

Z WAR ONE



DICE
SPORTS

Z WAR ONE

#1 £59.99

**BUTLER
TAYLOR
MILNES**

DAMNATION
PART 1

INDEX

Z War One	1
How to Play (Campaign)	2
Turn Announce	3
The Hero Move	4
The Infected Move	9
The Infected Spawn	11
The Infection Test	12
The End Phase	12
Weapons & Equipment	13
Items & Objects	14
Perks	14
How to Play (Director)	15

Hints & Tips	16
Perks Price List	17
Chapter 1 - Supply Run	19
Chapter 2 - Lockdown	26
Chapter 3 - Detours	30
Chapter 4 - The Horde	34
Chapter 5 - Dead By Dawn	38
Chapter 6 - Sanctuary	40
Director Game 1 - Break & Enter	58
Director Game 2 - Hold Out	59
Director Game 3 - Inbound	60

CREDITS

By: Robert Butler & James Taylor
Art: Ben Milnes
Miniature Sculpting: Iain Colwell
Special thanks to: Paul Wilcock, Jody Barton,
Copyright (c) Ixion Limited 2015

CONTENTS

- The Z War One Issue 1 rules & comic book
- 22 miniatures
- 4 full colour double sided game tiles (12x12)
- 36 doors with stands
- 60 search, equipment, director & infected cards
- 4 hero cards
- 61 full colour game counters
- 1 50 page tracker pad
- 4 eight sided dice

Z WAR ONE

ABOUT

Z War One is the world's first episodic, comic book miniature board game. It blends classic survival horror & RPG themes with intense tactical combat, to provide a cinematic and truly unique gaming experience.

The Z War One Episode 1 box set contains the extended first issue of the comic, along with the base set of models & boards you need to start playing the game. Each subsequent comic book acts as an expansion pack, continuing the game's epic story, whilst introducing new miniatures, game mechanics & environments along the way.

THE COMIC BOOK CAMPAIGN

Although there are multiple ways in which Z War One can be played, the real heart of the game lies in it's 1-4 player co-operative comic book campaign. The Season One 6 issue campaign is made up of 26 exciting chapters, with the climax of each chapter taking place on the game board. The missions themselves, whilst working from the same core set of game mechanics, vary widely in tone, from exploration & tense survival horror to all-out pitched battles and daring escapes.

THE DIRECTOR

In addition to the game's co-operative comic book campaign, the quick-play "Director Mode" allows one player to connect with their devious side, using director cards to stack the odds in favour of the infected hordes!

THE DIRECTOR'S CUT

Whilst the co-operative campaign is by no means easy, for more experienced players there is the "Directors Cut" which adds game play elements from the quick play "Director Mode" to the campaign, essentially allowing a 5th player to participate and make life hell for the heroes.

HOW TO PLAY (CAMPAIGN)

The Z War One comic book campaign is a co-operative game for 1-4 players. Players take control of one or more of the 4 hero characters, whilst the enemy "infected" have a set of automated rules which govern their movement & behaviour.

All 4 heroes must be used, so where possible, divide them evenly between players (so if you have 2 players, take 2 characters each, with 4 players, 1 each & if you are playing with a team of 3, then 1 player must control 2 heroes whilst the others have 1 each). The character(s) you choose will be yours for the duration of the 26 chapter campaign. Each chapter concludes with a mission that takes place on the game board. Experience points (XP) are awarded for successful completion of missions. Players can then spend this XP on "perks", which dramatically improve the performance of their heroes.



THE BOARD

The Z War One board is made up of multiple double sided "tiles", which can be arranged into many thousands of 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 crashed vehicle or other large item, simply move/aim as if the square is still visible).

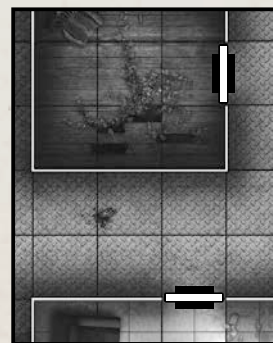
WALLS

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 a mission will call for extra doors to be placed on the board, but this will be detailed on the chapter's mission page.



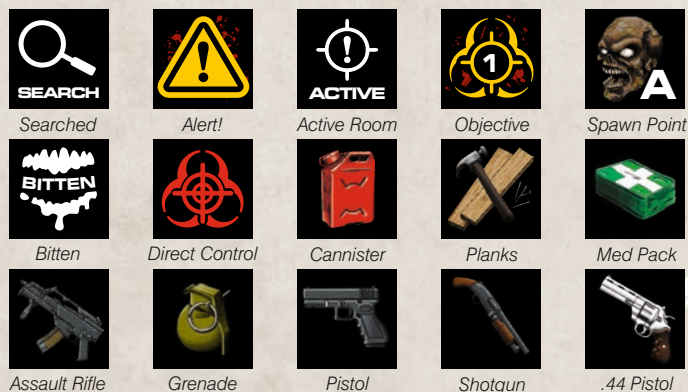
DICE

We use four 8 sided dice to determine various aspect of Z War One game play; we refer to these as "D8" for short.



CARDS & COUNTERS

We use 4 different types of cards: Director Cards, Search Cards, Equipment Cards & Infected Cards, along with a wide variety of different counters, which are used to mark items, objective locations etc. on the board.



HERO CARDS & TRACKER PAD

Each hero has their own card, which details their skills, attributes & equipment set; this is also used to show which weapon is currently active & if the hero has suffered any injury or infection. The tracker pad is used to track various pieces of information throughout the game, from ammunition & power perk usage to turn timers, character perks & experience points. One player can track all four heroes using 1 sheet per chapter or you can use one tracker per hero for multiple chapters, whichever the players prefer.

