

A
**ZOMBIE
PLAGUE**
Expansion

MIND THE BABY

By Scherzo & Banjo

THE BABY:

The Baby adds an extra concern to a Zombie Plague game... a helpless infant that must be rescued from the Zombie hoards by the Human Players!

PLACING THE BABY:

The Baby only comes into play once the Baby card has been drawn during a normal search. Should the game end before the card is drawn, the Baby simply does not factor into play (and need not be rescued).

When the Baby card is drawn, however, the Human Player who drew the card must place the Baby Marker in any bathroom on the board. The Baby may be placed in any square, even one containing furniture (eg. the bath, the sink, etc.) so long as it is adjacent to at least one 'valid movement' square.

Depending on the board being used, placement may sometimes prove a problem; should the board not feature an obvious bathroom, the Baby Marker should be placed in a suitable room according to the list below (in order of priority).

1. Bathroom
2. Bedroom
3. Living area
4. Kitchen
5. Office
6. Storeroom or garage
7. Vehicle

RESCUING THE BABY:

The Baby may be rescued (picked up) by any Human Player who moves adjacent to (or into the same square as) the Baby Marker and spends 1 AP. That Player then takes the Baby Marker to indicate they are carrying the Baby.

CARRYING THE BABY:

Anyone carrying the Baby is automatically -1 AP (due to this awkward and delicate burden).

Any time during their own turn, a Human Player may put the Baby down, pick it up, or pass it to another Player. Doing any of these three actions costs 1 AP (HPs who have the Baby passed to them do not have to spend AP to receive it). The Baby may only be passed to, picked up from

or put down in the adjacent square currently faced by the Player.
Putting the Baby down means placing the Baby Marker in the empty square.

If the Human Player carrying the Baby is ever killed (regardless of whether they become a Zombie or not), the Baby is immediately dropped and the Baby Marker is placed in an one of the eight squares surrounding (and adjacent) to the now-deceased HP. This square must be empty, but is otherwise chosen by the dying Human Player. If no adjacent squares are empty, however, the Baby is placed in the same square as the dead HP.

ADDED VICTORY CONDITION:

As well as any other Victory Conditions being used in the game, a new one is added the moment the Baby Marker is placed on the board for the first time. That is, the Baby must be rescued in order for the Human Players to win the game. In other words, the Baby must be in the house if victory is achieved by barricading it, or in the possession of a surviving Player escaping in a vehicle.

ZOMBIES AND THE BABY:

Zombies may not directly attack the Baby, since it is too small to be considered a worthwhile meal. This rule may change according to future Expansions, however!

USE WITH 'THE CELLAR' EXPANSION (available separately):

Even if all the remaining Human Players are barricaded inside the cellar, should the Baby card be drawn while searching the Cellar Board's own search square, that means that the Baby still needs to be rescued in order for the Human Player(s) to win the game... even if this means going back upstairs to brave the Zombie hoards again!

The Baby must be in the cellar with the Human Players if victory is achieved by barricading the cellar door.

USE WITH 'THE COOPER VARIANT' EXPANSION (available separately):

'The Cooper' is the one exception to the new victory condition added by the Baby. Once a player reveals themselves as 'The Cooper', they do not have to rescue the baby (or even have the Baby survive) in order to win the game in whatever way they choose (eg. escaping in the car or barricading themselves alone in the cellar).

Note that if using the extra 'Beat Em Or Burn Em' rules below, 'The Cooper' does not miss their next turn should the Baby perish.

USE WITH 'BEAT EM OR BURN EM' EXPANSION (available separately):

If the Baby Marker ever ends up with a Fire Token in its square (eg. due to a Molotov Cocktail blast or a nearby fire spreading), the Baby is killed and the Baby Marker removed from play. Though it would be unfair to consider the game "unwinable" for the Human Players due to this circumstance, there is still a severe penalty to offset this tragic loss: in such a case, all Human Players miss their next turn (ie. the Zombie Player essentially receives a free turn) to compensate for the fact that they no longer need to rescue the Baby in order to win the game.

CREDITS

Scherzo

*'Mind The Baby' concept/rules,
'Baby' card and Baby Marker.
(scherzocd@yahoo.es)*

Banjo

*'Mind The Baby' additional rules,
'Baby' card and PDF conversion.
(banjo_oz@hotmail.com)*

Brian S. Roe & Skott Kilander

*Original 'Zombie Plague' design.
(hackwerks@hotmail.com)*

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