

Rules cheatsheet

Keep it handy while playing

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| 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 |

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|-------------------|-------------------------------|
| 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) |

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

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

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

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

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| 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 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) |