Hero	XP	Perks
1 COLE (C)	25	3 DEAD EYE, HIT MAN
KAT (K)	0	SHOGUN, SKINNY
SAM (S)	14	QUICK DRAW, TURBO
VICTOR (V)	26	BLACK BELT, BERSERKER

4 Turn Tracker																			
X	X	X	X	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

5 3 Turn Timers										6 Power Perks													
SHUTTERS					DEAD EYE (C)					BERSERKER (V)													
X	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3

7									
[Weapon icons and ammo counts]									

- 1 Your hero or heroes names go here. Players can either appoint a record keeper for all 4 heroes or players can track their own individual hero.
- 2 Your hero's remaining XP is noted here. XP is accumulated by completing missions and finding loot.
- 3 Hero perks are listed here; accumulated XP is spent on perks with any remaining XP noted in the XP section. Once a perk is purchased, the hero has it for the duration of the campaign.
- 4 The turn tracker is used to record progression of the game. If one player is tracking all 4 heroes they should also record the turns. If players are tracking individual heroes, only one player needs to track turns.
- 5 3 Turn timers are used to track in-game events. If a hero carries out an action which takes 3 turns to complete, the player tracking turns writes the name of the action and marks off the timer, in addition to marking off turns in the end phase.
- 6 Power perks are limited to 3 uses per mission. Each time they are used they are marked off the tracker sheet in much the same way as ammunition. Write either the full name, or an abbreviated version of the power perk, on the tracker. If one player is tracking all 4 heroes write the initial of their name Eg. Kat would be (K) after the name of the perk.
- 7 On this tracker sheet we have all 4 heroes. All of the weapons that the heroes are carrying are indicated by their initial (C,S,K,V). If players are using individual tracker sheets, simply tick the boxes for the weapons they are carrying. Each time a hero picks up a new weapon add it to the tracker sheet. Once all the ammunition for a weapon has been used, discard the weapon card.



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

PHASE 1 - TURN ANNOUNCE

The turn number is announced by whichever player is tracking the game.

PHASE 2 - HERO MOVE

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

PHASE 3 - 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 4 - INFECTED SPAWN

Spawning for each chapter 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 5 - INFECTION TEST

If any heroes have been bitten during this phase they will need to roll an infection test to see if their condition deteriorates.

PHASE 6 - END PHASE

This is used to tidy the board of any unneeded counters & stand up any knocked down infected units. During this phase, the player tracking the game should mark off the turn on the turn timer, then announce the next turn number to begin phase 1 of the next turn.

TURN ANNOUNCE

The turn tracker is located beneath the hero names and perks on the tracker sheets. One of the players using the tracker sheets should mark off the turn number during the end phase of each turn, then announce the next turn number to the other players.

Some missions have events which take place on specific turns of the game, such as spawning increases or exits opening. The player tracking the turns should make the other players aware of these as they happen.

Turn Tracker																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

3 Turn Timers										Power Perks													
1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3

7									
[Weapon icons and ammo counts]									

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.

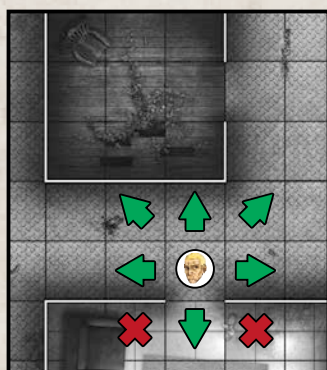
Move (One Square)	1
Sprint (Three Squares)	2
Crawl (One Square)	2
Dive (Two Squares)	1
Stand Up	2
Open / Close Door	1
Knock Activation	1
Quick Fire / Melee	1
Move & Quick Fire / Melee	1
Aimed Fire	2
Execution	2
Alert!	2
Sweep	2
Search / Task	4

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.



Sam 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 active weapon space of their hero card. All other 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.



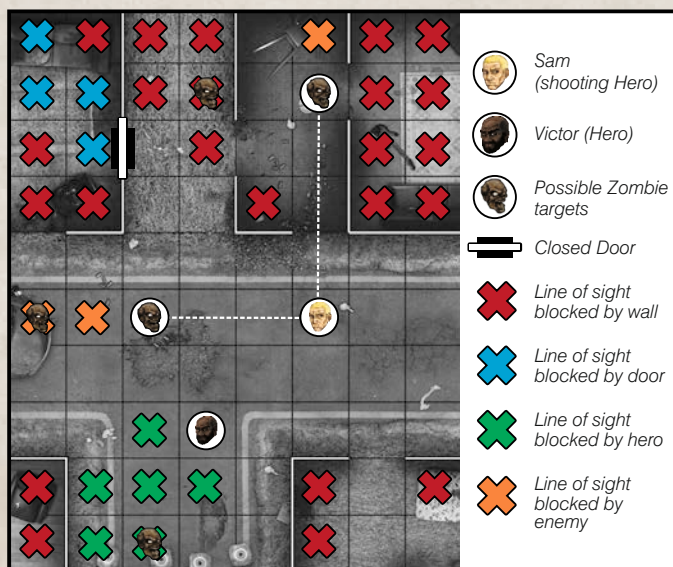
No active weapon.



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. 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.

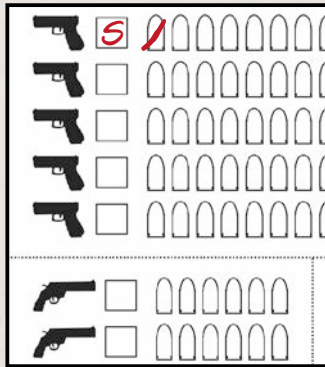


Sam is unable to shoot at any of the squares containing crosses (X). He is unable to hit this (X) zombie as the shot is blocked by another infected unit. This (X) zombie is blocked by another hero character. This (X) zombie cannot be hit as Sam's line of sight is blocked by a wall.

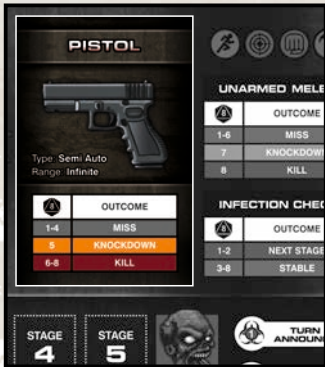
To take a quick shot, simply nominate your target, cross off ammunition from the relevant part of the tracker sheet & then roll a D8 dice. The result of this roll is referenced against your active weapon card, with the result being either a miss, a knockdown or a kill. In the case of a miss, nothing 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.



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



His active weapon is a pistol, so 1 bullet is crossed off his ammunition tracker.



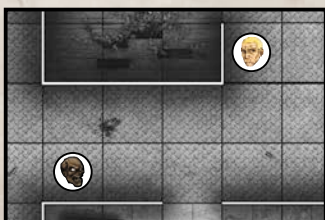
He rolls a D8 dice and the result is a 7. We check the active weapon card and see that a 6 or higher results in a kill.



