EXODUS

A Z WAR ONE GAME

INDEX

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EXODUS

ABOUT

Exodus is a stand alone game for 1-5 players that combines intense tactical combat, resource management and an engaging comic book narrative.

THE COMIC BOOK CAMPAIGN

The Exodus campaign, which can be played either solo, or 2 player co-operative, sees players taking on the roles of two war veterans, stranded on an island ravaged by a rapidly mutating super virus. Their perilous journey will take them from infested towns and harbors, to the corridors of an abandoned cargo ship and even out onto the open water, where untold horrors lurk.

Comic book "cut scenes" link the increasingly challenging missions for an immersive and breathtakingly cinematic experience. Players work to complete story-centric objectives across a variety of locations, while constantly scouring the environment for resources.

QUICK PLAY MODE

All of the Exodus comic book campaign missions can be played as stand alone "quick play" missions, simply choose perks, set up the game & play.

DIRECTOR MODE

Director Mode is a game variation which allows an extra player to take on the roll of "the director". Through the use of director cards, this player can stack the odds against the heroes, manipulating spawning, pacing & enemy behaviour to suit their own evil design. A director can even be added to the campaign, but only if you're feeling brave!

The Exodus comic book campaign is designed to be played solo, or as a 2 player co-operative. Players take control of one or both of the hero characters, whilst the enemy "infected" have a set of automated rules which govern their movement & behaviour. Both heroes must always be used, so solo players must play with 2 heroes. Each comic book chapter concludes with a mission that takes place on the game board.

At various points throughout the campaign players are given the opportunity to "level up" their heroes using perk cards which can dramatically improve their performance.

THE BOARD

The Exodus board is made up of multiple double sided "tiles", which can be arranged into many possible map layouts. Each chapter of the campaign uses a different map layout, this is detailed on the mission page, along with item locations, enemy positions and the conditions our heroes must fulfil in order to complete the mission.
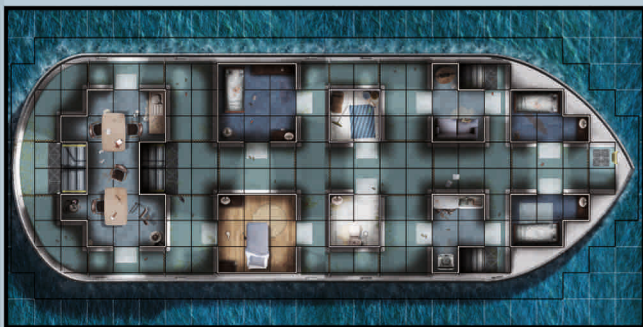
SQUARES

Each Tile is divided into squares which are used to regulate movement and range. Only one hero may occupy a single square and heroes may not move through squares occupied by other heroes or enemy units. Some squares on the board contain various objects, from tables & beds, to vehicles & crates. None of these items have an effect on movement or line of sight and are for aesthetic purposes only (even in cases where a square is completely obscured by a vehicle or other large item, simply move/aim as if the square is still visible).

WALLS

Each tile is made up of "Rooms" and open "Corridor" sections, with each room's perimeter marked by a white line or "Wall". These walls block both movement and visibility. Any hero wishing to enter a room must do so through the room's door.

DOORS

Every room in the game has one, or sometimes multiple gaps in it's walls (white line), these are doorways. When the board is set up for a game, place a door on it's plastic stand on every doorway on the board. Sometimes doors are locked and require a coloured keycard to be opened, this will be detailed on the mission page.
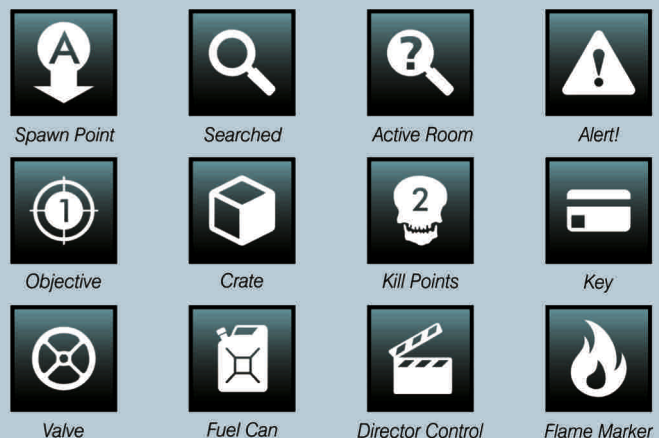
DICE

We use two 8 sided dice to determine various aspect of Exodus game play; we refer to these as "D8" for short.

CARDS & COUNTERS

We use 5 different types of cards: Equipment Cards, Search Cards, Infected Cards, Item Cards & Director Cards, along with a wide variety of different counters, which are used to mark items, objective locations etc. on the board.

|			
Spawn Point	Searched	Active Room	Alert!
Objective	Crate	Kill Points	Key
Valve	Fuel Can	Director Control	Flame Marker

HERO & TRACKER BOARDS

Each hero has their own board, which details their skills, attributes & starting equipment set; this is also used to show active equipment & any search cards the hero may be carrying. The tracker board is used to track various pieces of information throughout the game, from ammunition & power perk usage to turn order & infection stage.

