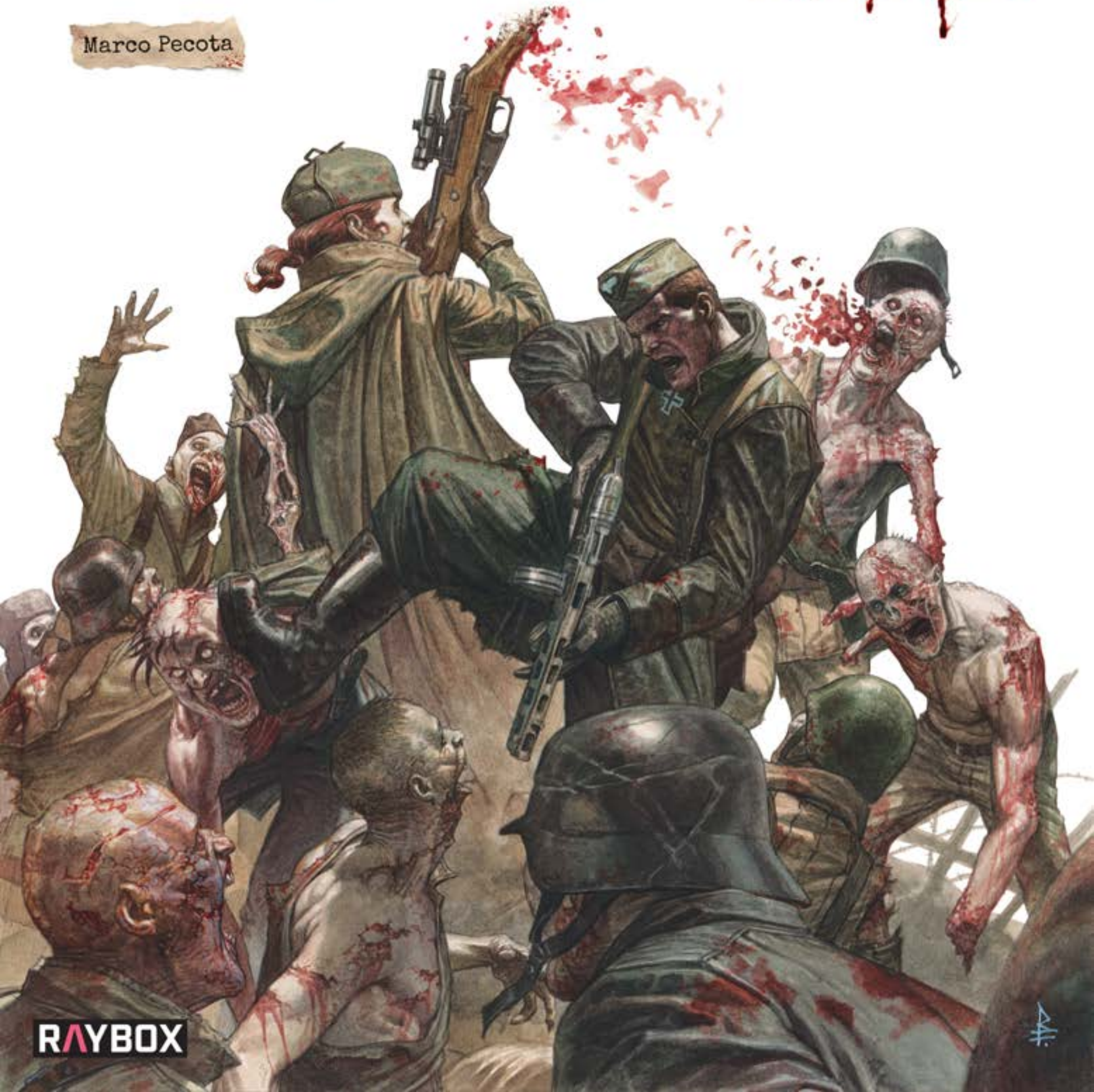


ESCAPE FROM STALINGRAD



Marco Pecota



RAYBOX

44

CHARTS AND TABLES

ROUND STRUCTURE

INITIATIVE SEGMENT

Roll 1d12 for initiative. Reroll ties.

TURN

START PHASE

- For characters, remove covering and attacked markers from their figures.

ACTION PHASE

- The player activates each of the figures, moving and attacking. **For zombies, remove stunned status markers.**
- Each figure can only be activated once per turn.
- Only one figure can be activated at a time.

FINAL PHASE

- During the zombie turn, zombies are spawned.**

END SEGMENT

Scenario specific.

* Characters may conduct a covering attack at any time during the round.

Asterisk: indicates a one-handed weapon. Two weapons may ready, one in the offhand, if both show the asterisk.

H2H HIT#: The hit number if attacking hand to hand.

ROF: The number of dice to roll.



RANGE MODIFIER: Add the Range Modifier number to your PB range until you have sufficient range to reach the zombie. Each time you add the RM also add +1 to your hit #.

PRIMARY HIT#: At PB Range roll this number or higher to score a hit on 1d12.

PB RANGE: This indicates the range in squares the target is from the attacker to qualify as point blank range.

HIT# MODIFIERS

LOF MODIFIERS	MAX+4
Attacking past a figure	+2/figure
Hindering terrain (non-adj.)	+2
ATTACK MODIFIERS	
Normal fire, throw grenade	0
Stunned zombie	-3
Spread fire	+1
Figure is stationary	-2
Figure is walking	0
Figure is running	+2
Stationary covering	0
Walked covering	+2
Ran covering	+4
Using off-hand	+2
Throw grenade without LOF	+4

*To pass gear or open/close a door, the target of the action (either the Human receiving the gear or a door) must be adjacent to the activated figure.

MOVEMENT TABLE

ACTION	MP COST	
	Walking	Running
1 space forward	1	1
Turn 90	1	2
Open/close door	1*	2*
1 space sideways	2	n/a
1 space backwards	2	n/a
Hindering terrain	+1	+1
Switch weapons	1	1
Pass gear to figure	2*	2*
Move diagonally – forward only	2	2
Pick up gear	1	2
Search a square	All movement and attack action	
Move through a figure	Not allowed	

BASIC ZOMBIES

These 3 zombies are slow moving and receive minus 4 to their initiative roll.

Beta Zombies

Move 1, Attack 1, Health 1
Special Abilities: None.

Armoured Zombies

Move 1, Attack 1, Health 1
Special Abilities:

- Cannot be stunned. A head hit must be made to eliminate this zombie.

Kugelfisch

Move 1, Attack 1, Health 1
Special Abilities:

- If an attack inflicts a stun against this zombie, then it will "POP" filling 9 squares with noxious gas. Characters take one wound per turn they remain in the affected area.

ATTACK TYPES

Fire ranged weapon*

Cover attack

Throw grenade

Hand to hand

*can use normal fire and spread fire.



Roll 1d12. If a 9-12 is rolled, reroll and displace 2 squares instead of 1.



ESCAPE FROM STALINGRAD



BY MARCO PECOTA

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The GRID NOTES

In this version of The GRID Tactical Combat the following rules have been removed from play:

- Diagonal Move
- Suppression
- Leadership
- Automatic Fire
- Armour Modifiers
- Weapon and Armour Class



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ESCAPE FROM STALINGRAD Z

☠ Welcome player to grim history as seen through the cracked lens of the supernatural...

Escape from Stalingrad Z is a miniatures solo/coop campaign game of tactical combat set in the horrific zombie plague of World War Two. The year is 1942 and the city is Stalingrad. Your survivors are veteran soldiers fighting to stave off the zombie hordes in a war-torn wasteland while finding a way to escape from the decimated city. They must work together to find the best path, each scenario giving them options on which way to go next. The players' choices will determine the fate of the heroes. The game plays out over a set of linked scenarios that form a campaign, an ongoing story. Each previous scenario in the campaign will affect the start of the next.

Escape from Stalingrad Z will take you to the most brutal battles the world has ever witnessed. Here in this forsaken place, the unquiet dead stalk the battlefields and hunger for new souls to add to their ranks. Your choices and tactical skills will be tested along with the ingenuity of your survivors. Low ammunition, wounds, lack of food and the bitter cold are your enemies as much as the zombies. The survival of each of your unique combat specialists depends upon your ability to conserve resources and exploit the zombies' weaknesses. You will need to choose your tactics wisely; sometimes stealth is more important than firepower. You may fail the first try at escape but with experience and proven tactics, each attempt will bring you closer to achieving victory.

Once you have learned the rules, all you need to play are the Scenarios book, character sheets and punched tokens. The book is coil bound so it can lie flat on your table as a physical play surface. With scenario description on the left and scenario map on the right, your game will take less than a minute to set up. You play directly in the book on the right-hand map. As you open doors, new threats will be revealed. Each scenario has primary and secondary objectives. Each of your characters has unique specialized skills and will gain experience to advance their abilities and assure success.

☠ Now enter the lands of the undead and prepare to fight for your life.

Escape from Stalingrad Z is an evolving game system. Your input and questions only make the game system better. If you see something out of place or find a rule difficult to understand, please do not hesitate to email me at hello@rayboxgames.com

All the best and have fun with the system.

Marco Pecota

WHAT YOU WILL NEED TO PLAY

Everything you need to play is in this document other than some 12-sided dice, a pencil and an eraser. Simply print out and cut out the necessary POGs (zombie and character representation markers), doors and status markers (counters) found at the end of this book. Your playing board IS the book. No need to take up an entire table or layout a bunch of terrain. All is provided in the pages herein.

MINIATURES

You can choose to play with miniatures if you like. Simply replace the POGs of the zombies and characters with miniatures when they appear on the scenario map. Use your own or purchase the official *Stalingrad Z* miniatures from our website www.rayboxgames.com (available soon).



DICE

Escape from Stalingrad Z is played using twelve-sided dice. Players may be required to roll one or more dice to resolve an action. The number of dice required for a roll is abbreviated as Xd12 where “X” represents the number of twelve-sided dice to be rolled. The result of each die is read separately.

STATUS MARKERS

Markers are used to indicate the status of a character or zombie. For example, if the character has fired their weapon or has moved during the round, the appropriate marker is placed beside them. These will be fully covered later, but here are some examples:



YOUR CHARACTERS

The characters represent the most hardened and luckiest of the survivors who have lived past the first few days of the zombie outbreak. There are eight to choose from, each one with unique skills that will help you achieve victory. You start the game with one character but can gain up to three more to join your group of survivors. These characters are represented by character markers (round markers with a depiction of the character).

As you play each scenario your character will come closer to escaping the hell-torn city of Stalingrad. Along the way, they will need to defeat swarms of zombies, recover essential clues as well as gear, food and ammo. They will also be gaining experience and unlocking unique skills.

ANATOMY OF A CHARACTER SHEET

Below is an example character sheet. There is lots of useful information on it including skills, health, fatigue track and gear. You will be writing down and marking it with vital information throughout the narrative campaign. At the back of the book, you will find copies of the character sheets. You can either photocopy the sheets or download a copy from our website www.rayboxgames.com.

READY WEAPON: Here you mark the letter of your ready weapon (the one you are attacking with). Some weapons are one-handed, allowing your character to carry 2 weapons. Mark the letter of the off-hand weapon in the small box.

WEAPONS: Listed is the character's preferred weapon along with slots to enter the information of any other weapons scrounged along the way. Each weapon slot has a letter denoting it so you can record what the character has as their ready weapon.

GEAR

Preferred Weapon (Slot A): **1** * **4** KNIFE

READY WEAPON (Slot A): **A** **B** (+2 TO HIT#)

AMMO (Slot C): **2**

FOOD (Slot D): **0**

GRENADE (Slot G): **6** **10** **10** **1**

MED KIT (Slot G): **1**

SKILLS

10 EXP = Preferred Weapon: -1 to Hit# with Sniper rifles.

50 EXP = Line 'em Up: A successful hit also Dasha to roll a hit against any Beta Zombie in Dasha's original Line of Fire.