The zombie is removed from play & Sam continues his turn with 3 action points remaining.



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

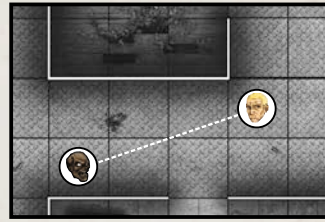


Sam has no clear line of sight at the beginning of his turn. He chooses to use a "Move & Quick fire" action for 1 AP.



After he moves, the target is nominated, the ammunition is crossed off his 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.



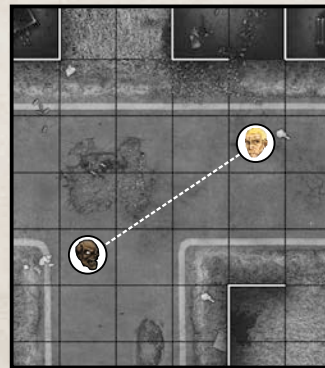
Sam has a clear line of sight at the beginning of his turn. He chooses to use a "Move & Quick fire" action for 1 AP. He nominates his target, then moves.



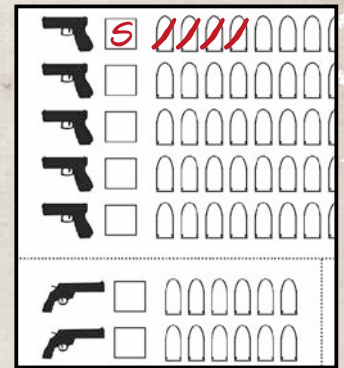
After he moves, the ammunition is crossed off his tracker & a D8 is rolled to determine the result of the quick fire.

AIMED FIRE

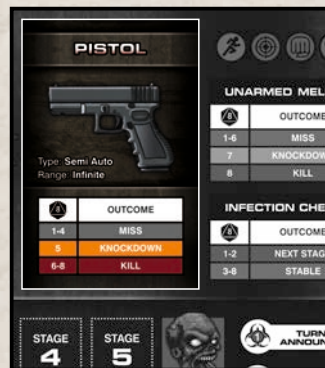
Aimed firing a weapon costs 2 action points. As with quick firing you can aimed fire in any direction, as long as the target is within your line of sight. Nominate your target, cross off the appropriate ammunition and roll a D8 dice. Whatever the result of the dice, **add 2** to this number. The new result is referenced against the active weapon card to determine the result.



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



His active weapon is a pistol, so 1 bullet is crossed off his ammunition tracker.



He rolls a 4 on the D8 dice. We add 2 to this number because he is aiming. This increases the total to 6 which is a kill.



The zombie is removed from play & Sam continues his turn with 2 action points remaining.



MELEE ATTACKS

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



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



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

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 so there is nothing to cross off the tracker sheet.



Kat 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.

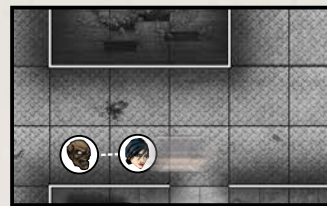


We check the active weapon card and see that a 6 or higher results in a kill. The zombie is removed & Kat continues her turn with 3 action points remaining.

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.

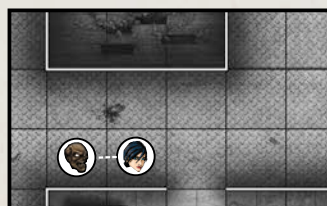


Kat is out of range to melee at the beginning of her turn. She chooses to use a "Move & Melee" action for 1 AP.

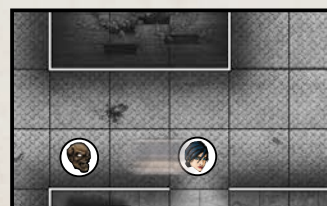


After she moves, the target is nominated & a D8 is rolled to determine the result of the melee attack.

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.



Kat is in range to melee at the beginning of her turn. She chooses to use a "Move & Melee" action for 1 AP. She nominates 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 card.

KNOCKDOWNS & EXECUTIONS

If an infected unit is knocked down by either a ballistic or melee attack, they are placed prone (laid down) 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 (still staying on the same square & facing the nearest hero), they may 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 "knockdown" results have no effect.



If a hero is on an adjacent square to a prone infected they can use an **execution** action for 2 AP. 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 cross off the relevant ammunition on your tracker (you cannot perform an unarmed execution).

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.

ALERT!

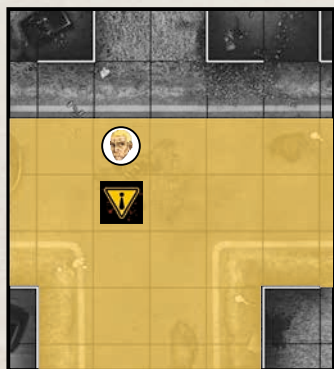
The alert action costs 2 AP & should be the last action a hero carries out during their turn. A hero on alert is able to make attacks during the infected turn. Unlike regular quick fire or melee attacks, which can be made in any direction, alert attacks are directional and can only take place in the 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.

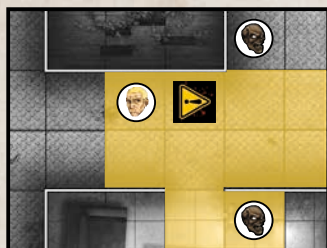


The alert token shows the direction that Sam is facing. All of the squares shaded in yellow (■) are all eligible for attack. Unshaded squares are behind him and cannot be hit.

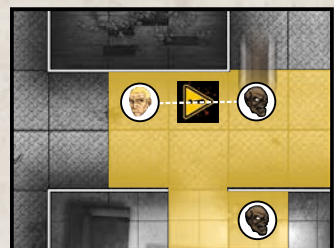


Note that normal rules for line of sight still apply within the eligible area.

