ZOMBIE

SLAYER

INDEX

INTRO

Exterior - night.
A lone slayer stands in the market place, gazing.
Suddenly, a flash of light appears in the sky, and a flaming meteor plummets to the Earth.
"All right", he thinks. "Now we're cooking!"

Welcome to ZOMBIE SLAYER!
An evil necromancer has overrun a (formerly) peaceful village with his army of zombies.
The zombies are roaming the streets in search for human flesh.
Though there are some townpeople left, the main attraction is you - the slayer that has been called to take care of the problem.
Can you save the townies and defeat the evil necromancer?

THE COLOURED PIP SYSTEM

Zombie Slayer introduces you to a new way to read your six sided die.
The way you are used to reading your die most probably is as follows:
⊡ = 1, ⊡ = 2, ⊡ = 3 and so on.
While there are occasions for this still being true, let's take a look at a different approach now.
For example, take a look at the village cards, the Zombie counters as well as the yellow counters.
You find the faces of a dice there, with coloured pips. Those faces with their coloured (or not) pips are called "Dieagram". Let's investigate a sample face further; let's say, this one:
⊡ . Looks like a 5 - just with coloured pips. Right? Right. But it also shows a result of 1 🟢, 1 🟣 and 3 empty. In the case of that village card, that result means, everytime you roll a 5 to check for spawning Zombies, you don't roll a value of 5, but a value of 1 green AND 1 violet and disregard the 3 empty pips.
Got it?
Ok, test yourself - You checked for spawning Zombies, rolled a 6 and the village card depicts the following 6-face:
⊞
What is your result?

(Solution: 1 green, 1 violet and 1 blue)

Note, though, depending on the context, you either take ALL coloured pips into consideration or just certain ones.
The appropriate context will be given in the according rules sections.

Resumée of important vocabulary up to here:
Dieagram: A set of the 6 faces of a die, where some or all pips are coloured. You don't read that face as the original number, but you count the coloured pips (if there are any) instead.

CREATION OF THE SLAYER

If this is your first game of ZOMBIE SLAYER, don't bother creating your own Slayer. Instead pick the pregenerated Slayer Ludwig van Rheingold, pick "Assault" as his starting skill, place the according tokens in front of you, and skip the rest of this page.

Ludwig van Rheingold

Assault

If you want to create your own slayer, read on.
To create an own slayer, you pick one of the empty tokens.
Use the big empty area to draw a picture of your slayer.
The die faces are your character sheet - here you will distribute your strengths and weaknesses.

Start by painting one of the pips on the 6-face green. This is your "skill" pip, which you need to roll in order to activate a skill. (See chapter "Skills" for details.)

You get 20 Creation Points, which you may use to paint pips on your token.
Each available colour can be used for a different effect:
⚫ : Defense, 1 CP; can reduce the amount of damage you receive
🔴 : Melee, 2 CP; the strenght of your melee attacks
🟡 : Ranged Combat, 3 CP; the strength of your ranged attacks
🔵 : Holy, 4 CP; Each pip bought reduces the power of a zombie. See chapter "Fighting Zombies" for details.

In the bottom right corner write the numbers 2/1:
2 is the amount of actions you have got each turn.
1 is your toughness. Toughness becomes important when you fight Zombies.

For one action, your slayer, a follower or your opponents may perform one of the following:
- Move 1 square
- Move 1 square and drop dragon dung
- Move 1 square and throw a torch
- Quaff a potion
- Attack
- Use a skill
- Search an empty tile for treasure
As soon as you have used up your and your followers' actions, it is the Zombies' turn and they may either move 1 square or attack once in melee (see chapters "Moving Zombies" and "Fighting Zombies" for details).

Also, pick any one of the 8 available skills and place the according token as a reminder in front of you. You may now use that skill whenever appropriate (see below).

The creation process now basically is complete.

Additionally to your token, you will need 5 dice for your slayer. Each die represents one point of life. If you lose life, you lose the according number of dice. The number of dice available to you is referred to as the "Hand".

Pick another six sided die in a different colour and set it to any number. This is your "Luck" die. If this is your first game, setting it to "6" is highly recommended. If you are feeling brave enough, you might want to start on a lower level of Luck.

