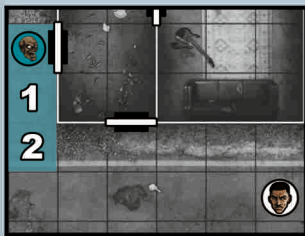
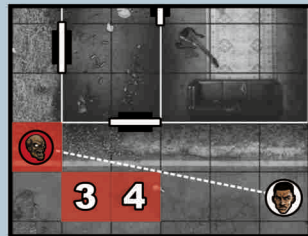


THE INFECTED MOVE



The zombie moves it's 2 square movement allowance towards Mike. Note that the fastest route to Mike is through the room, but the area is not active so the zombie cannot use it.



It's second square of movement puts it within line of sight of Mike so it charges. It's charge allowance is 4 so we subtract 2 squares it's already moved and move it's remaining 2 squares towards Mike.

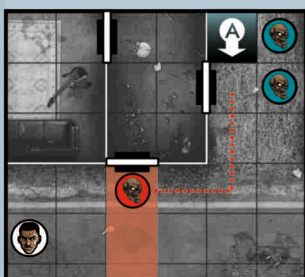


The zombie moves it's 2 square movement allowance towards Mike. The zombie's second square of movement puts it within it's 4 square smell range

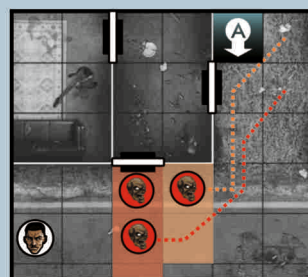


So the zombie charges it's remaining 2 squares of movement towards Mike.

Charging infected will move through squares containing other infected units (either stood up or prone), providing that they have enough movement to reach the square after the one containing the other infected unit. Alert fire from a hero is resolved once the infected reaches the unoccupied square, as you cannot knock down an enemy on an occupied square. (For example a zombie moves 2 squares towards a hero on alert, the first square of movement contains a prone enemy unit. We move the zombie 2 squares and then the hero is allowed up to 2 quick fire attacks. If the zombie is knocked down with the first attack, it is still placed prone on the second square.)



The closest zombie's first square of move puts it within smell range of Mike so it charges. The player may move the charging zombie to any of the red squares (■) as they are all 2 squares away from Mike.



The second zombie's first square of move puts it within smell range of Mike so it charges. The player may move the charging zombie to any of the 2 remaining red squares (■) as they are all 2 squares away from Mike. The last zombie can move to either of the 2 orange spaces (■) as they are both 3 squares away.

GRABBING & BITING

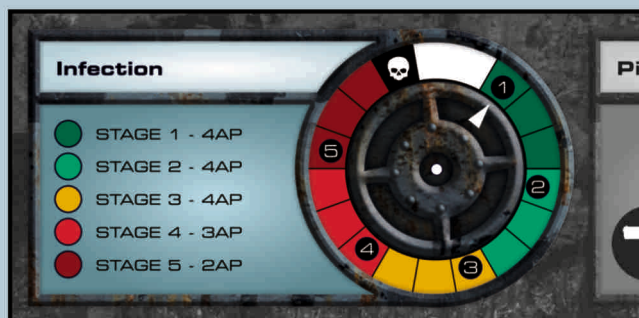
Infected units walk/charge towards the nearest hero until they reach a square from which they can grab. It does not cost the infected any of it's movement points to make a grab attempt. As with a hero making a melee attack, infected can grab from any adjacent square, horizontal, vertical or diagonal, as long as the grab does not pass over a wall, corner or doorway. When an infected unit reaches one of these squares the hero must immediately take a grab test.

GRAB TEST	
1-4	TAKEN DOWN
-	KNOCKDOWN
5-8	SAFE

BITE TEST	
1-4	BITTEN
5-8	SAFE

If the hero rolls a number corresponding to the "safe" outcome, the infected unit's turn is over. Move on to the next closest infected's move. If the result is "taken down", place the hero prone on the square they are stood on, remove the infected unit from the board and place it on their hero board (as both the infected & the hero are occupying the same square). In this position, the hero is said to be "locked in a grapple".

When a hero is taken down, they must immediately take a "bite test". A roll resulting in a "safe" outcome ends the infected unit's turn.



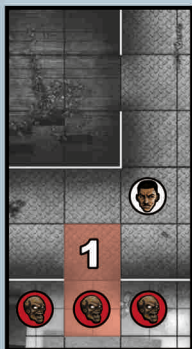
A "bitten" result (as the name suggests) means that the hero has been bitten and is now infected. Rotate the infection dial to the first stage marker on the hero's tracker board, then move onto the next infected unit's move.

