to **hand an item to someone else**, he needs to move next to that person (not diagonally) and spend **1 action** to give that person the item. The player then hands that item card or token to the other player

A player may also **take an item** from another player (only if they're willing to give it up). They simply stand next to that person (not diagonally) and spend **1 action** to take that item.

Below is an example of giving or taking items:



Zombie Attacks

1. It costs **1 action** for a Zombie to attack a human.
2. Zombies **cannot attack diagonally**.
3. A zombie must **roll a "8" or higher** on two six-sided dice to **inflict 1 wound** on a human.

Zombie facing makes no difference, since all humans and zombies can turn freely without cost.

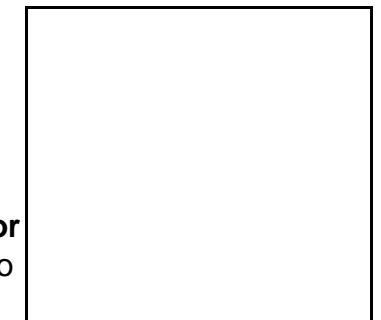
When two or more zombies gang up on someone, they have a better chance to wound him. For this example, a zombie moves next to a human and attacks. **He must roll a "8" or higher** on two dice to wound him.



Another zombie moves next to the same human and attacks from another side. This new zombie needs an **"7" or higher to wound**.



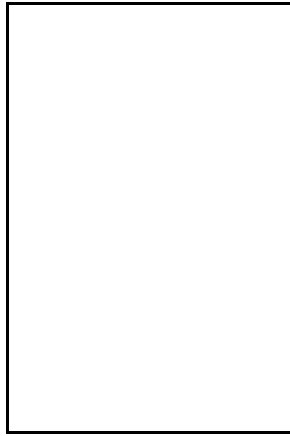
A third zombie moves next to the human. He will need a **"6" or higher to wound**. A fourth zombie moves next and will need a **"5" or higher to wound**. No more zombies can move next to the human and attack, because they cannot attack diagonally.



When a zombie successfully wounds a human, the human player **records the wound** on his "wounds chart". When there are no wounds left, the human player is replaced by a zombie model and will be under the control

of the zombie player during the zombie player's following turn.

As a result, there may be one more zombie than there should be. Humans will have to kill a zombie to reduce them to their proper numbers again.



Even though there are fewer human players, the **maximum number of zombies stays the same**. This poses a real problem for the humans. They cannot afford to lose anyone, or the odds of winning are severely reduced.

Zombies are allowed to attack other zombies. The numbers rolled to wound a human will also kill a zombie.

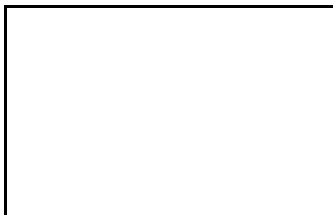
Any zombies **killed on the zombie players turn** are removed from the board immediately.

Human attacks

1. All humans start the game with a shotgun. They **cannot shoot** any zombies **further than 3 squares away**.

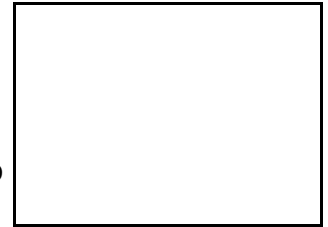
2. It costs **1 action** for a Human to shoot a zombie.

3. Humans **cannot shoot diagonally**. Zombies must be in a straight line horizontally or vertically in order to be shot.

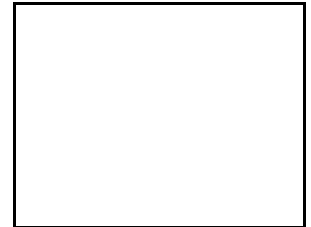


View of the target zombie **must not be blocked** by any human, zombie or obstacle. This includes low items such as bushes, desks, chairs and coffee tables.

