

Brian S. Roe & Skott Kilander

ZOMBIE PLAGUE

a survival game



A digital conversion of a boardgame, for use with
Battlegrounds Gaming Engine virtual tabletop software

Zombie Plague

A boardgame for 2-6 players, by Brian S. Roe & Skott Kilander.

Estimated playing time: 60-90 minutes

The entire country has been infected by an unknown plague, the symptom of which is the re-animation of dead human bodies. These "undead" humans' single drive is to feed on the flesh of the living. The cause of this plague remains unexplained. And despite desperate efforts by the national government and local authorities to control the situation, society has effectively collapsed and the remaining survivors seek refuge wherever they can. Cities, with their dense populations, have essentially become death traps.

A group of survivors has managed to escape from the city, fleeing to the suburbs in hopes of finding a safe haven from the terror...

Zombie Plague is a boardgame for 2 to 6 players in which Human Players must cooperate to barricade a house, search for useful items, and survive, while fighting off hordes of zombies, controlled by a Zombie Player.

INSTALLATION INSTRUCTIONS:

Refer to the file called "ReadMe for Zombie Plague". It is recommended that you install Zombie Plague and open the Game File so that you can follow along as you read the game rules for the first time.

GAME COMPONENTS:

1 game board, 1 cellar tile, 67 search cards, 4 custom 6-sided dice, 7 unique human tokens, 24 unique zombie tokens, flare and barricade tokens, a map key and a dice key.

The game board is a map with a 1-inch grid. All movement and attacks happen along this square grid.

The card deck is comprised of Event cards (which can be good or bad for the human player/s), Item cards (marked with a blue border), and Weapon cards (marked with an orange border). Note that not all of the cards will be used in every game, and that the CELLAR and CAR KEYS cards must *always* be included in the deck. By tweaking the card mix, the game can be made easier or harder for the Human Player/s.

PLAYER ROLE ASSIGNMENTS:

For 4 or more players:

One player must choose to be the Zombie Player. All other players are Human Players.

For 3 players:

One player must choose to be the Zombie player. The other two players control 2 human minis each as Human Players.

For 2 players:

One player must choose to be the Zombie player. The other player controls 4 human minis as the Human Player.

SETUP:

The person hosting the BGE game session should load the Game File called "Zombie Plague.bge", then open the "Card Table" window and load the "Zombie Plague" card deck. Choose around 40 Search cards to use for the game. Alternatively, the host can use the "Load Card Game..." button to load a pre-configured card deck. Regardless of which method you choose, be sure to shuffle the card deck. Once all the players have logged into the game session and selected their player token/s, the host should input every player as a card player (see the "Card Table" section of the BGE User Manual), so that they'll be able to hold and play cards during the game. Sideboard any Human minis that will not be used in the current game. The last thing that needs to be done is to decide the order in which the Human Players will act during the Human Player Turn. This order can be decided by any mutually-agreeable method, but it must thereafter be adhered to for the remainder of the game. Fill in the Sequence field for each human mini listed in the Turn Sequencer (lower numbers act first). Play is now ready to commence.

The Zombie Player rolls the Direction die and places one zombie anywhere in the first row of squares of that edge of the board (the top edge of the map is the north edge). All Human Players place their human mini/s anywhere in the first row of squares on the opposite edge of the board. Zombies and human minis can be placed with any initial facing desired by the owning player.

HOW TO WIN

For the Human Players:

When the following three victory conditions are accomplished, in any order, the Human Players win.

- 1) All Search squares (marked on the map with a large red X) have been searched.
- 2) All outer windows and doors of the house are barricaded with all (surviving) Human Players inside the house.
- 3) No zombies are inside the house.

For the Zombie Player:

All Human Players are either zombified or dead. As soon as this occurs, the Zombie Player wins.

PLAYING THE GAME

The Human Players take their turn, as per their acting order in the Turn Sequencer. Then the Zombie Player completes his turn, and the cycle begins anew, and continues until the game ends.