Grab tests & bite tests vary in difficulty, depending on the class of infected. The table shown above is for a zombie. If an infected unit reaches a grab position on a prone hero, no grab test is made. Simply remove the unit from the board, place it on the prone figure's hero board & take a bite test.

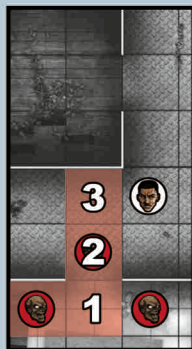
Every time a bite test is failed rotate the infection dial to the next stage marker. There is no limit to the amount of infected units which can be locked in a grapple with a hero.

At the beginning of the infected move, roll a bite test for every infected unit currently on a hero board.

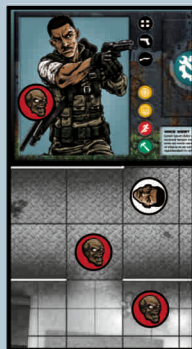
THE INFECTED MOVE



All 3 Zombies are charging as they are within 4 squares of Mike. The closest zombie moves forward 1 square and tries to grab him.



Mike passes his grab test so the first zombie's turn is over. The next zombie moves 3 squares (passing through the first one) finishing in a grab position.



This time the grab test is failed so Mike is placed prone and the zombie is placed on his hero board.

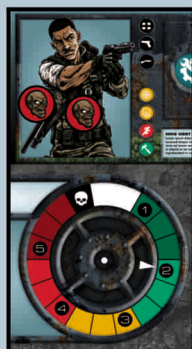
this they must be on an adjacent square. Heroes may also use the execution action from this position. Once there are no longer any infected units locked in a grapple the hero is now just prone and other actions are available.



A bite test is taken which Mike also fails. His infection dial is moved to the stage 1 position.



The third zombie moves 3 squares (passing through the first one) finishing in a grab position.



This time no grab test is taken, the zombie is placed onto Mike's hero card & another bite test is taken. The test is failed and his infection dial is moved onto stage 2.

GRAPPLING INFECTED

A hero locked in a grapple with one or more infected has 4 available actions: change weapon, quick fire, melee & sweep.

Changing weapon, quick firing or using a melee attack in a grapple are done in much the same way as when standing. Roll on the table for the active weapon (for ballistic weapons mark off ammo). A "kill" result will remove an infected from play (and from your hero board).

A "knockdown" result has no effect in a grapple position. Only infected units locked in the grapple may be attacked.

The sweep action costs 2 AP and requires no dice roll. Simply remove one infected target from the grapple (your hero board) and place in a prone position on any unoccupied adjacent square. As with a knocked down infected, it will do nothing in the infected turn and then stand back up in the end phase.

Heroes may attack (either ballistic or melee) infected units locked in a grapple with other heroes, but in order to do

PRONE HEROES

Prone heroes have the following available actions: **Crawl, Stand Up, Change Weapon, Place Item, Exchange Inventory, Quick Fire, Aimed Fire, Reload & Alert!**

Crawling works exactly the same as moving, although unlike movement, it cannot be combined with attacks. When using the crawl action the hero stays prone; a hero wishing to return to their feet can use the stand up action for 2 action points.

Quick fire, aimed fire & alert! work in exactly the same manner from the ground as they do standing.

Prone units (hero or infected) do not block line of sight.

DIVING & DROPPING PRONE

The dive action allows a hero to move 2 squares in a straight line (vertical horizontal or diagonal) for 1 Action point, finishing in a prone position.

The drop prone action is a free action and is used to give a clear line of sight to another hero.

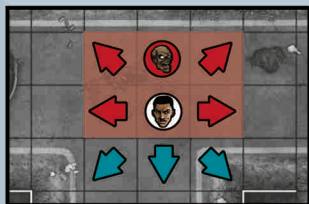
FACING & GRAB ZONES

Although free to move in any direction, infected units must always be facing one of the horizontal or vertical flat edges of the square they are standing on, they may never face diagonally.

Infected units will always face the direction of their next square of movement. In the end phase, prone infected will always stand up facing the closest hero.

Every infected unit has a "grab zone" which is made up of the 5 adjacent squares within its forward line of sight. The grab zone is blocked by walls, doorways and corners, just like melee attacks. Any hero wishing to move from a square within the infected's grab zone to another square within its grab zone must take a grab test. If the test is failed, the hero is immediately taken down. If the hero has AP remaining they may still use it; the infected will not try to bite the hero until the infected move.

THE INFECTED MOVE



Mike begins his turn in a zombie's grab zone. If he moves to another square within the grab zone (▲) he would have to make a grab test. Moving out of a grab zone (▼) does not require a grab test.



From this position the zombie's grab zone is blocked on 2 diagonal squares by the doorway.



The zombie charges it's 4 square allowance, finishing on the lower stairway square. As the lower & upper stairway squares are considered to be adjacent Kira will now need to take a grab test. If Kira is not taken down in her turn she will be able to melee/shoot the zombie between floors.