150 EXP = Locked on Target: Dasha may attack any target on the board which she has a Line of Fire to.

FATIGUE TRACK: **1** (+1 to Hit#) **3** (+2 to Hit#) **5** (-1 MP) **1 wound** **7** (-2 MP) **9** **1 wound**

HEALTH TRACK: **4** **3** **2** **1**

ZOMBIE KILLS: [Empty box]

GEAR NOTES: [Empty box]

SUPPLIES: Keep track of supplies here. Mark down the items as you find them. Spaces are allocated for grenades, ammo, food and medkits. You can carry a maximum of 3 of each. A box for notes is also available to mark other items discovered.

ZOMBIE KILLS: Keep a tally of your kills here to keep track of experience.

SKILLS: The particular skills this character can activate as they gain experience.

FATIGUE TRACK: Used later in the game once keeping warm and fed is paramount. Being hungry and cold wears the body down, making it more difficult to fight and inevitably leads to death.

HEALTH TRACK: Denotes the health of your character. As they take wounds, cross off a health square. If their health drops to zero they join the ranks of the undead. Wounds can be healed.

USING YOUR CHARACTER SHEET

During the course of the game, you will write on your character sheet to keep track of gear, supplies, health and fatigue. Write this information in pencil as you will need to erase and edit it over the stretch of the campaign. Some players like to laminate their printed character sheets and use dry erase markers.

HEALTH AND FATIGUE

HEALTH TRACK: Whenever your character takes a wound, mark off the topmost health box. Once all of the boxes are marked off, your character has perished. If you are instructed to heal wound(s), for each wound healed, erase the mark from bottommost box of the health track. You can heal 1 wound by expending 1 medkit. This can only be done between scenarios (rules for Between Scenarios are on page 33).

If you mark off the last health box, then the character has died and will return as a vengeful zombie. See Character Death in the Campaign section for full details.

FATIGUE TRACK: The fatigue track tracks your level of weariness and discomfort. Two factors can contribute to character fatigue: hunger and cold. If you are instructed to increase fatigue then mark the appropriate number of boxes on this track, starting with the leftmost unmarked box. Likewise, erase the appropriate number of marks, right to left, when asked to reduce fatigue. Some scenarios will dictate how many squares you must mark off on the track. Be careful, if your character becomes too fatigued they will become less skilled in combat and reduce their chance of survival.

GEAR

WHAT YOU START WITH: Your characters start with nothing but the clothes on their backs. Search and scavenge as soon as you can.

PREFERRED WEAPON: One weapon is pre-listed on your character sheet. This is the preferred weapon of the character. They do not start with it, but scenarios allow for the discovery and recovery of said weapon. This weapon is referred to as the "A" weapon.

WEAPONS: As you acquire weapons, write out the statistics in the first empty weapon slot on your character sheet, "B" or higher. Your character may not carry more weapons than they have slots to write them in. Of course, they are free to pass weapons to their comrades.

GRENADES: On your journey to escape Stalingrad, some searches will reveal grenades. As you collect them, mark them down on your character sheet in the provided upper right box. You may never carry more than 3 grenades.

READY WEAPON: Put the letter of the weapon slot containing the weapon that your character is using in this box. The letter for each weapon slot is shown above it in the Weapons area of the character sheet. When attacking, use this weapon. You can switch weapons for 2 movement points (see Movement on page 11 for details) - this also allows you to equip, or change, your readied weapon(s). Simply erase the old letter and replace it with the new.

SECONDARY WEAPON: There are some weapons of which you can ready two. These are noted with the asterisk at the center top of the weapon chit. To carry two weapons, both must have the asterisk. Note the letter of the secondary weapon in the small box. Any attacks with a secondary weapon are penalised; see Hit Number Modifiers on page 19.

AMMO: Your character can collect ammo through their searches. Mark down and keep track of how much they have. Whenever a natural 1 is rolled for an attack with a weapon that uses ammo, remove one ammo. When the character's ammo reaches zero, they can no longer fire their weapons. Characters can pass ammo to each other as per the rules outlined in Movement (page 11). A character can never carry more than 3 ammo.

FOOD: Your character can collect food through their searches. Mark down and keep track of how much they have. Food can be used to mitigate or reverse ill effects on the fatigue track. This can be done during the Between Scenarios portion of the campaign. A character can never carry more than 3 food.

MEDKITS: Your character can collect medkits through their searches. Mark down and keep track of how many they have. Medkits can be used to heal wounds. For every medkit used, heal 1 wound. This can be done during the Between Scenarios portion of the campaign. A character can never carry more than 3 medkits.

OTHER GEAR: Along the torturous path to finally escaping the decimated city you will find different gear. The scenario will tell you all you need to know about it. Record the information here on your character sheet.

SKILLS AND EXPERIENCE

Each of your characters has unique skills which can be unlocked through experience attained while completing the campaign. All you need to know about the skill is on the character sheet for quick reference.

UNLOCKING SKILLS

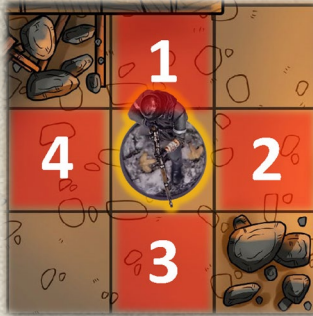
Noted beside each skill is an EXP number. The character's experience is equal to the number of zombie kills recorded on their character sheet. When the number of zombie kills meets or exceeds a skill's EXP number, the character may now use that skill. You only record zombie kills during the first go-around on the round track. Once the round track resets, record no further zombie kills in that scenario. Rules for the round track are given in the Scenario section in this book.

CORE CONCEPTS

A few core concepts are explained here to help inform you in advance of seeing them referred to in the rules.

ADJACENCY

Many rules in *Stalingrad Z* use the term “adjacent.” Where this term is used, it is specifically referring to orthogonal adjacency (except where it specifically states “diagonally adjacent”). So, for example, a zombie is adjacent to a character if it is in one of the four squares to the immediate left, right, in front of, or behind the character.



FACING

This concept denotes the direction in which the figure is “looking.” All characters must face one of the 4 adjacent squares. The facing of characters will also determine their arc of fire (page 15). Zombies are considered to be facing in all directions at the same time.

HIT#

A hit#, short for hit number, is the number you need to equal, or exceed, on the roll of a d12 in order to make a successful attack. E.g., if you were shooting a zombie and calculated a hit# of 6, you would need to roll a 6 or higher to hit the zombie. Full rules for calculating a hit# will be covered in the Scoring a Hit section on page 18. However, we’re giving you an overview of this concept now as you will see hit# mentioned in examples prior to page ?? when character actions, or other situations, modify the difficulty of making an attack, either raising or decreasing the hit#.

CORE RULES

Here you will find the rules covering movement and combat for your characters. Most of the zombie rules are in the Campaign section of this book (page 36). Any rules for the zombies found here are in red.

ROUND

Each round comprises an initiative segment, two turns (player and zombie) and an end segment. Each turn is made up of three phases.

INITIATIVE SEGMENT

- Roll 1d12 for both yourself and the zombies.
- The zombies receive a -4 to their roll (some types of zombies may negate this).
- The higher roll gains the initiative and chooses who will take the first turn.
- If the zombies win, they always choose to go first.
- In the event of a tie, roll again.

TURN

A turn is divided into three phases: *start*, *action* and *final phase*. When the first turn is finished, their opponent takes their turn, and the three phases are repeated. The round proceeds to the end segment after the final phase of the 2nd turn has been completed.

START PHASE

On the player's turn, remove covering and attacked markers from their characters.

ACTION PHASE

- On the player's turn, they activate each of their characters in an order of their choosing. When a character is activated, the player must declare if the character is stationary, walking, running or searching. This will impact what the character is able to do on their turn - see the Searching and Movement sections (pages 10 and 11) for more details.
- **On the zombie turn, the player must activate non-stunned zombies. Stunned zombies do not activate; instead, remove the stunned token and move on to the next zombie.**
- The rules for activating zombies can be found in the Zombie Activation section on page 30.
- Each character can only be activated once per turn.
- Only one character can be activated at a time.
- Characters may conduct a covering attack at any point - this includes the initiative and end segments.

FINAL PHASE

- **During the zombie turn, zombies are spawned in this phase.**

END SEGMENT

There is no regular thing to do in this segment, however certain scenarios will have actions to perform or things that occur during the end segment (e.g., the water level rises in the sewers by 1 foot every end segment).

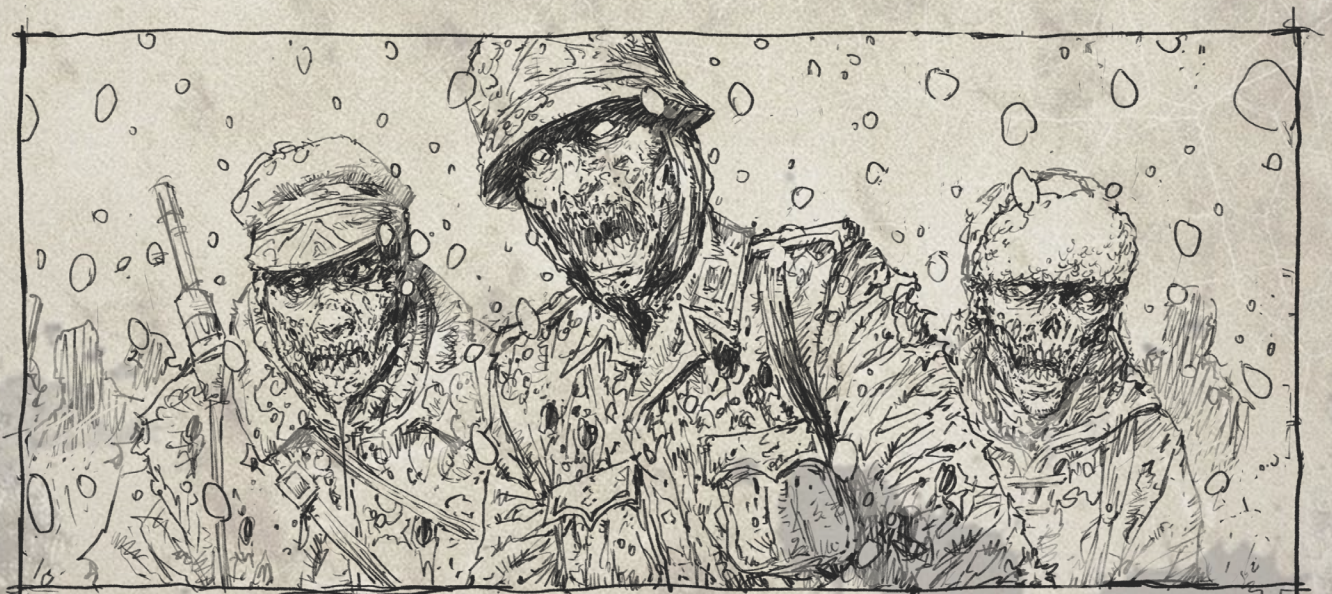
SEARCHING

Searching is only possible when specified by a scenario. Rules for resolving the outcome of a search will be given in the scenario rules.

- A character who is declared searching may not perform any movement or attack actions. Instead, they spend their entire activation performing the search.
- The scenario will provide details on where (usually a designated map square) the character can search.
- A square can only be searched if the character is on the square or adjacent to it (including behind the character).
- If the search results in a zombie appearance, place the zombie on the searched square. If the character occupies the searched square, place the zombie adjacent to it (player's choice).



Dasha wishes to search the objective marked O on the map. The search square is behind her, but she still may search it as it is adjacent to her. Dasha may not move or attack this round.



MOVEMENT

In *Escape from Stalingrad Z*, movement, opening doors, passing equipment and searching actions are conducted using movement points (MPs) for the characters. **Zombies simply move one square per turn. Details for the zombies are in the Campaign section of this book (page 36).** All the rules below pertain only to characters.

