

ZOMBIE AND SURVIVOR RULES

Zombie Activations

Zombies behave differently to normal living models. At the start of their Activation Phase the zombie player should total the number of their models in play, determine the number of activation tokens they will receive and allocate them as usual. There may be some activation tokens already on the table from the *Zombie Reactions* special effect as detailed on page 27 – you get these in addition to those for the number of models you have in play. You can't add more than one activation token to a single zombie.

Every zombie on the table not suffering from the Living Dead status can be activated – not just zombies with an activation counter:

- Zombies with an activation counter may use two actions as normal – remember most are Slow so they cannot spend both actions moving!
- Zombies without an activation counter may only make a single move action - they may not make any other action.

Zombie Movement

Zombies unerringly want to savage the living and feast on their flesh. When moving, a zombie must end its movement action closer to at least one survivor model than when it started.

Zombies and Morale

Zombies are relentless in their attempts to feast on the living, so are never required to make Morale tests for any reason. This includes Shaken and Wiped Out tests. This is usually a great advantage.

Ammunition and Ammo Jams

Ammo for the survivors is in short supply and firearm maintenance is low on the list of priorities. When using any firearm, a hit roll of 1 indicates either a jam or that the weapon is out of ammo. Mark the model with an Ammo Jam token (see page 56). This weapon cannot be used again until a special action is spent either reloading or clearing the jam.



Barricades

Survivor models inside buildings can scavenge for suitable furniture or bits of furniture, wreckage and tools to fortify doors and windows from any undead who might wish to break in. If a Survivor model adjacent to a door or window uses a special action *barricading*, roll 1D6. On the roll of 4+ you can add one barricade token to the door or window. Doors can have up to 3 barricade tokens, windows can have up to 2. The attacking hordes will have to remove these tokens before trying to break through.



Barricade tokens are hit automatically in melee combat. They count as having Def 3 and each token has 1 Hit. Up to 3 zombies can attack each door or window.

The Luck Pool

Instead of each model getting a number of *Luck* points, the survivor player gains a **Luck Pool** which all models can access. Calculate your Luck Pool by adding:



- One point for each model in your starting Cast.
- One point for each rank of *Luck* points your models have.

Example: Calculating your Luck Pool

The survivor player starts with 6 models. Ted, the Natural Leader, and another model Deirdre, both have the *Luck (2)* special effect. They get 10 points in their Luck Pool – 6 for the number of models, and 2 each from the models with the *Luck* special effect.

Each model can use one point per turn from the Luck Pool in exactly the same way as the *Luck* special effect.

It is possible to also replenish your *Luck*. In each end phase, roll 1D6 if you have expended any Luck Pool points at all. On the roll of 4+ you can return one point to the pool.





NEW CARDS

The following 9 new event cards present threats and opportunities especially suitable for the events of a zombie uprising. You can either use them on their own or add them to the event cards already present in 7TV. If a player draws a card marked exclusively for the other player, they may redraw or retain it and use it as a *Luck* point.

Dead Faint

Zombie player only

The current predicament is all too much for one of the survivors. The survivor player must choose one of their models, who immediately gains the stunned status.

Desperate Last Stand

Survivor player only

Choose one survivor model. The zombie player can move this model up to twice their normal Move distance towards any zombie model. The survivor player can then make one attack with this model, which automatically hits.

Man the Barricades

Survivor player only

You gain one barricade token for each survivor model inside a building. These tokens must be allocated immediately by the survivor player and unused tokens are lost.