For the Human Player/s:

Humans have 4 Action Points (or AP) per turn. Each turn, they can use up to 4 AP to do any actions in any order. The following Human actions cost 1 AP each:

- **Move forward one square** – Move one square in the direction your mini is facing. No diagonal movement. Anything on the board that looks like an obstacle (i.e. couches, shrubs, rocks, etc) IS an obstacle and cannot be moved through. Humans cannot pass through a square that is occupied by another mini, Human or zombie. Doors (white) are considered to be unlocked and cost no extra AP to pass through. Windows (light blue) cost 2 AP to crawl through.
- **Move backward one square** – Move back one square without changing the direction you are facing.
- **Turn left or right** – Turn 90 degrees to the left or right.
- **Barricade a window or door** – To barricade a window or door, a mini *must be facing* the window or door. It costs 1 AP to put up a barricade: place a barricade marker over the window or door. Once a window or door is barricaded, no humans or zombies may pass through it. No attacks can be made through the barricade. But, if 4 zombies line up against a barricaded window or door (connected by solid squares,

no diagonals, though it does not have to be a straight line), the zombie directly adjacent to the barricade can break through it. A zombie must move "through" a barricade to break it. If the space on the other side of the barricade is occupied by a Human (facing any direction), the barricade is held up and cannot be broken. A barricade can be taken down for a cost of 4 AP, and must be spent on a single turn. Doors inside the house can be barricaded as well.

- **Search a Search square** – To search, a Human must be directly adjacent to and facing a Search square. Draw a Search card from the top of the Search deck until you draw an ITEM card or a WEAPON card. Any EVENT cards that are drawn take effect immediately, and are then discarded. Each Human Player can search each Search square once, but multiple Human Players can search the same square during the course of the game. All that matters for the Human victory conditions is that each square has been searched by at least one Human Player. You can *only hold one weapon at a time*. If you already have a weapon and draw another weapon card during a search, you must immediately discard one. When you discard a card, no one else may get it. You *can hold an unlimited number of items*. Search markers (available to the right of the map) should be used to keep track of which human minis have searched each Search square. Simply copy the relevant player's marker and paste it into place over a search square after that square has been searched. If the "CELLAR" card is drawn, the host of the game session should place the "Cellar Door" token (located to the right of the map) on the Search square, and un-Hide it. If the CELLAR card was drawn while searching the car's trunk, place it back in the deck and shuffle the deck.
- **Exchange/give item or weapon** – You must be adjacent to, but not necessarily facing, another Human Player. For 1 AP, you may give or trade any number of items or weapons. Again, each Human Player can only hold one weapon at a time. To give another player a weapon or equipment card from your hand, place the card face-up in the Discard pile, so that the other player can pick it up and put it into their hand.
- **Attack** – You may only attack the square directly in front of you, or, if using a firearm, the first zombie in a straight line in front of you. Weapon cards have their own modifiers printed on them. Any modifiers listed on a Weapon card overrule the attack chart below. If no modifiers are listed, then follow the attack chart below. Attacks are resolved using a 6-sided die, or ATTACK die. Roll to attack:
 - 1 – OOPS!** Unless using a weapon that gives specific instructions for an OOPS! result, you lose the rest of your AP for that turn as you struggle to regain control of your weapon. If you are using a firearm, an OOPS! indicates that your firearm is out of ammo.
 - 2 – MISS** Nothing happens.
 - 3 – MISS**
 - 4 – MISS**
 - 5 – BODY SHOT** The zombie is pushed back 1 square from the direction of the attack. If the pushed zombie ends in a square occupied by another zombie, that zombie is also pushed back. Movement is blocked by an obstacle or wall. Unless modified by text on the card, BODY SHOT does not kill a zombie.
 - 6 – HEAD SHOT** The only way to kill a zombie is to destroy its brain! The zombie is killed, remove it from the board.

Firearms give a certain range of squares that an attack can reach. A firearm attack uses the same results chart as above, modified by the text on the card. Walls and barricades cannot be fired through, but obstacles can be fired over. If an attacking Human is unarmed, roll a die twice (or roll two dice) for each ATTACK action. If the rolled dice match, then the result takes effect. The only exception is that a roll combination of BODY SHOT and HEAD SHOT counts as a BODY SHOT.

For the Zombie Player:

The first thing the Zombie Player does on their turn is spawn new zombies. Do this by rolling a die, or the DIRECTION die (a BGE dice macro called "Spawn Direction" has been provided for this purpose). 1 is north, 2 is east, 3 is south, 4 is west, and 5 and 6 are wild. Then, place 2 zombies anywhere on the first row of the direction that was rolled. The maximum number of zombies on the board is limited to 4 times the number of human minis on the board. If the maximum number of zombies is on the board at the start of the Zombie Player's turn, no new zombies may be placed. The Zombie Player then moves each zombie mini, including the zombies just placed, up to 2 AP. Zombies are much slower than Humans, but there are many more of them. And even if zombies are killed, the Zombie Player still spawns 2 new zombies at the start of their turn up to the maximum number. The following Zombie actions cost 1 AP each:

