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

Before anyone play :

◎ 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	
◎ 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	

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 and Scout actions are Public, Moves are not
Inspect Longuely : Roll two times on the Item Building table, only one time
per building/player 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.
Only one time per building/player 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 , before anyone play, roll 2D20 (one for Letter one for Number) to determine
where the center of the cloud will 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
Damage are taken from A/L#P,
death at 0 or in poison cloud.

[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