

ZOMBIE BODGE-POCALYPSE

TINY CLAWS! TINY BITES! SLAY THEM ALL! SURVIVE THE NIGHT!

SPECIAL RULES

One player plays as the Survivor, and one player plays as the Zombie Horde.

The Survivor player chooses a single warcaster or warlock as the only model in his army. During the Maintenance phase, this model automatically replenishes all focus or fury points.

The Zombie Horde player's army is made up of the 45 zombie models found in the *Zombies Keep Out* game. These models are referred to as the "pool." Each turn during the Maintenance phase, the Zombie Horde player deploys models from his pool as indicated in the table below. The size of the Zombie Horde player's deployment zone changes on each of his turns as shown on the map.

Zombie Horde models can activate normally the turn they are deployed. Whenever a Zombie Horde model is destroyed, it is returned to the pool.

Warlocks cannot transfer damage, and warcasters cannot overboost their power fields.

Warcasters and warlocks that include companion models (e.g., Old Witch of Khador and Scrapjack) do not use the companion model. Warcaster units and warlock units use their warcaster or warlock models only.

Only tiny-based models can be placed by any spell or effect.

The Zombie Horde player takes the first turn.

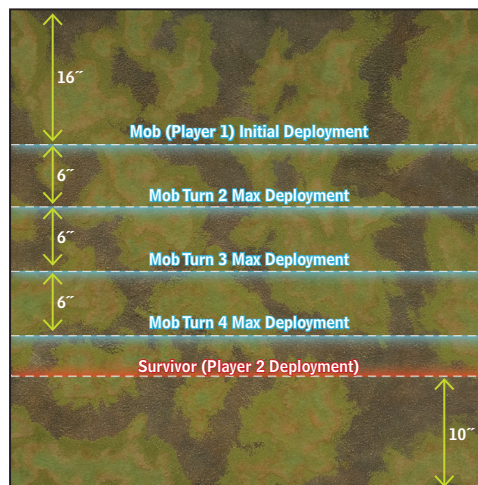
The Zombie Horde player must always be actively trying to kill the Survivor—no hiding, running away, or other forms of

cowardice. This does not mean the Zombie Horde has to rush blindly into the jaws of death, however (such as by running at the Old Witch during her feat turn).

The game ends after the Survivor's fourth turn or when the Survivor's warcaster or warlock is destroyed or removed from play.

"VICTORY" CONDITIONS

You cannot win; you can only survive. Each Zombie Horde model killed by the Survivor is worth 1 point. At the end of the game, the Survivor calculates his total score and compares it to the scores of all of his friends. If his score is higher, a festive dance is not only appropriate but encouraged.



ZOMBIE HORDE WAVES			
WAVE 1	WAVE 2	WAVE 3	WAVE 4
D3 +2 Runners D3 +1 Leapers D3 +1 Creepers	D3 +2 Runners D3 +1 Creepers D3 +1 Brutes	D3 +2 Runners D3 +1 Leapers D3 +1 Brutes	All remaining models in the pool

BRUTE

BRUTE
IMPERVIOUS FLESH - When this model is hit by a ranged attack, the attacker rolls one less damage die.
STEADY - This model cannot be knocked down.

CRITICAL RAM - On a critical hit against an enemy model, it is knocked down and can be pushed 1' directly away from this model. If it is pushed, this model can immediately advance directly toward the pushed model up to the distance that model was moved.
TORN FLESH - A model hit by this weapon suffers d3+1 damage points that cannot be transferred and can never be healed.



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CREEPER

CREEPER
DARK SHADOW - While in this model's melee range, enemy models suffer -2 ASKd.
PARRY - This model cannot be targeted by free strikes.

CRITICAL SHADOW BIND - On a critical hit, the model hit suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers -3 DEF, and for one round when it advances it cannot move except to charge facing.)
GRIEVOUS WOUNDS - When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.



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LEAPER

LEAPER
GANG FIGHTER - When making a melee attack targeting an enemy model in melee range of another Friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

JUMP - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5' of its current location. Any effects that prevent it from charging also prevent it from using Jump.
LEAPER BITE
CRITICAL DECAPITATION - On a critical hit, double the damage exceeding the ASKd of the model hit. A model disabled by this attack cannot make a Tough roll.
LUCK - This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.



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RUNNER

RUNNER
COUNTER CHARGE - When an enemy model advances and ends its movement within 6' of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

CRITICAL PARALYSIS - On a critical hit against a living model, the model hit has its base DEF reduced to 7 and cannot run or charge for one round.
PUNCTURE - A model hit by this attack automatically suffers 1 damage point.
INFLICTED CHARGE - When it charges, this model gains +2' movement.
RUNNER BITE
CRITICAL PARALYSIS - On a critical hit against a living model, the model hit has its base DEF reduced to 7 and cannot run or charge for one round.
PUNCTURE - A model hit by this attack automatically suffers 1 damage point.



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BRUTE ZOMBIE SOLO

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	3	10	17	7

BRUTE BITE POW 6 P+S 13

CREEPER ZOMBIE SOLO

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	3	14	13	7

CREEPER BITE POW 6 P+S 13

LEAPER ZOMBIE SOLO

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	3	14	13	7

LEAPER BITE POW 6 P+S 13

RUNNER ZOMBIE SOLO

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	3	10	11	7

RUNNER BITE POW 5 P+S 10