THE RISING DEAD
ALPHA 1.1

Character Card

At the beginning of a game each player takes a "Character" card. This card records the progress of the player. The card consists of four main areas.

Name - Players can name characters if they wish

Health - This is to record wounds (See Health)

Equipment - Players can carry up to three additional items of equipment (See Equipment)

Left/Right Hand - This is what the player currently carries in either hand (See Equipment)

~~Skills - This records any skills gained as characters gain experience and progress (currently not used)~~

NAME: _____

SKILL 1 _____

SKILL 2 _____

SKILL 3 _____

SKILL 4 _____

SKILL 5 _____

EQUIPMENT 1

EQUIPMENT 2

EQUIPMENT 3

RIGHT HAND

LEFT HAND

Actions

During each of the players phases they begin the phase with two action points these points are used to carry out any acitons the player wants to make. Actions include:

- Movement (Normal 1 Action), Running (2 Actions)
- Attacking (1 action per weapon)
- Using equipmet
- Exchanging equipment with another player
- Reloading
- Combining equipment
- Break from pinned

Example 1:

Player 1 has a herd of zombies heading towards them, they decide they should get out of there, but want to attack the closest zombie before going. They use their pistol to shoot the zombie (1 Action), and then move away (1 Action)

Example 2:

Player 2 has an axe in each hand he is pinned in assault by two zombies he can either fight them both, or attempt to break from being pinned and move. He decides to attack them both with his axes. He attacks with the axe in his left hand (1 action) and the one in his right (1 action). He kills one zombie, but the other survives, he has used all of his actions and the zombie will attack in the zombie phase.

EQUIPMENT

Equipment is the key to your survival. At the Beginning of the game you will begin with 1 item of equipment, this may be a weapon, or and item. Weapons are used for killing zombies or do smash objects. Items can be used to recover wounds, or some can be linked together to create weapons.
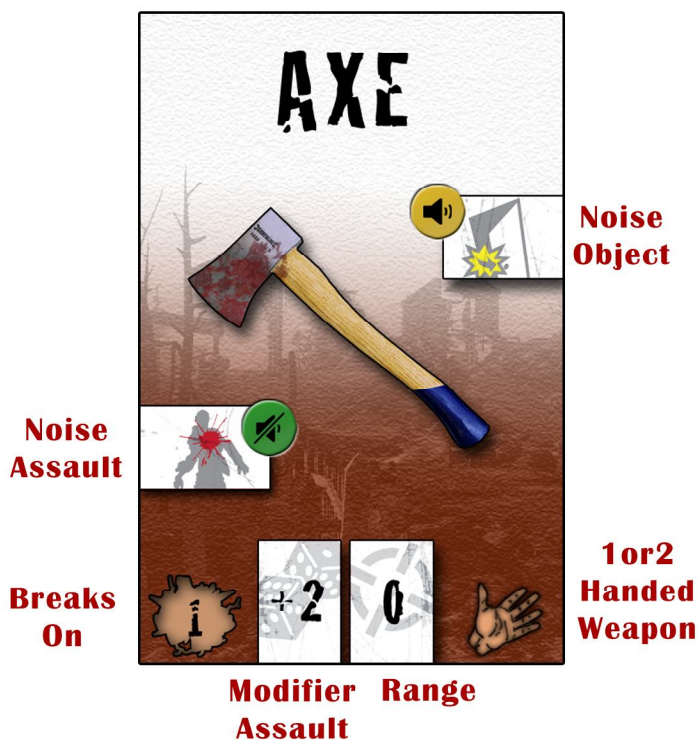
Equipment comes on equipment cards and will show you the equipment found, as well as any modifiers. Weapon cards will also have two noise indicators, 1 for killing and 1 for breaking objects see "Noise" section for an explanation. Some weapons can break when used. If the weapon can break it will have a "Breaks On" symbol and the number rolled that the item will break on if rolled. Broken weapons cannot be repaired.

Examples of Item cards are below;

BANDAGES

Bandages are an essential item for staying alive. With these a character can heal 2 wounds either on them or another character. Dispose of this card once used.

Item Description

AXE

Noise Object

Noise Assault

Breaks On

Modifier Assault   Range

1or2 Handed Weapon

Health

At the beginning of a game each player begins uninjured and at full health during the course of the game it is likely that a character will become wounded.

