

CHARTS & TABLES

[5.9] HUMAN MOVEMENT POINT COST CHART

<u>Action</u>	<u>Movement Point Cost</u>
Enter Square	1
Exit zombie-occupied square	Zombie value of unit (a)
Open or close door (except main door)	2 (b)
Close main door	Entire Movement Allowance (b)
Acquire hunting rifle	Entire Movement Allowance (b)
Carry other character, if carrying character is:	
Peter or Roger	2 (c)
Steve	3 (c)
Fran	4 (c)

Notes:

- This cost is in addition to the one Movement Point expended for moving into the square.
- This action may not be conducted in a zombie-occupied square.
- This cost is per square entered and is in addition to the one Movement Point that must be expended to enter the square. An infected character may not carry another character.

[6.7] SHOT MODIFIER CHART

<u>When shooting</u>	<u>Reduction to shot die roll</u>
From a square other than the square occupied by the target zombie unit.	-1 per square away (see 6.7)
A zombie unit in the same square	0 (a)
Through an open door	-2
Through a closed glass door	-3 (b)

Modifiers are cumulative. If characters are shooting together, the modifiers are applied to each shooting character separately.

Notes:

- The character must be checked for panic (see 6.5)
- The door shot through is considered destroyed (10.5)

[8.8] ZOMBIE ATTACK TABLE

<u>Dice</u>	<u>Zombie Value</u>					
	<u>1</u>	<u>2</u>	<u>3-4</u>	<u>5-6</u>	<u>7-8</u>	<u>9-13</u>
2	I	I	I	I	I	I
3	S	S	I	I	I	I
4	S	-	S	I	I	I
5	-	-	-	S	S	I
6	-	S	-	S	S	S
7	-	-	S	-	-	S
8	-	-	-	-	S	S
9	-	-	-	-	I	I
10	-	-	-	-	-	-
11	-	-	-	S	-	-
12	-	I	I	I	-	S

Results: **I** = Infected (if character is already infected or stunned, he is Killed). **S** = Stunned (if character is already infected or stunned, he is Killed). **-** = No effect. See 8.0 for procedure.

[8.8] ZOMBIE ENTRANCE TABLE

<u>Dice</u>	<u>Main door where zombie unit enters</u>
2	North and West
3	North and East
4	None
5	East
6	North
7	None
8	South
9	West
10	None
11	South and West
12	South and East

See 13.0 for procedure.

[15.8] HIDDEN ZOMBIE TABLE (Solitaire Game Only)

<u>Second Die</u>	<u>First Die</u>	
	<u>1-3</u>	<u>4-6</u>
1	1	6
2	2	7
3	3	8
4	4	9
5	5	0
6	-	-

Results: **#** = Last digit of identity number of the square in which hidden zombie is placed. **-** = No hidden zombie is placed. See 15.1 and 15.2 for explanation of use.