- A character can only take movement actions while activated.
- A walking character is allocated its base MPs, which will always be 4. A running character receives double the base MPs, so 8 MPs. A stationary or searching character receives 0 MPs and cannot take any movement actions. A character may take as many movement actions as their MPs will allow, in any order. Movement actions are listed in the table below.
- Hindering terrain (outlined in yellow on the map) costs an additional movement point to move onto.
- Characters may not move through a space occupied by other characters.
- Characters may pass weapons or gear to another character at the cost of 2 MPs. They must be adjacent. Passed weapons can be readied immediately (potentially swapping out an already readied weapon).
- Characters may not move through walls, closed doors or anywhere else the map shows a solid barrier - these are collectively known as obstructive terrain.
- When moving diagonally at least one of the adjacent squares being moved past must be unobstructed or unoccupied. If both squares are, or the only unobstructed/unoccupied square is hindering terrain, the move incurs the usual penalty.
- A character may pick up gear that is in plain sight (so doesn't require searching for) in a square they are on or adjacent to (in any direction) for 1 MP, or 2 MPs when running. If a weapon was picked up, the character may ready it (in either main or off-hand) for free (even if this requires swapping out a different weapon).

MOVEMENT TABLE		
ACTION	MP COST	
	Walking	Running
1 space forward	1	1
Turn 90	1	2
Open/close door	1*	2*
1 space sideways	2	n/a
1 space backwards	2	n/a
Hindering terrain	+1	+1
Switch weapons	1	1
Pass gear to figure	2*	2*
Move diagonally – forward only	2	2
Pick up gear	1	2
Move through a figure	Not allowed	

**To pass gear or open/close a door, the target of the action (either the character receiving the gear or a door) must be adjacent to the activated character.*

MOVING AND ATTACKING

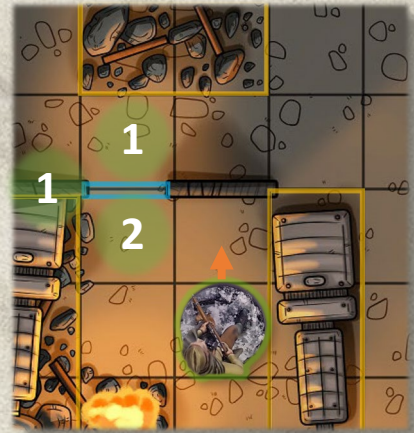
- Characters may combine move and attack actions. A character can use some of its movement points, make an attack, and then continue using the remaining movement points.
- A character is not required to use all of its movement points, but any points not used while the character is activated are lost.

MOVEMENT EXAMPLES



Dasha is moving diagonally and pays 2 MPs for the first square. She then moves diagonally again and pays 3 MPs for the 2nd square because she is moving onto hindering terrain, which costs +1 MP. Moving down 1 square within the hindering terrain costs another 2 MPs as the square is within the yellow box. Total MPs spent is 7. Note that she has to be running to achieve this.

Dasha is declared walking. She moves diagonally first, costing 2 MPs, then she elects to open the door for 1 MP and then uses her last MP to move one square forward. If she was running it would have cost her 2 MPs to open the door.



Dasha wants to pass Reiser a knife she has picked up. From her starting position, she cannot give it to him since they are not adjacent. She declares herself walking and uses 1 MP to move forward then 2 MPs to give Reiser the knife and uses her last MP to move forward 1 square.

Dasha wants to move to square A diagonally. She will be moving between the fire (obstructing terrain) and the rubble pile (hindering terrain). It will cost her 3 MPs: 2 to move diagonally and 1 for the hindering terrain. If the rubble pile was an obstructive terrain, she could not move to square A diagonally from her position as the path would be blocked. If the fire square was empty, then she could choose to move to square A and only pay 2 MPs, choosing to go through the square with the easier route.



ATTACKING

All rules in this section pertain to your characters - zombie attacks are covered in The Zombies section (page 30).

While a character is activated, it may use an attack action. The character may use its attack before, during or after its movement.

When using your attack action, you must:

- Select an attack type: normal fire, spread fire, hand-to-hand combat or grenade.
- Select a readied weapon, suitable for the attack type, to attack with.
- Resolve the attack.
- Place an attacked status marker next to the character to show they have attacked (this also allows you track which characters have already activated this turn).

If your character does not attack, place a covering status marker next to the character. This allows them to use their attack action during the zombie turn at an opportune moment. This is covered in more detail in the Covering section on page 28.

RESOLVING AN ATTACK

Each attack type resolves differently but all of them use the following core process or a variation of it:

1. Determine the target of the attack. This will usually be the closest zombie in the character's line of fire (see Line of Fire on page 15) and in the character's front arc (see Arc of Fire on page 15).
2. Determine the range of the target (see Range below).
3. Calculate the hit# required to hit the target and roll a number of d12 equal to the rate of fire of the weapon being used in the attack (see Weapon Characteristics on page 17 and Scoring a Hit on page 19).
4. Determine the effect of any hits (see Zombie Hit Effect on page 21).

Any special rules or variations to this process for each of the attack types will be covered in the section on that attack type on pages 22 to 26.



ARC OF FIRE

A figure has four arcs of fire: front, right, left and rear. These are 90-degree arcs as shown in the diagram below. A figure may only attack a figure within its front arc - throwing grenades is the exception.



LINE OF FIRE (LOF)

Line of fire determines whether a figure can attack an opposing figure.

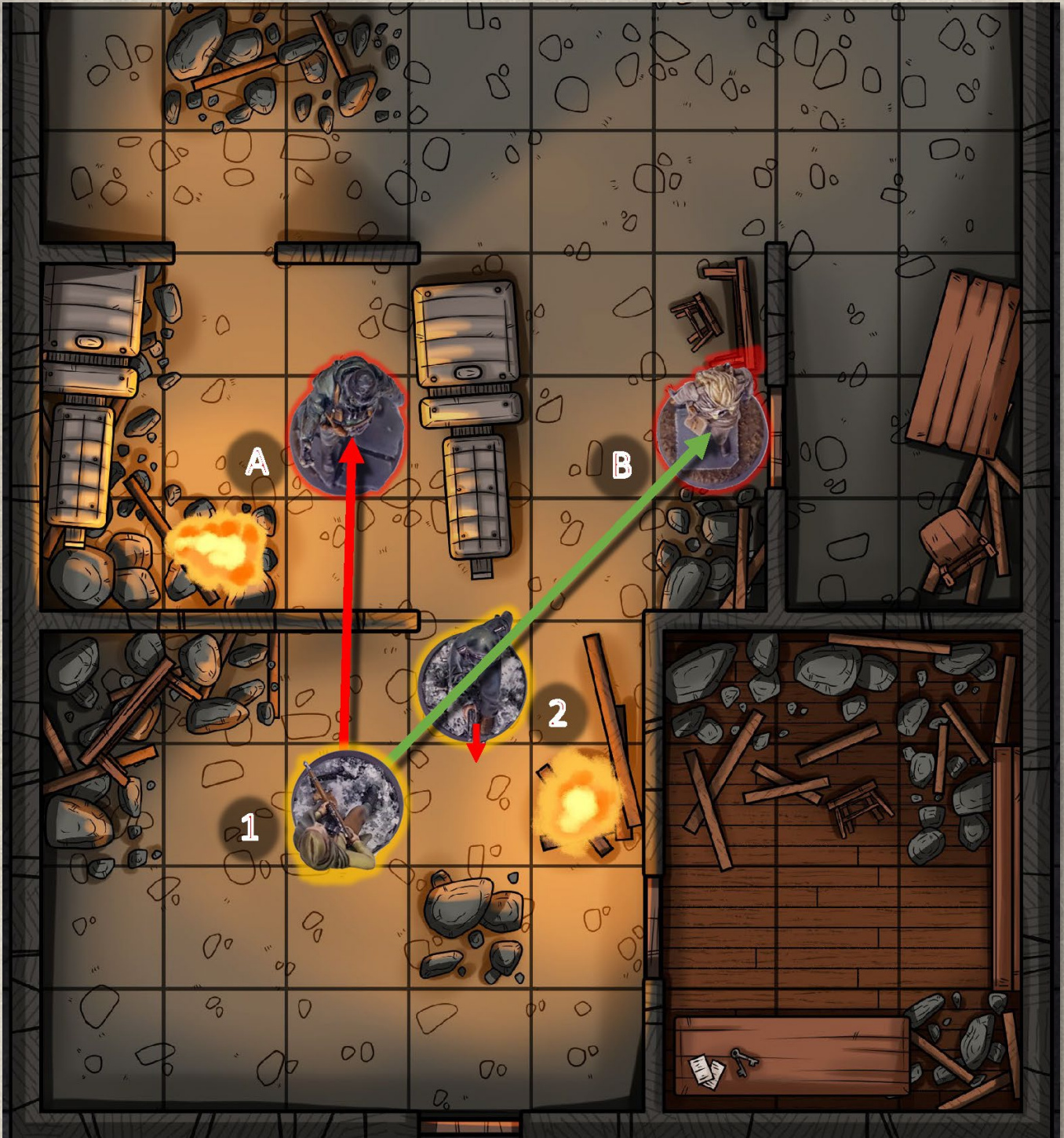
- To determine LOF, trace a straight line from the center of the firing figure's square to the center of the target figure's square.
- Any squares through which the line passes are in the line of fire.
- A figure can only fire at a target if it can trace unblocked LOF to its target. Line of fire is blocked by obstructive terrain (doors, walls, pillars, stacked crates, etc.).
- Intervening figures do not block LOF but will make it harder to hit the intended target.
- When attacking past a figure, a natural roll of a 2 on the d12 signifies that the first intervening figure gets hit instead and takes 1 wound.

RANGE

When attacking, determine the range by counting the number of squares from the attacking character to the target figure, including the target's square but not the firing figure's square.

When calculating range, any diagonals count as 2, as they do when moving.

LINE OF FIRE EXAMPLE



Russian Sniper Dasha (#1) can attack zombie B because it is in her front arc and she can trace a line of fire to the center of its square. Her LOF crosses a square with another figure in it so a +2 is added to the hit#.

Dasha (#1) cannot target A because her line of fire crosses a wall.

Tank Commander Becker (#2) cannot target either zombie because neither is in his front arc of fire.

WEAPON CHARACTERISTICS

Listed below are the characteristics of most of the weapons you will find in the game.

- **RATE OF FIRE (ROF):** Indicates the number of twelve-sided dice rolled for the weapon when it attacks.
- **PRIMARY HIT#:** The number required at point-blank range for a figure to score a hit against a target with each d12 rolled.
- **POINT-BLANK RANGE (PBR):** This indicates the range in squares the target is from the attacker to qualify as point-blank range.
- **RANGE MODIFIER (RM):** This is used for all ranges beyond the point-blank range. You may increase the weapon's range by the number shown in the RM as many times as is required to reach your target, but each time you do so add +1 to the primary hit#.
- **ASTERISK:** This indicates that the weapon can be used one-handed and therefore may be used in the off-hand. To carry 2 weapons, both must have the asterisk.
- **H2H HIT#:** This is the hit# if the target is 1 square from the attacker (not diagonal).

***Asterisk:** Indicates a one-handed weapon. Two weapons may ready, one in the off-hand, if both show the asterisk.*

***H2H HIT#:** The hit number if attacking hand to hand.*

***ROF:** The number of dice to roll.*



***RANGE MODIFIER:** Add +1 to the primary hit# each time you increase the weapon's range past PB range by this amount.*

***PRIMARY HIT#:** At PB range, roll this number or higher to score a hit on 1d12.*

***PB RANGE:** This indicates the range in squares the target must be from the attacker to qualify as point-blank range.*

- The Luger pistol shown has a rate of fire of 1, which means it rolls 1d12 when attacking.
- Its primary hit# is 6, meaning it needs to roll a 6 or more on 1d12 to score a hit at its point-blank range of 3 squares.
- The range modifier # is 1, adding +1 to the hit number every 1 square beyond the PBR. E.g. For a target 4 squares from the attacker, the modified hit# would be 7, at 5 squares it would be 8, and so on.

SCORING A HIT

Below you will find the simple method of scoring a hit on a zombie. You take your weapon's primary hit# and add any applicable modifiers to it (range, attack or LOF).