A hero wishing to use a move & quick fire or move & melee action within a grab zone must move their hero before rolling the attack as normal. An unsuccessful attack will result in a grab test. If the infected is killed, no roll is needed.



Mike begins his turn inside a zombie's grab zone. He uses a move and melee action for 1 AP.



He moves to another square within the zombie's grab zone and attacks it. He rolls a 2 which is a "miss". Mike must now take a grab test as his attack failed.

STAIRS

Infected move up and down stairways in the same manner as heroes. Infected units, on a floor that does not contain any heroes, will always move towards the **closest stairway** (not the closest hero). If there are heroes on both floors, infected will move towards the closest hero, regardless of which floor they are on.

Whilst line of sight only exists between the corresponding stairway squares, infected smell range should still be counted in the usual way (including diagonally over corners & walls) between floors.

An infected unit standing on a stairway square, can grab a hero standing on a corresponding stairway square of another floor.



The zombie on the lower floor's smell range is calculated including diagonally over the wall AND between the 2 floors meaning that Kira is within it's smell range.

OPEN WATER

Infected units, with the exception of the **reaver**, are not allowed to use open water squares. If infected units are unable to reach any hero targets due to their path being blocked by open water, they will move towards the transition square closest to a hero. If an infected unit reaches a transition square (or gets as close to it as possible if the square is blocked) it will wait there until a hero target becomes available or until a hero moves closer to a different transition square.

Infected will not react (charge) if they see/smell heroes they are unable to reach due to their path being blocked by water & will always prioritise heroes they are able to reach.



Technically this zombie (●) has a clear LOS to Mike (●) on the fishing boat, & Mike is also the closer hero, however, as the zombie has no way to reach him, it will move it's "walk" speed towards Kira (●) as she is a viable target but not within its see/smell range.

Infected units standing on a transition square which is adjacent to an occupied rib will attempt to grab the heroes on the rib. If there are multiple heroes aboard the rib, roll a dice for each of them with the lowest result being the infected unit's chosen target.

CRATES

Infected units treat crates in the same manner as other infected units. They will not move through a square containing a crate if they are in a "walking" state, however, "charging" infected will pass through squares containing crates if their movement allows them to reach an unoccupied square.

THE INFECTED SPAWN

Once all infected units have moved and attacked, we make the turn's spawn roll. Spawning varies from chapter to chapter with the table & spawn points for each being detailed on the chapter's mission page. To the right is an example of a spawn chart. On this chart 1 dice is rolled to reveal which spawn point is used & the class & quantity of infected we need to spawn.

Turn Spawn	
8	OUTCOME
1	3 ZOMBIES (A)
2	3 ZOMBIES (B)
3	3 ZOMBIES (C)
4	4 ZOMBIES (A)
5	4 ZOMBIES (B)
6	4 ZOMBIES (C)
7	1 ROAMER
8	1 ROAMER

Spawned units "step onto" the board from an invisible square off the board, so their first square of movement is always the square containing the spawn point. Spawned units move and attack on the turn that they spawn in exactly the same manner as during the infected move.



We make the spawn roll, rolling a 4 we check the turn spawn chart and see that this means we should spawn 4 zombies on spawn point A.



As the spawn point is within line of sight of Mike the spawning zombies immediately charge. The first 2 zombies move their full 4 square allowance.



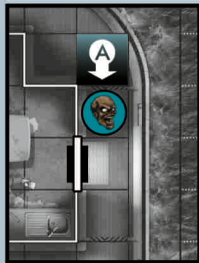
The second 2 zombies charge just 3 squares as they do not have enough movement left to pass through the other units.



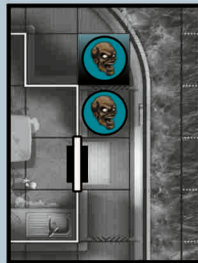
If there are no heroes within line of sight or smell range the zombies just move 2 squares. The last zombie can only move 1 square onto the spawn point.

PUSHING FORWARD

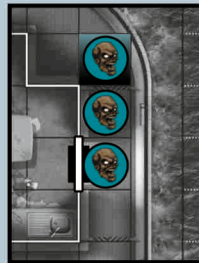
In some situations it is possible for more units to spawn than can fit on the board. If this happens the units already on the board are "pushed forward" to make room for the new units.



The turn spawn indicates that 3 zombies should spawn from point A. The first zombie moves its 2 square "walk" allowance towards the closest hero.



The second zombie cannot move its full 2 squares as the path is blocked by the first zombie.