Health Tracker

Health Token

The health of a character is shown on the "Health Tracker" and using the "Health Token". As a character takes wounds the "Health Token" is moved across the "Health Tracker" to the next pulse mark, starting in the blue zone until it reaches the red zone and "DEAD"

Wounds can be healed using items (See Equipment), or by ~~using a gained skill~~

Once "DEAD" a character cannot be healed and will become a Zombie attacking in the next zombie phase, using the attributes of a zombie. This is unless a character kills the zombie before the zombie phase.

RANGED WEAPONS

Ranged weapons allow you to attack a target form afar. Ranged weapons come in two types a "Direct Target" weapon or a "Template" weapon. Direct Target weapons attack a single target where a Template weapon affect all those within the template area.

Some ranged weapons will have ammunition limits, whilst others will only be able to be used once. Some ranged weapons can also be used in assault. For example most larger guns can also be used to club targets.

Example - Shot-Gun

Shooting or Shooting objects causes a Medium Noise level.

It can be used as club in assualt and adds 1 and is Silent when killing.

The Shot-gun carries 2 rounds of Ammunition.

The Shot-Gun is a 2 handed weapon.

NOISE

Zombies are attracted by two things the sight of a living thing or loud noises. Different items of equipment will produce different noise levels, e.g. a gun is louder than an axe. Any item of equipment that can be used as a form of weapon is given two different noise ratings. One for killing in an assault and one for breaking objects.

There are 3 different noise levels:

 Quiet   Medium   Loud

When an item is used that creates a noise, a noise token matching the noise level on the equipment card is placed where the noise was created. Zombies are attracted to Medium and Loud noises. They will head for that noise until either it is reached, a louder noise occurs, or if a character crosses into their line of sight.

Example:

A character has an axe, if they kill in an assault with it, it is Quiet and no noise is made. If the character then breaks a crate with the axe it generates a Medium noise and a token is placed where the noise took place. The nearest group of zombies will head in that direction, until either they reach it, or an item card is used that generates a louder noise.

ATTACK

An attack is carried out during the player phase with each attack using one action point. There are two different types of attack; Assault or Ranged.

Assault

A player can attack in assault using any assualt weapons they have equipped in there left and right hand. Players can attack models in front or on their left/right side.
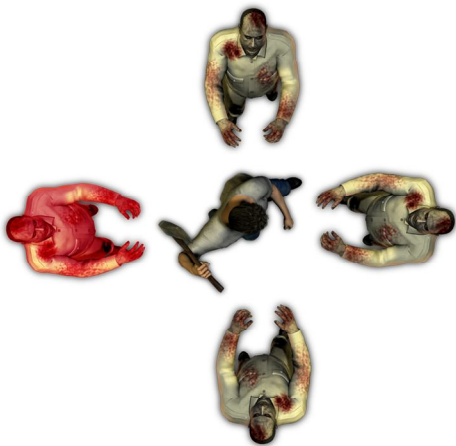
The player and zombie will then roll their strength dice and the player will add any equipment modifiers. The highest score wins and the loser has to throw a save or suffer a wound.

Ranged

Ranged attacks are carried out when using an equipped ranged item such as gun. Ranged item cards will have an assualt modifier if they can be used as an assault weapon a range in D6 and ammo size. On the range area it will also show if the weapon is a direct weapon ⊕ or a template weapon ▨ . The player use D6 to work out a hit they measure the distance between them and the model and then roll the appropriate dice to try and roll over that amount.

If they do the target is hit and they have to throw a save or suffer a wound.

