

ESCAPE FROM STALINGRAD Z PLAYER AID

ROUND

Initiative segment -> Player turn & zombie turn (order dependant on initiative) -> End segment

INITIATIVE SEGMENT

First Round characters always go first. Roll 1d12 for both player and zombies to see who wins initiative. Apply a -4 to zombies roll unless adjusted by scenario or zombie abilities. If the player wins, they choose whether to take the first or second turn. Zombies always choose to go first if they win.

PLAYER TURN

Start phase (Remove covering & attacked tokens) -> Action phase (Activate characters) -> Final phase

CHARACTER ACTIVATION

The player activates characters one at a time, in the order of their choosing. When activated, declare if the character is running (8 MPs), walking (4 MPs), stationary (0 MPs) or searching (All MPs and may not perform any other action). Character may not declare searching if they are locked in H2H.

LOCKED

A locked character may not use any movement actions but may still attack. A character may, as a free action, attempt to remove a locked token by rolling their H2H hit # or over (apply regular hit modifiers as if you were attacking) on a 1D12. This does not count as an attack and doesn't damage the zombie. Killing or stunning the zombie will also remove the locked token.

MOVEMENT ACTIONS

A character spends their MPs to perform movement actions. These actions may be done before and/or after an attack action. See the Movement Table (on reference sheet or page ???) for the list of possible actions.

Be mindful of the following when moving:

- A character loses all remaining MPs when they move into a zombie's zone of control (unless zombie is stunned).
- Movement action costs may vary when running or walking.
- The open/close door and passing gear actions must target an adjacent square.

ATTACK ACTION

A character (who is not searching) may perform one attack of a chosen type using a readied weapon.

- If adjacent to a zombie (in front arc), the attack type must be H2H.
- Normal fire and spread fire cannot be used if ammo is 0.

NORMAL FIRE

Use the following process to resolve a normal fire attack. All other attack types will also use the same process, with the variations noted in their sections below.

1. Determine target, must be the nearest zombie in front arc and LOF. The player chooses if there is a tie.
2. Calculate range to target. Count squares from character to zombie, not including character's square but including zombie's square. Diagonals count as 2.
3. Calculate Hit#:
 - a. If target range is within PB Range hit # is Primary hit # of weapon.
 - b. 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 #. (RM). E.g. If RM is 2: for each two squares PB range is exceeded by, add 1 to primary hit #.

- c. Add any hit # modifiers to hit # to arrive at final hit #. If final hit # is greater than 12 then the attack automatically fails.
4. Roll a number of D12 equal to selected weapons ROF.
5. Resolve each rolled D12, separately, as follows:
 - a. If the roll is equal to or exceeds the final hit # + 3, it does one "hit" to the zombie. If the type of zombie targeted has a hit statistic of 1, this kills it. Otherwise, follow the instructions in the zombie type's special abilities.
 - b. If the roll is equal to or exceeds the final hit # (but didn't cause a "hit"), and if the zombie has not already been killed, then the zombie is stunned – place a stunned marker next to the zombie.
 - c. If the roll is a 2 and there were one or more intervening characters in LOF to target, the first intervening character takes 1 wound.
 - d. If the roll is a 1, reduce the character's ammo by 1. If this reduced ammo to zero, still finish resolving this attack.

SPREAD FIRE

Requires a weapon with a ROF ≥ 2 . Resolve as per normal fire with the following changes:

- Use the process described in normal fire, but only roll 1 die at step 3, repeating the entire process until the total number of dice rolled equals the weapons ROF.
- The first attack must target the nearest zombie as per step 1, but subsequent attacks may target any other zombie in the character's front arc & LOF (regardless of previous attack outcome). Reduce the total number of dice to be rolled by 1 for each square between the previous and new target.
- If ammo is reduced to zero in step 4d, you finish the spread fire attack normally (e.g. continue rolling dice until ROF is reached).

GRENADE

Before resolving a grenade attack, the grenade must be thrown to a target square using the following process:

- Select a target square to throw the grenade to, within range 8 of the character. Target square must be in characters front or side arc but doesn't have to be in LOF.
- The attack range includes the square the grenade landed on. E.g. a figure in the square the grenade landed in is at range 1.
- Calculate the throw hit #: start with the range to the target square, add 2 if the target square is in side arc, add 4 if no LOF to target square, and then add any hit # modifiers as if this was an attack.
- Roll a D12. If the number rolled is equal to or greater than the throw hit # then the grenade lands on the target square. If the rolled number is less than the throw hit #, it deviates to a new target square (see Deviation table on Charts and Tables/ page ???) – If the new target square contains obstructive terrain, it deviates again - repeat this until a suitable target square is found.

Once a target square is determined use the normal fire process to resolve the attack with the following changes:

- The attack originates from the target square where the grenade has landed, not the character's location.
- Resolve a separate attack on each figure (both zombie and character) in grenade's LOF (arc rules don't apply) from the target square using the grenade statistics, skipping any targets where final hit # would exceed 12.
- A grenades ROF is always 1 and when applying hit # modifiers only apply LOF modifiers, not attack modifiers.
- A roll of a 1 does not reduce the character's ammo.

HAND TO HAND (H2H)

Resolve a H2H attack using the same process as normal fire with the following adjustments:

- The target must be within H2H range, which is 1 unless using a specialised H2H weapon (indicated by “H” in RG), in which case use PB Range. The target must be the closest zombie in the front arc, the player selecting on ties.
- A roll of a 1 does not reduce the character's ammo.

COVERING

A character who may have attacked, but didn't, is marked as covering.

- place a numbered covering token based on the activation type, stationary: 0, walked: 2, ran: 4.
- A covering token may be discarded at any time during the game to make a H2H, normal fire or spread fire attack.

SEARCHING

Only allowed when specified in scenario. A character may search a square they are on, or any of their four adjacent squares.

ZOMBIE TURN

Start phase -> Action Phase (Activate zombies) -> final Phase (Remove stunned markers & spawn zombies)

ZOMBIE ACTIVATION

Activate each zombie one at a time in order, starting with those on the bottom row and continuing up, and working left to right within each row. On activation you must do the following (in order):

- Stunned zombies do not activate (so do not move or attack), instead remove the stunned marker.
- If the zombie is not adjacent to a character, then perform zombie movement as described below.
- If the zombie is adjacent to a character, or moved next to a character and has moves remaining, then perform a zombie attack as described below.

ZOMBIE MOVEMENT

- Zombies may move a number of squares, in any direction (including diagonals), equal to the number shown in their move statistic.
- Zombies will always try to move towards the character they have the shortest unblocked path to (player chooses in case of a tie).
- If a zombie didn't use all its moves getting to a character, then it has moves remaining and can attack. A normal zombie, with only 1 move, can never both move and attack in the same activation.

ZOMBIE ATTACK

The zombie will perform (only) the first applicable option from the following list:

- If the zombie is next to a character that is locked, it inflicts 1 wound to the character. If next to multiple locked characters, the player chooses.
- If the zombie is next to a character that is not yet locked, it locks the character – place a locked status token next to the character and turn them to face the locking zombie. If next to multiple characters that are not locked, the player chooses.

SPAWN ZOMBIES

If the current round marker shows an “S”, follow the instructions in the scenario's Spawn section.

- Place POGs face down, unless in character's LOF (arc isn't relevant).
- If a character is in a spawn square when a zombie would spawn there, the character takes 1 wound and are pushed out of the square in a direction of the player's choice.
- If a zombie is in a spawn square, place the spawning zombie next to the map and place it as soon as the square is available (when placed this way the zombie does not activate).

ZOMBIE

END SEGMENT

Perform any scenario specific instructions.