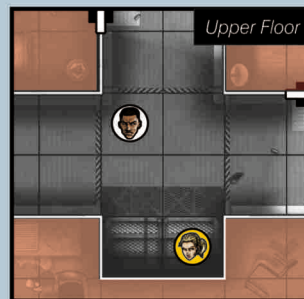


The third zombie "pushes forward" the other 2 zombies so that it has space to spawn.

ROAMERS

A roamer is a single zombie, which is placed on the closest possible active square that a hero has no line of sight to. The square must be on an active area of the board (either a corridor square, or a room which has been activated).

Roamers do not move or attack on the turn they spawn; simply place the roamer & move on to the next phase. If 2 or more heroes are the same distance from a roamer eligible square, each hero must roll a D8. The lowest rolling hero will get the roamer.



The red areas (■) of the board are not active, so roamers cannot be placed here. The unshaded areas are all within line of sight of the heroes. The orange areas (■) are active areas of board (including active rooms) which heroes cannot see, so the roamer (●) is placed on the closest orange square possible.

DROP OFFS

If the turn spawn indicates that more miniatures should be placed than are available, simply spawn the maximum available.. If there are no miniatures left to spawn then place nothing. In the case of roamer or room spawns, units already in play (starting with those furthest away from the heroes) are removed (dropped off) and placed in the roamer or room spawn position. This ensures that the more immediate threat can always be spawned.

THE END PHASE

The end phase is broken down into 3 stages:

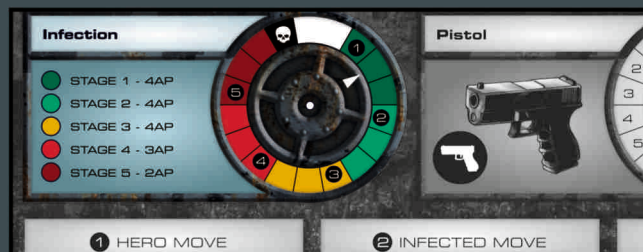
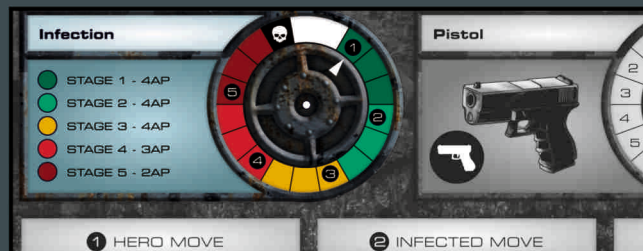
1. Infection Advance. Any heroes which have been bitten must rotate their infection dial to the next square (note that this is the next square, not necessarily the next stage marker.) If the rotation of the dial does reach the next bite marker the infection worsens to the next stage.

A hero with stage 4 infection has only 3AP each turn. A hero with a stage 5 infection only has 2 AP per turn. A hero dies when their infection dial reaches the death marker (☠).

During a campaign, if a hero dies, the mission is failed and the players must restart using one of their save tickets, if no save tickets have been used the campaign must be restarted from the beginning.

2. Counters Removed. All alert tokens are removed from play.

3. Stand Up. Any knocked down infected are returned to their feet (on the same square, facing the closest hero).

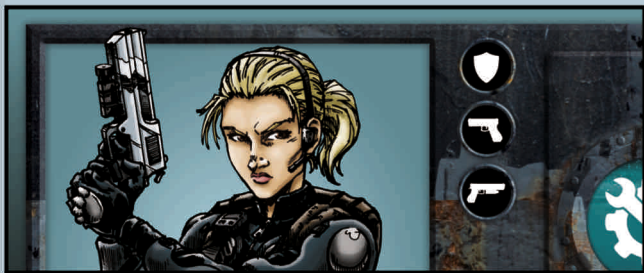


In the end phase infected heroes move their dial to the next square, this means that a hero bitten just once will bleed out and die in 15 turns if left untreated.

WEAPONS & EQUIPMENT

STARTING EQUIPMENT

At the beginning of the campaign, each hero starts with the equipment set detailed on their hero card (eg. Kira starts the campaign with Armour, a pistol containing 17 rounds & a .50 cal pistol with 8 rounds). Note that each tracker board has 2 pistols, .50 & a shotgun on it as it is possible, by exchanging equipment, for one hero to be carrying all of the weapons.



SEMI AUTO WEAPONS

Semi automatic weapons such as the **Pistol** & **.50 Pistol** can use quick fire and aimed fire attacks. When using aimed fire with a semi auto weapon, any follow up quick shots on the same target **retain the aim bonus**, even when combined with movement. Eg. when making an aimed attack (2 AP) followed by 2 quick attacks (1 AP each) on the same target, all 3 shots would use the aimed chart on the weapon card. Changing targets **Cancels the aim bonus**.



