

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

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1	A1	B1	C1	D1	E1	F1	G1	H1	I1	J1	K1	L1	M1	N1	O1	P1	Q1	R1	S1	T1
2	A2	B2	C2	D2	E2	F2	G2	H2	I2	J2	K2	L2	M2	N2	O2	P2	Q2	R2	S2	T2
3	A3	B3	C3	D3	E3	F3	G3	H3	I3	J3	K3	L3	M3	N3	O3	P3	Q3	R3	S3	T3
4	A4	B4	C4	D4	E4	F4	G4	H4	I4	J4	K4	L4	M4	N4	O4	P4	Q4	R4	S4	T4
5	A5	B5	C5	D5	E5	F5	G5	H5	I5	J5	K5	L5	M5	N5	O5	P5	Q5	R5	S5	T5
6	A6	B6	C6	D6	E6	F6	G6	H6	I6	J6	K6	L6	M6	N6	O6	P6	Q6	R6	S6	T6
7	A7	B7	C7	D7	E7	F7	G7	H7	I7	J7	K7	L7	M7	N7	O7	P7	Q7	R7	S7	T7
8	A8	B8	C8	D8	E8	F8	G8	H8	I8	J8	K8	L8	M8	N8	O8	P8	Q8	R8	S8	T8
9	A9	B9	C9	D9	E9	F9	G9	H9	I9	J9	K9	L9	M9	N9	O9	P9	Q9	R9	S9	T9
10	A10	B10	C10	D10	E10	F10	G10	H10	I10	J10	K10	L10	M10	N10	O10	P10	Q10	R10	S10	T10
11	A11	B11	C11	D11	E11	F11	G11	H11	I11	J11	K11	L11	M11	N11	O11	P11	Q11	R11	S11	T11
12	A12	B12	C12	D12	E12	F12	G12	H12	I12	J12	K12	L12	M12	N12	O12	P12	Q12	R12	S12	T12
13	A13	B13	C13	D13	E13	F13	G13	H13	I13	J13	K13	L13	M13	N13	O13	P13	Q13	R13	S13	T13
14	A14	B14	C14	D14	E14	F14	G14	H14	I14	J14	K14	L14	M14	N14	O14	P14	Q14	R14	S14	T14
15	A15	B15	C15	D15	E15	F15	G15	H15	I15	J15	K15	L15	M15	N15	O15	P15	Q15	R15	S15	T15
16	A16	B16	C16	D16	E16	F16	G16	H16	I16	J16	K16	L16	M16	N16	O16	P16	Q16	R16	S16	T16
17	A17	B17	C17	D17	E17	F17	G17	H17	I17	J17	K17	L17	M17	N17	O17	P17	Q17	R17	S17	T17
18	A18	B18	C18	D18	E18	F18	G18	H18	I18	J18	K18	L18	M18	N18	O18	P18	Q18	R18	S18	T18
19	A19	B19	C19	D19	E19	F19	G19	H19	I19	J19	K19	L19	M19	N19	O19	P19	Q19	R19	S19	T19
20	A20	B20	C20	D20	E20	F20	G20	H20	I20	J20	K20	L20	M20	N20	O20	P20	Q20	R20	S20	T20
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1	A1	B1	C1	D1	E1	F1	G1	H1	I1	J1	K1	L1	M1	N1	O1	P1	Q1	R1	S1	T1
2	A2	B2	C2	D2	E2	F2	G2	H2	I2	J2	K2	L2	M2	N2	O2	P2	Q2	R2	S2	T2
3	A3	B3	C3	D3	E3	F3	G3	H3	I3	J3	K3	L3	M3	N3	O3	P3	Q3	R3	S3	T3
4	A4	B4	C4	D4	E4	F4	G4	H4	I4	J4	K4	L4	M4	N4	O4	P4	Q4	R4	S4	T4
5	A5	B5	C5	D5	E5	F5	G5	H5	I5	J5	K5	L5	M5	N5	O5	P5	Q5	R5	S5	T5
6	A6	B6	C6	D6	E6	F6	G6	H6	I6	J6	K6	L6	M6	N6	O6	P6	Q6	R6	S6	T6
7	A7	B7	C7	D7	E7	F7	G7	H7	I7	J7	K7	L7	M7	N7	O7	P7	Q7	R7	S7	T7
8	A8	B8	C8	D8	E8	F8	G8	H8	I8	J8	K8	L8	M8	N8	O8	P8	Q8	R8	S8	T8
9	A9	B9	C9	D9	E9	F9	G9	H9	I9	J9	K9	L9	M9	N9	O9	P9	Q9	R9	S9	T9
10	A10	B10	C10	D10	E10	F10	G10	H10	I10	J10	K10	L10	M10	N10	O10	P10	Q10	R10	S10	T10
11	A11	B11	C11	D11	E11	F11	G11	H11	I11	J11	K11	L11	M11	N11	O11	P11	Q11	R11	S11	T11
12	A12	B12	C12	D12	E12	F12	G12	H12	I12	J12	K12	L12	M12	N12	O12	P12	Q12	R12	S12	T12
13	A13	B13	C13	D13	E13	F13	G13	H13	I13	J13	K13	L13	M13	N13	O13	P13	Q13	R13	S13	T13
14	A14	B14	C14	D14	E14	F14	G14	H14	I14	J14	K14	L14	M14	N14	O14	P14	Q14	R14	S14	T14
15	A15	B15	C15	D15	E15	F15	G15	H15	I15	J15	K15	L15	M15	N15	O15	P15	Q15	R15	S15	T15
16	A16	B16	C16	D16	E16	F16	G16	H16	I16	J16	K16	L16	M16	N16	O16	P16	Q16	R16	S16	T16
17	A17	B17	C17	D17	E17	F17	G17	H17	I17	J17	K17	L17	M17	N17	O17	P17	Q17	R17	S17	T17
18	A18	B18	C18	D18	E18	F18	G18	H18	I18	J18	K18	L18	M18	N18	O18	P18	Q18	R18	S18	T18
19	A19	B19	C19	D19	E19	F19	G19	H19	I19	J19	K19	L19	M19	N19	O19	P19	Q19	R19	S19	T19
20	A20	B20	C20	D20	E20	F20	G20	H20	I20	J20	K20	L20	M20	N20	O20	P20	Q20	R20	S20	T20
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T

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

A/L#P [2]
(30)

	Turn 1		
1			
2		2	
3			3
4		4	
5			5
6		6	
7			7
8		8	
9			9
10		10	
11			11
12		12	
13			13
14		14	
15			15
16		16	
17			17
18		18	
19			19
20		20	
1		1	
2			2
3		3	
4		4	
5			5
6		6	
7		7	
8			8
9		9	
10		10	
11			11
12		12	
13		13	
14			14
15		15	
16		16	
17			17
18		18	
19		19	
20		20	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
10		10	
11		11	
12		12	
13		13	
14		14	
15		15	
16		16	
17		17	
18		18	
19		19	
20		20	

[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

		X	X	X
		X	○	X
		X	X	X

2 distance / 2 move

X	X	X	X	X	X
X	X	X	X	X	X
X	X	X	X	X	X
X	X	X	○	X	X
X	X	X	X	X	X
X	X	X	X	X	X
X	X	X	X	X	X

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

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