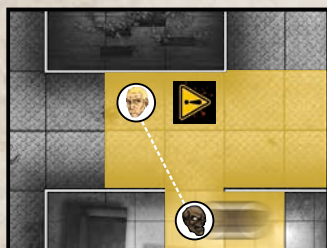
Every time an infected unit moves 1 square within the targetable area of a hero on alert with a ballistic weapon, the hero may make a quick fire attack. Whilst ever the hero has a clear line of sight at moving targets they can continue to fire until either they are taken down, or their active weapon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



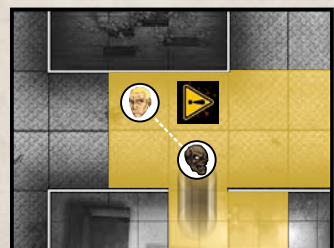
Sam uses his last 2 AP to set an alert with his pistol pointing in the direction of the alert token.



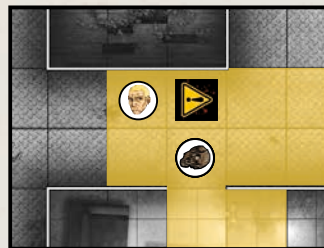
The top zombie steps into his line of sight so Sam quick fires. He crosses off a bullet and rolls a D8.



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



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



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

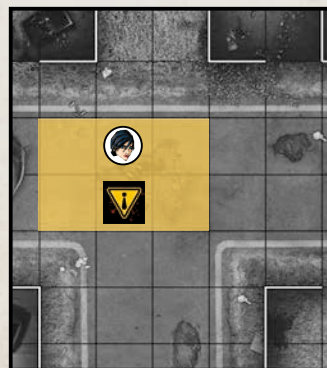


In the end phase, the zombie stands back up but can do nothing else. Sam's alert token is removed.

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 Kat is facing. All of the squares shaded in yellow (■) are all eligible for attack. Unshaded squares are behind her and cannot be hit.



Note that normal rules for melee attacks 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 before a grab test is taken (more on grab tests later in this book).

Alert tokens are removed from play during the end phase of the turn.

ASSASSINATIONS

If a hero can make it onto the square directly behind an infected unit, without ever standing in 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 & use of a ballistic weapon for the assassination will still use the relevant amount of ammunition.



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




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


DOORS

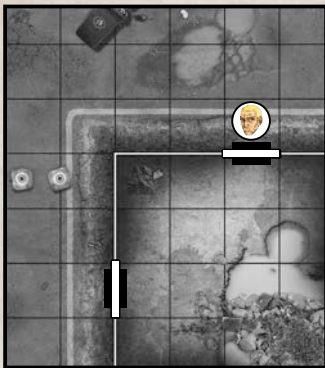
At the beginning of a game of Z War One the board is divided into **active** and **closed** areas. Every "corridor" section (corridor section can mean corridor, road, path or other open area) is active, whilst every "room" area (areas surrounded by white walls and doors) is closed.



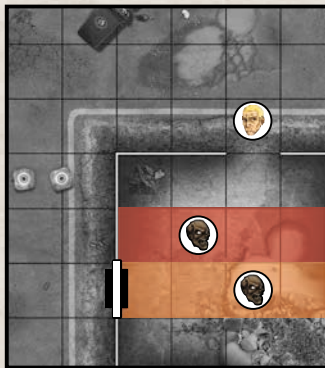
When a door to a room is opened the area becomes active and remains so for the rest of the game. Opening a door costs 1 action point and can only be done from the square directly in front of it (you cannot open doors on the diagonal). When the door to a room is opened a "room spawn" is rolled; the room spawn tells us if the area is occupied by any infected units. The room spawn differs from chapter to chapter, with the spawn chart for each chapter being detailed on the mission page. Below is an example of a room spawn table.

ROLL 1	
	OUTCOME
1-3	Nothing
4-5	1 Zombie
6-7	2 Zombies
8	3 Zombies

ROLL 2	
	DISTANCE
1-2	1 Square
3-4	2 Squares
5-6	3 Squares
7-8	4 Squares



As soon as the door is opened we roll a D8 dice. This roll tells us if there are any infected units on the room and if so, how many. We roll a 6 which means that there are 2 zombies in the room. We then roll another dice for each of the zombies to find out where in the room they are stood. We roll a 3 for the first zombie and a 5 for the second. This means that the first zombie is 2 squares away from our hero and the second one is 3 squares away.



The hero may place the zombies on any square they wish as long as they are the correct number of squares away. The first zombie can be placed on any of the (■) squares as they are all 2 squares away. All the (■) squares are 3 squares away so the second zombie can be placed on any of these. 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, the hero continues their turn with any remaining action points they have. The spawned infected units will move in the infected move phase.

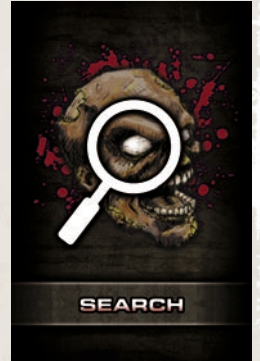
Tip! It is always best to open a door with your first action point of the turn. That way, your hero still has 3 action points remaining to deal with anything that spawns in the room.

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).

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 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/infected, they are allowed to carry out a search for less than 4 action points. For example a hero with a stage 3 infection would still be allowed to search a room using their maximum 3 AP allowance.



Once a search card has been drawn place a **search token** in the room. This shows that the room has already been searched and cannot be searched again.



If all doors to an active room are closed & the room has not yet been searched, place an **active token** in the room to show that the area is active & room spawns have already taken place.

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.

STAIRS

Some of the missions in Z War One require that the board is split into multiple levels or "floors". The stairs mini tiles function in exactly the same way as a corridor section, in that they can be moved on in any direction and do not block line of sight. Maps which are split into multiple floors will always have staircases in the same relative position (see the diagram below).

Ground Floor



Sam carries out a sprint action for 2 AP and sprints 3 squares up the stairs. The first 2 squares of movement are on the ground floor board.

First Floor



The last square of his 3 square sprint action puts him on the first floor.

THE INFECTED MOVE

During the infected move players move all of the eligible enemy units on the board. Infected units are moved starting with those closest to a hero.

Infected units begin each turn in one of two states: "Moving" or "Charging". Moving 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.