.50 Caliber Pistol
(8 rounds)



Shotgun (8 rounds)



Pistol
(17 rounds)

DUAL WIELDING PISTOLS

Pistols such as the .50 caliber and the standard pistol can be **dual wielded at the same target** (you can hold one in each hand). To dual wield place both the guns face up on the active weapon section of the hero board. Each time you make an attack you can choose to fire with either one, or both of your pistols, even on alert.

Whist dual wielding you cannot make aimed attacks with 2 guns simultaneously, although you can take an aimed shot with either one of the active weapons on it's own. If you are shooting both guns at once, roll 2 dice, a "kill" roll on either of the dice will eliminate a standard zombie target. Multiple "kill" rolls score multiple kill points against larger infected. If you are using 2 different guns at the same time, use 1 blue dice and 1 white dice with the blue dice representing the more powerful of the 2 weapons.

SINGLE SHOT WEAPONS

Single shot weapons can use quick fire and aimed fire although, unlike a semi auto weapon, quick shots following an aimed attack **do not retain the bonus**. The **Shotgun** is a single shot weapon, it's range is limited to **6 squares**.

WEAPONS & EQUIPMENT

AREA EFFECT WEAPONS

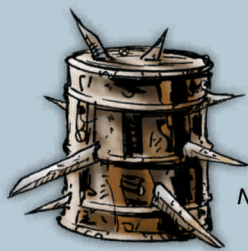
Area effect weapons such as the **nail bomb** or **molotov** can damage multiple targets at once. Area effect weapons cannot be thrown if there is another hero in the blast area. Area effect weapons are **single use**, so the card should be returned to the equipment card deck after use. Throwing a molotov or nail bomb is done with a “quick fire” attack, and must be your active weapon at the time it is used.

Other units (friend or foe) do not block line of sight when throwing a molotov or nail bomb, this means that you can throw directly into the middle of a group of enemies.

The explosive area of effect **includes** squares diagonally over walls and open doorways (like other ballistic attacks) & also stairway squares on a corresponding floor (the squares usually considered to be adjacent).



Mike sets molotov as his active weapon. He can throw a molotov with a quick fire attack up to 6 squares. He targets the red (■) square. He then rolls an attack on the zombie on the target square and also on each of the zombies in the blast area (■).



Nail Bomb



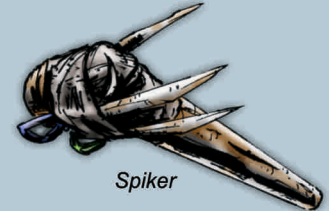
Molotov

MELEE WEAPONS

Melee weapons are used in close combat & do not use ammunition. Melee weapons should always be **discarded** (returned to the equipment deck) at the end of a mission.



Shiv



Spiker

MED PACKS

Med packs are **single use** equipment. Using a Med Pack removes the infection from your hero. It does not need to be your active weapon and it is a free action, so can be used at any point in the hero move (even in a grapple). To use a med pack, simply return the infection dial to the safe position & return the card to the equipment deck



Med Pack

RAC ARMOUR

R.A.C. Armour can only be used by Kira. It does not ever need to be her active weapon. While ever it is in her equipment deck, she receives a +1 bonus to bite tests.



RAC Armour

ITEMS

Items are tokens placed on the game board and also detailed in the map key of the mission page. To pick up an item, a hero either steps onto or moves through the square containing the item token. A hero can only carry **1 item at a time**, simply place the item token on the carry space (☞) of their hero board. Item cards are purely reference cards, heroes do not add these to their search or equipment deck.

UNARMED MELEE		FREE ACTIONS	
1-6	MISS	DROP PRONE	2
7	KNOCKDOWN	PLACE ITEM	2
8	KILL	SWITCH WEAPON	4
		EXCHANGE INVENTORY	4

Items can be placed on an adjacent square (this is a **free action**), alternatively, items can be **thrown** in the same manner as molotovs or nail bombs using a **quick fire action**. An item thrown to a square containing another hero will be automatically “caught” if the hero has an empty carry space available.



Fuel Can

FUEL CANS

The fuel can item will explode with a single ballistic kill roll. Other units (friend or foe) do not block line of sight when targeting a fuel can token.

EXCHANGING & HAND OFFS

Heroes can freely exchange items, equipment & search cards with each other. It is a free action and can be done any time a hero is standing on an adjacent square. Heroes may also “hand off” a **single** card or item during a move or sprint action.

Heroes may not exchange a weapon that they have used that turn. A hero locked in a grapple may not exchange gear. Make sure that any weapons are transferred with the correct amount of ammunition subtracted.

INFECTED UNITS

ZOMBIES

"The rank and file undead, slow moving and easily dispatched (providing you have the bullets), these shambling unfortunates rely on either surprise or sheer weight of numbers to bring down their prey."