SAVE TICKETS

Save tickets are used to record players progress through the campaign. They are used to either "pause" progress (for players wishing to return to their campaign in a later session), or to log an official "save point" which can be returned to at any point. Players may only log **3 official saves** throughout the campaign, so choosing the correct time to save is impetrative to success.
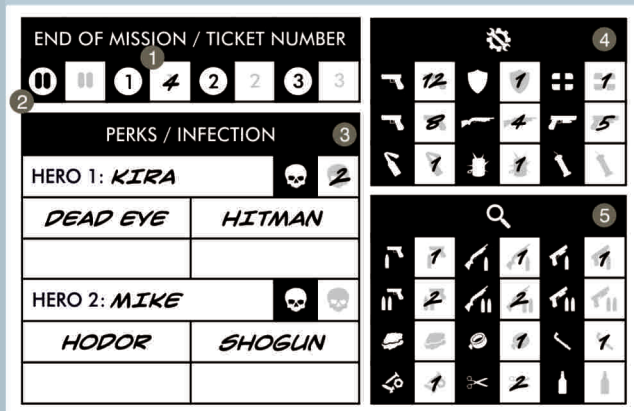
1. If players wish to log an official save at the end of the mission write the number of the mission they have just finished in the first available save slot (1). The next time they save, write it in the next slot (2), and the last time in the final slot (3). At any point in the campaign, either when a mission is failed or players have chosen to retire, they can return to their last save point.

2. If players wish to simply record their progress to resume their game later write the number of the mission they have just finished in the pause slot. Paused games can only be resumed, players may not return to a pause point in the same manner as an official save.

3. In this section record the hero names, if they are infected, the stage of infection they finished the last mission on & also any perk cards they have selected over the course of the campaign.

4. In this section players should record any equipment cards they are carrying, along with the amounts of ammunition left in their weapons. It does not matter which cards each hero is carrying as both equipment & search cards can be freely exchanged in the pre game lobby before the next mission begins.

5. In this section players should record the search cards they are carrying.

THE PRE-GAME LOBBY

Before beginning the next mission of the campaign, players have access to the pre-game lobby. In the pre-game lobby players may do the following:

Level up - If the next mission has a "level up" option, players may choose a new perk card for each of their heroes.

Reload - Players may use ammunition search cards in the same manner as in live play to reload their weapons.

Craft - Players may use search cards they are holding in the same manner as in live play to craft equipment.

Exchange - Players may freely exchange search & equipment cards.

STARTING THE GAME

Once you have set up the board according to the map on the mission page (photo), you are ready to begin. Exodus games are played through a series of turns, with each turn broken down into four phases:

PHASE 1 - HERO MOVE

During this phase any heroes wishing to carry out actions detailed in the action point list may do so.

PHASE 2 - INFECTED MOVE

During this phase all eligible infected units on the board will move and/or attack following the automatic rules for their specific unit type.

PHASE 3 - INFECTED SPAWN

Spawning for each mission is dictated by the spawning section of the mission page. Units which spawn will move & attack on the turn that they spawn, in the same manner as the previous phase.

PHASE 4 - END PHASE

This is used to tidy the board of any expired counters, stand up any knocked down infected units & in the event of a hero being infected, advance their infection to the next stage.

THE HERO MOVE

During the hero move players may move & fight etc. with all of their heroes. The order that the heroes move is decided by the players and can be different every turn. Each hero must complete their move before the next hero starts theirs, so in tricky situations be sure to plan your turn order carefully. Players do not need to move their hero if they do not want to.

ACTIONS

At the beginning of their turn each hero has 4 action points (AP). These AP are used to spend on actions shown on the table on the right (we will go into more detail on these later). Each action has an AP "cost" which represents the time the action will take to complete.

Each action must be completed one at a time and completed before moving on to the next action. When a hero either wishes to stop using, or has ran out of action points, the next hero's turn begins. Once all heroes have done this, the hero turn is over. Unused AP cannot be carried over to the next turn.

Move (1 Square)	1
Sprint (3 Squares)	2
Crawl (1 Square)	2
Dive (2 Squares)	1
Stand Up	2
Open / Close Door	1
Knock Activation	1
Quick Fire / Melee	1
Move & Quick Fire	1
Move & Melee	1
Reload	2
Move & Reload	2
Aimed Fire	2

Execution	2
Alert!	2
Sweep	2
Search	4
Craft Equipment	4
Task	4
Free Actions	
Drop Prone	0
Place Item	0
Switch Active Weapon	0
Exchange Inventory	0

MOVEMENT

The board is divided into squares which heroes use to move around. Moving 1 square costs 1 action point and this can be done in any direction, horizontal, vertical or diagonal, as long as the move does not pass over a wall, corner or doorway.

Mike may move in any direction but not through or diagonally across walls.

Moving diagonally through doorways is also an illegal move.

Heroes may also carry out a sprint action for 2 action points. The sprint action allows the hero to move 3 squares for just 2 action points (the 3 squares do not need to be in a straight line). Heroes may not pass through or finish on a square containing another hero or infected unit. Heroes may not finish their turn on a square containing an enemy spawn point.

