

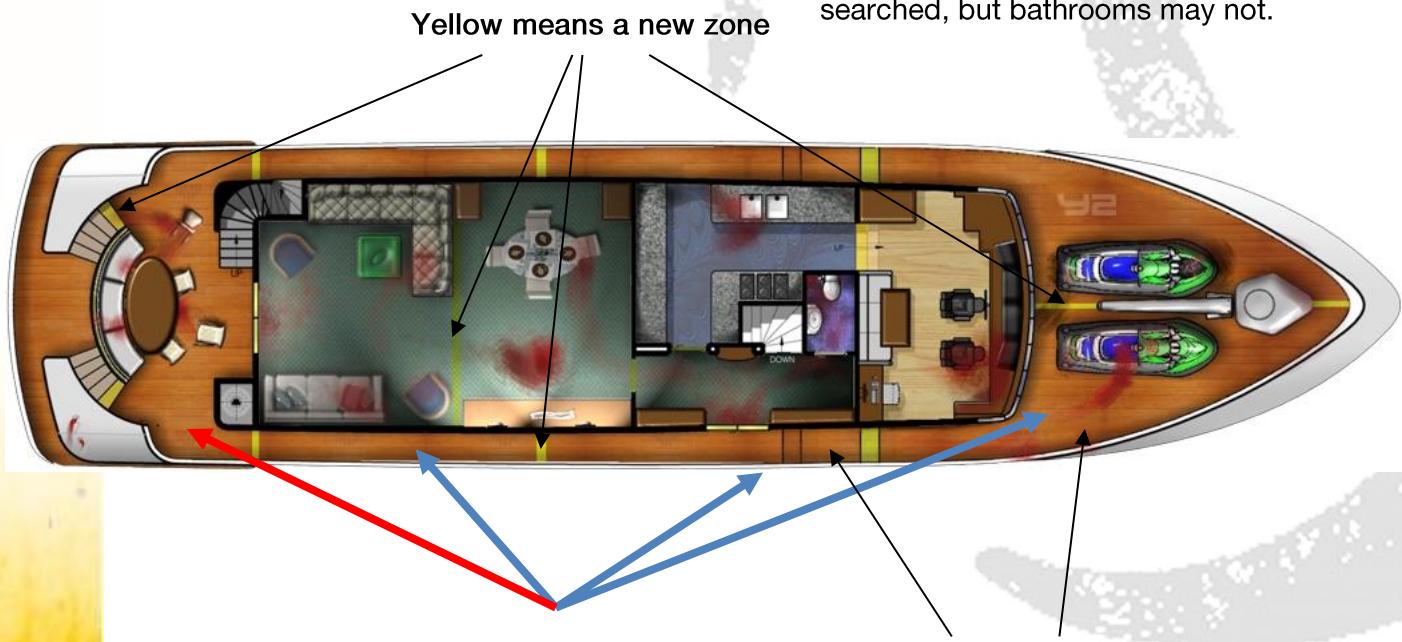
# The Yacht

A mission map by Dan Manning (ver. 1)

We knew we needed a good night's rest and a cold one. The cold drinks might have to wait, but one of us knew of a boat we might just be able to stow away on for a while. Zombies don't like water, right?

## SPECIAL RULES

- All yellow lines indicate the border of a zone (as a door, stairs, or deck line on the boat).
- The jet skis are damaged and inoperable.
- The yacht itself is considered stationary.
- Line of site is the same as the basic game, but one may see the length of the boat along each side in the first three zones, but not the last rear zones. Inside LOS is different. See below.
- The middle cabin has no windows except the front window (gray) and it is tempered glass and considered impenetrable.
- Unless otherwise noted, rooms may be searched, but bathrooms may not.



- One may see the length of the deck for three zones, **but not through to the rear zones**
- If in the rear of the yacht, you may see forward for three zones, **but not to the front zone (w/jet skis)**
- You may see into the front or rear zones from an adjacent zone

## More SPECIAL RULES

- All zombie types may ascend or descend stairs at their normal rate (a walker will make it up or down in two moves).
- The raft on the top deck is much too heavy to lift and the crane is locked. It is stationary.
- The hot tub is *in* a zone, but is not a zone itself.
- The porthole windows below deck are unbreakable.
- Unless otherwise stated, deck Y1 only spawns up to the yellow level. Zombies need room too! When the survivors get above yellow, keep spawning at yellow when you open a door on level Y1

- The dock is a zone. Unless otherwise stated in the objectives, it may not be destroyed. All zombies may cross the dock. Roll a die for each walker (and only walkers) that crosses (every time). A roll of six means it tumbles into the water.
- On deck Y2, the main deck, a melee weapon rolling a 6 on the brown decking surrounding the yacht will knock the opponent over the edge and into the water below, whether it would normally be a kill or not. Knock off those fatties with a pan!
- If you receive any wound on the outside deck (again, the brown decking surrounding the cabin), roll a die. Rolling a 6 puts you over the side. There are zombies on the seafloor. You now get only one action per turn (no bonuses) to work your way out. You have 3 turns to roll a 4-6 to make it to the dock. After 3 turns, you're now zombie food. If you're using zombivors, you may become one, but zombivors cannot work their way out of the water.