- **Move forward one square** – Move one square in the direction the zombie mini is facing. No diagonal movement. Anything on the board that looks like an obstacle cannot be moved through. *Windows cost nothing to crawl through, for a zombie.*
- **Turn left or right** – Turn 90 degrees to the left or right.
- **Bite** – The zombie mini must be directly adjacent to and facing a Human mini. Roll the "Zombie Bite" dice macro. On a roll of 5 or 6, the zombie successfully bites the Human. If bitten, move the Human mini one square directly back from the attack, as they fall back in shock. The Human Player must then roll the "Infection Check" dice macro, to see if they become a zombie. On a roll of 1, the Human mini is zombified, and is immediately replaced with a zombie token. On any other result, reduce the Human mini's AP by one (using the Turn Sequencer) to reflect the wound. When a Human mini has lost a total of 4 AP as a result of cumulative wounds, that Human mini is automatically zombified. Replace the human mini with a zombie token. This zombie does not count against the maximum number of zombies allowed. If that was the Human Player's last Human mini, they can continue playing, but as a Zombie Player controlling that zombie.

As a general rule, the Zombie Player must move his zombies "realistically." Zombies must always move towards Humans. They cannot "camp out" at a location, unless there are no Humans within reasonable distance. In any case, use your best judgment in ensuring zombies act like zombies, and not well-trained army platoons. If a Human becomes a zombie, any items or weapons they were carrying are still carried, though they can't be used. And if a Human Player kills that zombie, those items are immediately transferred to that player.

ADDITIONAL WAYS TO WIN

There are two additional victory conditions for the Human players.

"Escape in the Car" – If a Human Player finds the item called CAR KEYS, all the Humans have the option to escape in the car. The car can be entered through either side door (marked by arrows), and the entire car counts as one "space," i.e. no movement is necessary once inside the car. All Human Players must be inside the car, and then the Human Player with the CAR KEYS must roll a 6 to successfully start the engine. Each attempt to start the car costs 1 AP. Once the engine starts, Humans escape and immediately win. But, if 4 zombies pile up (connected by solid squares, no diagonals) against one of the car doors, any Humans inside are immediately zombified.

"The Cellar" – If a Human Player finds "The Cellar" card while searching, that Search square becomes the door to the Cellar, and the Cellar board is brought into play. (That Search square is no longer searchable). The Cellar has its own Search square in it, which *must be searched* and now counts towards the Human victory conditions. But, now instead of barricading the entire outside of the house, the Humans have the option of barricading themselves in just the Cellar to win the game. All Search squares must still be searched for a Human victory. "The Cellar" card counts as an EVENT card, so you can keep drawing from the deck until finding an ITEM or WEAPON.

GAME VARIANTS

SHORTER GAME – If you want to play Zombie Plague but don't have the 60- 90 minutes that it might take to play, there is a way to shorten the game length without taking away from the experience. Instead of having the Human Players barricade the entire house to win the game, have the Human Players barricade themselves in *any one room of their choice* to win. All other victory conditions still apply.

"28 DAYS LATER" – This is a little mini-game that can be tacked onto the end of a game in which the *Humans have won* by barricading themselves in the house (or the Cellar, or any one room). It simulates a possible future a few weeks after the Human Players have successfully barricaded themselves in: the National Guard never came to the rescue, swarms of zombies can still be heard shuffling outside the barricades, and everyone is starting to crack under the tension and emotional strain.

Begin this mini-game as soon as the final barricade has been placed. Turns continue as normal, except the Zombie Player is out. Search squares can still be searched (if you haven't searched it yet), but no one can go outside of the barricades. Each Human Player on their turn, before they use their AP, rolls a die. If any player rolls a 5 or 6, everyone loses their mind, and Humans begin attacking each other. Last one alive wins.

As an added bonus, you can play that when a Human is killed, they have to roll the INFECTION die to see if they come back as a zombie.

AUTOMATIC ZOMBIES – Once you have played enough times, you may realize that zombies can pretty much move themselves. You can have all the players be Human Players with one also designated as a Zombie Player. As a general rule, zombies always spawn and/or move towards Humans in the most disadvantageous way possible. Note that if the person hosting the game session is not going to be the Zombie Player, he will need to set the zombies' "Owner" to whoever will be the Zombie Player, so that that player can move the zombie minis.

SOLO PLAY – Since the zombies must follow pre-determined movement rules and they appear on the map randomly, it's entirely possible to play this game without any other players. Just don't bother hosting a game session, and move all the Human minis yourself. It can be fun to try out different strategies, card mixes, variants, and house rules.

EXPANSIONS – Additional Zombie Plague expansions may be released in the future if there is sufficient interest from the BGE community.