ATTACKING

In order for a hero to use a weapon, the weapon's card must be face up on the equipment space of their hero board. All other equipment cards the hero is carrying should be kept face down underneath the active weapon card. Changing your active weapon is a free action but you may only do it once per turn. Heroes may only attack infected units, never other heroes.
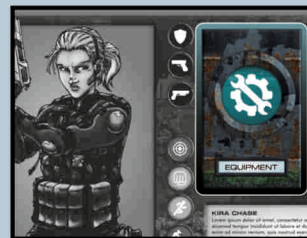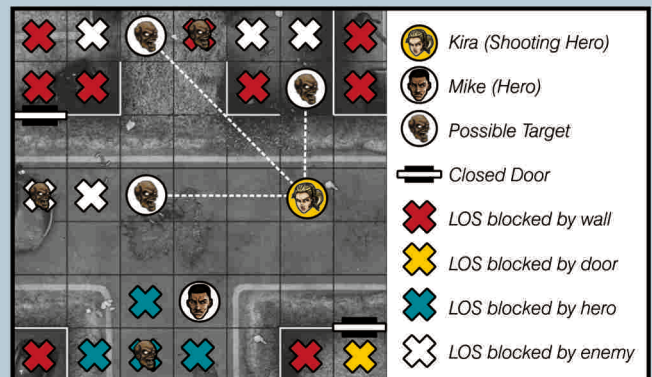
No active weapon.

Active weapon.

BALLISTIC (RANGED) ATTACKS

Quick firing a weapon costs 1 action point. You can quick fire in any direction, as long as the target is within your line of sight (LOS). Line of sight is determined by tracing a line from the centre of your hero's square to the centre of the target's square. If the line passes through a square containing another hero, infected unit, closed door or wall, the line of sight is blocked & the attack cannot be made. If players are unsure that line of sight is clear, assume no line of sight exists. Note that a ballistic attack can be made diagonally over a wall or doorway.

Kira (Shooting Hero)	
Mike (Hero)	
Possible Target	
Closed Door	
LOS blocked by wall	
LOS blocked by door	
LOS blocked by hero	
LOS blocked by enemy	

Kira is unable to shoot at any of the squares containing crosses. She is unable to hit this zombie as the shot is blocked by another infected unit. This zombie is blocked by another hero character. This zombie cannot be hit as Kira's line of sight is blocked by a wall.

To make a quick fire attack, simply nominate your target, rotate the ammunition dial on the relevant part of the tracker board & then roll a D8 dice. The result of this roll is referenced against the quick fire (⚡) chart on the left hand side of your active weapon card, with the result being either a miss, a knockdown or a kill. In the case of a miss, nothing happens. For a knockdown result, place the target figure prone (lie it down) on the square it is on. If the roll is a kill, remove the target unit from play.

Kira has a clear line of sight and elects to shoot at the zombie. She uses a quick fire attack for 1 AP.

Her active weapon is the .50 pistol, so 1 bullet is deducted using the dial.

She rolls a D8 dice & the result is a 7. We check the left "quick fire" side of the active weapon card and see that a 5 or higher results in a kill.

The zombie is removed from play & Kira continues her turn with 3 action points remaining.

You can also combine a quick fire action with moving 1 square for no additional AP cost. The quick fire action can take place either before or after the 1 square of movement.
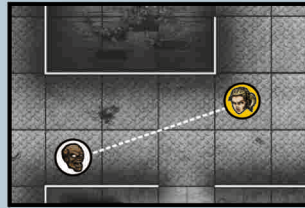

Kira has no clear line of sight at the beginning of her turn. She chooses to use a "Move & Quick fire" action for 1 AP.

After she moves, the target is nominated, the ammunition is deducted from her tracker & a D8 is rolled for the shot.

If you are shooting then moving as one action, you should still move the piece before you make the quick fire roll, as the move must still be made regardless of the outcome on the dice.
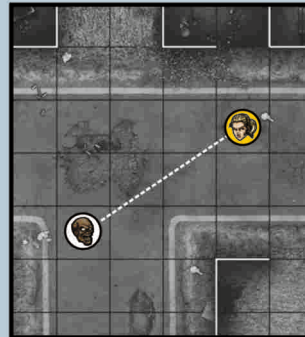

Kira has a clear line of sight at the beginning of her turn. She uses a "Move & Quick fire" action for 1 AP. She nominates her target, then moves.

After she moves, the ammunition is deducted from her tracker & a D8 is rolled to determine the result of the quick fire.

AIMED FIRE

Aimed firing a weapon costs 2 action points & cannot be combined with movement. As with quick firing you can make an aimed fire attack in any direction, as long as the target is within your line of sight. Nominate your target, subtract the ammunition from the ammunition dial & roll a D8 dice. The result of this roll is referenced against the aimed fire (◎) chart on the right hand side of your active weapon card.
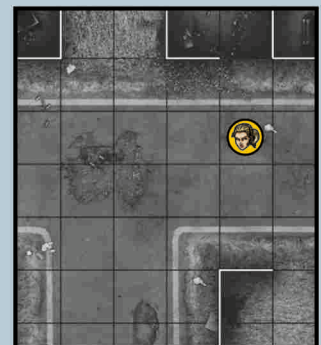

Kira has a clear line of sight and elects to shoot at the zombie. She uses an aimed fire attack for 2 AP.