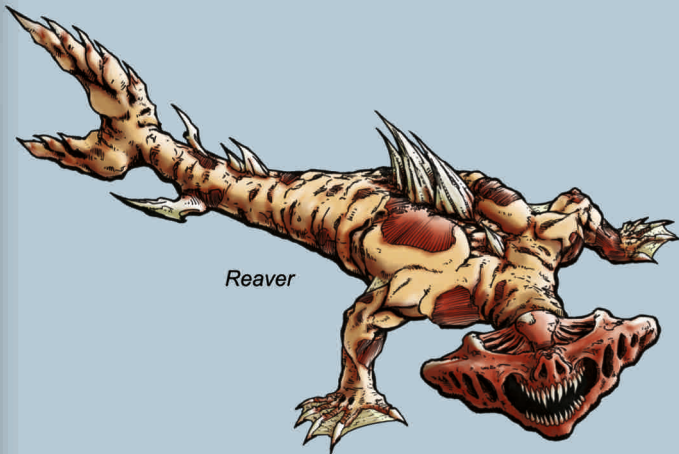
Zombies follow the basic rules for infected movement & attacking.



NEWBORNS

"These freshly infected souls are faster & more dangerous than their older zombie relatives. With a spring in their step and a hunger for flesh, newborns will give any would-be hero a "run" for their money."

Newborns follow the basic rules for infected movement & attacking.



REAVERS

"Tough on land, terrifying in the water, Reavers use a crafty "dive" mechanic to avoid taking damage during their approach. When it comes to dealing with these amphibious nightmares, you're going to need a damn sight more than a bigger boat."

Reavers can move through both regular squares and open water squares. A reaver in open water is represented on the board by the reaver "fin" miniature, where as on land, the "full body" miniature is used.

Reavers will always move towards the closest hero regardless of them being on land or open water. If a reaver reaches a transition square it's move is over (unless it is in a grab position, in which case it would make a grab attempt). In the next infected move, the reaver will move using rules appropriate to it's new environment.

- On land reavers follow the basic rules for infected movement & attacking
- A hero locked in a grapple with a reaver is required to take **2 bite tests**.
- Reavers have **2 kill points** which means they require 2 kill rolls to be removed from play. Use the kill point markers to track how much damage has been sustained.
- **Knockdown** results on land or in open water, have no effect on a reaver, although a hero with the "double tap" perk can still upgrade this result to a kill.
- The **Sweep** action has no effect on a reaver.
- In open water reavers will **always move their "charge" speed** (6 squares).

A reaver reaching any square adjacent to an occupied rib will attempt to grab one of the heroes onboard, if there are multiple heroes onboard each of them must roll a D8, with the lowest result being the reaver's target. A hero onboard the rib failing a grab test is pulled into the water and **instantly killed**, no bite tests are required.

Reaction - "Dive"

At the beginning of it's move, a reaver in open water which has sustained 1 kill point will "dive" to avoid taking further damage. Remove the fin miniature from play but leave the kill point marker on the board to show the reaver's position. Move the marker as if it is the reaver, if the marker reaches a grab position or a transition square place the relevant miniature back on the board & where applicable make a grab test. If the marker does not reach one of these positions leave the miniature off the board until the following infected move, when it will resurface. A reaver represented by a kill marker cannot be attacked by a hero.

INFECTED UNITS

SIRENS

"The beautiful ladies of the deep, these regenerating behemoths can absorb an ungodly amount of punishment so keep your distance, or risk joining the ranks of their semi-digested slaves!"

- Sirens follow the basic rules for infected movement & attacking.
- A hero locked in a grapple with a siren is required to take **3 bite tests**.
- Sirens have **5 kill points** which means they require 5 kill rolls to be removed from play. Use the kill point markers to track how much damage has been sustained.
- **Knockdown** results have no effect on a siren, although a hero with the "double tap" perk can still upgrade this result to a kill.
- The **Sweep** action has no effect on a siren.



Siren

Reaction - "Regenerate"

At the beginning of its move, a siren which has taken damage will automatically recover one of its kill points. (eg. if a siren has a marker indicating it has sustained 3 kill points, change this to show 2 before the siren begins its move).

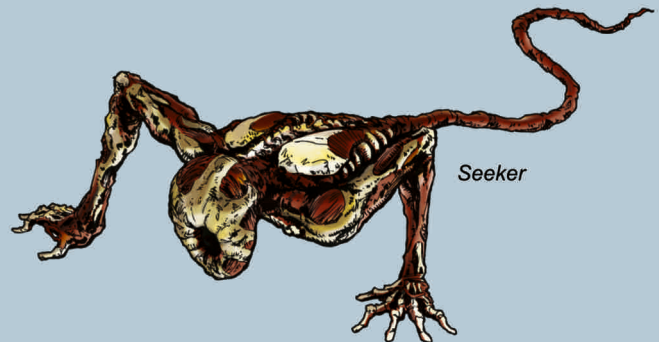
A Siren which has been hit by (taken damage from) a flame weapon such as a **molotov** or **fuel can** will **no longer be able to regenerate**. Place a flame marker (🔥) next to the effected siren to show this on the board.

