



# ZOMBIE PLAGUE EXPANSION

Beat 'em or Burn 'em

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## STARTING FIRES:

Certain Weapon and Item Cards (as described on the card and in the following rules) allow Fire Tokens to be placed and thus fires to start. Additionally, the Fire!!! Card, when drawn, automatically starts a fire somewhere in the house.

## FIRE SPREAD:

At the end of the every game round (I.E. before the Player who started the game moves) roll a die for every Fire Token currently in play and apply the following results:

- 1 - 2: Fire Goes Out**
- 3 - 5: Fire Remains**
- 6 - ∞: Fire Spreads**

Use the *Fire Spread Template* and a D8 to determine which way the spreading fire travels, either by placing the *Fire Spread Template* in a fixed location before play starts; or placing it randomly before each die is rolled. Re-roll the die if the fire spreads to a square already alight.

Note that the fire may spread through Walls and Objects.

If fire spreads to a Zombie occupied square, the Zombie is destroyed and is immediately removed from play.

## MOVING THROUGH FIRE SQUARES:

Humans may move through squares containing a Fire Token but **must not** end their movement in such a square. If fire spreads to a square containing a Human, they **must** move out of that square on their next turn. If they are unable to move for any reason, they have been killed and are removed from play. Humans killed by fire **do not** return as Zombies.

## DOUSING FIRES:

Humans may attempt to Douse fires at a cost of 1 AP per square with the following results:

**1 - ∞: OOPS!**

**2 - 4: Fire Remains**

**5 - 6: Fire Doused**

Obstacles that have been extinguished become classified as Obstacles once again; they may re-ignite if the fire catches them once more.

## MOLOTOV COCKTAIL SPECIAL RULES:

As detailed on the *Molotov Cocktail Card*, the Molotov Cocktail Weapon uses an *Explosive Affect Area Template*, and ignites every square it hits within a 3x3 grid (I.E. the target square and every surrounding square). Anything caught in the *Explosive Affect Area* is automatically destroyed and removed from play. Fire Tokens are then placed in the 9 ignited squares. The fire may spread or be Doused as normal.

## VEHICLES AND FIRE:

If the fire spreads to any section of a vehicle on the board (e.g. the car), the entire vehicle ignites and is instantly destroyed (replace the vehicle with its destroyed overlay tile; then place a Fire Token on every square the vehicle occupies). Any Zombie or Human adjacent to (or inside!) this vehicle is immediately destroyed/killed in the blast and is removed from play.

Ignited vehicles may be Doused as normal, but thereafter considered useless and may not be used in any way (including escape) for the remainder of the game.

If the vehicle contained a Search Square, that square may no longer be searched (and, no longer need to be searched to meet any victory conditions in play).

## ADDITIONAL VICTORY CONDITIONS:

All fires inside the house must be Doused alongside all other victory conditions to qualify the Human Player victory. This need not be done if using the vehicle to escape (and thus win), however.

## USE WITH THE “CELLAR” EXPANSION (*available separately*):

If the fire spreads to the Cellar Entry Square (the Search Square where the Cellar Card was drawn and may be entered from), a Fire Token must also be placed on the first Entry Square of the Cellar Board. The additional requirement to Douse all fires inside the house also applies to Victory Conditions sought by securing the Cellar.

## USE WITH THE “FLARES” EXPANSION (*available separately*):

Instead of placing a Flare Token, a player may instead *choose* to place a Fire Token; normal range, empty square restrictions and AP costs still apply. Also, use the following table in place of the one found in the “Flares” Expansion Rules, under the heading **Removing Flares** and as found on the appropriate “Flare” Expansion Cards:

**1 - ∞: Replace with Fire Tokens**

**2 - 4: Flare Token Remains**

**5 - 6: Remove Flare Token**

Obstacles that have been extinguished become classified

## USE WITH THE “GAS CAN” CARD (*available separately*):

A Player carrying a Gas Can may elect to discard it to place up to 4 Fire Tokens in adjacent squares, at a cost of 1 AP per Fire Token placed.

If a player carrying the Gas Can is ever killed by fire (in any way), immediately place the *Explosive Affect Area Template* with the dead Human Player as the target (I.E. the middle) square. All Zombies and Humans caught in the blast are also killed and immediately removed from play.

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"Fire Extinguisher Card"

"Molotov Cocktail Card"

*Original Fire/Douse Tokens*

*Original Fire Spread Template*

*Original Blast Template*

*Original Wrecked Car Overlay*

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**This Zombie Plague Expansion downloaded from:**

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