Her active weapon is the .50 pistol, so 1 bullet is subtracted from her ammo.

She rolls a 4. We check the "aimed fire" (right) side of the weapon card and see that a 3 or higher results in a kill.

The zombie is removed from play and Kira continues her turn with 2 action points remaining.

RELOADING

Reloading a weapon costs 2 action points and can be combined with moving 1 square for no additional AP cost. The weapon you are reloading must be your active weapon, simply select the correct ammunition card from your search deck, add the relevant number of rounds to the ammunition dial & discard the card. Note that if the card you use has more units of ammunition than are needed for a fully loaded weapon, the additional rounds are wasted.

MELEE ATTACKS

Melee attacks cost 1 action point. You can melee attack any target on an adjacent square, in any direction, providing that it is not blocked by a wall, closed door, or diagonally across a corner or doorway. Note that whilst melee attacks cannot be made diagonally over doorways and corners, it is still possible in these situations, to use ballistic attacks.

This zombie (❌) cannot be hit as it is blocked by a closed door. This zombie (❌) cannot be hit as it is across a doorway. Kira cannot melee attack this zombie (❌) as it is out of range. Kira can melee attack either of the other 2 zombies (●).

This zombie (❌) cannot be hit as it is blocked by a wall. This zombie (❌) cannot be hit as it is across a corner. Kira can melee attack either of the other 2 zombies (●).

To make a melee attack, first make sure you have a melee weapon set as your active weapon. Nominate your target & roll a D8 dice. The result of this roll is referenced against your active weapon card, with the result being either a "miss", a "knockdown" or a "kill". In the case of a miss, nothing happens. For a knockdown result, place the target figure prone (lie it down) on the square it is on. If the roll is a kill, remove the target unit from play. Melee weapons do not use ammunition but must always be discarded due to "wear and tear" at the end of the mission.

Kira has a zombie on an unobstructed adjacent square and elects to melee attack for 1 AP. She rolls a D8 dice and the result is a 7.

We check the active weapon card and see that a 6 or higher is a kill. The zombie is removed & Kira continues her turn with 3 action points remaining.

You can also combine a melee attack action with moving 1 square. The melee attack action can take place either before or after the 1 square of movement.

Kira is out of range to melee at the beginning of her turn. She chooses to use a "Move & Melee" action for 1 AP.
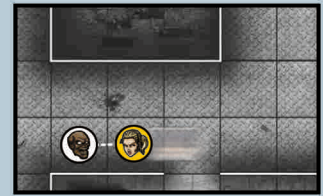
After she moves, the target is selected & a D8 is rolled to determine the result of the melee attack.

If you are meleeing then moving as one action, you should still move the piece before you make the melee roll, as the move must still be made regardless of the outcome on the dice.

Kira is in range to melee at the start of her turn. She chooses to use a "Move & Melee" action for 1 AP. She selects the target then moves.
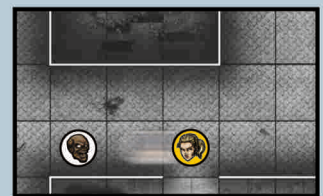
After she moves, a D8 is rolled to determine the result of the melee attack.

If a hero has either a ballistic weapon active or no active weapon they can still perform an "unarmed melee" using the "unarmed melee" table on their hero board.

KNOCKDOWNS & EXECUTIONS

If an infected unit is knocked down by either a ballistic or melee attack, they are placed prone (laid down on their back) on the same square they were hit on. Prone infected can do nothing during the infected turn. During the end phase, all prone infected units stand back up (remaining on the same square & facing the closest hero), they do nothing else until the next infected turn.

Prone infected can be attacked in exactly the same way as when standing, with the exception that a "knockdown" result will have no effect.

If a hero is on an adjacent square to a prone infected they can use an execution action for 2 action points. The execution action requires an active weapon (either ballistic or melee). No dice roll is needed for an execution, but if you are using a ballistic weapon, you still need to subtract the relevant ammunition on your tracker board (you cannot perform an unarmed execution without the "kerb stomp" perk).

While standing on an adjacent square, simply announce that you are executing the prone infected and remove the figure from play. The same rules apply to executions as regular attacks. A melee execution cannot be through a wall or diagonally over a doorway / corner & a ballistic execution requires a clear line of sight.
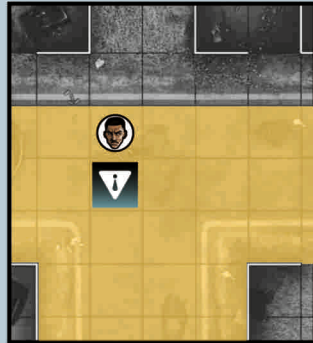
THE HERO MOVE

ALERT!