SEEKERS

"The Siren's grotesque offspring, these nimble infected hunt down unsuspecting humans using their finely tuned sense of smell, dragging them kicking and screaming back to mother's gaping maw!"

Seekers always charge towards the closest hero regardless of line of sight, smell, etc. Upon reaching a grab position the hero must take a grab test as normal. If a hero is locked in a grapple with a seeker, rather than taking a bite test, they must take a "drag" test. The result of the drag test will indicate whether the hero is dragged 2 or 3 squares towards the closest siren.

When a hero is dragged, move the prone hero following normal movement rules by the shortest route towards the closest siren. A dragged hero will pass through squares containing other units as long as its movement can reach an unoccupied square, if a hero is already locked in a grapple with 1 or more infected units all of the units are left on the hero board and dragged along with the hero.



Seeker

- As Seekers are **always charging** they will pass through squares containing other units as long as their movement can reach an unoccupied square.
- **Knockdown** results have no effect on a seeker, although a hero with the "double tap" perk can still upgrade this result to a kill.
- Seekers **do not block hero line of sight**.
- The **Sweep** action has no effect on a seeker.

When spawning a seeker (a seeker/roamer result on the turn spawn chart), place it on the square directly in front of (or as close as possible to) the siren furthest from the heroes, as with a roamer it will do nothing until the next infected move.

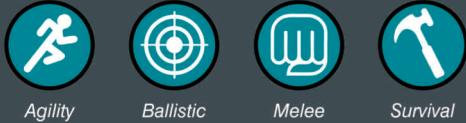
You should only spawn a number of seekers equal to the amount of sirens currently in play (eg. if there are 2 sirens & 2 seekers already on the board you should spawn a roamer rather than another seeker).

If all of the sirens are killed all seekers remaining on the board should immediately be removed from play.

PERKS

During the campaign, some missions display a "level up" symbol in the top right corner of the mission sheet. The level up symbol means that before the mission starts, players may choose a perk card for each of their heroes.

Each hero has a rating of either red, amber or green for each of the 4 perk classes:



Agility

Ballistic

Melee

Survival

The heroes rating indicates which perk cards they are able to select (eg. Mike is rated red for agility so he is not able to select amber or green agility perk cards, where as Kira is rated amber, so she is able to select red & amber agility perks).

Once a hero has selected a perk card this perk will be theirs for the duration of the campaign.

POWER PERKS

The most powerful perks in each class are the power perks. Power perks are limited to 3 uses each mission and are tracked using the tracker board. Power perk usage is fully restored at the beginning of the next mission.



You may only use 1 power perk each turn, but this is combined with your hero's existing perk set (eg. a hero with the 'double tap' ballistic perk (semi automatic knockdown results can be upgraded to kills for the cost of an extra bullet) using the 'dead eye' power perk (aimed fire for 1AP) would be able to fire 4 aimed shots for 4 AP and convert any knockdowns to kills using extra ammunition.

FINISHING A MISSION

Upon completion of a campaign mission any melee equipment cards should be discarded & the search cards discarded during the game should be placed face up underneath the face down current search deck (when the face up discarded cards are reached during a game the entire search deck should be shuffled and placed face down to continue).

Players now have 3 options available to them: **Continue**, **pause** or **save**

CONTINUING

If players do not wish to pause or save they can proceed straight onto the next mission. Prior to the next mission starting they may access the **pre-game lobby** where they can freely exchange equipment, reload weapons, craft equipment and, if the next mission allows it, level up their heroes with perk cards.

PAUSING

If players wish to pause their campaign to return to it in a later session they should write the number of the mission they just completed in the "pause" slot of a save ticket & then detail all of the equipment and search cards they are carrying, ammunition remaining in weapons, selected perk cards & current infection stages.

The pause save ticket may only be used **once** to resume the campaign.

END OF MISSION / TICKET NUMBER											
00	4	1	1	2	2	3	3	12	1	3	1
PERKS / INFECTION						8					
HERO 1: <i>KIRA</i>						2					
<i>DEAD EYE</i>			<i>HITMAN</i>			4					
HERO 2: <i>MIKE</i>						1					
<i>HODOR</i>			<i>SHOGLIN</i>			5					
1						1					
2						2					
1						1					
1						2					

SAVING

If players wish to save their campaign they should write the number of the mission they just completed in the first save space (1) & then detail all of the equipment and search cards they are carrying, ammunition remaining in weapons, selected perk cards & current infection stages.