Whenever you lower your Luck die by 1, you may either reroll any one die that has just been rolled or you may raise or lower the face of a die by 1. If your Luck die shows the 1 face, you may use it one more time, after which it is depleted. There is no way for you to regenerate Luck during the game!

Last but not least, create a small area on the table representing your inventory. Your inventory may hold up to 5 items (brown tokens).

You start the game with a torch and a heap of dragon dung (dragon dung always counts as 2 items).

Resumée of important vocabulary up to here:

Creation Point: Used to build your slayer and to improve him during the game.

Life: Life is your lifeforce or how close you are to death. Each being represented by a token has a certain amount of Life assigned to it.
Your Slayer starts with 5 Life.

Hand: The amount of dice available to you. This number is equal to your Life. The "size of the Hand" is the number of dice in your Hand. When you are asked to "roll your Hand", you roll the number of dice available to you.

Inventory: You may hold up to 5 items represented by the brown counters in your inventory. Dragon Dung counts as 2 items.

Action: Actions allow moving through the town or interacting with other tokens.

Skills

Skills are, what makes your Slayer really unique. Most skills use up 1 action - with the exception of "Aimed Shot", using up 2 actions. When using an action, do everything given in the description of the skill in the given order.

Aimed Shot
Uses up both of your actions this turn.
Do not move.
Roll your Hand for a ranged attack.
For each ⬤ rolled, this ranged attack's strength is increased by 2 🟡 .

Assault
Roll your Hand for a melee attack.
For each ⬤ rolled, this attack's strength is increased by 1 🔴 . However until the beginning of your next turn, your defense is lowered by 1 ⚫ , too. (Your defense cannot drop below 0 ⚫ .)

Barrage
Roll your Hand for a ranged attack.
For each ⬤ rolled, this attack's strength is decreased by 1 🟡 , but in turn you receive 1 more action you may once again use for the skill "Barrage".
(and for nothing else).

Block
May only be used during the Zombies' turn.
May only be used, if you did not attack on your turn.
Roll your Hand to defend an attack.
For each ⬤ rolled, you may add 2 ⚫ to your defense.

Dash
Reduces your defense to 0 until the beginning of your next turn, no matter the roll of your Hand.
Move 1 square.
Roll your Hand.
For each ⬤ rolled, you may move 1 additional square.

Endure Pain
May be use during any kind of action.
Roll your Hand (even as part of another action, if you want to).
For each ⬤ rolled, until the beginning of your next turn you may add 1 ⚫ to your defense.

Knock Back

Roll your Hand for a melee attack.

For each 🟢 rolled, move your opponent 1 square away from you.

But only if you didn't kill him and not through a wall, of course!

You may move your opponent off a tile. If there are no more squares to move into, the opponent counts as defeated.
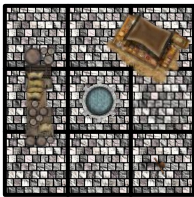
Riposte

May only be used during the Zombies' turn.

Roll your Hand to defend an attack in melee.

For each 🟢 rolled, after damage resolution you attack the opponent with 1 🔴 . The opponent may defends as usual against this attack.

SETTING UP THE GAME

Set aside the town centre and the temple.


Town Centre

Temple

Shuffle the deck of town cards. Cut the deck in half and shuffle the temple into the lower half of the stack. Then place the upper half back on top.
Find a pen or a pencil or some other means for you to keep track of Experience Points. (A 10 sided die works, too).