FIRST: count the range in squares to the zombie.

Is the zombie within point blank range?

YES

Your primary hit# is used plus any hit# modifiers giving you your final hit#. See Hit# Modifiers (page ??).

NO

Consult the range modifier number. Add the range modifier number to your PB range until you have sufficient range to reach the zombie. Each time you add the RM also add +1 to your hit#. See Hit# Modifiers (page ??).

Roll a number of D12 equal to the rate of fire of the weapon. If it is equal to or greater than the final hit#, a hit is scored.

- Do not add dice together but rather calculate the result of each roll separately.
- Some figures require multiple hits to be eliminated.
- If you roll a 1 and you are performing a normal fire or spread fire attack, reduce your ammo by 1.
- If you roll a 2 and there are one or more intervening characters in the LOF (regardless of attack type), the first intervening character takes 1 wound.



In this simple example, we will be looking at two different weapons with different range modifiers (RM) and determining their hit# at various ranges.

If we imagine our character is standing where you see the Luger on the map, the hit# is 6 to attack a zombie within its PB range of 4. For each 1 square afterwards, the hit# goes up by 1.

The hit# for the MP-40 is 7 out to its PB range of 3. For every 2 squares afterwards, the hit# goes up by 1.

HIT NUMBER MODIFIERS

Often other factors are in play that may make it harder or easier to hit your target. This could be the type of attack conducted or perhaps your figure is firing through hindering terrain. These circumstances create hit# modifiers.

- A positive modifier makes it harder to hit a target while a negative modifier makes it easier.
- Modifiers are cumulative and apply to each die rolled.
- It is possible for a figure to have enough modifiers to make a hit impossible.

HIT NUMBER MODIFIER TYPES

There are two types of hit# modifiers: line of fire and attack.

LINE OF FIRE (LOF) MODIFIERS

LOF modifiers represent adjustments for intervening terrain that hinder but do not block your character's LOF to the target.

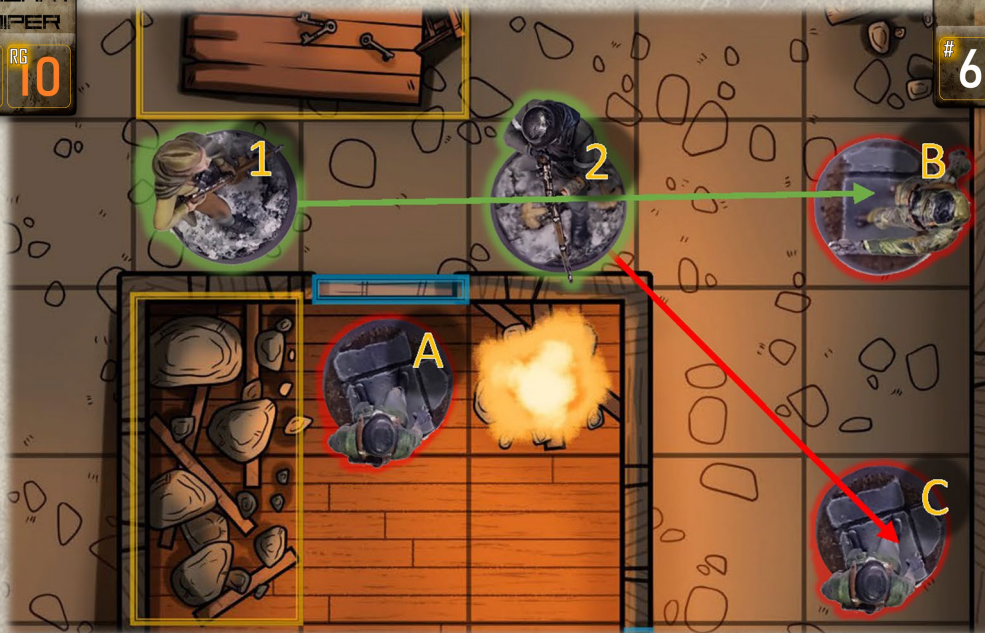
- When an attack traces LOF through any portion of a square containing these, a penalty is incurred for each obstacle in the LOF between them. The square the target is standing on is not included in this.
- Hindering terrain squares will be highlighted in yellow.
- If the attacking character is directly beside the hindering terrain, then it does not cause a penalty. Smoke, fire and figures in LOF still do.
- A +4 LOF modifier is the maximum any one attack can receive. Hindrances above that are not counted.

ATTACK MODIFIERS

Attack modifiers are determined by the movement of the attacking figure and/or the attack chosen.

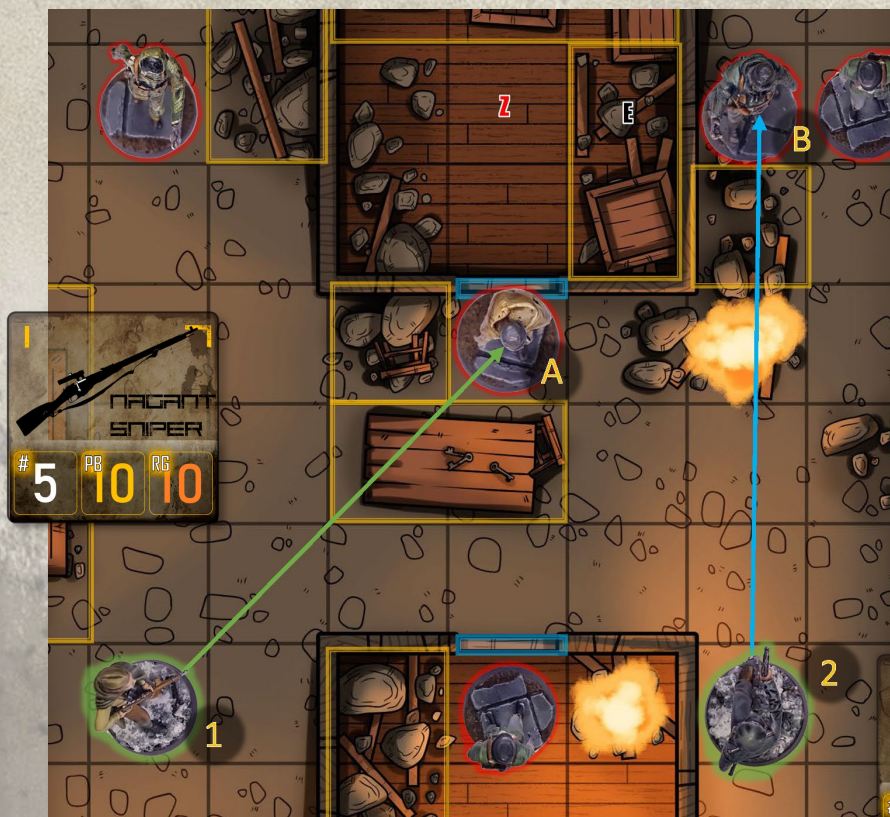
HIT# MODIFIERS	
LOF MODIFIERS	MAX +4
Attacking past a figure	+2/figure
Hindering terrain	+2
ATTACK MODIFIERS	
Normal fire, throw grenade	0
Spread fire	+1
Stunned zombie	-3
Figure is stationary	-2
Figure is walking	0
Figure is running	+2
Stationary covering	0
Walked covering	+2
Ran covering	+4
Using off hand.	+2
Throw grenade without LOF	+4

EXAMPLE MODIFIERS



1. Unteroffizier Reiser (#2) is using his KAR 98 rifle to fire at zombie C. It has a primary hit# of 6 with a PB range of 10. The RED line indicates the figure's line of fire. At this range (3 squares), Reiser requires a 6 or more to be rolled on 1d12 (hit# 6 and no LOF modifier).
2. The GREEN line indicates Soviet Sniper Dasha's (#1) line of fire through the figure Unteroffizier Reiser (+2 LOF mod.). At this range (4 squares), Dasha, with her Nagant sniper rifle requires a 7 or more to be rolled on 1d12 (hit# 5 +2 LOF modifier for the intervening figure).
3. Neither Reiser nor Dasha can attack zombie A because their LOF is blocked by the door.

- A. The GREEN line indicates Soviet Sniper Dasha's (#1) line of fire over one piece of terrain (+2 LOF mod.) to zombie A. Her figure is activated and designated as running (+2 attack mod.). At this range (4 squares), Dasha, with her Nagant sniper rifle, requires a 9 or more to be rolled on 1d12 to score a hit. (Primary hit# 5, +2 terrain LOF mod., +2 running attack mod.).
- B. Panzerkommandant Becker (#2), armed with a Luger, is attacking a zombie across a fire and hindering terrain; LOF is depicted in BLUE. His figure is designated as stationary giving his attack a -2 attack mod. He still has to contend with the LOF modifiers, +1 for the fire and +2 for the terrain (+3 total attack mod.). His figure is 5 squares away from the zombie so his hit# is 8 (primary hit# of 6 plus 2 for the range modifier). His final hit# is 9 (8 -2 stationary attack mod. and +3 terrain LOF mod.).



ZOMBIE HIT EFFECT

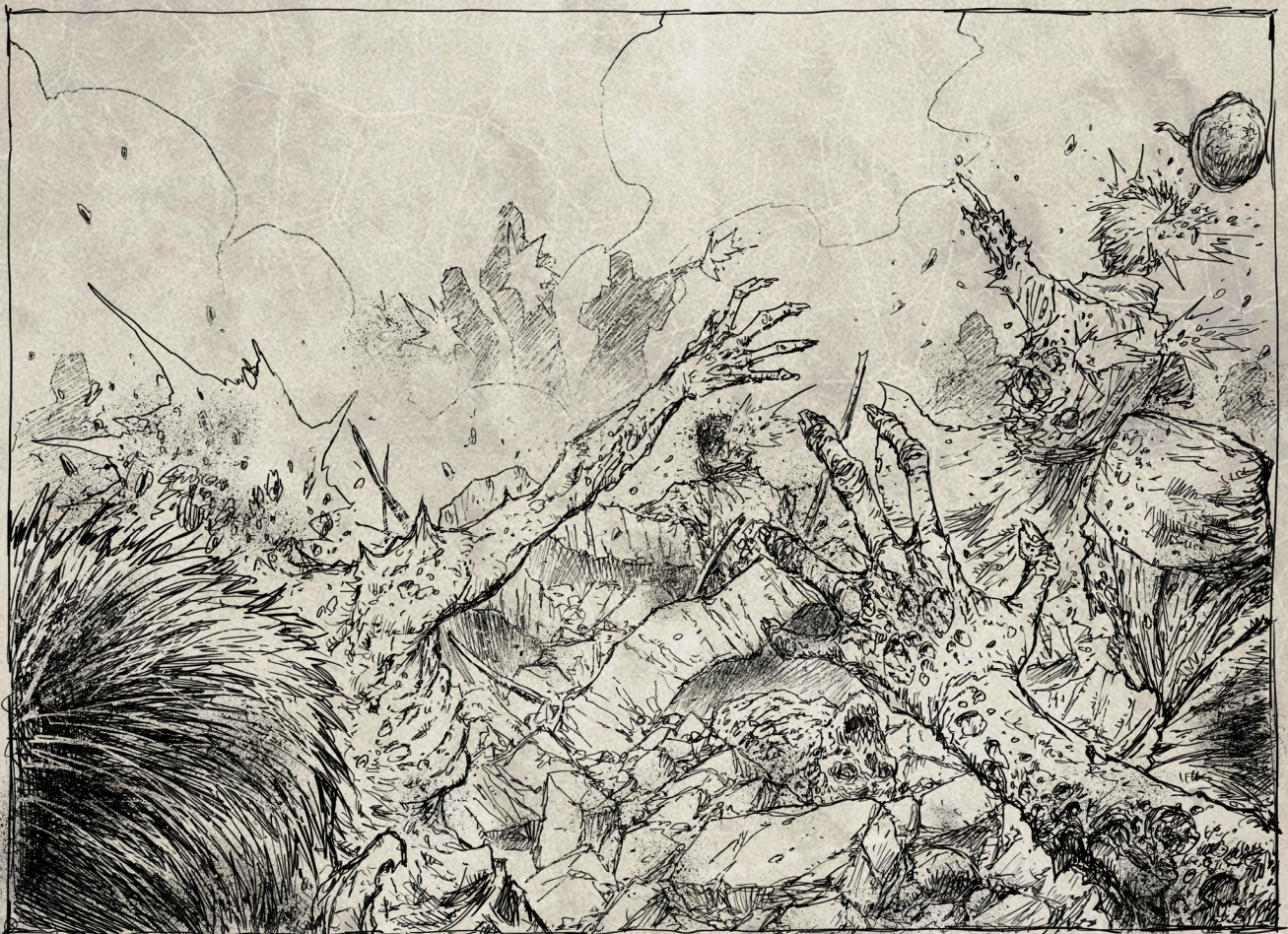
There are two possible effects against a zombie when it is hit:

- If you rolled 3 or more than your final hit# reduce the zombie's health by 1.
- If a zombie's health is reduced to 0 then you eliminated it with a gruesome killing blow to the head, otherwise, reduce its type as per the details in the zombie's Special Abilities section.
- Any lower roll that is still over the final hit# means you've stunned the zombie. Place a black stunned marker beside it.
- If you are using miniatures, keep the POGs of zombies on the map to one side and only place them in the discard area when they are killed.