Sewer Rats

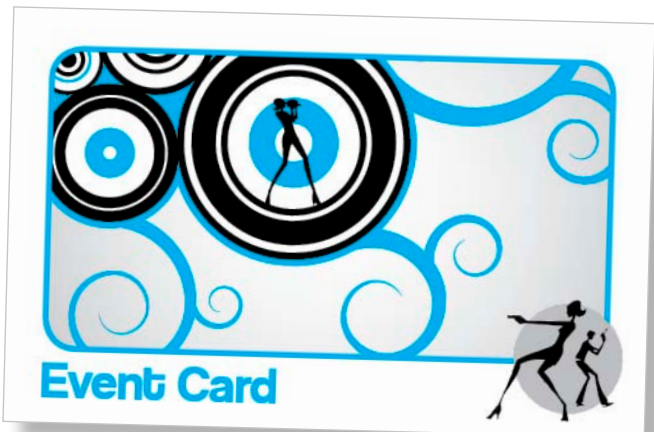
Survivor player only

You uncover a hidden storm drain, half choked with debris. Once per game you may move 1D6 models 12" in any direction.

State of Decay

Survivor player only

The advanced rotting state of some of the zombies can count against them. You must remove 1D3 zombies from play immediately.



Stirring Speech

Survivor player only

A rousing speech fills your survivors with hope. Your models gain +1 to hit this turn on all their attacks. If your Natural Leader is still alive, models within 6" can add +2 instead.

The Restless Dead

Zombie player only

Even the buried feel the proximity of the living nearby, clawing their way through the earth to reach the surface. Choose a spot no closer than 12" to any survivor models. Place 1D3 zombie Extras from your 'dead pile' within 2" of this spot.

They're Breaking In

Zombie player only

Surprise! For this turn only, up to 3 of your zombies can ignore intervening barricade markers and make an attack against survivor models within a building or fortification.

The Wandering Dead

Zombie player only

Place 1D3 zombie Extras from your 'dead pile' within 2" of any table edge. The zombies do not need to be placed near each other.



BREAK DOWN

SYNOPSIS

A group of travellers finds themselves stranded and alone on a road miles from anywhere beside their broken down vehicle. The nearest gas station was a mile back down the road, but off in the distance, in the direction they need to head, are moans and screams of the danger they were trying to flee. The goal of the survivors is to secure gas for their car and get back.... alive.

CAST

This episode features 2-5 survivor models, with a total ratings to be agreed between both players. The Zombie player chooses a cast with a total ratings not over this value.

LOCATION

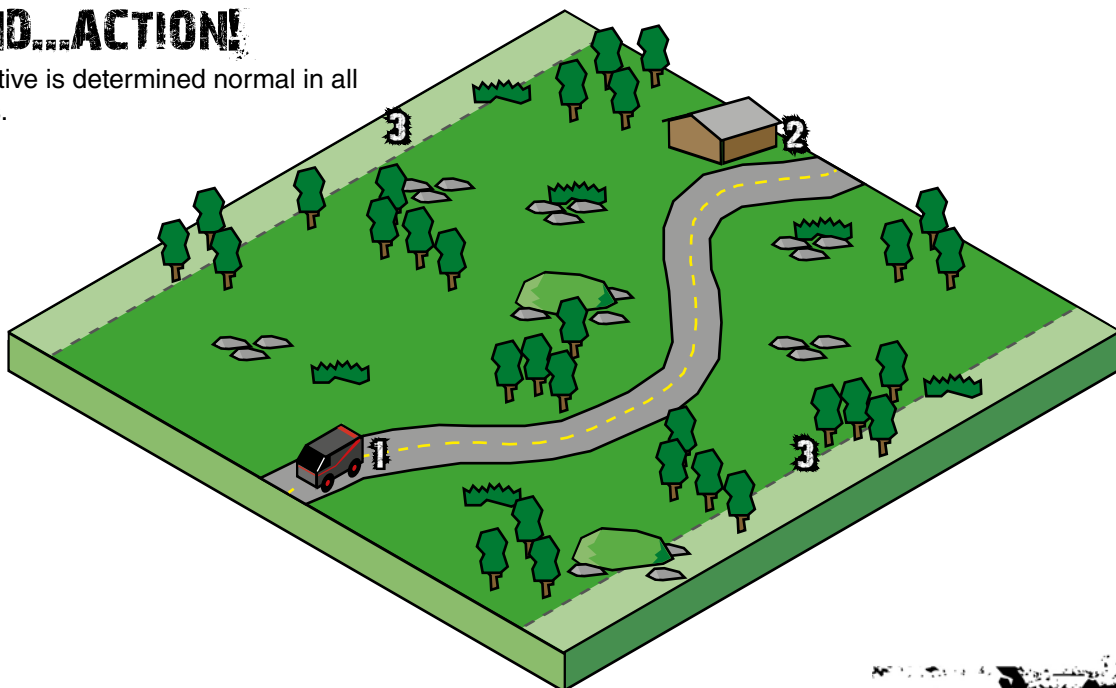
This episode should be played on a 4' by 4' table covered with scattered low hills, rocks and areas of woods. A road should run from the middle of one board edge to the middle of the opposite edge. At one end of this road, 4" from the table edge is the broken down vehicle (1). At the opposite end place a building representing the gas station, 6" from the table edge (2). The two sides of the table parallel to the road should be lightly wooded.