TIPS & SUGGESTIONS

- The most commonly-used dice macros have a space preceding their name, to ensure that they are listed first in the dice macro menus. This should make selecting dice macros slightly faster.
- Once all the players are familiar with the game rules, the host should Sideboard the Map Key and the Dice Key, to remove unnecessary screen clutter.
- If the host doesn't want to be responsible for placing all the barricade and flare tokens, he/she can make those tokens visible, assign their Owner to be "Everyone", and then copy and paste a bunch of them into place beside the map. Thereafter, players will be able to drag a barricade or flare token into play whenever one is needed.
- Try spicing up the game by adding sound effects that the host can play when appropriate. Zombie groans, human screams, gun shots, a chainsaw, the sound of a car engine starting (or *not* starting!), and perhaps even some background music can really help set the mood and bring the game to life.

CREDITS

Zombie Plague was designed by Skott Kilander and Brian S. Roe. Their original PDF file can be downloaded at <http://www.fortressfigures.com/zombieplague/> or at <http://www.boardgamegeek.com/game/7514>.

The revised rules and updated artwork for the game board and search cards were done by Kwanchai Moriya.

The conversion to digital format for use in BGE was done by Hernan Ruiz Camauer.

Most of the credit goes to <http://www.rpgmapshare.com> and its forum community for their 3D rendered objects, and to the communities at the [Yahoo! Zombie Plague group](#) and [BoardgameGeek's Zombie Plague forum](#) for the many expansions, house rules, and variants, some of which are included in this rulebook.

FREQUENTLY ASKED QUESTIONS

"Can I shoot through windows and doors?"

If they are not barricaded, yes.

"If a Human Player is zombified or killed, does the Zombie Player remove zombies from the board down to the new, lower maximum number of zombies?"

No, in this case, when zombies are killed, new ones don't respawn until the amount of zombies on the board is under the new lower maximum number.

"For SHOTGUN attacks, do I roll for each zombie in my range of squares?"

No, roll one ATTACK die for all zombies within range. Remember, your attack only affects the first row of zombies that are hit.

"Can I use my SHOTGUN as a BASEBALL BAT even though it still has ammo?"

No, you must run out of ammo first.

"Can I shoot through a Human Player in order to hit a zombie?"

No, you can't attack or shoot through another Human mini. Likewise, if you shoot a SHOTGUN (or any firearm) at zombies while another Human mini is in range, the Human is attacked as well.

"What's that brownish rectangular thing in the backyard, adjacent to the bedroom? Can I walk on it?"

Yup, you can walk right over it. It's supposed to be a brick backyard patio. Same goes for the street curb near the north edge of the board, you can walk right over it.

"About the CHAINSAW, do I lose it or keep it on a roll of OOPS!?"

On a roll of OOPS!, your grip slips and you injure yourself, roll a die (or INFECTION die) to check if you become zombified. If not, continue using your AP as normal.

"Do zombies have to move through barricades to remove them, or can they just remove them from play?"

They cannot just take it down, they must **move** through a barricade to break it.

"If I roll an OOPS! while using a gun do I lose the rest of my AP's?"

No, but you may lose the use of the gun, unless specified otherwise on the card text.

"If I use the KITCHEN KNIFE (or WRENCH, SCREWDRIVER, etc.), then on a roll of 5, is it still a BODY SHOT?"

Yes. The text on the card modifies the basic attack chart, so if it doesn't say otherwise on the card, the basic attack rules are followed. For example, the KITCHEN KNIFE, says "Kills zombies on a roll of 6," which means 6 is a HEAD SHOT, 5 is BODY SHOT, 2 to 4 is a MISS, and 1 is an OOPS!. A BASEBALL BAT modifies the basic attack rules saying, "Kills zombies on a roll of 5 or 6," which means 5 and 6 are HEAD SHOT, no BODY SHOT, 2 to 4 is a MISS, and 1 is an OOPS!

"What's the difference between the MED PAK and the FIRST AID KIT?"

MED PAK nullifies a bite after it occurs, so if a Human Player gets bitten, they can use the MED PAK to prevent them from getting pushed back one square and rolling for infection. The FIRST AID KIT is used after getting bitten *and* getting infected. Essentially, it allows the Human to continue living, with the chance that they may succumb to the infection on any turn.

"The rules say 'choose 40 Search cards to use,' so what cards should I use?"

Using all the Search cards provided for Zombie Plague is too many cards, so pre-select a deck of about 40 or less cards before the game. When selecting a deck, you must always include THE CELLAR and CAR KEYS. Beyond that, it's your gaming group's preference. For a more realistic game, remove excessively powerful cards, including: FLAMETHROWER, CHAINMAIL SUIT, ASSAULT RIFLE, RIOT SHIELD, and MOLOTOV COCKTAIL. These items and weapons just don't make sense in a suburban home, and often make for an easy Human victory.