So, if attacking a Beta Zombie with 1 health and you have a final hit# of 4, then you need to roll a 7 or more to get a kill (place the zombie's POG into a discard area). On a roll of 4-6, you simply stun the zombie.

EXPIRED ZOMBIES

When zombies are eliminated place their POG in the zombie discard pile beside your play area.



ATTACK TYPES

NORMAL FIRE

This is the basic attack type that uses the process outlined in Resolving an Attack without any changes. The player selects a single target and rolls a number of dice equal to the rate of fire (ROF) of the weapon. If the rate of fire is two or more, the player can score multiple hits against the same target. Characters must attack the closest zombie in their front arc of fire.

SPREAD FIRE

This attack type allows for a character's attack to be split across multiple targets when the attacker is using a weapon with a ROF of 2 or higher. The following additional rules apply:

- A +1 is added to the hit#.
- The player selects their first target and resolves an attack against them using one die. At this point, they may either fire again at the same target or select a new target, again resolving an attack using one die. Repeat until you've rolled a number of die equal to the weapon's ROF.
- Recalculate your hit# for each new target.
- If a target is more than one square away from the previous target, the character may still attempt to fire at it, however, the player loses one die for each square separating the targets.
- The character must target the closest zombie with their first shot, but after their first shot is resolved (even if unsuccessful), they may attack any other zombie (obeying normal arc and LOF rules), even if it's not the closest.
- Each roll of 1 expends an ammo but only after the results of all dice from this attack are resolved.

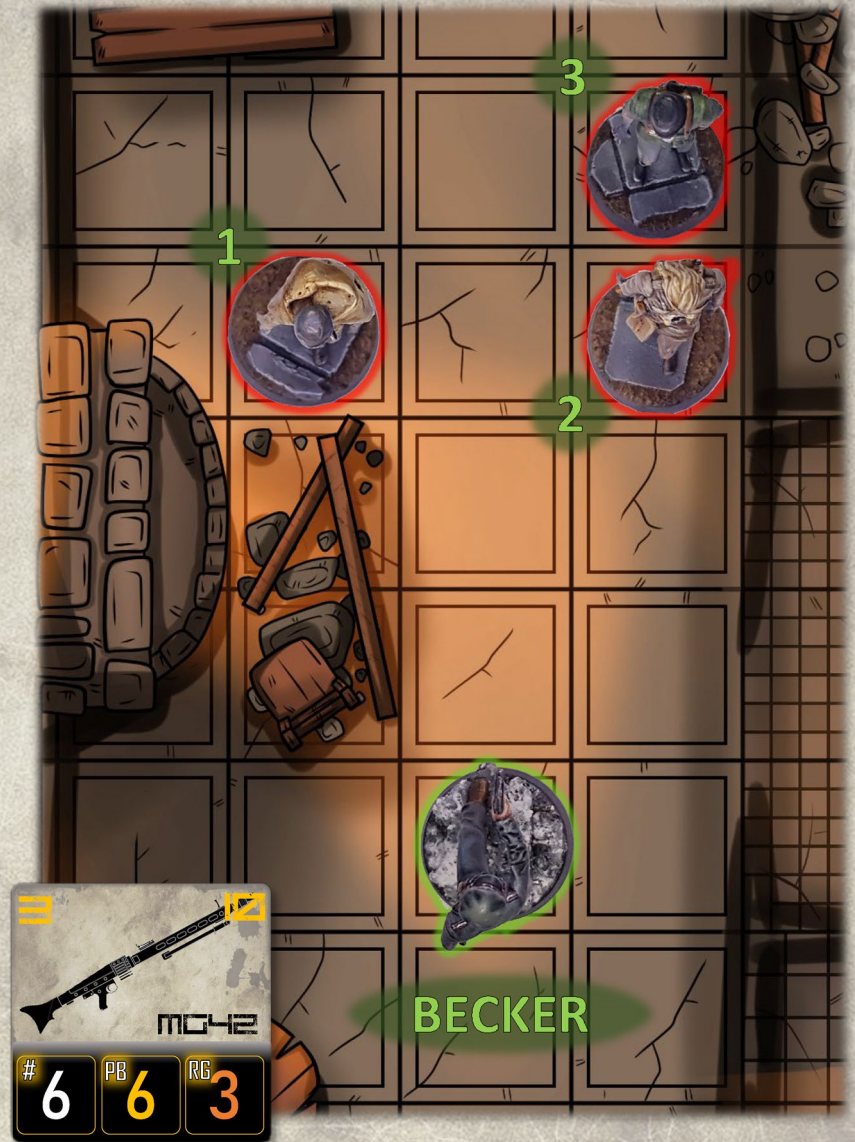


EXAMPLES OF SPREAD FIRE

ONE: Tank Commander Becker has scrounged an MG42 light machine gun and is ready to try it out. This weapon has a rate of fire of 3 as noted in the top left of the weapon chit. He attacks (3 dice) and begins with #2 – he has a hit# of 7 (primary hit# of 6 +1 modifier for using a spread fire attack). The first die is a 2, which misses. For the second roll, the player chooses to fire at the same target, rolls a 10 and eliminates it. Becker's third die can be used to attack #3.

If Becker failed to kill #2, but decided to attack #3 next anyway, there would be a +2 for the intervening figure and they would be hitting on a 9.

TWO: Becker wants to attack zombies #1 and #2 which are separated by a vacant square. He fires his MG42 (3 dice). The first die is directed at zombie #1, he rolls a 5, which misses it. Despite missing, he decides he wants to attack zombie #2 next – a die is lost in the intervening vacant square and the last die is rolled against zombie #2.



GRENADES

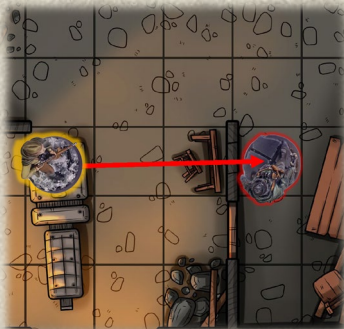
Attacking with a grenade is split into three steps. First, select a target square you wish to throw the grenade to. Then you must determine if the grenade lands in the desired target square and immediately after you must determine if any of the surrounding figures are hit by the explosion of the grenade. We are using the term “grenade” to refer to all thrown explosive devices (satchel charges, Molotov cocktails and the like). Grenades are considered Area of Effect (AoE) weapons as they attack multiple squares at the same time.

THROW HIT#

- A player's base throw hit# on 1d12 is equal to the range to the target square.
Example: If the target is 5 squares away, you need to roll 5 or more on 1d12.
- The maximum range a grenade can be thrown is 8 squares.
- The attacking player determines the range by counting the number of squares from the attacking figure to the target square, including the target square but not the attacking figure's square.
- Counting diagonal squares when determining range is done in the same way as it is for movement.
- All hit# modifiers, as shown in the Hit Number Modifiers section, apply.
- Grenades may be thrown into a figure's front or side arc of fire.
- Where the grenade lands, either after a successful hit roll or deviating after a miss (see Misses below), is the FINAL target square.

THROWING GRENADES WITHOUT LOF

Grenades may be thrown at target squares that are not in line of fire. This rule reflects the ability to throw grenades around corners or bounce them off walls. However, you cannot throw a grenade through a wall or a closed door – when calculating range to the target square you must not pass over any obstructive terrain. A hit# modifier of +4 applies to an attack when LOF is not available.



The zombie (in red) is around a corner from Soviet Sniper Dasha. She does not have LOF to the square the zombie is standing in so 4 must be added to the hit#. The zombie is at a range of 5 so the final hit# is 9 (range 5 + hit# modifier of +4). A roll of 9 to 12 is necessary to land the grenade in the target square. After the grenade is thrown, a separate roll is made to determine the effectiveness of the blast, as explained in the Grenade Explosion Hit# rules on page 25).

MISSES

If a grenade fails to land on target, the attacker must roll a 1d12 to determine where the grenade lands. Consult the Grenade Deviation chart below.

- On a roll of 1-8 shift the target square as indicated.
- If the attacker rolls a 9-12 then the grenade deviates 2 squares instead of 1. Roll the 1d12 again to determine which direction the grenade deviates. Any further 9-12 rolls are ignored and simply re-rolled.

On the occasion where the new target square is occupied by obstructive terrain like a closed door or wall, roll the d12 (ignoring rolls of 9-12 and any rolls that would have the grenade moving through obstructed terrain) and shift the target square again, continuing this until a suitable unobstructed location is found. The grenade bounced around until it found a cozy home square to detonate.

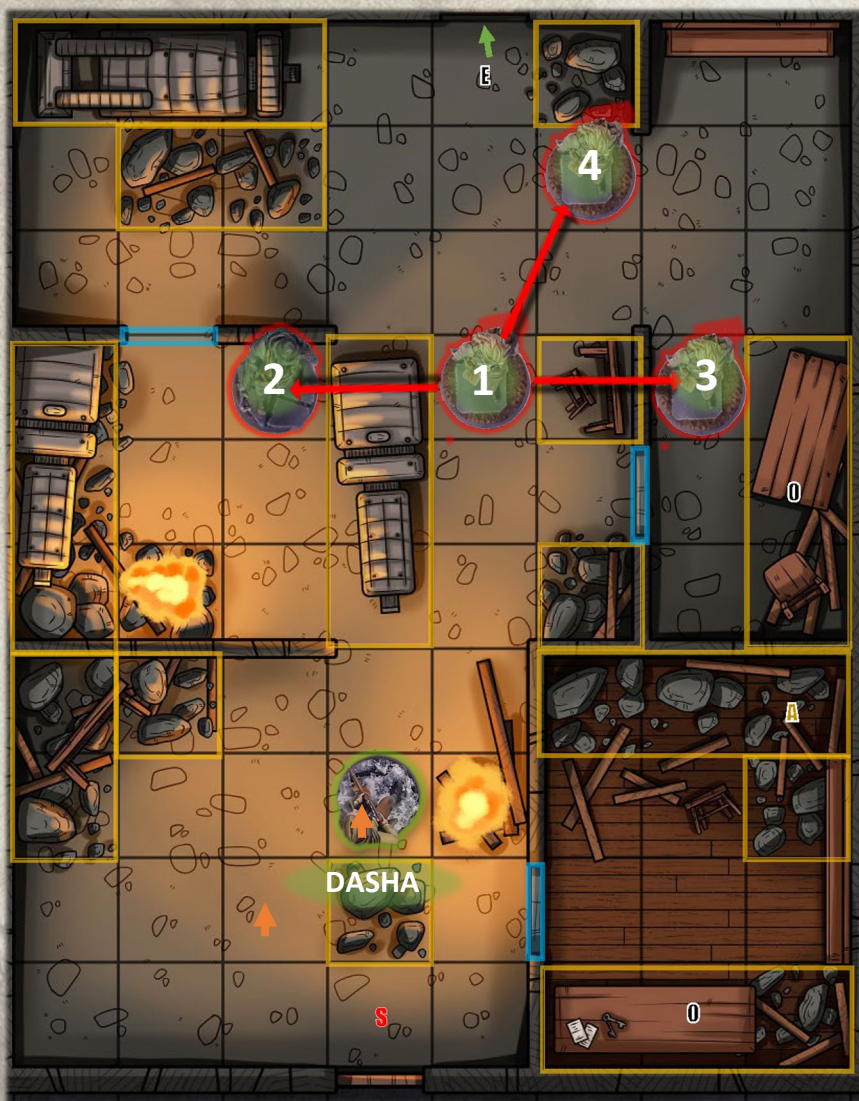
Grenade Deviation



GRENADE EXPLOSION HIT#

Determining what damage is inflicted by the grenade blast is done using the same process as a normal fire attack (using the Scoring a Hit section on page 18) but with the following additional rules:

- The grenade detonates at the end of the character's activation, so you can move after throwing.
- A grenade attack originates from the square the grenade landed, the final target square.
- All range and LOF checks are made from the final target square.
- Additionally, all grenade range calculations include the square the attack originates from (the final target square). So only a zombie in the target square itself is within a PB range of 1.
- Zombies in the PB range of a grenade attack are automatically stunned if the attack result is a miss.
- A grenade's attack targets all figures it has LOF to and you make separate hit rolls against each targeted figure. If the grenade attack targets an unrevealed zombie, reveal the zombie (so you can assess any impact to hit# and hit effects).
- A grenade weapon shows no ROF and instead has "AOE" in the top left corner indicating it is an area of effect weapon. Use a ROF of 1 when resolving the grenade attack.