SET UP

The survivor player should place all their models within four inches of the broken down car. The zombie player places their models anywhere within four inches of the game board edges that are parallel to the road (3).

AND...ACTION!

Initiative is determined normal in all turns.



SPECIAL RULES

Get The Gas! A gas can marker is located adjacent the gas station. Any heroic model may pick up the gas can marker by coming into base contact and simply declaring this as a free action. If the model carrying the gas can marker is killed, the marker will remain where they fell until another survivor model picks it up. The zombie player must ignore this marker at all times. The gas station is securely locked and players cannot force entry.

END CREDITS

This episode will end if all of one side's models are removed from play. The survivor player can end the game in any end phase after they manage to get the gas can marker from the gas station back to the broken down car. Models in the car at the time get off safely.

VICTORY POINTS

The standard 7TV VP rules are not used in this scenario. Only conditions listed below will award players VPs during this scenario.

Victory Condition	VP (Survivors)	VP (Zombies)
Each survivor model off the table in the restarted vehicle	+1 per initial Hit	-
Each survivor model eliminated or with the Zombie Infection.	-	+1 per initial Hit

ZOMBIEVILLE HIGH

Joined by the local sheriff and resident madman and accompanied by two ferocious but loyal dogs, this band of high school students has lived longer than most. But for how long...

SAMPLE CAST

You can use this pre-generated Cast to play any of the scenarios in this supplement. This Cast totals 242 Ratings, but you can choose members to fit the Ratings limit for each Episode.

Ted

The Jock | Guest Star | Natural Leader | 62 Ratings

Ted is a natural leader with a penchant for setting traps for the brain-eaters.

Move 6 Def 5 Hits 3 Str 4 Agi 3 Int 3 Morale 5

Star Quality: Last Man on Earth

Special Effects: *A Good Offence, Heroic Surge, Leader (2), Luck (2), Rage, Scavenger (1), Sixth Sense*

Attacks: Brawl 4+, Tire Iron (Cosh) 3+, Pistol 3+

Deirdre

The Looker | Guest Co-Star | 22 Ratings

Red-headed cheerleader Deirdre was the prom queen until the end of the world. She has now sworn revenge on the zombies that ruined her social life.

Move 6 Def 3 Hits 2 Str 2 Agi 3 Int 3 Morale 4

Special Effects: *Dodge, Luck (1), Obey Me!*

Attacks: Brawl 5+, Hockey Stick (Hand Weapon) 5+

Thelma

The Brain | Guest Co-Star | 22 Ratings

The brains of the outfit – and power behind the throne – Thelma's knowledge and quick wits have kept the survivors alive.

Move 6 Def 3 Hits 2 Str 2 Agi 3 Int 4 Morale 3

Special Effects: *Luck (1), Medic, Plucky, Scavenger (1)*

Attacks: Brawl 5+, Book Bag (Hand Weapon) 5+

