A:1,B:2,C:3,D:4,E:5,F:6,G:7,H:8,I:9,J:10,K:11,L:12,M:13,N:14,O:15,P:16,Q:17,R:18,S:19,T:20

M=Move,B=Begin,E=End,S=Scout,I=Inspect
ex: B:A1,M:A3,S:B4,M:B4,I:B4,M:B2,E:B2

◎ Show the center of next cloud (2d20) [1]

☠ Activate the poison cloud

☣ Tell where you was at Turn-2

Grid 1: A–T columns, 1–20 rows (empty 20×20 grid)

Turn tracker (right column):

Turn	Icons	A/L#P [2] (30)
Turn 1		
2	◎	
3	☠ ☣	
4		
5	◎ ☣	
6	☠	
7	☣	
8	◎	
9	☠ ☣	
10		
11	◎ ☣	
12	☠	
13	☣	
14	◎	
15	☠ ☣	
16		
17	◎ ☣	
18	☠	
19	☣	
20	◎	
21	☠ ☣	
22		
23	◎ ☣	
24	☠	
25	☣	
26		

Grid 2: A–T columns, 1–20 rows (empty 20×20 grid)

[2] Action / Life Point (A/L#P) (Start at 30)

1 point = 1 Attack

1 Point = 2 Moves

1 Point = Inspect a Building

0 Point = Inspect longuely a building and End Turn

1 Point = Scout a case at 1 distance

0 Point = Scout a case at 1 distance and End Turn

1 distance / 1 move

2 distance / 2 move

Turn Building Table

Turn 1-12		Turn 13-21		Turn 22+	
1	Residence	1	Residence	1	House
2	Manor	2	Shop	2	Nothing
3	House	3	Casern	3	Nothing
4	Shop	4	Nothing	4	Nothing
5	Casern	5	Nothing	5	Nothing
6	Nothing	6	Nothing	6	Nothing

Item Building Table

Residence		Manor		House		Shop		Casern	
1	Gun	1	4 A/L#P	1	4 A/L#P	1	4 A/L#P	1	4 A/L#P
2	Gun	2	Shotgun	2	Gun	2	Gun	2	Shotgun
3	Bat	3	ChainSaw	3	Knuckle	3	Gun	3	Gun
4	Bat	4	Nothing	4	4 A/L#P	4	4 A/L#P	4	BowieKnife
5	Nothing	5	Nothing	5	Nothing	5	Binocular	5	Binocular
6	Nothing	6	Nothing	6	Nothing	6	Nothing	6	Nothing

Inspect Longuely : Roll two times on the Item Building table, only one time
per building on the map

Scout : Determine a case at +1 and roll on the corresponding Turn Building Table,
place the building on the map,other player must tell you if they are there.

Inspect a building: You roll on the corresponding Item Building Table.
You can roll only one time per building on the map.

Attack : Attack on a case you can reach (by default 0-1 range,1 damage),
Weapon modify the range and the damage.

[1] Each ◎ Turn , roll 2D20 (one for Letter other for Number) to determine where the center of the cloud move,
after Turn 14 roll 2D10,starting with the leftest Letter and Number outside the cloud

Gun : Range 2 ; Damage 2
ShotGun : Range 2 ; Damage 4
ChainSaw : Range 1 ; Damage 4
BowieKnife : Range 1 ; Damage 3
Knuckle : Range 1 ; Damage 2
Binocular : Scout at 1-2
Nothing: Range 1; Damage 1