Dasha successfully lands her grenade on the square marked 1. Using the grenade as shown above, she will hit the zombie in the final target square on a roll of a 6 or better. If her roll indicates a miss, the zombie is still stunned since it is in the PB range.

2: The grenade blast will hit the #2 zombie on a roll of a 9 or better (primary hit# of 6, +2 to use the RM twice to get the range, +1 for the hindering terrain).

3: The chance to hit the #3 zombie is zero since the blast of the grenade is blocked by the wall (obstructive terrain).

4: A roll of a 9 or better is needed to hit #4. (primary hit# of 6 and +3 for the range, including one diagonal square).

DASHA: There is a chance that Dasha will be hit by the effect of the grenade. She is at 5 range and there is a +1 for the hindering terrain. On a roll of 12, Dasha would be hit.

HAND-TO-HAND COMBAT (H2H)

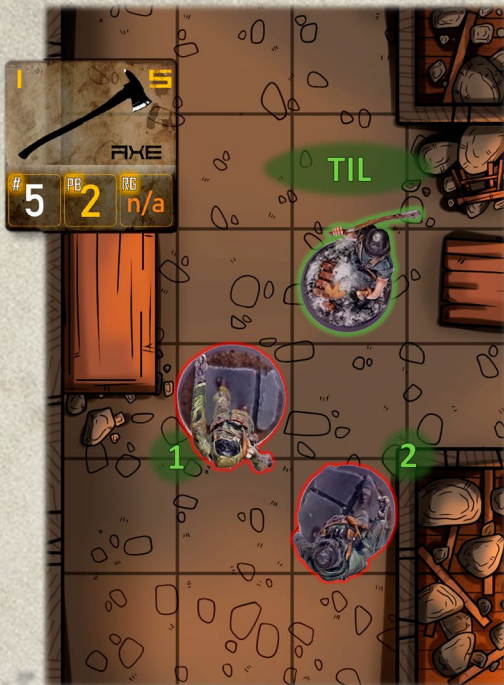
Hand-to-hand combat must be used when a zombie is adjacent to the character. The H2H hit# of a weapon is listed in its top right corner.



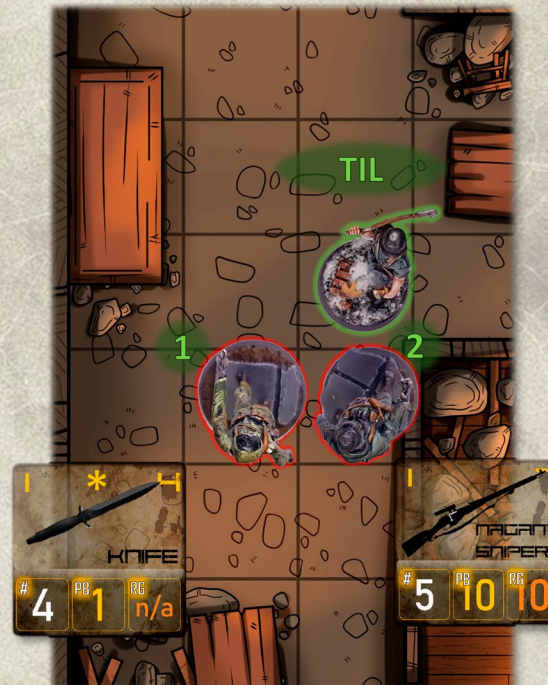
Always use this number when attacking a zombie that is adjacent and in front AOF.



- Weapons that are specialized for H2H combat have an **H** in the **RM**.
- Specialized H2H weapons have a point-blank range of 1 or 2. A PB of 1 only allows H2H attacks in the square directly in front of the figure. A weapon with a 2 PB range allows attacks up to 2 squares away in your front arc of fire.
- If you are completely unarmed, you have a H2H hit# of 10.



Pioneer Til is facing off with a couple of zombies. When using the axe, Til can attack zombie 1 or 2 because his PB range is 2.



If Til is using the knife, then he can only attack zombie #2.

If Til is using the Sniper rifle, then he can only attack zombie #2. The H2H hit# is 7.



COVERING

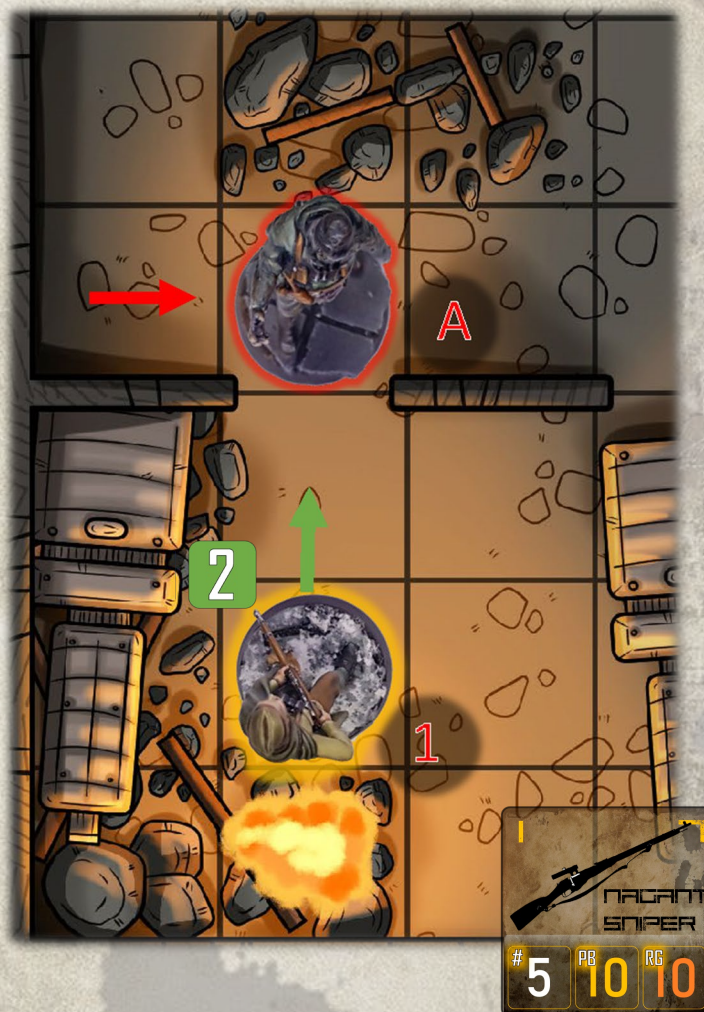
In combat you are often in a “wait-and-see” situation where you know there are enemies “out there,” but you do not yet have a target. Soldiers train their weapons in the direction where they “feel” the enemy will present themselves, waiting for a shot. In *Escape from Stalingrad Z*, this is represented by the covering rule.

- A covering attack can be used as a reaction to anything the zombies do, including move or attack.
- A figure which does not use its attack while activated is placed on covering. Place a covering marker with the appropriate modifier (see below) next to the covering figure.
- A covering figure can select normal fire, spread fire or hand-to-hand combat as their covering attack. A grenade attack cannot be chosen as a covering attack.
- A covering attack can be taken against any target in the figure's front arc of fire.
- Once a covering figure fires, it loses its covering status, and the marker is replaced by an attacked marker.
- Covering fire may take place at any point during the round, including the zombie turn.

COVERING TABLE	
MOVE ACTION	COVER MODIFIER
Did not move (stationary)	Covering 0
Walked	Covering +2 to HIT#
Ran	Covering +4 to HIT#

EXAMPLE - COVERING

Dasha, in her previous turn, elected to walk but not fire her weapon. Because she walked, she is considered covering 2. A Kugelfisch zombie walks from around a corner, exposing itself. Dasha elects to interrupt the zombie turn and attack using her covering attack. The primary hit# is 5 and the zombie is within her weapon's PB range of 10. She will need to roll a 7 or more on 1d12 (primary hit# 5 +2 covering = 7) to hit the zombie.



PRIORITIES OF ATTACK

Instances may occur in which several different types of attacks happen simultaneously or interrupt one another. In these instances, refer to the priority chart below to determine what happens first. The chart lists the priority fire from highest to lowest (highest goes first).

PRIORITIES OF ATTACK	
PRIORITY	ACTION
1	Covering fire
2	Any other attacks

Actions with the same priority act simultaneously.



THE ZOMBIES

This section will let you know how zombies move and attack, as well as their special abilities. There are 4 types of standard zombies: Beta, Armoured, Kugelfisch and Alpha. There are also three heroic zombies with greater powers and health. These are the Alpha Primes “Grinzer” and “Tankistka” as well as the boss zombie Omega.

When playing solo or co-op, the zombies move and attack according to the AI of the game. The following rules cover this. At the end of the campaign rules are the rules for versus play, where one player takes on the role of Zombie Master.

ARC OF FIRE

Zombies have no facing. They can be assumed to be facing in all directions all of the time.

REVEALING ZOMBIES

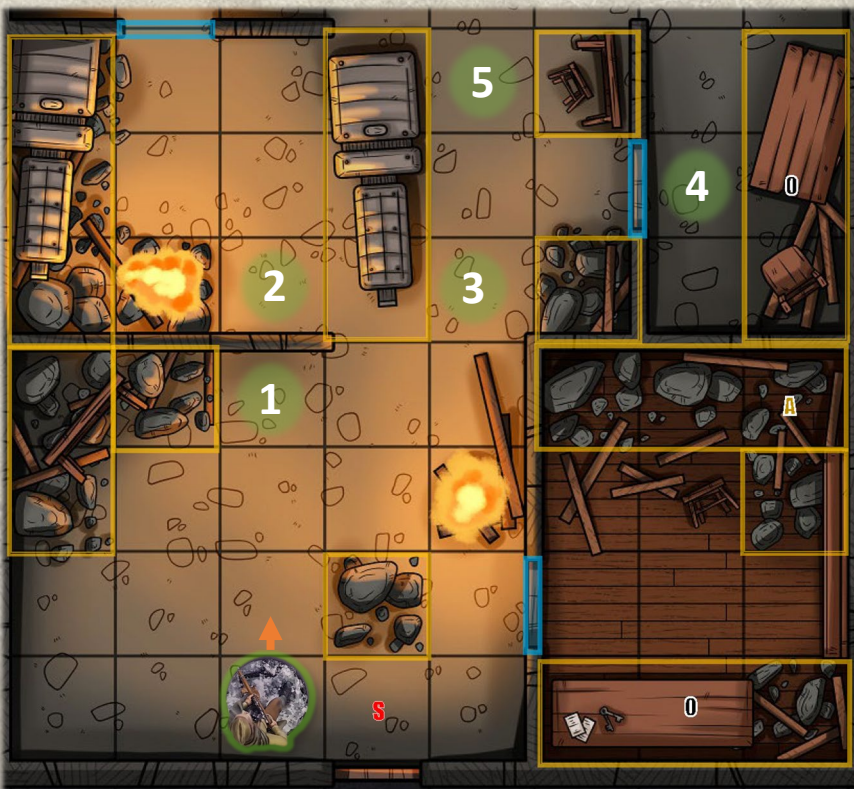
When zombie POGs are placed on the scenario map, they are placed face down so their identity is not known to the player.

