

GAME TURN CYCLE (3 PHASES)

- 1. Survivor Phase:** Survivors choose activation order. Each spends 3 AP. May pass gear.
- 2. Director Phase:** Add Ambient Heat (+2/+3), check Escalation, spend Heat points, activate zombies (Feeding → Move → Attack).
- 3. End Phase:** Advance Doom Tracker +1 space. Trigger scenario events. Verify Heat reset.

SURVIVOR COMMON ACTIONS (3 AP TOTAL)

- Move (1 AP):** Move up to Move (M) stat in inches. Difficult terrain costs 2" per 1" moved.
- Disengage (1 AP):** Break melee, move up to half M. Engaged zombies get Parting Swipe (1D6 each, 5+ deals 1 Wound).
- Attack (1 AP):** Make 1 Fight melee attack (opposed) or 1 Shoot ranged attack.
- Aim (1 AP):** Next Shoot attack this turn gains +1 die and ignores Light Cover.
- Interact (1 AP):** Open/close doors, pick up objective items, repair or jury-rig.
- Hunker Down (1 AP):** Behind cover, impose additional -1 to hit penalty on ranged attackers.

HAND-OFF & TRADE

- Quick Hand-Off (0 AP):** Strictly 1 item per character per turn in base contact (give OR take). Free!
- Full Exchange (1 AP):** Active survivor swaps any number of additional items with adjacent ally.
- Inventory Limit:** Max 3 items (+1 with Backpack). Starting weapons do not occupy item slots.

SEARCH ACTION (1 AP)

- Search Limit:** Max 1 Search per survivor per turn.
- Wits Test (Pool = W):**
- *Fail (No 4+):* Dust/cobwebs. Token stays.
 - *Standard (4 or 5):* Draw Core Scavenge card.
 - *Critical (Natural 6!):* Draw Specialty Deck!
- Complications:** Any 1 rolled adds +1 Heat!
- Trouble! Cards:** Resolve immediately & discard.

RELOAD & AMMO

- Reload (1 AP):** Mark off 1 Reload token to fully refill firearm ammo capacity to maximum.
- No Spent Brass Scrounging:** Casings are discarded in combat. Reloads and loose ammo must be scavenged.
- Unarmed Melee:** If gun empty, fight with fists (Base Fight stat, 0 dice added).

COMBAT RESOLUTION & THE STREAMLINED SWARM ATTACK

OPPOSED MELEE & RANGE RULES:

- Starting "To Hit":** 4, 5, or 6 is always a success.
- Minimum 1 Die Rule:** Searches, Melee Defense, and Guts saves ALWAYS roll a minimum of 1 die.
- Complications:** Every '1' rolled during ANY attack roll immediately adds +1 Heat!
- Cover Modifiers:** Light Cover (-1 die) | Heavy Cover (-2 dice) | Melee Cover (+1 die to defense).
- Melee Resolution:** Attacker rolls Fight, Defender rolls Fight. Attacker deals 1 Wound per success over defender. Active model may withdraw 1".

RULE OF 3 & DAMAGE CAPS:

- Maximum Engagement (No Clown Cars):** Max 3 zombies in base contact with 1 survivor (drops to 2 against a wall, 1 in doorway). Overflow zombies queue behind or peel off.
- Combined Swarm Attack:** Lead zombie rolls base Fight dice; each assisting zombie in contact adds +1 die. Single opposed roll!
- Tiered Damage Caps:**
- *Basic Undead (1 Shambler):* Max 1 Wound
 - *The Swarm (2-4 Shamblers):* Max 2 Wounds
 - *Heavy Hitter (Brute / 4-man Horde):* Max 2 Wounds
 - *Apex Boss (Abomination):* Max 3 Wounds

WEAPONS

DIRECTOR PHASE SEQUENCE & HEAT

- 1. Ambient Heat Inflow:** Add scenario baseline (+2 to +3 Heat) to track. The horde never rests.
- 2. Heat Escalation Check:** Roll 1D6 against total Heat. If triggered, advance Doom Tracker +1 immediately:

ACCUMULATED HEAT	D6 REQUIRED	ESCALATION RESULT
0 – 7 Heat	—	Safe (No acceleration)
8 – 9 Heat	5+	Doom Tracker +1
10 – 11 Heat	4+	Doom Tracker +1
12 – 14 Heat	3+	Doom Tracker +1
15 Heat (Max)	Automatic	Doom Tracker +1

- 3. Spend Heat Points:** Spend ALL Heat points from the menu below. Track resets to 0. Cannot hoard Heat!
- 4. Activate Zombies:** Feeding Frenzy → Move towards nearest visible survivor → Attack.

