



Supplemental rules by Sean Patten, Version 1.3

#1 HOUSE RULES

House rules are optional. Players should agree which house rules are in effect during any game. Rules in **green** make the game easier. Those in **red** make the game harder but less exploitable.

DUCK!

- A survivor may duck out of the way for one action. Place the model on its side to indicate this. The survivor is ignored for threat prioritization- in other words, they won't get shot by friendly fire while lying down! They will still be hit by molotovs though.
- While ducked, a survivor cannot do anything except **crawl** or **stand back up**. Crawling allows them to move 1 zone for two actions. Standing up takes an action.

QUIET!

- If there are **no** noise tokens on the board at the start of the zombie turn, you may SKIP ONE zombie spawn zone when drawing zombie cards. The players may choose which spawn zone to skip.
- If the number of noise tokens plus the number of survivors on the board is **ten** or more, draw an EXTRA zombie card for one spawn zone of the player's choice.

FOOD

- A survivor may discard a canned food, rice, or water card and spend 3 actions to remove a wound.

SEARCHING

- When searching a zone or a car, if you keep any of the equipment cards you find, place a token on that zone or car (The yellow pointer tokens work well for this). **No one may search that area again**. You are **not** restricted to 1 search action per turn though- search as often as you can!

VEHICLES

- Once a vehicle has moved, no one else may enter the driver's seat that turn.
- A vehicle may open a door by moving into the door's zone. The vehicle may not move again that turn, and the crash generates two noise tokens!

DUMPSTERS

- A survivor in the same zone as a dumpster may dive into or out of it for 1 action. Only 1 survivor will fit in a dumpster at a time. While in a dumpster, the survivor may search, but cannot do any other actions.
- While in a dumpster, a survivor will be ignored by all zombies except the Abomination, who can attack the survivor normally.

#2 NEW SKILLS

Blend In- If the survivor performs only MOVE actions this turn (no attacking, searching, etc), they will blend in with the zombies. Place a marker next to them to show this. During the enemy turn, all zombies except Runners and Abominations will ignore them as if they weren't there. Remove the marker at the end of the enemy turn.

Brawler- The survivor may make a melee attack even if no melee weapons are in hand. Roll 1 die, hits on a 4+, does 1 damage, silent.

Demolition Derby- The survivor does +1 damage when making vehicle attacks.

Jumpy- The survivor may spend an action to drink coffee. Place a marker on their sheet to show this. At ANY time, even during the enemy turn, they may spend the marker to perform a single action. The survivor cannot have more than one Jumpy marker at a time.

Pocket (Equipment)- The survivor immediately gains the equipment card listed when they take this skill. If there's no room in their inventory, they must discard something to make room. If there are no equipment cards of that type available in the deck, the skill cannot be taken.

Sewer Rat- The survivor may move from one Manhole to any other manhole on the board as if moving two zones (usually this takes 2 actions). Draw an enemy card- if it is a SEWER card, the survivor is immediately attacked by whatever is on the card, as if activated during the enemy turn! Then discard the card (do not spawn additional zombies).

Shared Experience- The survivor may spend an action to transfer experience points from any 1 survivor to any other 1 survivor. This cannot bring a survivor's experience BELOW whatever color they are currently at.

Shove Off- As a Melee action, the survivor may push one regular zombie into an adjacent zone.

Snap Fire- When the survivor is attacked, they may fire a pistol (or pistols) at the attacker. All ranged combat rules apply as normal. If the attacker is killed by the snap fire, the survivor avoids taking damage from the attacker, and earns experience as normal.

Taxi Driver- The survivor may ignore other survivors in a zone when making a car attack. Running over your fare is bad for business...

#3 MISSION MODIFIERS

Mission modifiers can be applied to ANY mission. This is a great way to experience a mission in a whole new way!

THE FOG

A heavy fog blankets the town, making it hard to see for survivors and zombies.

- **Zombies can only see 1 zone.** Noise is much more important than usual!
- **Survivors can only see 1 zone.** Rifles aren't much use in the fog, unless...
- **Scopes are Night Vision.** With a scope, a Survivor can see as far as they would normally.
- **The zombies are closer than you think!** After placing zombies at spawn zones (not manholes), move them 1 zone straight ahead. Note that if you are in the zombie's spawn zone, this means they will walk right past you!