- Only once they come into the LOF of a character (in any direction - doesn't need to be in any particular arc) are they flipped and revealed.
- Unrevealed zombies act as Beta Zombies regarding movement.

ZOMBIE ACTIVATION

All zombies on the map must be activated, in the order described below.

- Activate each zombie one at a time, starting with those on the bottom row and continuing up, working left to right within each row.
- When activating a zombie, follow the rules as outlined on the following pages in the Zombie Movement and then Zombies Attacking sections (in that order).
- Stunned zombies do not activate (so do not move or attack), instead remove the stunned marker.



Using the numbers to represent zombies, the diagram shows the order in which the zombies would be activated and moved.

ZOMBIE MOVEMENT

Unless otherwise specified, all zombies follow the movement rules as listed below.

- A zombie will not move if already adjacent to a character.
- Zombies can move up to a number of squares equal to the move statistic.
- They can move in any direction, including diagonal.
- Each square moved, even if diagonal, counts as 1 move for the zombie.
- A zombie will always move towards the closest character, which is the one who could be moved adjacent to in the smallest number of moves (regardless of other zombies that might be blocking the path).
- Zombies will move around hindering terrain, not on top of it.
- Zombies may not open doors.
- Zombies will not move diagonally across the corner of a fire square.
- A zombie will not move if there are no unobstructed paths to a character (e.g. if the zombie is shut in a room behind a closed door).

For each move, determine where the zombie goes by using the first applicable option from this list:

1. Move adjacent to a character.
2. Move diagonally adjacent to a character.
3. Move towards the closest character, using the shortest path.

If there are two equidistant options, the zombie will use the one not blocked by another zombie, otherwise, the player chooses.

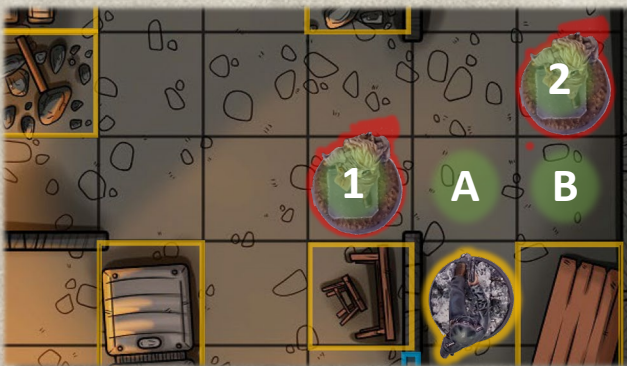
If a zombie cannot move either adjacent to or towards the closest character (because the squares are all occupied by other zombies), then it does not move.



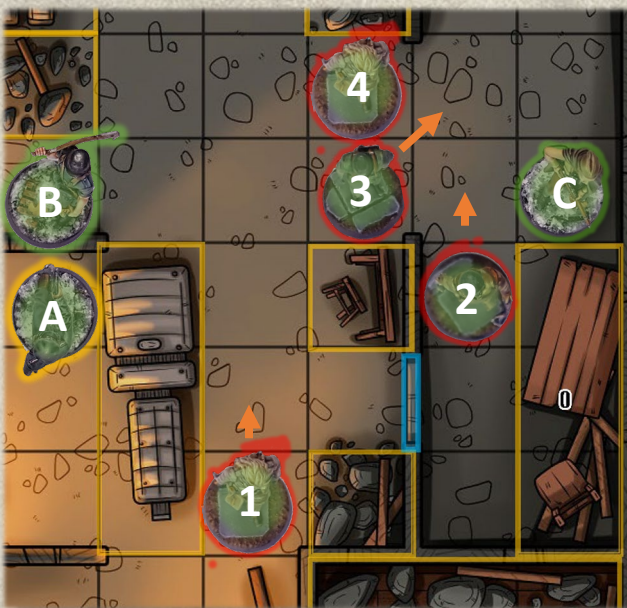


Examples of Zombie Movement

Case 1 (Move adjacent to a character). Zombie #1 can move to either A or B. Both are the same distance (1 move). Because the distance is equal, the player may choose which square the zombie moves to.



Case 2 (Move diagonally adjacent to a character). Zombie #1 will move to A (adjacent to closest character). With A being blocked by zombie #1, zombie #2 will go to B, diagonally adjacent to a character.



Case 3 (Move towards the closest character). Zombie #1 would not move toward character A since there is no path to get adjacent to him. Character B, who can be reached in two moves, is the closest character so zombie #1 would move towards him.

Character C is the closest character to zombies #2, #3 and #4, all of whom could move adjacent with a single move. Zombie #2 will move up to be adjacent to Character C. Zombie #3 now can't move adjacent and so moves right, diagonally up to be diagonally adjacent to Character C. Zombie #4 now cannot move to be adjacent, cannot move to be diagonally adjacent and cannot advance along the shortest route to Character C, so does not move at all. Note that although there is a path he could take to Character C by going above, zombie #3 won't go that way as it's not the shortest route.

ZOMBIES ATTACKING

All zombies attack in the same way. Some of the more powerful ones may have additional options but you won't know what they are until you encounter them in a scenario.

- A zombie that starts their turn adjacent to a locked character or moves into an adjacent square to a locked character and has moves remaining, will inflict 1 wound (per round) against that character. If there is more than one locked character adjacent to a zombie, the player chooses which one it does a wound to.
- If a zombie with moves remaining, who hasn't already attacked, is adjacent to a character who is not already locked in H2H, they will lock the character into H2H combat. Place a red locked status marker between them.
- If they are adjacent to multiple characters who are not locked, the player may decide which one it locks in H2H.
- The character automatically faces the zombie when locked.
- A zombie that has locked a character will not damage any character this round.
- Starting in the locking zombie's next turn it will inflict 1 wound against the character per round.
- When a zombie is stunned, it loses any lock it had. Likewise, if a zombie is killed, any lock it has is removed.

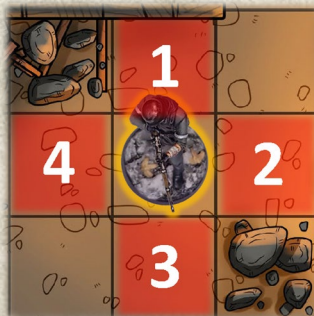
LOCKED CHARACTERS

When activated, a locked character must immediately attempt to break out of the lock. If they fail to break out of the lock, they cannot take any movement actions or attack. To test whether they break the lock, roll 1d12 - if the number rolled is higher or equal to the H2H hit#, the character breaks free. Movement modifiers affect this roll as follows: stationary -2, walking 0 and running +2 to the hit#. If the character breaks the lock, they may move and attack this round.

ZOMBIE ZONE OF CONTROL

A character must stop when their move takes them into any square adjacent to a non-stunned zombie.

- They may use any unused movement points that they have leftover to change facing.
- The character may still attack the zombie and if the zombie is stunned or killed, continue taking movement actions normally.
- Stunned zombies do not hinder character movement.



TYPES OF ZOMBIES

BETA ZOMBIES

Move 1, Attack 1, Health 1
Special Abilities: None



ARMoured ZOMBIES

Move 1, Attack 1, Health 1
Special Abilities:

- Cannot be stunned. A head hit must be made to eliminate this zombie.



KUGELFISCH

Move 1, Attack 1, Health 1
Special Abilities:

- A stun against this zombie makes it “POP.” The square it was standing in and the surrounding 8 squares are filled with noxious gas. Place the noxious gas marker in the square where the zombie was eliminated. Characters take one wound in the final phase if they end their activation in the affected area.



ALPHA ZOMBIE

Move 2, Attack 1, Health 2
Special Abilities:

- While on the board, all Beta Zombies on the map have 2 MPs instead of 1.
- Eliminates the -4 to the zombie initiative roll while on the map.
- This zombie requires 2 hits to be eliminated. The first hit reduces it to a Beta Zombie as well as stunning and breaking any locks.



ALPHA PRIME ZOMBIES

Move 3, Attack 1, Health 3

Special Abilities:

- While in play, all zombies on the map have 2 MPs.
- Will move towards character with least health.
- This zombie requires 3 hits to be eliminated. The first hit reduces it to an Alpha Zombie, then follow the rules above for the Alpha.
- Eliminates the -4 to initiative roll while on the map.
- More of the Alpha Prime zombie's abilities will be revealed in the scenario you encounter them.

OMEGA ZOMBIE

Rules for this zombie will appear in the scenario where the Omega is encountered. All I can tell you now is that it is really badass.



Zeitschrift IV

Winter 1942

Stalingrad

ESCAPE FROM
STALINGRAD Z

CAMPAIN RULES

PATHS UNKNOWN

MOVE YOUR OWN ADVENTURE

EXAMPLE SCENARIO RULES

F.U.B.A.R.

First the terrifying sound and then the shockwave. Artillery shells rocket overhead as buildings behind you collapse in clouds of dust and the smell of pulverized concrete. Your comrades and equipment have all been lost to the heavy bombardment. The artillery barrage mindlessly creeps closer. With no choice, you push onwards as the guttural moans of the encroaching dead echo off of the decimated ruins. Gather your wits and steel your nerve, soldier. Move out!

FORCES

Characters **Zombie Pool**
One Beta x 4

SET UP

- Place your Hero at **A**.
- Place doors on blue doorways.
- Place objective markers on squares marked **O**.

SPAWN

- Zombies SPAWN at **S**.

OBJECTIVE

Exit the room through the green arrow doorway. You have 7 turns to get out before this place gets flattened.

SECONDARY OBJECTIVE

Search objectives at **O**. Roll 1d12 to determine the result on the table below. Only one search may be made per objective square. Record findings on your character sheet.

ROLL RESULT

1-2	Nothing
3-6	1x ammo
7-10	1x Food
11-12	1x Med Kit

EXIT

You made it! The artillery strike takes out everything to your rear as you throw yourself through the open door into another abandoned building. Your moment of triumph is short-lived as you crash headfirst into a rusty beam, turning your vision black as you lose consciousness. Proceed to scenario #7, WAKE UP - TIME TO DIE.

THINGS TO REMEMBER

- Yellow boxes denote terrain that costs +1 MPs to move onto.
- You cannot move onto fire squares.
- If you search, the character cannot move or attack that activation. You must be beside or on the square.

WHAT YOU CAN FIND

Add these to your character sheet if you pick them up.



SCENARIOS

Scenarios are the meat of the campaign and your choices will guide you from one scenario to the next. Everything you need to know about each scenario is located on its left-hand page. Your characters' journey is about to begin. The scenario number, which is also the page number, can be found in the lower margin of the left page of the scenario.

START THE SCENARIO

After reading the brief narrative intro to the scenario, it is time to gather your forces.

FORCES

- Select up to the number of characters shown under characters in the Forces section.
- For your first scenario, choose your starting character. Past the first scenario, you may only select either your starting character or from any other characters you have discovered during the campaign.
- Gather the zombie POGs as outlined. Shuffle them and place them face down in the zombie pool. You may also use a cup if you prefer.

SET-UP

Follow the set-up steps in order.

