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)

☠ Activate the poison cloud

◉ Tell where you was at T-2

Map 1 (top grid): columns A–T, rows 1–20

Map 2 (bottom grid): columns A–T, rows 1–20

Turn Table (right side)

Icons	Turn		L/M P (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		

Action / Life Point (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

1	Residence
2	Manor
3	House
4	Shop
5	Casern
6	Nothing

Turn 13-21

1	Residence
2	Shop
3	Casern
4	Nothing
5	Nothing
6	Nothing

Turn 22+

1	House
2	Nothing
3	Nothing
4	Nothing
5	Nothing
6	Nothing

Item Building Table

Residence

1	Gun
2	Gun
3	Bat
4	Bat
5	Nothing
6	Nothing

Manor

1	4 Points
2	Shotgun
3	ChainSaw
4	Nothing
5	Nothing
6	Nothing

House

1	4 Points
2	Gun
3	Knuckle
4	4 Points
5	Nothing
6	Nothing

Shop

1	4 Points
2	Gun
3	Gun
4	4 Points
5	Binocular
6	Nothing

Casern

1	4 Points
2	Shotgun
3	Gun
4	BowieKnife
5	Binocular
6	Nothing

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

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.

Each ◉ Turn , roll 2D20 (one for Letter other for Number) to determine where the center of the cloud move, after Turn 14 roll 2D10