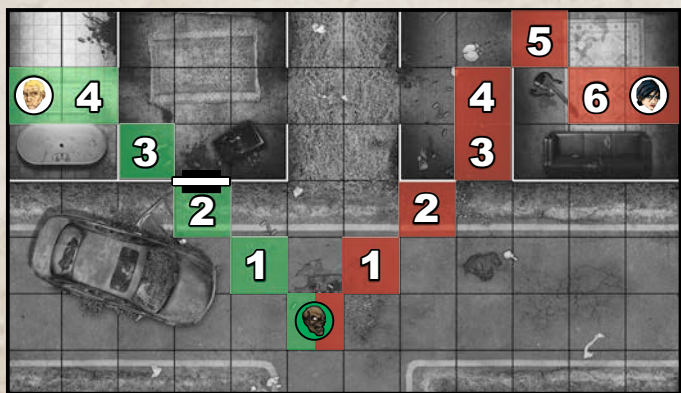
ZOMBIE	
	GRAB TEST
1-4	TAKEN DOWN
-	KNOCKDOWN
5-8	SAFE
	BITE TEST
1-4	BITTEN
5-8	SAFE
Move: 2	Smell: 4
Charge: 4	Kill Points: 1

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

MOVING INFECTED

Each turn, every infected unit on the board will move it's movement allowance towards the nearest eligible hero. They will always take the shortest route possible, but they will only move through activated areas of the board. 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.

Restrictions on infected movement are the same as for heroes; they may move onto any adjacent square, including diagonals, unless the diagonal passes through a wall, door way, corner, or is blocked by another figure. Infected will open doors (at the cost of 1 of their movement points) but only to rooms which are already activated. If an infected unit's path is blocked by something (e.g. another infected unit) they will not seek an alternative route, they will simply move as far forward as they can that turn and stop.



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 Sam (blue circle) and 7 squares away from Kat (red circle) so it would move it's "move" allowance (2 squares) towards Sam.

In some circumstances throughout the campaign there may be instances where there are no detectable heroes on the board. If this happens, enemy units will not move during the infected turn.

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 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.

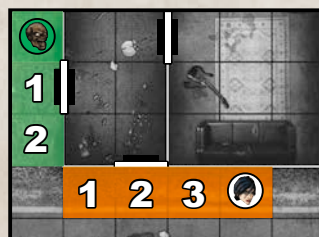
A charging infected moves it's "charge" allowance (subtract any movement the unit has already made if it begins its charge mid-turn). Charging infected always move towards the hero they can see or smell, even if this hero is not the closest. If an infected can see or smell 2 or more heroes at the same 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.



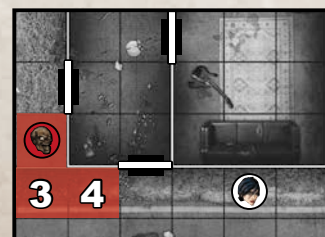
The zombie moves it's 2 square movement allowance towards Kat. Note that the fastest route to Kat is through the room, but the area is not active so the zombie cannot use it.



It's second square of movement puts it within line of sight of Kat 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 Kat.



The zombie moves it's 2 square movement allowance towards Kat. 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 Kat.

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.)



GRABBING & BITING

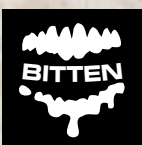
Infected units move/charge towards the nearest hero until they reach a square from which they can grab. It does not cost the infected any of its movement points to make a grab attempt. As with a hero making a melee attack, infected can grab from any adjacent square, horizontal, vertical or diagonal, 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	
8	OUTCOME
1-4	Taken Down
5-8	Safe

BITE TEST	
8	OUTCOME
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 card (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.



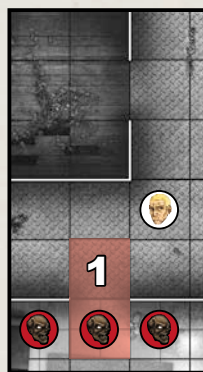
A “bitten” result (as the name suggests) means that the hero has been bitten and is now infected. Place a **bitten token** on the “stage 1” section of the hero card, then move onto the next infected unit’s move.

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 card & take a bite test.

Every time a bite test is failed move the “bitten” counter onto the next stage on the hero card. There is no limit to the amount of infected units which can be locked in a grapple with a hero.

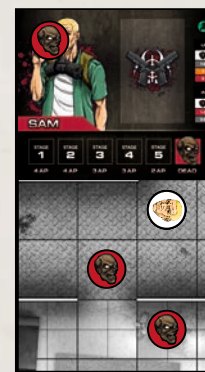
At the beginning of the infected move, roll a bite test for every infected unit on a hero card



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



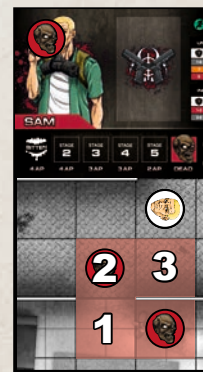
Sam passes his grab test so the first zombie’s turn is over. The next zombie moves 3 squares (passing through the first one) finishing in a grab position.



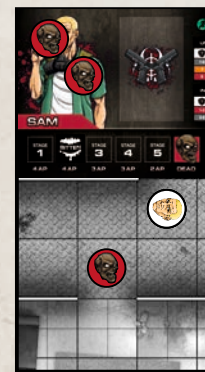
This time the grab test is failed so Sam is placed prone and the zombie is placed on his hero card.



A bite test is taken which Sam also fails. A bitten token is placed on the stage 1 section of his hero card.



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 Sam’s hero card & another bite test is taken. The test is failed and the bitten token 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** or **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 card). 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 the infected target from the grapple (your hero card) 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 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.

PRONE HEROES

Prone heroes have 5 available actions: **Crawl, Stand Up, Quick Fire, Aimed Fire** or **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.

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**.

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

STAIRS

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

Whilst there is no line of sight between floors, infected smell range should still be counted between floors.

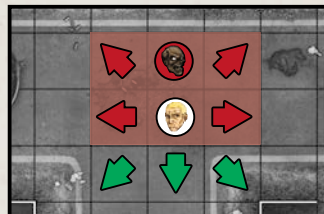
An infected unit standing at the top (last square before moving onto the other board) of the stairs, can grab a hero standing on the first square of the next board. Note that heroes may not shoot or melee across floors.

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 detectable 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.



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



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

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.



