

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

[illegible]

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

[illegible]

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

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	
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

Action / Life Point (Start at 30)
1 point = 1 Attack
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, 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 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.

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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
```

1 distance / 1 move

	X	X	X	
	X	웃	X	
	X	X	X	

2 distance / 2 move

X	X	X	X	X
X	X	X	X	X
X	X	우	X	X
X	X	X	X	X
X	X	X	X	X



Show the center of next cloud (2d20)




















































Activate the poison cloud



Tell where you was at T-2

L/M P	
(30)	

1		Show the center of next cloud (2d20)	
2		Activate the poison cloud	
3			
4		Tell where you was at T-2	L/M P (30)
5		1	
6		2	
7		 3	
8		4	
9		 5	
10		6	
11		 7	
12		8	
13		 9	
14		10	
15		 11	
16		12	
17		 13	
18		14	
19		 15	
20		16	
1		 17	
2		18	
3		 19	
4		20	
5		 21	
6		22	
7		 23	
8		24	
9		 25	
10		26	
11			
12			
13			
14			
15			
16			
17			

1			
2	  15		
3		16	
4	  17		
5			
6	 18		
7		 19	
8	 20		
9			
10	  21		
11		22	
12	  23		
13			
14	 24		
15		 25	
16		26	
17			