

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
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	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
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A B C D E F G H I J K L M N O P Q R S T

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
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 a 1-2

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 where is the center of next cloud



Activate the poison cloud



Tell where you was at T-2

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Action / Life Point
Start: 30 Point
1 Point = 2 Moves
1 Point = Inspect a Building
1 Point = Scout a case at 1 distance
0 Point = Scout a case at 1 distance and End Turn
0 Point = Inspect longuely a building and End Turn

Inspect Longuely : Roll two times on the Building table

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