

Rules cheatsheet

Keep it handy while playing

Turn			Minifig	
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
			armor-variant	2D6 +1D6 for each armor piece
Zombies			HP	2 (can survive first hit)
zombies move according to walking rules				

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

Zombie spawn			Zombie	
enclosed space if D6 <= DANGER_LVL, spawns 1			move	2"
			attack	1D6
			armor	4
			armor-variant	2D6 +1D6 for each armor piece

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

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 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)