The second time a save is used players should do the same as above but using the second save space (2), the last time they are able to save they should fill in the last space (3). Only 3 saves are available for the whole campaign, so choose your save times wisely.

Players may return to their last save point at any point during the campaign, either when a mission is failed, or layers simply decide to retire & try again.

HOW TO PLAY (QUICK PLAY)

QUICK PLAY MISSIONS

To play a quick play mission simply set up the board according to the mission page and choose perk cards for your heroes. The number of perk cards available for the mission is shown in the bottom right of the mission page.

DEAD HEROES

In quick play games, the death of a hero does not end the mission. During the end phase of the turn the hero dies and then is stood back up (on the square they are on) & any infected which are locked in a grapple with the dead

hero are placed on adjacent (or as close as possible) squares. From the next infected move onwards, dead heroes will follow the infected movement rules, hunting down and attacking their former friends.

As the dead hero is freshly infected they are faster and stronger so use the stats from the "Newborn" infected card.

HOW TO PLAY (DIRECTOR'S CUT)

THE DIRECTORS CUT

Director games allow an extra player to take on the roll of the evil "Director". You can add a director to any quick play or campaign game, simply set up the game as normal, shuffle the director's card deck and deal the director the number of cards shown in the bottom right of the mission page (only the director may see the director cards).

THE INFECTED MOVE

Infected movement in director games works exactly the same way as campaign, but with the director moving the infected units. Infected units **must** move in the same way as campaign (eg. moving towards heroes by the shortest route possible) however, if several squares are equidistant, the director may choose which one the unit moves onto. If 2 or more heroes are equidistant to an infected unit, the director chooses which hero the infected moves towards (no dice roll is needed).

DIRECTOR CARDS

Director cards are used to manage the flow of the game and hopefully (for the director), make the task at hand an impossible one for the heroes.

The director may play 1 director card per turn. The details of what these cards do, and when in the turn they can be played is detailed on the cards themselves. When a card has been played it is discarded.



ROAMERS

If a spawn roll results in a "roamer" outcome, the roamer is placed on **any eligible square of the director's choosing** (this does not have to be the closest square to a hero, but it must still be on an active part of the board which is not within a hero's line of sight).

ROOM SPAWNS

Room spawns in director games are rolled as normal, but with the director placing the infected unit rather than the players doing it (they must still be placed at the distance indicated on the spawn roll, but the director decides exactly where on that row they are positioned).

DIRECT CONTROL

When the "direct control" director card is played a token is placed underneath the chosen infected unit's base for the duration of the game. Units under direct control no longer follow the automatic behaviour of their unit type and can be moved freely around any **active** parts of the board by the director (they may not open doors to activate new areas of board). Directly controlled infected may always move at their "charge" speed.



DEAD HEROES

If you are playing a quick play game, any dead "newborn" heroes are always under direct control of the director.

DROP OFFS

At the beginning of the spawn phase (before any cards are played or spawn rolls are made) the director can choose to remove infected units from play. Removing units from play then makes them available for spawning in another location.



HINTS & TIPS

Exodus is without doubt a difficult game and one which offers a great deal of tactical scope, much of which will become apparent as you play through the campaign. However, to get you started in the right direction we have a few helpful tips:

Speed - Ammunition & power perks are limited but Infected spawning is not. What this amounts to is essentially an informal time limit, so move as quickly as possible at all times. The faster you can complete your objectives the less time your precious resources have to last.

Fighting without fighting - There's no prize in Exodus for racking up a massive kill tally, and anything you do kill will likely re-spawn anyway, so learn to use infected behaviour to your advantage. Close doors to block smell range, bait and herd infected into preferential positions, and don't be afraid to turn tail & run when the situation demands it.

Aimed Fire - Much of the decision making in Exodus comes down to a "pace versus precision" choice & nothing demonstrates this more than the "aimed fire" action. Whenever possible use aimed fire to make more effective use of your limited ammunition.

Melee Attacks - Incredibly useful as a means of taking out infected without wasting ammunition. Failed attacks do leave enemies dangerously close and heroes are easily overwhelmed, so think about thinning out the numbers at range before stepping in to melee.

Exchanging Equipment - Remember, only "special" equipment and loot items cannot be exchanged between heroes. When ammunition gets low consider giving remaining weapons to the hero that can do the most damage with them.

Executions & Assassinations - Automatic kills are always an efficient use of ammunition so keep an eye open for (and learn to set up) opportunities when they can be implemented.

Perks - It's tempting to immediately spend any XP gained, however, many of the more useful perks require 2 or more mission's worth of XP to be purchased.

Persevere - Exodus is a difficult game so don't expect to blast through every mission on your first attempt. Some missions (we're looking at you Chapter 4) seem overbearingly tough & will take multiple attempts to beat. Discuss what went wrong, formulate a new plan of attack and jump back in.