Kat begins her turn inside a zombie's grab zone. She uses a move and melee action for 1 AP.



She moves to another square within the zombie's grab zone and attacks it. She rolls a 2 which is a “miss”. Kat must now take a grab test as her attack was unsuccessful.

THE INFECTED SPAWN

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

ROLL 1

8	OUTCOME
1-3	Spawn Point A
4-6	Spawn Point B
7-8	Roamer

ROLL 2

8	OUTCOME
1-4	2 Zombies
5-6	3 Zombies
7-8	4 Zombies

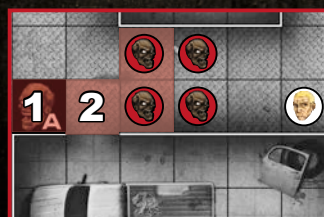
Spawned units “step onto” the board from an invisible square off the board, so their first square of movement is always the square containing the spawn point. Spawned units move and attack on the turn that they spawn in exactly the same manner as during the infected move.



We make the spawn rolls, rolling 2 on the first dice (Spawn Point A) then a 7 on the second (4 zombies).



As the spawn point is within line of sight of Sam 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.

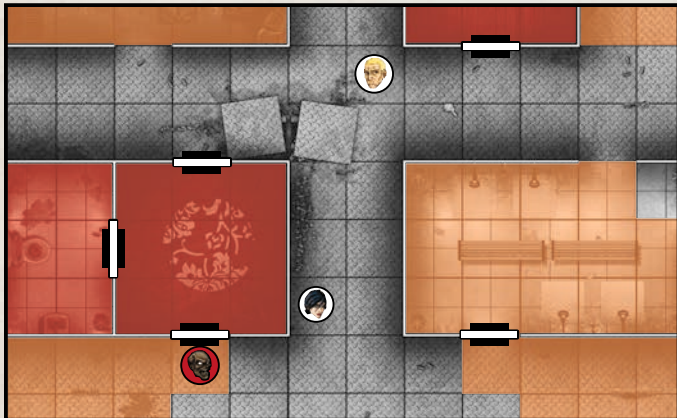


If there are no heroes within line of sight or smell range the zombies just move 2 squares. The last zombie can only move 1 square onto the spawn point.

ROAMERS

A roamer is a single class 2 “zombie” infected, which is placed on the closest possible square that a hero has no line of sight on 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; just place the roamer & move on to the next phase.

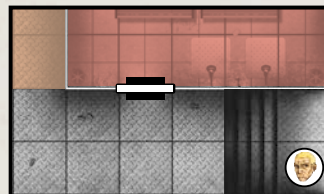


The red areas (■) of the board are not active, so roamers cannot be placed here. The unshaded areas are all within line of sight of the heroes. The orange areas (■) are active areas of board which heroes cannot see, so the roamer (●) is placed on the closest orange square.

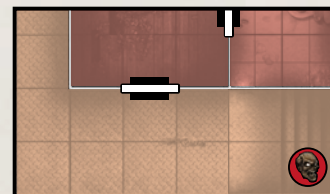
If 2 or more heroes are the same distance from a roamer eligible square, each hero must roll a D8. The lowest rolling hero will get the roamer.



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 which heroes cannot see, so the roamer (●) is placed on the closest orange square.



Ground Floor



First Floor

DROP OFFS

If the spawn roll indicates that more miniatures should be placed than are available, simply place the maximum available on the spawn point. 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 INFECTION TEST

Once a hero has been bitten they are infected. Every turn, infected heroes must roll an infection check to see if their condition worsens. Any time a “next stage” result is rolled, move their bitten counter onto the next stage on their hero card.

A hero with stage 3 & 4 infection loses an AP every turn. A hero with a stage 5 infection only has 2 AP per turn. A failed infection check for a hero already at stage 5 will result in death.

During campaign, if a hero dies the mission is failed. No XP is awarded and any search cards are shuffled back into the search deck. The Mission can then be restarted.

INFECTION CHECK

8	OUTCOME
1-2	Next Stage
3-8	Stable

STAGE 1 4 AP	STAGE 2 4 AP	STAGE 3 3 AP	STAGE 4 3 AP	STAGE 5 2 AP
-----------------	-----------------	-----------------	-----------------	-----------------



If a hero finishes a chapter infected, their infection token is automatically removed.

THE END PHASE

The end phase is broken down into 3 stages:

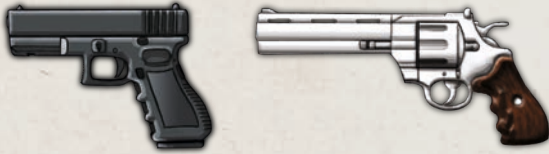
- 1. Time Advance.** The turn is crossed off the turn tracker and any other timed events (3 turn timers etc.) are taken care of.
- 2. Counters Removed.** All alert tokens are removed from play.

- 3. Stand Up.** Any knocked down infected are returned to their feet (on the same square facing the nearest detectable hero).

WEAPONS & EQUIPMENT

STARTING EQUIPMENT

At the beginning of each mission, every hero starts with the equipment set detailed on their hero card (with all ammunition fully restored). Any weapons remaining from previous missions are shuffled back into the relevant card deck (collected weapons & equipment do not carry over into the next mission).



SEMI AUTO WEAPONS

Semi automatic weapons such as a **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 +2 aim bonus. Eg. when making an aimed attack (2 AP) followed by 2 quick attacks (1 AP each) on the same target, all 3 shots would receive the +2 aim bonus. Changing targets cancels the aim bonus.



FULL AUTO WEAPONS

The **Assault Rifle** can either be used in semi auto mode or full auto mode (the mode of fire can be chosen prior to each shot, even on alert). When firing full auto the Assault Rifle fires 3 rounds each time a quick attack is made. Cross off 3 bullets and then roll 3 dice (all 3 shots are directed at the **same target**). A “kill” roll on any of the dice will eliminate a standard zombie target. Multiple “kill” rolls score multiple kill points against larger infected. Aimed shots cannot be used in full auto mode.

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 +2 bonus. The **Shotgun** is a single shot weapon, it's range is limited to 6 squares.

