

SOLO sequence



ZV = zombie value, MP=movement points, PL=panic level, FR=firing rate

STUNNED = can't move or shoot, remains stunned until another character moves into square

INFECTED = never recovers, but can become a super zombie

Second STUNNED or INFECTED result leads to death.

Set-up: The 5 'hidden' zombies are put in the cup along with future eliminated zombies. **All doors** considered open at the start of play.

1. HUMAN PLAYER-TURN

The human player may move any one character or single stack of characters not moved in previous turn.

- a. Movement (can expend all MP and fire rate in any combination or order)
 - i. Eligible characters that begin the in the same square may be moved together as a stack.
 - ii. A character may be moved into a zombie-occupied square (reveal ZV). To leave, expend ZV worth of movement points +1 for new square (flip zombie over again).
 - iii. Two Movement Points must be expended to open or close any door except a main door. A character must expend his entire MP to close a main door, or pick up a rifle (only Steve or Fran can carry a rifle).
- b. Shooting (can shoot up to FR times)
 - i. **Check for panic** (1d6 <= PL) if: zombie in same square, berserk zombie, berserk in same square (-1), super zombie (-1), super zombie in same square (-3). If panicked, can't shoot or move.
 - ii. **Shooting Roll** 1d6 (Steve, Fran), 2d6 (Roger, Peter, or other with rifle), 3d6 (max combination of shooting together) >= ZV then zombies killed (super zombie value=2, adding values if stacked)
 - iii. Can't shoot into squares with other characters, and can only shoot in LOS (two doors block LOS)

2. ZOMBIE PLAYER-TURN

A. Hidden Zombie Phase (roll on table, use 'third digit' of closest square to moved human for placing zombie - not in a hall)

B. Berserk Zombie Phase

The zombie player checks each and every zombie unit that is currently *berserk* to see if it remains berserk (1d6=5,6 then not berserk). He then checks closest zombie to character just moved to see if it goes berserk (1d6 <=4 goes berserk).

C. Zombie reaction Movement Phase

Move ALL zombies that were within LOS of ANY square entered by the character just moved (including actions of opening/closing doors, getting rifle, shooting). May not open or close doors. May not stack normal zombies. Normal zombies (1 space), berserk zombies (2 spaces), and super zombies (3 spaces, bringing along stacked normal zombies as well). Can move through other zombie squares but not end turn in them. Berserk zombies, if next to closed glass door and LOS to character, can **attempt to break glass** (2d6<ZV destroyed). Super zombies can automatically destroy closed glass doors.

D. Zombie Free Movement Phase

Roll 1d6, move that many zombies 1 space *only*, but not those moved in reaction phase. Super zombies, zombie units stacked with super zombies, and berserk zombies may only move 1 space, but DO NOT count toward the limit.

Move priorities:

1. Each zombie that would end its move in a character-occupied square.
 2. Each zombie next to an open main door moves to clear a space. (move others to allow a space to be cleared)
 3. Each zombie that is within sight of any character must be moved toward that character.
 4. Each zombie that would end its move within sight of a character if moved.
 5. The unit not meeting any of the above priorities that is closest to any character must be moved toward that character.
- For checking proximity, count each hall square as one square and each store square as two squares.

E. Zombie Attack Phase

- a. Before attack, human player checks panic, and can otherwise shoot at zombie.
- b. If zombie survives, attack (roll to see how many characters are attacked in one square, divide zombie value)

F. Zombie Generation Phase

Roll 2d6, see Entrance Table. Then roll for each infected character from previous turns (roll 2d6 = 2, 12 then character becomes a super-zombie).

Victory: 3 men (or Fran-uninfected and 2 men) must clear mall and close all main doors, and Fran and Steve have rifles.