Place the town centre in the centre of the table. Place your Slayer on the square with the fountain. Draw 4 town cards and place them with the green border facing outwards at the edges of the town centre.
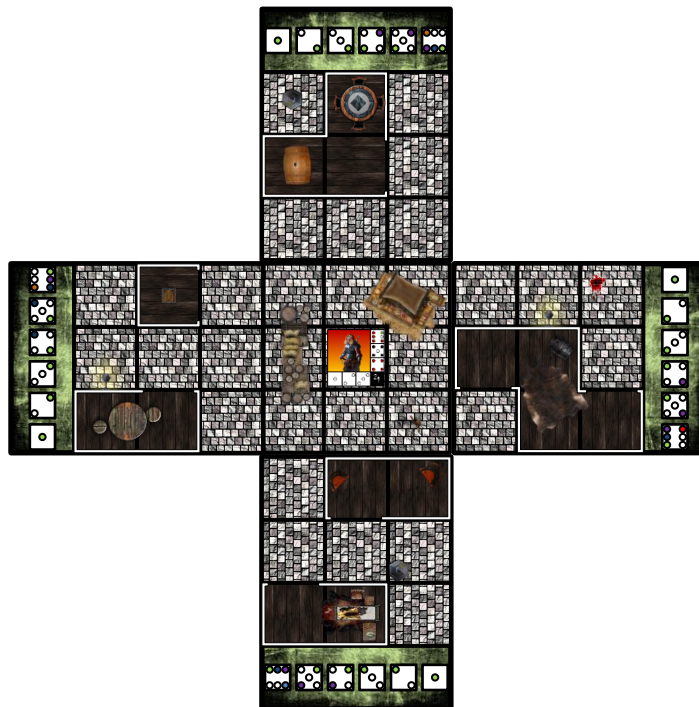
Spawn Zombies on each of the cards as described below.

Place the treasure cards nearby:
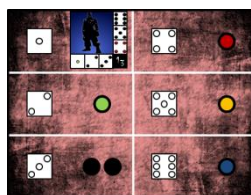
You may move first.

Spawning Zombies

At the beginning of the game and every time you explore the town, Zombies spawn.
Let's take a look at a card:

This is the "native" orientation of a card, with the green border to the right. Though you may place cards in any orientation, the native orientation is important, when it comes to reading the card.

In the native orientation, the upper right pip on each die's face is called the "Treasure Pip" - you will need this, when searching a card. All the other pips are called "Encounter Pips" and are used, whenever you check for spawning Zombies.

When you place cards in a different orientation, the position of the Treasure Pip wanders accordingly, of course!

Whenever you spawn Zombies, you roll 1 die for each card. Compare the result to the Dieagram on the card. The Encounter Pips tell you, what kinds of Zombies spawn: Each 🟣 spawns a violet one, each 🟢 spawns a green one, and each 🔵 spawns a blue one - as simple as that.

Also, for each spawning Zombie you roll a die twice to determine the coordinates on the card, where it spawns:
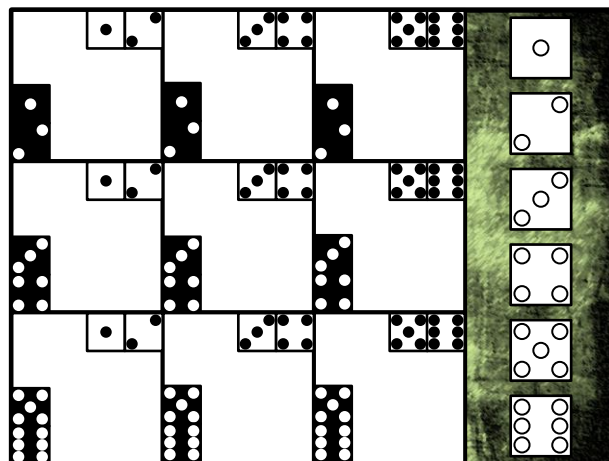
The green border is inaccessible for everyone, so placing a token there is not permitted during any time of play!

The "Temple" card needs a closer inspection regarding the spawning and Treasure Pip rules:
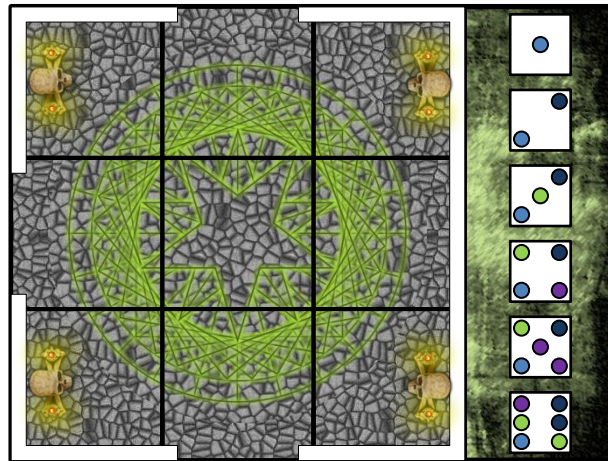
The Temple does not have any treasure inside! Instead there are bluegrey pips ⬤ on each face of the Dieagram. The ⬤ pip spawns the Necromancer. The Necromancer always spawns at the centre of the Temple. All the other pips spawn Zombies! There is no treasure to be found in the Temple! Instead of treasure pips, there are regular blue pips ⬤ , spawning regular blue Zombies.