DUAL WIELDING

Pistols such as the **.44 caliber** and the standard **pistol** can be dual wielded (you can hold one in each hand). To dual wield place both the guns face up on the active weapon section of the hero card. Each time you make an attack you can choose to fire with either one, or both of your pistols, even on alert. Whilst 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 its 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 red dice and 1 white dice with the red dice representing the more powerful of the 2 weapons.

EXPLOSIVES

Explosives such as the **grenade** have a 9 square area of effect, which means they can damage multiple targets at once. Explosives detonating on the square directly in front of a door will automatically destroy the door and (if not already active) it will activate the room and trigger a room spawn. A grenade cannot be thrown if there is another hero in the blast area.



Cole sets grenade as his active weapon. He can throw a grenade 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 (■).



Other units (friend or foe) do not block line of sight when using grenades. A grenade detonating on the target square (■) will automatically destroy the door (■). All 3 zombies are in the blast area (■) so an attack is rolled on each of them.

MELEE WEAPONS

Melee weapons are used in close combat and do not use ammunition.

MED PACKS

Using a Med Pack removes the infection from your hero. It does not need to be your active weapon & it is a free action, so can be used at any point in your turn (even in a grapple). To use a med pack, just remove the bitten token from your hero & discard the card.



SPECIAL EQUIPMENT

Special equipment can only be used by the hero that starts the game with it (you cannot exchange special equipment between heroes).

R.A.C. Armour can only be used by Cole. It does not ever need to be his active weapon. While ever it is in his card deck, he receives a +1 bonus to bite tests.



The **Stink Tank** can only be used by Sam. It must be his active weapon when it is activated. It can be used 5 times each game.

When the stink tank is activated, Sam is undetectable to infected units until the beginning of his next turn. Infected will move towards the next nearest hero, if no other heroes are present on the board, infected will not move. With the stink tank active, Sam can move through infected grab zones without penalty and search rooms, even if they contain infected units. Sam is still eligible for **roamer spawns** with the Stink Tank active.



ITEMS & OBJECTS



ITEMS

Items are marked on the mission map with blue symbols containing the first letter of the item name (**S**) (these are detailed in the map key). In order to pick up an item, a hero simply needs to step onto, or move through, the square containing the item, remove the item token from the board and take the corresponding card from the equipment deck.



OBJECTS

Objects are marked on the mission map with orange symbols containing the first letter of the item name (**F**) (these are detailed in the map key). As with items, to pick up an object, a hero either steps onto or moves through the square containing the object token. A hero can only carry **1 object at a time**. There are no equipment cards to represent objects, simply place the object token on the relevant space on the card of the hero that picked it up.

EXCHANGING GEAR

Heroes can exchange items, objects & equipment with each other provided that they are on an adjacent square. It is a free action and can be done any time a hero is on an adjacent square, even during movement or a sprint action.

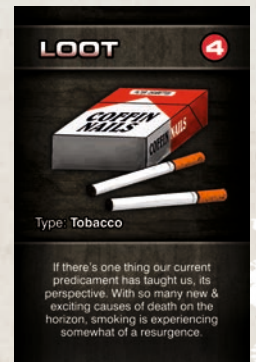
Heroes may not exchange a weapon that they have used that turn. Loot items & Special equipment may not be exchanged. Heroes may exchange only **1 card per turn each**. (Eg. Kat could give a med pack to Victor and Victor could pass Kat a pistol, providing the pistol had not been used that turn). A hero locked in a grapple may not exchange gear.

Make sure that weapons are transferred with the correct amount of ammunition subtracted.

LOOT CARDS

Loot cards serve no in-game purpose but are "cashed in" for extra XP between chapters for the number in the top right of the card (**4**). Once a loot card has been "cashed in" return it to the search deck before the start of the next mission

Loot cards may not be exchanged between heroes.

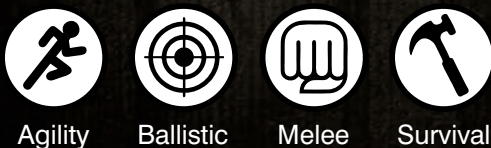


PERKS



During the campaign, each time a mission is completed, each hero is awarded 20 XP. Any loot cards obtained during the mission are also converted to XP (eg. Kat completes chapter 1 with 2 loot cards: Tobacco (4XP), and Tinned Food (3 XP). She gets 20 XP for completing the mission, plus the extra 7 XP from loot cards giving her a total of 27 XP. These XP can either be saved (and noted on the tracker sheet) or spent on perks before the start of the next mission.

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



Agility

Ballistic

Melee

Survival

The XP cost for each perk depends on the hero's rating for that particular perk's class, so a hero with a green rating for melee class would pay less for melee perks than a hero rated amber or red.

A full price list of all available perks can be found on page 17 of this book.

AGILITY PERKS

- Redline** - Hero gains an extra 2 AP for 1 turn (Power Perk - 3 uses per game).
- Greased** - Hero can move through infected grab zones without the need for grab tests.
- Dodgy** - Hero Gains +1 to all grab tests.
- Turbo** - Hero may carry out a 7 Square 'sprint' action for 4 AP.
- Skinny** - Hero may move diagonally across open doorways.
- Kip Up** - Hero may carry out a 'stand up' action for just 1 AP.

Kat & Sam are both rated green for agility perks so the 'turbo' perk would cost them 30 XP. Cole is rated amber so the cost to him would be 50 XP Victor is rated red for agility so this perk would cost him 70 XP.

Any remaining XP which are not spent on perks are noted on the hero's tracker sheet and roll over to the next chapter. Expensive perks will require XP to be accumulated over multiple chapters.

POWER PERKS

The most expensive perks in each class are the Power Perks. Power Perks are limited to 3 uses each mission and are tracked in the same way as ammunition, using the tracker sheet.

As with starting equipment, power perk ammunition is fully restored at the beginning of the next mission.

HOW TO PLAY (DIRECTOR GAMES)

WHAT ARE DIRECTOR GAMES?

Director games are quick play “versus” games which are not a part of the Z War One comic book campaign. They are games for 2-5 players, with 1 player taking on the roll of the evil “Director” and the remaining 1-4 players controlling the heroes. As with the campaign, all 4 hero characters must be used, so where possible divide them evenly between players.