The alert action costs 2 AP and, if used, must be the last action that a hero carries out during their turn. A hero on alert is able to make attacks during the infected move. Unlike regular quick fire or melee attacks, which can be made in any direction, alert attacks are directional and can only take place in the hero's forward line of sight. A hero wishing to go on alert must place an alert token on an adjacent square, with the tip of the alert "triangle" pointing in the direction they wish to cover. The alert token must be placed on a horizontal or vertical square, never on a diagonal.

The alert token shows the direction that Mike is facing. All of the squares shaded in yellow (▨) are all eligible for attack. Unshaded squares are behind him and cannot be hit.

Note that normal rules for line of sight still apply within the eligible area.

Every time an infected unit moves 1 square within the targetable area of a hero on alert with a ballistic weapon, the hero may make a quick fire attack. Whilst ever the hero has a clear line of sight at moving targets they can continue to fire until either they are taken down, or their active weapon runs out of ammunition.
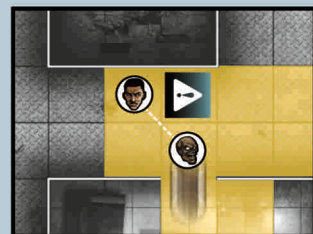

Mike uses his last 2 AP to set an alert with his pistol pointing in the direction of the alert token. .
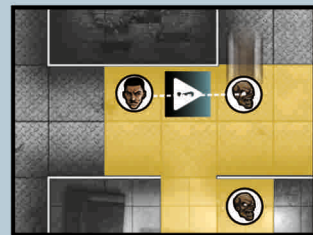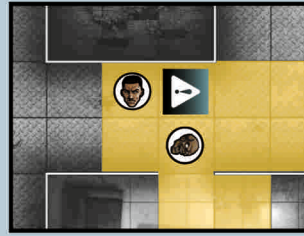
The top zombie steps into his line of sight so he quick fires. He deducts a bullet and rolls a D8.
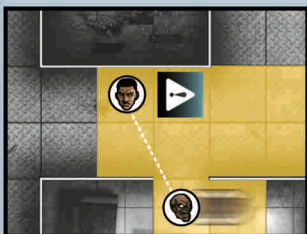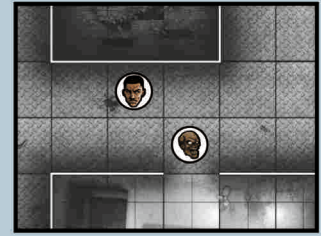

He rolls an 8, the zombie is killed and removed from play. The second zombie moves forward 1 square. Mike quick fires again.

This time he rolls a 3 which is a miss. The zombie moves again. Mike has one final quick shot before the zombie attempts to grab him.


He rolls a 5 & the zombie is knocked down. This ends the zombie's move. Mike used 3 bullets during the turn.

In the end phase, the zombie stands back up but can do nothing else. Mikes's alert token is removed.

If two or more heroes are on alert and have line of sight to the same target, players may choose the firing order and wait to see the previous hero's result before choosing wether or not to fire.

A hero wishing to use an alert action with a melee weapon places the token in the same manner as the ballistic weapon. Any infected stepping into the targetable area can be melee attacked.
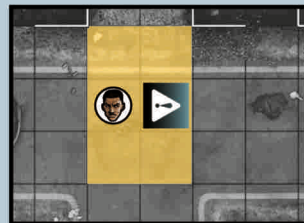
The alert token shows the direction that Mike is facing. All of the squares shaded in yellow (▨) are all eligible for attack. Unshaded squares are behind him and cannot be hit.

Note that normal rules for melee attacks still apply, so attacks cannot be made diagonally through doorways or across corners.

Using alert with a melee weapon is a risky move, as the hero only has one attempt to kill or knock down the infected unit before a grab test is taken (more on grab tests later). All alert tokens are removed from play during the end phase of the turn.

ASSASSINATIONS

If a hero can reach the square directly behind an infected unit, without ever standing in/moving through the target unit's forward line of sight during the turn, any quick fire or melee action is an automatic kill (no dice roll is required). As with an execution action, this cannot be an unarmed melee (unless the hero has the "snap" perk) & use of a ballistic weapon for the assassination will still use the relevant amount of ammunition.

Any quick attacks made from the (✖) square, without stepping into the zombie's forward line of sight (■) are automatic kills.

Mike uses a "move and quick fire" action for 1 AP. He steps onto the square directly behind the zombie, deducts a bullet & removes the zombie from play. No dice roll is needed.

THE HERO MOVE

DOORS

At the beginning of a game of Exodus the board is divided into active and closed areas. Every "corridor" section (corridor section can mean corridor, road, path or other open area) is active, whilst every "room" area (areas surrounded by white walls and doors) is closed.

When a door to a room is opened the area becomes active and remains so for the rest of the game.

Opening a door costs 1 action point and can only be done from the square directly in front of it (you cannot open doors on the diagonal). When the door to a room is opened an "active" token is placed and a "room spawn" is rolled. The room spawn tells us if the area is occupied by any infected units and how far away from the door they are. The room spawn differs from chapter to chapter, with the spawn chart for each chapter being detailed on the mission page.

