

# Rules cheatsheet

Keep it handy while playing

<b>Turn</b>			<b>Minifig</b>	
Players			move	5"
player moves			move silently	2"
<i>If moving in range of a zombie (less than 1") - roll for encounter</i>			move on a vehicle	10" + noise
player attacks			attack	depends on weapon
<i>Player can take one action per turn instead of move or attack</i>			armor	4 +1D6 for each armor piece
Zombies			armor-variant	2D6 +1D6 for each armor piece
zombies move according to walking rules			HP	2 (can survive first hit)

<b>weapon</b>	<b>attack</b>	<b>range</b>
hand weapon	2D6	touch
ranged weapon	1D6	10"
brick	1D6	touch

<b>Zombie spawn</b>			<b>Zombie</b>	
enclosed space if D6 <= DANGER_LVL, spawns 1			move	2"
open area spawns (D6-1) * DANGER_LVL zombies			attack	1D6
			armor	4
			armor-variant	2D6 +1D6 for each armor piece

<b>Zombie walk</b>		
after spawn, roll another D6.		
D6 <= DANGER_LVL		zombie(s) are wandering
D6 > DANGER_LVL		zombie(s) just stand there

<b>Encounters</b>		
<b>Zombie Dice</b>	<b>regular D6</b>	<b>outcome</b>
Brains	1-2	minifig is <b>stopped</b> and cannot continue movement, it gets <b>attacked</b> by the zombie immediately. Other zombies in 1€ range are still getting the roll, but the minifig will not continue movement as intended.
Feet	3-4	minifig manages to pass by and can continue movement
Hit	5-6	minifig hits the zombie and pushes it away 2€ in a direction of choice (unless there€™s another zombie on the way)