If at any time you need to spawn a Zombie, but all the Zombies of the according colour are scattered around the Town, immediately remove the required number of Zombies in the required colour which are furthest away from you and spawn them according to the rules.

Resumée of important vocabulary up to here:

Town Centre: The 3x3 tile you start the game with.
Temple: The tile for the showdown. It gets shuffled into the bottom half of your deck.
Native Orientation: When the green border is to the right.
Encounter Pip: Comes in the colours violet, green, blue and bluegrey. Each coloured pip spawns a Zombie of the according colour.
Treasure Pip: Shows, what kind of treasure you have found.

Moving Zombies

Zombies always move towards you and they always chose the shortest path. If that path is blocked (by another Zombie or by a follower), they will not try and find another path! Instead they stop moving. A Zombie may cross a square with another Zombie inside, but it may not end its movement in an occupied square.

If there are two (or more) paths of equal length leading to your slayer, a Zombie will chose an unblocked path over a blocked one, though. If there are for any occasion more paths to choose from, you decide the route of a Zombie - either by choice or by roll of a die, whatever you like.

Zombies move with the following priorities:
- All the violet ones
- All the green ones
- All the blue ones
- Zombies that are closer to your slayer move first; if there are two or more zombies equally far away from you, you decide which one to move first

As on the Slayer's token, Zombies do have 2 numbers on their token as well: the left one is the amount of actions they have got for one turn, the right one is their toughness.

For 1 action, a Zombie either moves 1 square or makes 1 attack.

Fighting Zombies

When it comes to combat (an attack may be performed for one action, remember?), you roll dice for the attacker as well as for the defender.

To attack in melee, the defender has to be in one of the 8 squares surrounding the attacker not separated by a wall.

To deliver a ranged attack, the attacker has to be able to draw a line of sight to the defender, that is not obstructed by a wall or another token. Also, there has to be at least 1 empty square between the attacker and the defender.

Roll the attacker's as well as the defender's Hand.

Remember: Your Slayer starts the game with a Hand of 5 dice, since you've got 5 Life. Zombies as well as followers have 1 Life each and thus always only have a Hand of 1.

After rolling a Hand, pick any ONE die as the desired result and compare it to the Dieagram on the token. Subtract the number of the defender's Defense pips ⚫ from the attacker's Melee 🔴 or Ranged Combat 🟡 pips.

Divide the result by the defender's toughness and round down. That final result is the amount of damage delivered. For each damage, reduce the defender's Life by one.

As soon as the Life of any being reaches 0, it is dead (or in the case of Zombies: destroyed).

If you die, your mission has failed.

Example:
Ludwig von Rheingold attacks at full health a violet Zombie. You decide to not use a skill and roll his Hand for an attack: 6,4,2,2,1. Comparing the results to the Dieagram you see, the 6-face as well as the 4-face show 4 Melee 🔴 pips each. So you pick the result of 4 Melee pips. Since you chose not to use the skill, it doesn't matter, whether you choose the 4-face or the 6-face. Had you chosen to use the skill, you would now want to go for the 6-face, triggering the skill.
Now you roll 1 die for the Zombie's defense - a 3. That's 3 Defense. 4 🔴 - 3 ⚫ leaves an attack strength of 1. Divided by the violet Zombie's toughness of 1 makes for 1 damage delivered to the Zombie, which is enough to destroy it.

If you have got a Holy Pip 🔵 on any face of your die (or rather on your Dieagram), each time an opponent rolls that face, the result on that face is reduced by 1!
This effect also occurs, when you attack a Zombie in ranged combat.
The amount of skill pips rolled, however, cannot be reduced!