Room Spawn	
8	OUTCOME
1	NO SPAWN
2	NO SPAWN
3	NO SPAWN
4	1 ZOMBIE (3)
5	1 ZOMBIE (2)
6	1 ZOMBIE (1*)
7	2 ZOMBIES (3)
8	2 ZOMBIES (2)

Square adjacent to the hero

As soon as the door is opened we roll a D8 dice (using the room spawn chart above). This roll tells us if there are any infected units on the room and if so, how many. We roll a 7 which means that there are 2 zombies in the room and they are 3 squares away.

The hero may place the zombies on any squares they wish, as long as they are the correct number of squares away. If the room is too small to place an enemy unit as far away as the table dictates, you should place it as far away as it is possible to do so.

Once the infected units have been placed (facing the door which has just been opened), the hero continues their turn with any remaining action points they have. The spawned infected units will move in the infected move.

Tip! It is always best to open a door with your first action point of the turn. That way, your hero still has 3 action points remaining to deal with any enemies spawning in the room.

Doors can also be closed for 1 AP, either from inside or outside of a room, but the hero must still be on one of the squares directly in front of the door (never diagonal).

LOCKED DOORS

Locked doors can only be opened by a hero carrying the appropriate colour coded key. Once one of the locked doors to a room has been opened all doors to that room are considered to be unlocked for the duration of the mission.

KNOCK ACTIVATION

If a hero wishes to activate a room without opening the door the knock activation action can be used. The knock activation action can only be done from the square directly in front of the door, as with the opening/closing action. Simply declare that you are activating the room, place an "active" token and roll a "room spawn" as if the door has been opened.

SEARCHING

The search action costs 4 AP, so in order to search the hero needs to already be in the room at the beginning of their turn. To search a room, simply declare that you are searching and draw a card from the search deck. You can search from any square in the room, as long as the room contains no infected units at the time. If a hero is wounded or infected, they are allowed to carry out a search for less than 4 action points. For example a hero with a stage 4 infection would still be allowed to search a room using their maximum 3 AP allowance. Once a search card has been drawn turn over the active token to show the "search" side. This shows that the room is still active, but has been searched and cannot be searched again.
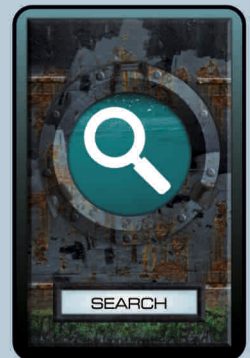
CRATES

Crates are a safer and quicker means for a hero to obtain search cards. To break a crate, simply pass through the square containing the crate token using any move or sprint action, pull a search card from the search deck & remove the crate token from play.

TASKS

The **task** action is usually used to complete mission objectives. The action costs 4 AP so, as with searching, the hero needs to already be in the room (or on the designated square) at the beginning of their turn. As with searching, a wounded player can still carry out a task using their maximum action point allowance.

CRAFTING

The craft action costs 4 action points (although as with searching, wounded heroes may craft with their maximum available AP). Crafting a piece of equipment requires one of each of the search cards detailed on the bottom of the equipment card. Simply declare that you are crafting, discard all of the relevant search cards and add the equipment card to the hero's equipment deck.

Craft a Molotov using the 2 search cards shown in the bottom bar (Rags & Alcohol).

Rags can be used to craft either Med Packs or Molotovs.

Alcohol can be used to craft either Med Packs or Molotovs.

STAIRS

Some Exodus missions require that the board be split into multiple levels or "floors". The stairway squares function in exactly the same way as corridor squares, in that they can be moved across in any direction and do not block line of sight. Maps which are split into multiple floors always have stairways in the same relative position (see the diagram below). These squares have a small symbol which is colour coded to the stairway on the corresponding floor.

Squares with symbols of the same colour are considered to be adjacent. Line of sight extends between floors but only on the coloured stairway squares, so a hero standing on the top of a stairway can attack (ballistic or melee) enemy units on the adjacent stairway squares and enemies may also grab heroes from this position.

Kira is unable to shoot at any of the squares containing crosses (✖✖). She is unable to hit this (✖) zombie as the shot is blocked by the floor. This (✖) zombie cannot be hit as Kira's line of sight is blocked by a wall. These zombies (◎) are both possible targets.

OPEN WATER SQUARES

Many of the Exodus mission layouts are separated into corridors, rooms & open water. Open water squares are displayed on the board using dotted white lines. Heroes may not move through open water squares without use of **the rib**.

TRANSITION SQUARES

Transition squares are a means for heroes to step onto & off of the rib in order to navigate open water squares.
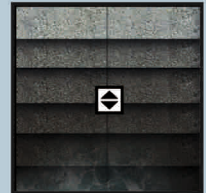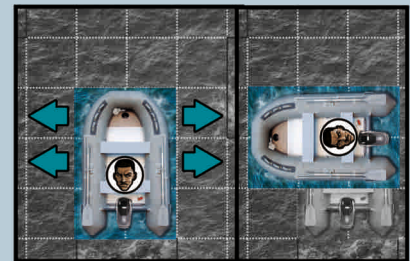

THE RIB

Heroes can only "step onto" the rib from a transition square. The adjacent rib can be facing in any direction. Once onboard they can continue to use their action points to drive the rib using the actions table below.

|	
Move (1 Square) Straight or Diagonally	1AP
Turn (90 Degrees)	1AP
Reverse Move (1 Square) Straight or Diagonally	2AP
Reverse Turn (90 Degrees)	2AP
Full Throttle (3 Squares) Straight or Diagonally	2AP

The move action (1AP) will move the rib 1 square forwards either straight or diagonally.

