

Rules cheatsheet

Keep it handy while playing

Turn	
Players	
	player moves
	<i>If moving in range of a zombie (less than 1") - roll for encounter</i>
	player attacks
	<i>Player can take one action per turn instead of move or attack</i>
Zombies	
	zombies move according to walking rules

Minifig	
move	5"
move silently	2"
move on a vehicle	10" + noise
attack	depends on weapon
armor	4 +1D6 for each armor piece
armor-variant	2D6 +1D6 for each armor piece
HP	2 (can survive first hit)

weapon	attack	range
hand weapon	2D6	touch
ranged weapon	1D6	10"
brick	1D6	touch

Zombie	
move	2"
attack	1D6
armor	4
armor-variant	1D6 +1D6 for each armor piece

Zombie spawn	
enclosed space	if D6 <= DANGER_LVL, spawns 1
open area	spawns (D6 -1) * DANGER_LVL zombies

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

Zombie attention	
When character running nearby	5"
Noise or rumble or gunshots	10"
<i>Noise focuses individually based on range, unless D6 = 6</i>	

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Encounters

Zombie Dice	regular D6	outcome
Brains	1-2	minifig is stopped and cannot continue movement, it gets attacked by the zombie immediately. Other zombies in 1â€™ 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 2â€™ in a direction of choice (unless thereâ€™s another zombie on the way)