→ The red arrows indicate some of the decking where survivors and zombies may go overboard. Survivors have 3 turns to roll 4-6 on one die to get back to the dock (indicated by the ) or perish.

- Doors are closed and locked unless marked with a smashed door token (use game token).
- Inside, line of sight is never more than two zones on deck Y1 (the zone you are in and the one next to it- close quarters combat only!) It is normal on decks Y2 and Y3.

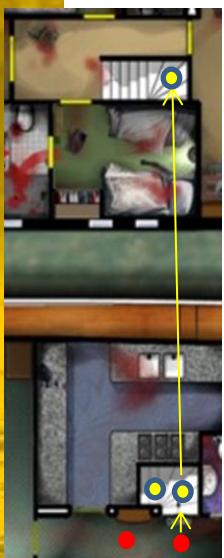


- Range across the water: Survivors can shoot from ship to shore and vice versa.
- The orange lines above indicate how zones are split for range. Count the shortest route, but don't count diagonally. If Phil is shooting at the zombie above, he counts the water in front of him as a zone, and because his zone shares a LOS with the zombie's zone (orange line is inside the yellow), it will be a range of two. This count is shown in the yellow boxes. Dave has a range of three as shown by the green line.



**Stairs** are considered one zone for each half (there will be half on one deck and half on the other deck) and require a movement action on each half to ascend or descend.

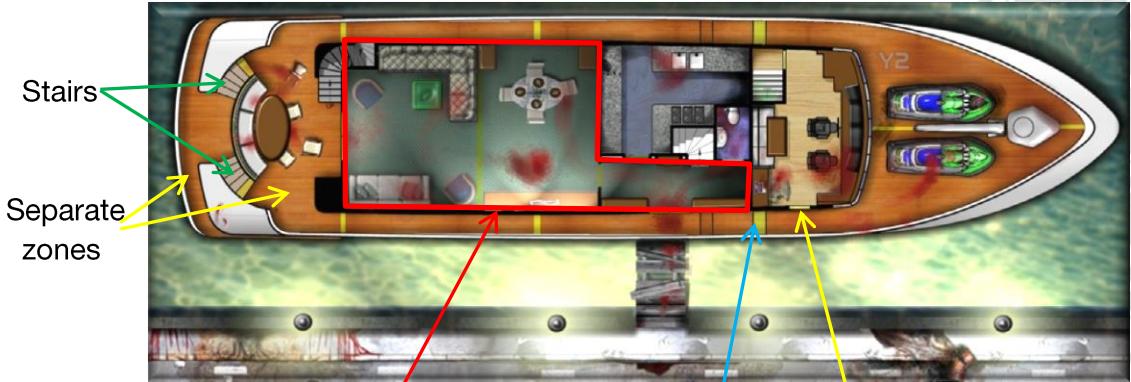
Stairs cannot be searched and do not spawn zombies.



Zombies must be in the same zone to attack. This means they must move into the zone to do so. This poses a problem on stairs where only two actors may fit. This is resolved by zombies pushing the actors (zombies or survivors) up or down the stairs. They then occupy the limited stair space. The zombie will keep moving until they occupy a zone with a survivor to attack.

(EX. LEFT): A zombie ● is moving onto the stairs. There are two actors there ●. The zombie will “push” one actor down the stairs to the second half. The next zombie will push the other actor to the bottom stairs. A third would push a zombie to the bottom stairs and the actor into the hall. Each successive zombie pushes another up or down the stairs, crowding more into the exiting room.

If there were 5 zombies that wanted to move on to the stairs, the survivors would end in the hall, two zombies would be joining them, two would be on the bottom portion of the staircase, and two would occupy the top portion.



**Is it a zone or a room?** The yellow lines on the carpet are considered zones. The marked area is all one room, but three zones.

The yellow areas outlined by black are doors. They are all closed/locked and must be opened normally. Place a smashed door icon when opened.

This somewhat misleading marker is a zone and not a door (even though it appears to be outlined in black).