Characters

STATISTICS

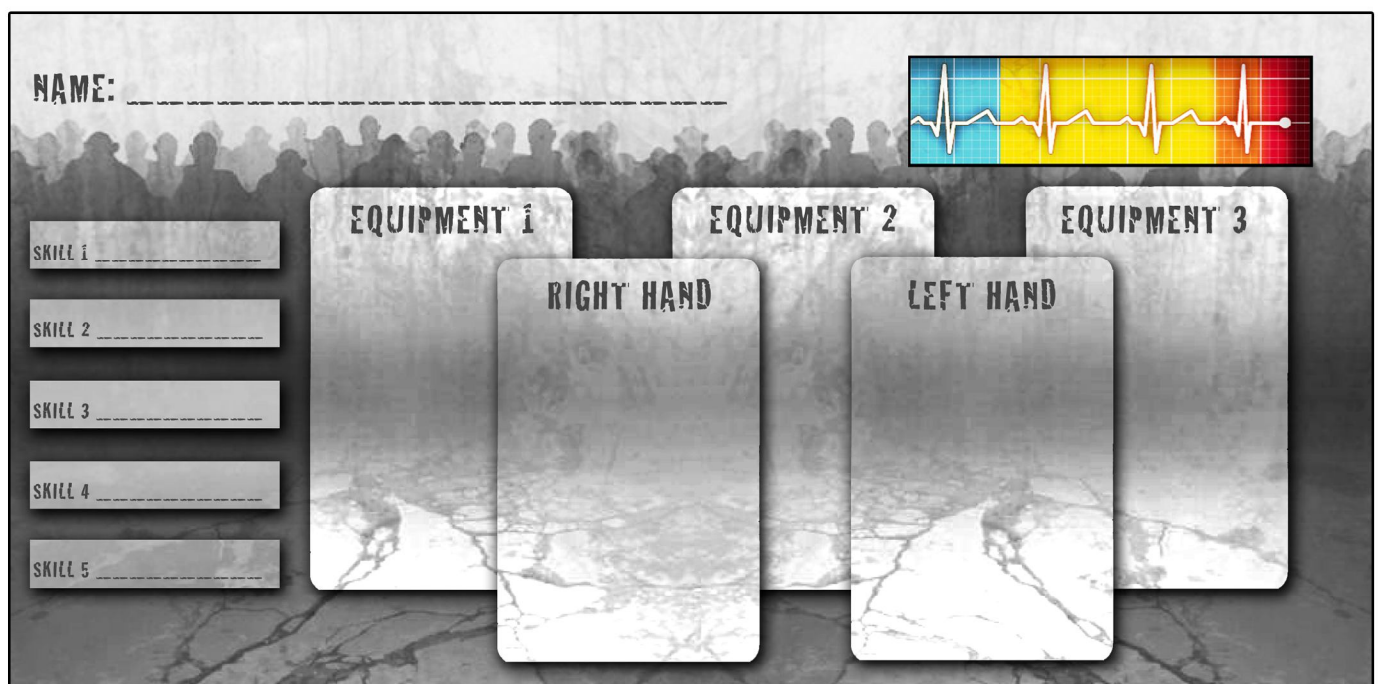**Move : 6 " (Normal), 10" (Run)**
Strength : 1D6
Wounds : 5
Save : 5 - 6

Special Rules

Each character starts with a character card as seen below. (See Character Card) Each character also has two action points per turn to carry out various actions (See Actions)

Each character starts with one equipment card chosen at random from the equipment deck. This equipment may be a weapon or could be another useable item (See Equipment)

NAME: _____

SKILL 1 _____

SKILL 2 _____

SKILL 3 _____

SKILL 4 _____

SKILL 5 _____

EQUIPMENT 1

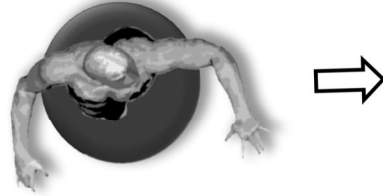EQUIPMENT 2

EQUIPMENT 3

RIGHT HAND

LEFT HAND

ZOMBIE

STATISTICS

Move : 4 "
Strength : 1D6+1
Wounds : 1
Save : 6

Zombies only attack targets
directly in front of them

SPECIAL RULES

Zombies are mindless creatures and will just wander around, until prey gets close enough. Roll 1 "Scatter" Dice for each group of zombies. If an ⇨ is rolled move the zombie group in the stated direction if a ⌖ is rolled then the zombies remain where they are.

Zombies will always try and gather in "Herds" if a zombie group wanders into a larger group then they will join that group and now act as one herd.

Zombies will move towards targets within 20" of their LOS, or will move towards a "Noise". See NOISE section for rules.

Zombies will always move towards the target closest to them.

BROWNING

2D6 | 14

SHOT-GUN

1D6 | 2
+1

AXE

+2 | 0
-1

SLEDGE-HAMMER

+3 | 0

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