The turn action (1AP) will rotate the rib 90 degrees forwards to the left or right.

The reverse action (2AP) will move the rib 1 square backwards either straight or diagonally.
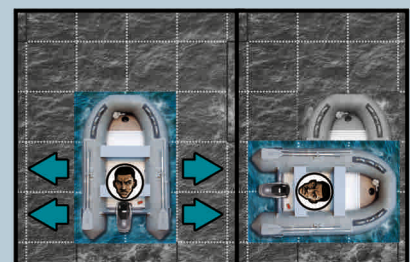
The reverse turn action (2AP) will rotate the rib 90 degrees backwards to the left or right.

THE HERO MOVE

The Rib can carry up to 3 heroes, with the hero driving the rib being placed furthest to the back (near the motor). You can freely swap which hero is driving at the beginning of the hero move. When calculating line of sight for any hero shooting from the rib use the centre of the rib. Other heroes onboard do not block line of sight.

In addition to the above driving actions, heroes onboard the rib (driving or passengers) may use the following actions:

Change Weapon, Craft, Exchange Inventory, Quick Fire, Aimed Fire, Reload & Alert!

WATER OBSTACLES

Water obstacles are marked in the water sections of the board with a black line similar to walls on land sections. Unlike walls and doorways water obstacles can be moved across diagonally and do not block line of sight.
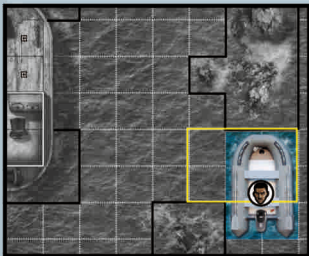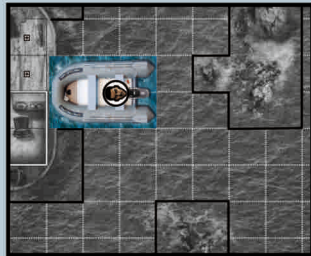

Mike uses a "turn" action for 1AP, squeezing the rib between the water obstacle lines.
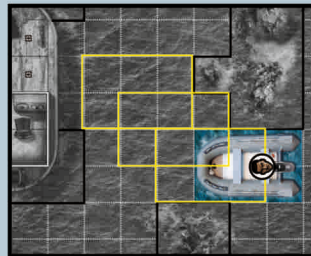
He then uses a "full throttle" action for 2AP to move forwards and diagonally 3 squares, avoiding the obstacles.
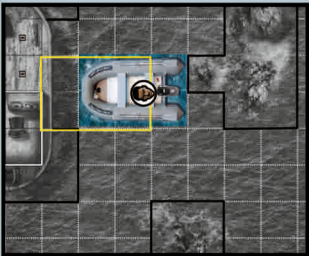
He then uses a "move" action for his last 1 AP to move 1 square and dock with the fishing boat.

In his next turn Mike can step (move or sprint) from the rib onto the transition square and board the fishing boat.

OPEN WATER LINE OF SIGHT

Non-open water squares are considered "Elevated squares" these are the land and boat (not including the rib) squares the heroes generally move around on. For Line of sight purposes they are considered all to be at the same elevation as each other and higher than open water squares.

As open water squares are significantly lower than elevated squares, line of sight only exists between open water squares and the closest elevated square to them (eg. you cannot shoot from an elevated square, through another elevated square to hit a target in the open water and you cannot shoot from an open water square, through an elevated square to hit a target on another elevated square)

When firing from an elevated square, across water to another elevated square, line of sight is calculated normally. When firing from an open water square to another open water square, elevated squares will block line of sight.
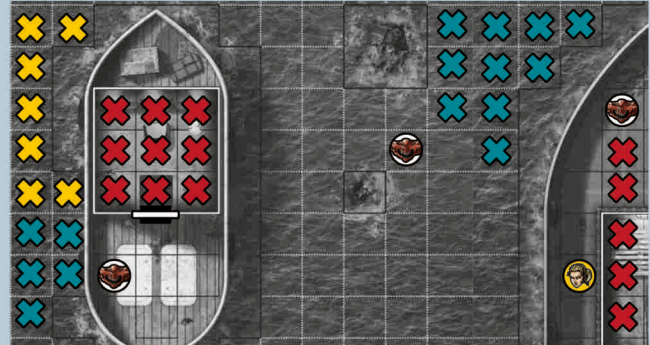
Kira is unable to shoot at any of the squares containing crosses (✖✖✖). She is unable to hit these (✖) squares as line of sight is blocked by a wall. She is unable to hit these (✖) squares as line of site is blocked by elevated regular squares. She is unable to hit these (✖) squares as her line of sight is blocked by both elevated squares and a wall. These reavers (☻) are all targetable.