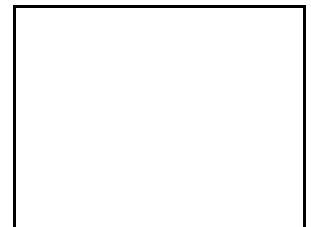
4. If the human player is **3 squares away** from a zombie, he must roll a **"8" or higher** on two six-sided dice in order to kill it.



5. If the human player is **2 squares away** from a zombie, he must roll an **"7" or higher** on two six-sided dice in order to kill it. He is closer and can get a better aim at the head.



6. If the human player is **1 square away** from a zombie (next to him), he must roll an **"9" or higher** on two six-sided dice in order to kill it. In this case he is too close to shoot the zombie and must use the butt of his shot gun to bash the zombies' brain in.



When a zombie is killed, lay it down in the square it was standing. These dead zombies are **not removed** until after the zombie player replenished his zombies at the end of his turn.

There is a chance that some of these dead zombies **will come back to life**. There are a few exceptions, such as using the chainsaw, where zombies are removed from the board immediately.

Dead zombies will form a temporary barrier that live zombies cannot cross (because they're so clumsy).

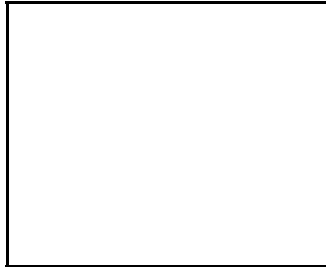
Human players are allowed to attack other humans. However, they will probably not last very long if they do. The number rolled to kill a zombie will also inflict 1 wound on a human.

Rolling doubles

When doubles are rolled during an attack, the attacker **knocks the target figure back one square**. If there are any humans or zombies directly behind them, they also get knocked back one square.



A solid wall or object behind them will prevent the target from being knocked back. No two players can be forced into the same square.



If doubles are rolled when a zombie is killed, push the body back one square and lay it down on the board.

Fumbles and Critical hits

Double “1’s” or double “6’s” rolled during an attack have certain effects.

If a **zombie rolls “double 1’s”** when attacking, he does such a poor job of it that he slips and cracks his head open on the floor and is **killed**. He also knocks the human back one square. **Any zombie killed during the zombie players turn** is removed from the board immediately.

If a **zombie rolls “double 6’s”** when attacking, he attacks with such ferocity that he **inflicts 2 wounds** on the human and also knocks them back one square.

If a **human rolls “double 1’s”** when attacking, he makes such a clumsy move that he loses the rest of his turn. The zombie is also knocked back one square.

If a **human rolls double 6’s** then he kills the

zombie and gets an **extra 3 actions to spend during that turn**. He also knocks the zombie’s dead body back one square.

Replenishing zombies

At the end of the zombie players turn, he has a chance to replenish any dead zombies. This **must be done after all zombies move**.

To do this he must **know the maximum number of zombies allowed**. This depends on the starting number of human players on the board. You will **find the maximum number on the “survival rules”** of each game board. Some games are more difficult and call for a larger number of zombies.

You can **bring back 1 zombie per each living human player per turn**, up to the maximum number of zombies.

Let’s say there are 3 living human players and the maximum number of zombies is 10. You can bring in 3 zombies each turn until you have a total of 10 zombies on the board. If there are 9 zombies standing on the board, then you are only allowed to bring in 1 zombie.

Zombies are placed on the **very outside edge row** in any unoccupied square and **cannot move this turn**.

Here are the steps to replentishing zombies:

1. Decide how many zombies you can attempt to bring back this turn (mentioned above).
2. Point to any dead zombie laying on the board. Roll a **6-sided die**.

If you roll a “1”, that zombie doesn’t get to come in this turn.

Pushing past

If you roll a “2,3,4,or 5”, place the zombie on the outside edge with that corresponding number.

If you roll a “6”, the **zombie stands up and takes 2 actions** immediately. If a human player is standing in the square of the revived zombie, move that zombie into the nearest empty square of the zombie player’s choice.