Example:
On your 5-face, there is one Holy Pip. The violet as well as the blue Zombies have their defense reduced by 1 when rolling a 5, while the green Zombies have their attack reduced by 1.

Whenever you roll a Skill Pip 🟢 for a Zombie while defending, its special skill triggers:

Already Dead
triggers during defense
All damage from this attack is automatically negated.

Notice: Fighting the Necromancer works similar and is explained later in the rules in the chapter "Boss Fight / Victory".

LEVELING UP

For each Zombie destroyed, note down 1 point of Experience. For each 10 points of Experience, you gain 1 Creation Point. You may either use it immediately or you may safe it to buy one of the more expensive attributes later on.

Resumée of important vocabulary up to here:

Attack: Roll attacker's hand. Pick any one die as the result and compare it to his Dieagram.
Defense: Roll defender's hand. Pick any one die as the result and compare it to his Dieagram. Subtract the amount of Defense pips from the amount of Attack pips to determine the attack strength.
Toughness: Divide the attack strength by the toughness and round down to determine the amount of damage delivered. Subtract the damage from the defender's Life.
Experience: Each Zombie killed gives 1 point of Experience. 10 points of Experience can be traded in for 1 Creation Point.

EXPLORING THE TOWN

As soon as you enter a new tile, draw one tile for each side of the tile that does not have a neighbouring tile. Place those tile in any orientation next to the tile you just moved into and in a way that the path to the next card is not blocked. (Parts of the tile may be blocked, though.)
Also, you may not leave a side or part of a side open. If you must, place two tiles on a side.
If you cannot place a tile without blocking the access to the new tile completely, cut your deck in half (approximately), place the tile there and draw a new one from top.
After you have placed the tiles, spawn Zombies on each tile neighbouring the tile you just entered, even if this requires you to spawn Zombies in the tile you just left.
You don't spawn Zombies on the marketplace, but as soon as you venture further into the town, Zombies will spawn on the tile you just left.
If you have got any actions left, you may still use them.

SEARCHING THE TILES

Upon entering an empty tile, you may use 1 action to search that tile. You may not search a tile, if there are any Zombies on it. As soon as you have searched a tile, you can not search it again, as long as you are on that tile. To search it again, you have to leave and to re-enter the tile.
To search a tile, roll a die and compare it to the Dieagram on the tile. If you rolled a face with a Treasure Pip on it, the pip's colour tells you, which treasure card to look at:
⬤ directs you to the blue card with the yellow counters on it, ⬤ directs you to the brown card with the brown counters on it and ⬤ directs you to the red card with the coloured pips on it.
Roll another die and compare it to the result of the according card. This time, no coloured pips will influence the result. Those are plain good old results from 1-6 and for each result will find something different.
On each card next to the "1", a Zombie is depicted. So, if you roll a "1", a Zombie of the depicted kind spawns in a square next to you not separated by a wall and instantly attacks once for each action it may perform.
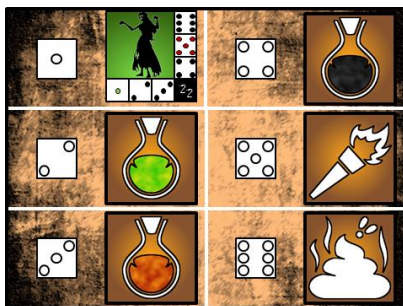(And, yes, on the Zombies' next turn it attacks once again).
Let's examine the different cards a bit further:

Attribute upgrades:
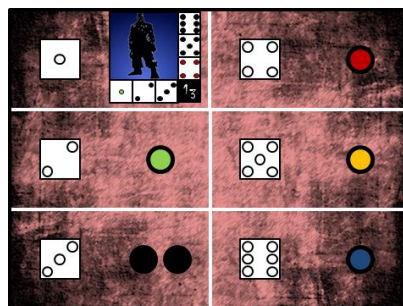
If you find one of those, you may add the depicted attribute bonus on any one face on your Dieagram. On a result of "2" you do not add another skill pip to one of the faces, but you may pick any one skill that immediately becomes available to you.