NPC

NPCs are controlled by any player in the same manner as heroes but they have a limited set of actions:

Move, Sprint, Stand Up, Open/Close Door, Drop Prone, Place Item.

Infected will treat NPCs exactly the same as heroes, moving towards them & attacking. If an NPC is taken down by infected the infected units are placed on their NPC card. If an NPC fails a bite test they are automatically killed and the mission is failed.

NPCs may not carry equipment or search cards but they can carry 1 item in the same manner as a hero.

THE INFECTED MOVE

During the infected move players move all of the infected units on the board. Infected units are moved in the order of how close they are to a hero, with the closest moving first and the furthest away moving last.

Infected units begin each turn in one of two states: "Walking" or "Charging". Walking units cannot "see" or "smell" any heroes, whereas a charging unit has either a clear line of sight to a hero or has a hero within it's smell range.

Infected line of sight works in exactly the same way as a hero's (by tracing a line from the centre of the infected's square to the centre of the hero's square) with the exception that infected line of sight is not blocked by other units.

Smell range is calculated by counting squares in any direction (including diagonally across corners and doorways). Smell is blocked only by walls & closed doors.
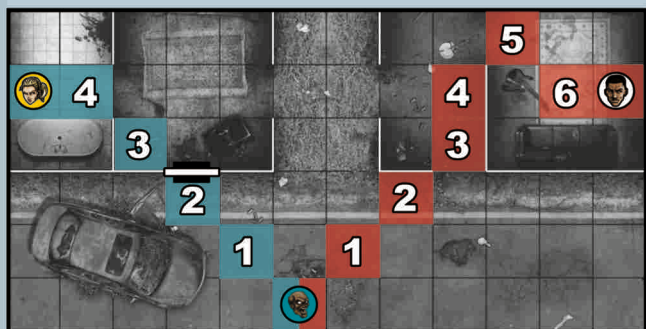

Zombie	
GRAB TEST	
1-4	TAKEN DOWN
-	KNOCKDOWN
5-8	SAFE
BITE TEST	
1-4	BITTEN
5-8	SAFE

| Walk: 2 | Smell: 4 |
| Charge: 4 | Kill Points: 1 |

The Zombie class infected walks 2 squares, charges 4 squares and has a smell range of 4 squares. Zombies require 1 successful kill roll to be eliminated.

WALKING INFECTED

Each turn, every infected unit on the board will move it's "walk" allowance towards the closest hero. They will always take the shortest route possible, but they will only move through activated areas of the board (corridor sections & rooms which have already been activated). If 2 or more heroes are equidistant from the infected, each hero must roll a dice, with the lowest roll being the infected's chosen target.


When determining the distance from the zombie to the hero count the squares for the fastest route possible using only active areas of the board including diagonals over doorways and corners. Closed doors also have no influence on this number. In this case the zombie is 5 squares away from Kira (🟡) and 7 squares away from Mike (🟤) so it would move it's "walk" allowance (2 squares) towards Kira.

If there are multiple routes which are the same distance, the player may choose which route the infected takes (in director games the director makes this decision). Where possible, every infected unit must always move it's full walk allowance. If an infected unit's walk allowance can reach a square closer to the closest hero, it will always do so. The only time that a walking infected will not use it's full allowance is if it's path is completely blocked by other units (prone or standing) making it impossible to advance it's position.

As with heroes, infected may move onto any adjacent square, including diagonals, unless the diagonal passes through a wall, door way, corner, or is blocked by another

figure (standing or prone). Infected will open doors (at the cost of 1 of their movement points) but only to rooms which are already activated.
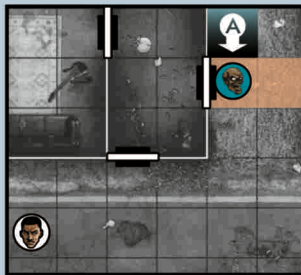
Three zombies spawn on A. The first one moves 2 squares toward Mike by the shortest route. Both of the orange (🟧) squares are 5 squares away from Mike so the player can move the zombie to either one of these

The second zombie has to move to the other available orange square. The third does not have space to move within 5 squares of Mike as the spaces are occupied. The player may choose to move this zombie to the right (pictured), or leave it on the spawn point as both are 6 squares away.

CHARGING INFECTED

Infected will charge when they either "see", or "smell" a hero. If an infected unit begins it's turn with, or at any point during it's movement, gains a clear line of sight to a hero character, it will charge. If, either at the beginning of it's turn or during movement an infected passes within it's smell range of a hero character, it will smell the hero & charge.

A charging infected moves it's "charge" allowance (subtract any movement the unit has already made if it begins its charge mid-turn). Charging infected always prioritise a hero they can see or smell, even if this hero is not the closest. This allows you to "herd" charging infected away from closer, undetected heroes.

If an infected can see or smell 2 or more heroes at the same time it will charge at the nearest one. If 2 or more heroes are equidistant from the infected, each player must roll a dice with the lowest roll being the infected's chosen target.