If there are **no dead zombies remaining** on the game board, then you will have to bring in a new one. You must **place him on the outside edge row** on any side of the game board you want. However, you must place them in an unoccupied square and they **cannot move this turn**.

Example:

Let’s say you are allowed to replenish four zombies this turn.

1. You point to a dead zombie on the board and roll one die. You **roll a “1”**. This zombie is removed from the board and does not get to come in. **Now you only have three zombies** you can bring in.

2. You point to another dead zombie and **roll a “5”**. Find the side of the board labeled with a “5” and move this zombie to **any outside edge square** on that side. This zombie cannot move until next turn.

3. You point to another dead zombie and **roll a “6”**. Immediately stand this zombie up and have it **take 2 actions**.

4. For your last zombie, there are no more dead laying on the board so you simply roll a die. You **roll a “6”**. Place a new zombie on your choice of any outside edge square on the board. This zombie cannot move until next turn.

After replenishing is done, **any dead zombies lying on the board are removed from play**.

Human players have the ability to push past a zombie in their way. To do this, simply **move the human figure into the square** occupied by a zombie and tell the zombie player you’re pushing past. However, the zombie you are pushing past **will get a free attack** and will **wound you on an “8” or higher regardless of the number of zombies around you**.

If the attacking zombie rolls doubles, he will **knock you back** into the square you came from. Then you can then decide if you want to push past him again (and he will get to attack again if you do).

If you do not have enough actions left over to get past the zombie, then you will have to move your figure to the previous empty square along your path.

Pushing past multiple zombies can be risky. Let’s say you have 3 zombies in a row and you want to push past all of them. Here’s what might happen:

1. Use your **1st action** to step into the first zombie square. This zombie gets a free attack.

2. Use your **2nd action** to step into the next zombie square. He rolls doubles and knocks you back into the first zombie. This first zombie does not get to attack as well (since you didn’t choose to step into his square).

3. Use your **3rd action** to step into the second zombie square again. He attacks again and misses.

4. Use your **4th action** to step into the third zombie square. He attacks, rolls doubles and knocks you back into the second zombie square (the second zombie does not get to attack as well).

5. At this point you only have **1 action left**. If there is an empty square to the side, then you

must take it. If there are no empty squares to the side (such as a narrow hallway), then you must take the first empty square back along the path you came from and end your turn.

Barricades

A Human player can use **3 actions** to put up a barricade. This **must be completed in one turn** and cannot be split up between different players. This means shutting the door or window and hastily putting something in front of it.

Humans can only barricade areas which have a **gray rectangle** on them. These gray rectangles represent windows and doorways of the building.

Humans can barricade openings from the **inside or outside** of a building.

Humans can also use **3 actions to remove** a barricade.

To put up a barricade, move your human player next to the rectangular opening (not diagonally) and **use 3 actions** to place a barricade token (or matchstick) on the rectangle. That opening is now barricaded and no human or zombie player can move through it.

Most barricades are temporary and can be broken down by zombie players. To destroy a barricade, **a zombie must use his full turn** to attempt to break it down. If he is not next to the barricade, then he will have to move up to it and wait until his next turn to attempt to destroy it.

To destroy a barricade, a zombie rolls two 6-sided dice. If they roll an **“8” or higher**, then the token is removed and the barricade is broken down. However, the human player can choose to put the barricade back up later on.

Two zombies can attack both sides of a barricade at once.

Some barricades can become permanent.

These are usually found in the *“survival rules”* of certain game boards, or on some item cards. If a barricade is permanent, then no human or zombie can remove them or break them down. To mark a barricade as permanent, place 2 tokens over the rectangular area.

Zombies cannot put up barricades.

Winning the game

The *“survival rules”* for the particular game board you are using will tell you how to win the game. You may have to barricade an area, rescue people, kill a certain number of zombies or escape in a car.

These *“survival rules”* are made to help you create your own particular game for each map board. You can change the game difficulty by adding more zombies, item cards, or new conditions to win.