Items:

There are three different potions you can find, each of which counts as 1 item:

The Life potion. Upon quaffing, a Life potion instantly restores 1 Life. You may never have more than 5 Life.

The Accuracy potion. Upon quaffing, your next attack either gives you +1 🔴 or +1🟡 .

The Defense potion. Upon quaffing, you get +2 ⚫ for your next defense.

Aside from the potions you can find two items you have to use in combination:

Dragon Dung

Torch

Dragon Dung is a highly explosive substance counting as 2 items when you carry it around. You may drop a heap of dragon dung for free before or after a movement action next to your Slayer. Dropped Dragon Dung does not count as an obstacle and can be crossed by everyone.
Before or after a movement action you may throw a torch for free. To throw a torch you need a line of sight to your target that may not be obstructed by a wall. Other counters do not obstruct the line of sight when throwing a torch and a torch always hits its target.
If you throw a torch at a Zombie, it automatically deals 1 damage that can not be defended. If you throw your torch on a heap of dragon dung, the dung explodes:
Remove the dung from the tile. Then every being on the square with the dung and on each of the 8 squares around the dung not separated by a wall is dealt 1 damage that can not be defended.

Followers:
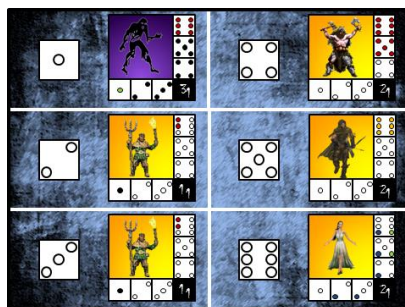
There are 4 kinds of followers. You control the actions of the followers during your turn and each follower may travel on the same square that you are on (unless you move him somewhere else).

 Fanatic townsman. While the fanatic townsman slows you down with only 1 action per turn, he adds his 1 Life to your Life total and thus 1 die to your Hand as well as he adds his results to your roll of a Hand.

There is no need to use a die with a separate colour, though: When rolling your Hand, for each fanatic townsman accompanying you you get +1 ⚫ for each 1 rolled and +2 🔴 for each 6 rolled. Whenever you take damage while in company of a fanatic townsman, the townsman will jump in harm's way and sacrifice himself to reduce the damage you receive by 1. Remove the fanatic townsman afterwards.

While you may have up to 8 fanatic townsmen in your company (highly improbable, but you never know...), you may only have the company of 1 of the following each:

 Bron the Barbarian - a fierce melee combatant

 Archibald the Archer - a skilled marksman

 Prycille the Priestess - a keen healer

Those three act separately from you and do not contribute to your Hand or your Life.
Each of them has 1 Life and thus a Hand of 1.
Prycille's "Holy" attribute only affects Zombies in the square surrounding her. She does not contribute to range combat. She does come with a special skill, though, she may use as one of her actions:

Heal
Affect the Slayer. The Slayer may be in a neighbouring square not separated by a wall.
Roll Prycille's Hand.
For each 🟢 rolled, bring back 1 life of the Slayer.
You may never have more than 5 Life.

You may move followers through the already explored area of the town. Neither do they explore the town further for you nor do they search tiles for you. If you move a follower off a tile, he is lost forever and won't return to you.

They do however stand their ground: They block the path of a Zombie and if the path to a follower is shorter for a Zombie than the path to your Slayer, the Zombie will move towards the follower, trying to kill him instead. If the shortest path to your Slayer is as long as the path to a follower, you may decide, where the Zombie moves.

Resumée of important vocabulary up to here:

Explore: Place new tiles next to the tile you just entered and spawn Zombies according to the Dieagram.

Search: Search an empty tile you just entered for 1 action. The colour of the "Treasure Pip" is the same as the colour of the treasure card you refer to when rolling for treasure.

Items: Each item uses 1 of your 5 item slots. Dragon Dung uses up 2 slots.

Followers: Can walk with you, supporting you, or can distract the Zombies separately.