- Place your character in the designated square with your desired facing (must be directly facing one of its four adjacent squares - characters may not face diagonally).
- If instructed to place one or more zombies, draw zombie POGs from the zombie pool and place them face down on designated squares. If placed in a character's LOF, immediately flip it to reveal what type of zombie it is.
- If you have standees or miniatures, you can replace the zombie POGs once they are revealed.
- Perform any other set-up steps, such as placing objective markers and doors, as listed in the scenario's Set-up section.

SPAWN LOCATION

This part lets you know where the new zombies appear on the map.

- Zombies will only spawn in the final phase of the zombie's turn.
- When the round track indicates a spawn, place a zombie POG face down on the indicated square(s).
- If the square is in the LOF of a character, you may flip it to reveal its identity.

Hero in zombie spawn square: A character who is on a spawn square when a zombie would spawn takes 1 wound automatically. The zombie pushes the character away from the spawn point. The player chooses which square to be pushed to.

Zombie in zombie spawn square: If a zombie already exists in the spawn square while a new zombie is spawning, simply place the new zombie to one side of the map, as near the spawn square as possible. As soon as the square is free, immediately place the zombie. A zombie placed this way doesn't activate on the turn it was placed. A lineup can occur outside of the spawn square.

OBJECTIVE

Details of your primary objective are contained here. You must complete your primary objective to complete the scenario and move on to the next. If you fail to complete the objective, you must attempt the scenario again. You have the usual options available to you as described below in Between Scenarios and, if the scenario allows it, holing up. No experience will be gained on this second playthrough. In some cases, there are secondary objectives, these are optional to complete.

CHARACTER DEATH

If a character dies, they are permanently out of the campaign and may not be selected for future scenarios.

- Perhaps even worse than that, they have turned, immediately rising up as a zombie.
- The dead character is now a zombie with statistics identical to a Beta Zombie, however, they are harder to kill with any attacks on them receiving a +1 hit# modifier.
- If the new zombie character is not eliminated, the character's POG goes into each scenario zombie pool until killed.
- If all characters in a scenario die, then you may attempt the scenario again using any characters who were in your rearguard (see Rearguard on the page 40). If there are no remaining characters, then you have lost the campaign.

SPECIAL RULES

If there are any special rules for the scenario, you will find them here.

EXIT

Do not read this until you have completed the scenario. It describes the end of the scenario and any choices you may have to make. It will also tell you which scenario to play next, possibly depending on which choice you made. Some scenarios only have one option, while others may have two, or even three.

THINGS TO REMEMBER

A quick reference of some of the rules you will be using in the scenario.

WHAT YOU CAN FIND

A handy note on what supplies await you on the map.

ZOMBIE POOL

A place for your zombies to relax and lay about until you need to pull them into the fray. All zombies should be face down when in the pool.

ROUND TRACK

This keeps track of the rounds completed. Move your round marker along as each round is completed. Rounds in which zombies will spawn are indicated on the track by an "S". Spawns occur in the final phase of the zombie's turn. When the track is completed, simply start again from the beginning, take all the zombie POGs in the discard pile, shuffle them, and place them face down into the zombie pool.

SCENARIO MARKERS

In addition to following the instructions in the Set-up section of the scenario, you must also:

- At the start of the scenario place the green objective markers on the scenario objective(s) on the map. Remove the objective markers from the map as you complete them.
- Add door standees to doorways highlighted in blue. Doors are considered closed unless otherwise stated.
- At the beginning of the scenario place the round marker on the round track to keep track of the rounds of the game.

YOUR TEAM'S HEALTH AND CARE

During the campaign, you may collect up to 4 characters to form your team. Most scenarios will allow for just 1 or 2 characters on the map. The excess characters are referred to as the rearguard and contribute to the success of the scenario by potentially limiting the number of spawned zombies that appear on the board.

REARGUARD

Each character in the rearguard will have a chance to reduce the amount of arriving zombies through the zombie spawn points.

- Every turn during the zombie spawn phase, roll 1d12. On a roll of 1, one zombie does not arrive. Your rearguard character gains 1 zombie kill.
- If you have 2 characters in the rearguard, roll for both.
- Characters in the rearguard may heal 1 wound per scenario if they have a medkit. Discard medkit after use.

BETWEEN SCENARIOS

Between scenarios, you may choose to scavenge for essential supplies or hole up (heal and recover) or both. The scenario will list this if it is available as an option. Between any of the scenarios, you can always eat food, redistribute ammo, weapons and equipment as well as heal wounds using medkits.

SCAVENGING: Your characters may decide to go on scavenging missions in the hopes of finding ammo, food and other essential supplies. Scenarios will indicate if scavenging is available in the “Between Scenario” section. If available, a map number will be indicated. They are played just like campaign scenarios.

FOOD: For every food consumed, reduce fatigue by one. Characters can consume no more than one food between scenarios.

MEDKITS: For every medkit used, increase health by one up to its maximum. A character cannot use more than one medkit between scenarios.

HOLING UP

Once a scenario is completed, you can choose to find a protected space and hole up for the night. It's great to eat hot food and warm yourself by the fire but you may attract more zombies. Scenarios will indicate if holing up is available in the “Between Scenario” section. If available, a map number will be indicated along with the chance for zombie encounters during the night. They are played just like campaign scenarios.

There are advantages to holing up for the night.

- Cook your food: Doubles the effectiveness of food. Each food consumed now reduces fatigue by 2.
- Warm by the fire: If your character has eaten food, reduce fatigue by two. If your character has not eaten food, reduce fatigue by one.

MARKERS

This is a handy reminder on how to place markers. Learning how to place the humble marker will help with understanding the rules.

ACTION MARKERS

There are just 2 types of action markers you need to put by your characters: attack and covering. You place these when:

- A. Your character attacked this round: place an attack marker next to your character.
- B. Your character did not attack this round: if they were stationary, place a 0 covering marker; if they walked, place a +2 covering marker; and if they ran, place a +4 covering marker beside the character.



STATUS MARKERS

There are just 2 status markers you will need to use during the game: stunned and locked. These are used when:

- A. If you successfully hit a zombie but did not kill it, place a black stunned marker beside it. Stunned zombies cannot move or attack.
- B. If a zombie has successfully locked you in H2H combat, place a red locked marker between your 2 figures.



ADDITIONAL SCENARIO RULES

CO-OP PLAY

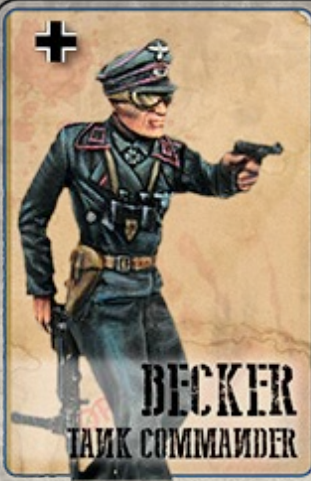
Rules for co-op play are in development, but essentially a second player can join the game by simply controlling one or two of the characters.

THE ZOMBIE MASTER

Versus play is in development. One player plays the characters and the other the zombies.



**ON THE FOLLOWING PAGES: THE FIRST FOUR CHARACTERS.
MORE TO COME IN THE FINAL GAME.**



GEAR

A Preferred Weapon	B	C	D	G
<p>MP-40</p> <p>7 3 2</p>	<p>POP</p> <p>HEM</p> <p>NAME</p> <p>S PS WS</p>	<p>POP</p> <p>HEM</p> <p>NAME</p> <p>S PS WS</p>	<p>POP</p> <p>HEM</p> <p>NAME</p> <p>S PS WS</p>	<p>ACE *</p> <p>GRENADE</p> <p>6 1 1</p>
<p>READY WEAPON</p> <p>OFF HAND</p> <p>+2 to Hit#</p>			<p>AMMO</p>	<p>FOOD</p>

Max 3 per Ammo, Food, Medkit and Grenade.

SKILLS

10 EXP = **Preferred Weapon**: -1 to Hit# with MP-40.
 50 EXP = **Mighty Swing**: May fire off hand weapon at no negative or both weapons at the same time at 1 or more targets at +2 Hit#.
 150 EXP = **TBD**: Coming soon.

GEAR NOTES

HEALTH

4

3

2

1

FATIGUE

1 +1 to Hit# 3 +2 to Hit# 5 -1 MP 1 wound -2 MP 9 1 wound



GEAR

A Preferred Weapon	B	C	D	G
<p>NAGANT SNIPER</p> <p>5 10 10</p>	<p>POP</p> <p>HEM</p> <p>NAME</p> <p>S PS WS</p>	<p>POP</p> <p>HEM</p> <p>NAME</p> <p>S PS WS</p>	<p>POP</p> <p>HEM</p> <p>NAME</p> <p>S PS WS</p>	<p>ACE *</p> <p>GRENADE</p> <p>6 1 1</p>
<p>READY WEAPON</p> <p>OFF HAND</p> <p>+2 to Hit#</p>			<p>AMMO</p>	<p>FOOD</p>

Max 3 per Ammo, Food, Medkit and Grenade.

SKILLS

10 EXP = **Preferred Weapon**: -1 to Hit# with Nagant Sniper rifles.
 50 EXP = **Line 'em Up**: On a successful hit, Dasha may also roll a hit against any Beta Zombie in Dasha's original Line of Fire.
 150 EXP = **Locked on Target**: Dasha may attack any target on the board which she has a Line of Fire to.

GEAR NOTES

HEALTH

4

3

2

1

FATIGUE

1 +1 to Hit# 3 +2 to Hit# 5 -1 MP 1 wound -2 MP 9 1 wound



GEAR

A Preferred Weapon	B	C	D	E	G Grenade
 MG34 6 10 4	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	 GRENADE 6 1 1
READY WEAPON <input type="checkbox"/> OFF <input type="checkbox"/> AUTO +2 to Hit#			AMMO	FOOD	 MED KIT

Max 3 per Ammo, Food, Medkit and Grenade.

SKILLS

10 EXP = **Preferred Weapon**: -1 to Hit# with MG34s.
 50 EXP = **Tuned**: May add 1 to the ROF of her MG34.
 150 EXP = **TBD**: Coming soon.

GEAR NOTES

HEALTH

4
3
2
1

ZOMBIE KILLS

FATIGUE 1 +1 to Hit# 3 +2 to Hit# 5 -1 MP 1 wound -2 MP 9 1 wound



GEAR

A Preferred Weapon	B	C	D	E	G Grenade
 AXE 5 2 4	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	ROF: <input type="text"/> HIT: <input type="text"/> NAME: <input type="text"/> 0 0 0	 GRENADE 6 1 1
READY WEAPON <input type="checkbox"/> OFF <input type="checkbox"/> AUTO +2 to Hit#			AMMO	FOOD	 MED KIT

Max 3 per Ammo, Food, Medkit and Grenade.

SKILLS

10 EXP = **Preferred Weapon**: -1 to Hit# with Axes.
 50 EXP = **Mighty Swing**: Can attack all zombies in front arc with axe. Roll to hit each one.
 150 EXP = **TBD**: Coming soon.

GEAR NOTES

HEALTH

4
3
2
1

ZOMBIE KILLS

FATIGUE 1 +1 to Hit# 3 +2 to Hit# 5 -1 MP 1 wound -2 MP 9 1 wound

DO NOT READ UNTIL INSTRUCTED

CLUES

1. Scenario ??: The last flight from Pitomnik will be December 12.
2. Scenario ??:
- C. Scenario ??: The last flight from Pitomnik will be December 12.

December 1942

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

GAME PLAY NOTES

Please take the time to answer the following questions. Your answers will help us make a better game. Please email your responses to hello@rayboxgames.com.

1. What rules were confusing and why?
2. What rules were forgettable and why?
3. Was anything missing from the rules that you would have appreciated (e.g. definitions, diagrams, examples)?
4. Is there anything about the game components that made the game difficult to understand?
5. Did you like the physical layout of the rulebook? If not, what part did you not like?
6. Were the scenarios easy to set up? If not, what did you find difficult?
7. Do you think the complexity level of the game rules is
 - Too easy
 - Too hard
 - Just right
8. What did you want to do but couldn't?
9. Did you enjoy playing the game?

Please feel free to supply the information on a separate document and thank you for your help. Add your name if you would like to be added to the credits.