DIRECTOR ACTIONS SPENDING MENU

COST	ACTION	RULES EFFECT
1	Sudden Lunge	Move 1 Shambler up to 3" towards nearest visible survivor.
2	Spawn Shambler	Place 1 Shambler at designated Spawn Point.
3	Reanimate	Return 1 slain Shambler to board with 1 Wound at Spawn Point.
4	Thematic Event	Trigger minor environmental effect / hazard.
5	Spawn Horde	Place 4-model Horde tray at board edge Spawn Point.
7	Spawn Special	Place Screamer, Brute, Hunter, or Bloater at Spawn Point.
10	All Hell Breaks Loose	All Hordes on table take immediate bonus move & attack.

DOWNED, FIELD TRIAGE & FEEDING FRENZY

- Downed (0 Wounds):** Model placed on side; drops carried items. Cannot activate. Rescue window is the subsequent Survivor Phase.
- Bleed Out:** Start of turn, Downed survivor rolls 1D6. On a roll of 1, survivor dies. On 2–6, clings to life.
- Emergency Revive (1 AP):** Rescuer in contact must have Medical Skill or Item. Roll Wits 4+. On success, revived to 1 Wound (2 Wounds with Medkit). Untrained ally can Drag 1/2 Move.
- Feeding Frenzy (Director Phase):** If Downed survivor is still engaged by undead:
- 1 Undead feeding: Lethal on roll of 1 (lives on 2–6)
 - 2 Undead feeding: Lethal on roll of 1 or 2 (lives on 3–6)
 - 3+ Undead / Brute / Horde: Lethal on roll of 1, 2, or 3 (lives on 4–6)
- Swarm Disruption:** Each hit/wound scored on feeding undead during survivor phase reduces lethality threshold by -1 (down to 0)!
- Cinematic Sacrifice:** Feeding undead DO NOT move or attack anyone else this round.

ZOMBIE PROFILES & BEHAVIORS

TYPE	M	F	WND	BEHAVIOR & SPECIAL TRAIT
Shambler	4"	2	1	Relentless pursuit. Basic infected.
Horde Tray	3"	4*	4*	*F and WND equal models on tray (4 to 1).
Screamer	4"	2	1	Piercing Shriek: +3 Heat at start of phase.
Brute	4"	4	3	Armor 1 (ignores first wound). Pushes through models.
Hunter	6"	3	2	Fast stalker. Ambush: +3" lunge from cover.
Bloater	3"	1	3	Explosive Demise: 3" blast on death (Guts 4+ or 2 WND).

STANDARD WEAPONS & TACTICAL NOISE TABLE

WEAPON	RANGE	DICE POOL	SHOTS	HEAT	TRAITS & TACTICAL NOTES
Service Pistol	12"	3 Dice	6	+2	Reliable sidearm; common standard issue.
Suppressed Pistol	12"	3 Dice	5	+0	Silent! Does not generate weapon noise.
Pump Shotgun	12"	5 Dice	2	+2	Devastating at close range; clears choke points.
Hunting Rifle	24"	4 Dice	4	+2	Extreme range precision; ideal for snipers.
Submachine Gun (SMG)	12"	5 Dice	3	+3	Rapid automatic fire; high noise footprint.
Police Baton / Nightstick	Melee	Fight +1	∞	+1	Stun/Push: On hit, may push target 2" away.
Firefighter Axe	Melee	Fight +2	∞	+1	Cleave: Slaying Shambler deals 1 Wound to adjacent zombie.
Combat Knife	Melee	Fight +0	∞	+0	Silent (+0 Heat); Agile: Re-roll 1 failed melee die per round.
Frag Grenade	8" (Thrown)	3" Blast	1	+4	Explosive: All models in 3" take 3 Wounds. Volatile!
Molotov Cocktail	8" (Thrown)	2" Fire	1	+3	Burning: Models entering take 1 Wound. Illuminates zone.