BOSS FIGHT / VICTORY

What is the difference between a Black Mage and a Vampire, that has fallen in love?
The sooner is a necromancer, the latter is a neck-romancer …

When you draw and place the Temple tile, the Boss Fight starts.
On each face of the Dieagram there is a bluegrey pip ⬤. That's the pip spawning the Necromancer. Place the Necromancer first and place him in the centre of the temple.
Remember, there are no "Treasure Pips" on the Temple tile, so each other coloured pip spawns a Zombie as usual.
The Necromancer comes with a toughness of 2, 2 actions per turn and starts with 5 Life (and thus with a Hand of 5).
On the Zombies' turn he uses both of his actions to perform the following skill:

Ritual Of Summoning
Uses up both actions.
Do not move.
Roll the Summoner's Hand.
For each ⬤ rolled, spawn Zombies according to the Temple's Dieagram. The maximum number of Zombies that can be spawned this way is given by the highest count of ⬤ rolled on any one die. (The Necromancer thus spawns up to 3 or up to 5 Zombies.) If this would spawn more Zombies than there are empty squares left in the Temple, place blue Zombies fist, then green ones, then violet ones.

If the Necromancer defends against an attack (and only then!), the skill pip on the 1-face triggers the skill "Already Dead", which works the same as the Zombies' skill.
The skill pip on the 1-face only triggers for the "Already Dead" skill. You do not count it, when the Ritual Of Summoning is performed!

Once the Necromancer is killed, all the Zombies crumble to dust, the town is safed and you are victorious!

CREDITS:

Cover art as well as the picture on page 2 go uncredited since they have been found in the depths of the internet without any trace of the artist.

All the decorations you can find on the tiles have been created by Bogie from the cartographer's guild (www.cartographersguild.com)

Icons on the counters are modifications of the originals from by lorc from www.game-icons.net

The zombies are taken with kind permission from www.freegrunge.com (http://freegrunge.com/zombie/ to be precise)

The graphics for the followers have been found in different locations of the internet, all without an artist's name attached.

Credits go out as well to all those gals and guys creating games for the love of it and releasing them for free. You folks are an incredible source of inspiration!

If you happen to recognize your artwork here and think I should remove anything of it ar at least give you the proper credits, please do to contact me!

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Entertainment

REFERENCE SHEET

For 1 Action you may:
- Move 1 square
- Move 1 square and drop dragon dung
- Move 1 square and throw a torch
- Quaff a potion
- Attack
- Use a skill
- Search an empty tile for treasure

Explore:
- Enter a new tile
- Draw and place cards so you don't block any path from the tile and do not leave any path open

Spawn Zombies:
- Roll a die for each tile surrounding the tile you just entered
- Place Zombies according to amount and colour of Encounter Pips
- Use 2 dice to determine the „coordinates" of a Zombie's „spawn point"

Combat:
- Roll attacker's Hand (=1 die per Life)
- Pick any 1 die as the result
- Compare die with attacker's Dieagram to get number of Attack Pips
- Roll defender's Hand
- Pick any 1 die as result
- Substract Defense Pips from Attack Pips, divide result by defender's toughness, round down.
Result = Amount of damage dealt
- For each 10 Zombies killed, gain 1 creation point

Skills:

Aimed Shot
Uses up 2 Actions
⬤: +2⬤ for ranged attack

Assault
Roll your Hand for a melee attack.
⬤: +1⬤ -1⬤

Barrage
Roll your Hand for a ranged attack.
⬤: -1⬤, perform another Barrage action

For 1 Action a Zombie may:
- Move 1 square
- Attack

For both of his actions the Necromancer performs his **Ritual of Summoning**
Only when rolling a "1", the Necromancer's as well as the Zombies' skill **Already Dead** triggers.

Skills (cont):

Block
Roll your Hand to defend an attack, if you didn't attack on your turn.
⬤: +2 ⬤

Dash
Move 1 square, your Defense becomes 0.
Roll your Hand.
⬤: Move 1 additional square.

Endure Pain
May be use during any kind of action.
Roll your Hand (even as part of another action, if you want to).
⬤: +1⬤ until beginning of next turn

Knock Back
Roll your Hand for a meelee attack.
⬤: Move your opponent 1 square away from you.

Riposte
Roll your Hand to defend an attack in melee.
⬤: After damage resolution you attack the opponent with 1 ⬤ . The opponent may defends against this attack as usual.