Director games do not need to be played in a specific order, so once players have decided which character they will play, choose a director game and set up the board according to the map. Shuffle both the search deck & the director card deck then deal 12 director cards face down to the director player (only the director may see the director cards). The conditions for victory for the heroes & the director are detailed on the mission page.

XP PERK ALLOWANCE

Experience points are not awarded for director games, however, each director game has an “XP perk allowance” this is a budget that each hero has to spend specifically for the mission they are about to play.

THE INFECTED TURN

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

The director has 12 director cards at the beginning of the mission. These 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.

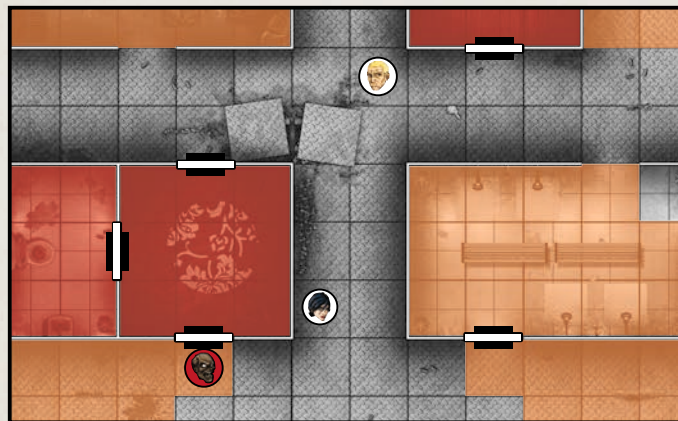
The director may play 1 director card per turn. The details of what these cards do, and when in the turn they can be played is detailed on the cards themselves. When a card has been played it is discarded.

LOOT CARDS

As director games are not campaign games, loot cards are used differently. Any loot card (regardless of the XP number on it) can be played by a hero to prevent the director from using director cards. Simply play the loot card at the **beginning of the hero move**, then discard the card. **The director may not play any director cards until the following turn of the game.**

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).



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 which heroes cannot see, so the Director can place the roamer on any of these squares.

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 CARD

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.

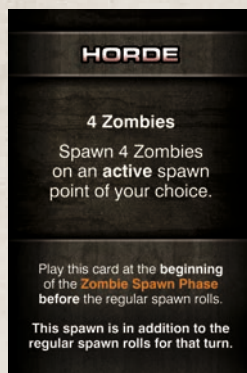


DEAD HEROES

In director 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 are under the direct control of the director. As the dead hero is freshly infected they are faster and stronger so use the stats from the “**Newborn**” infected card.

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.



THE DIRECTOR'S CUT

SO YOU LIKE IT HARD?

Intended only for experienced players "The Director's Cut" takes the Z War One comic book campaign and adds an evil director to the mix.

The director places & moves infected following the same rules as a regular director game. In director's cut games the director is dealt just **6 director cards**, however, as this is a campaign game, the death of any one hero will result in a mission fail & restart.



HINTS & TIPS

Z War One 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 Z War 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 Z War One 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 - Z War One 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 unbearably tough & will take multiple attempts to beat. Discuss what went wrong, formulate a new plan of attack and jump back in.

YOU'RE ALL SET

SO WHAT NOW?

To start a campaign game, allocate the 4 heroes to the players, fill out 1 or more hero tracker sheets. Read the first chapter of the comic book & then set up the board according to the map on the mission page.

To start a quick play director game, simply appoint one player as the director. Distribute the 4 heroes between

the remaining players. Fill out 1 or more hero tracker sheets & set up the board according to the director game map. Director games can be found on page 57 of this book.

For more information about Z War One, rules help, bonus content & tutorial videos visit www.zwargame.com

PERKS PRICE LIST - ISSUE 1

AGILITY PERKS



- 90 70 50 **Redline** - Hero gains an extra 2 AP for 1 turn (Power Perk - 3 uses per game).
- 80 60 40 **Greased** - Hero can move through infected grab zones without the need for grab tests.
- 80 60 40 **Dodgy** - Hero Gains +1 to all grab tests.
- 70 50 30 **Turbo** - Hero may carry out a 7 Square 'sprint' action for 4 AP.
- 70 50 30 **Skinny** - Hero may move diagonally across open doorways.
- 60 40 20 **Kip Up** - Hero may carry out a 'stand up' action for just 1 AP.

BALLISTIC PERKS



- 90 70 50 **Dead Eye** - Hero may use aimed shots for 1 AP for 1 turn (Power Perk - 3 uses per game).
- 80 60 40 **Double Tap** - Hero may convert any single shot or semi automatic knockdown to a kill (free action costs 1 ammo).
- 80 60 40 **Run & Gun** - Hero may make a quick fire attack during a 2 AP sprint manoeuvre.
- 70 50 30 **Hit Man** - Hero may perform a ranged automatic kill for 4 AP. No dice roll is needed (costs 1 ammo).
- 70 50 30 **Smile** - Hero may perform an execution from up to 6 squares away with a ballistic weapon.
- 60 40 20 **Kneecap** - Hero may convert any aimed shot resulting in a kill to a knockdown (free action costs 0 ammo).

MELEE PERKS



- 90 70 50 **Berserker** - Hero gains +1 to melee attack rolls for 1 turn (Power Perk - 3 uses per game).
- 80 60 40 **Black Belt** - Hero gains +1 to unarmed melee attack rolls.
- 80 60 40 **Shogun** - Hero gains +1 to melee attack rolls.
- 70 50 30 **Hit & Run** - Hero may make a melee attack during a 2 AP sprint manoeuvre.
- 70 50 30 **Snap** - Hero may perform an unarmed assassination for 1 AP.
- 60 40 20 **Kerb Stomp** - Hero may perform an unarmed execution for 2 AP.

SURVIVAL PERKS



- 90 70 50 **Blessed** - Hero may re-roll any failed attack or test (Power Perk - 3 uses per game).
- 80 60 40 **Scavenger** - Hero may exchange a search card (unless it's a zombie) .
- 80 60 40 **Moral Support** - Hero may give 1 of their own action points to another hero in line of sight.
- 70 50 30 **Fence** - Hero may cash in any unused firearms for 10XP per weapon.
- 70 50 30 **Bandit** - Hero may carry out a 'search' action for just 3 AP.
- 60 40 20 **Quick Draw** - Hero may switch active weapon twice per turn.