# BASIC MOVES

### Get in Someone's Face
When you ***get in someone's face***, draw Savagery. On a hit, they have to choose: mark stress and escalate the situation or concede. On a Triumph, you take +1 forward against them if they escalate or you suffer harm.

### Turn to Violence
When you ***turn to violence*** against the uninfected, draw Savagery. On a hit, trade harm and choose options. On a Triumph, choose 3. On an Edge, choose 2:

- inflict terrible harm
- suffer little harm
- resist marking stress
- avoid collateral damage

### Ask an NPC For Help
When you ***ask a friendly or neutral NPC*** for help, draw Soul. On a Triumph, they'll do what you want if you give them a bribe or a motive. On an Edge, the GM will tell you what they want—do it and they'll return the favor.

### Open Up to Someone
When you ***open up to someone*** about your feelings or past, draw Soul. On a hit, you both clear a stress and you choose one:

- look at any one of their facedown identity cards
- ask them any question; they must answer honestly
- NPCs: raise their disposition or calm them down

On an Edge, they also choose one:

- they look at one of your facedown identity cards
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### Calm an NPC Down
When you try to ***calm an NPC down*** with logic or reason, draw Steel. On a hit, they won't do anything drastic, at least for now. On a Triumph, pick 2. On an Edge, pick 1:

- they keep calm for some time
- they reveal their true concerns
- they don't hold you responsible

### Assess a Bad Situation
When you ***assess a bad situation***, draw Steel. On a Triumph, ask 2. On an Edge, ask 1. When you act on the answer, draw +1:

- what here is the biggest threat to me / the enclave?
- what here is most useful to me / my allies / the enclave?
- what's my best escape route / way in / way past?
- who here is most vulnerable to me / my allies / the dead?

### Avert Disaster
When you try to ***avert disaster***, say what you're trying to prevent and draw Survival. On a Triumph, you manage it. On an Edge, you pull through, but it will cost you. The GM will offer you a hard bargain, ugly choice, or Pyrrhic victory.

### Help or Interfere
When you ***help or interfere*** with another PC survivor, mark stress to draw cards equal to their faceup identity cards. Replace any one card from their draw with a card you have drawn before the results are evaluated, but you're now mixed up in the situation.

### Push Yourself
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# ZOMBIE MOVES

### Fight the Dead
When you try to ***fight a swarm of zombies***, draw Savagery. On a hit, you greatly reduce their numbers and choose one. On an Edge, the GM chooses one as well:
- you attract the attention of a third party
- you end up in a bad spot; draw from the bite deck
- you mark stress or suffer serious harm, your choice

### Fool the Dead
When you try to ***fool a swarm of zombies***, draw Steel. On a hit, your efforts to mislead them work; choose one. On an Edge, the GM chooses one as well:
- your deception is incomplete or brief
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### Flee the Dead
When you try to ***flee a swarm of zombies***, draw Survival. On a hit, you escape and choose one. On an Edge, the GM chooses one as well:
- you run into another danger or crisis
- you leave something (or someone) valuable behind
- you draw from the bite deck or suffer serious harm, your choice

### Go On Point
When you ***take point against the dead,*** draw for the group and suffer alone. Draw +1 for each member of the group that draws from the bite deck before your draw (max+4).

### Dispose of the Dead
When you ***dispose of the newly deceased***, draw Savagery. On a hit, you do what needs to be done, quickly. On an Edge, it isn't smooth going; mark stress or draw from the bite deck, your choice.

### Make a Plan
When you ***make a plan***, use the stat of the person who proposed the plan:
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When you try to ***rescue an NPC from the zombies*** draw Steel. On a hit, you pull them to safety. On an Edge, draw from the bite deck or suffer serious harm, your choice.

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- you mark stress or draw from the bite deck, your choice

### Flee the Dead
When you try to ***flee a swarm of zombies***, draw Survival. On a hit, you escape and choose one. On an Edge, the GM chooses one as well:
- you run into another danger or crisis
- you leave something (or someone) valuable behind
- you draw from the bite deck or suffer serious harm, your choice

### Go On Point
When you ***take point against the dead,*** draw for the group and suffer alone. Draw +1 for each member of the group that draws from the bite deck before your draw (max+4).

### Dispose of the Dead
When you ***dispose of the newly deceased***, draw Savagery. On a hit, you do what needs to be done, quickly. On an Edge, it isn't smooth going; mark stress or draw from the bite deck, your choice.

### Make a Plan
When you ***make a plan***, use the stat of the person who proposed the plan:
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- If it's a plan about pushing through, being tough, strong, and implacable, use Steel.

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On a hit, you arrive in the middle of your plan in decent shape. On an Edge, some part of your plan encounters unexpected difficulties or your party splinters, your choice. On a miss, you find yourselves in over your head or under fire as your plan falls apart.

### Rescue an NPC
When you try to ***rescue an NPC from the zombies*** draw Steel. On a hit, you pull them to safety. On an Edge, draw from the bite deck or suffer serious harm, your choice.

### Barricade a Place
When you ***barricade a place against the zombies***, draw Survival. On a hit, the location is mostly secure. On an Edge, mark stress or suffer serious harm, your choice.

# BASIC MOVES

### Get in Someone's Face
When you ***get in someone's face***, draw Savagery. On a hit, they have to choose: mark stress and escalate the situation or concede. On a Triumph, you take +1 forward against them if they escalate or you suffer harm.

### Turn to Violence
When you ***turn to violence*** against the uninfected, draw Savagery. On a hit, trade harm and choose options. On a Triumph, choose 3. On an Edge, choose 2:

- inflict terrible harm
- suffer little harm
- resist marking stress
- avoid collateral damage

### Ask an NPC For Help
When you ***ask a friendly or neutral NPC*** for help, draw Soul. On a Triumph, they'll do what you want if you give them a bribe or a motive. On an Edge, the GM will tell you what they want—do it and they'll return the favor.

### Open Up to Someone
When you ***open up to someone*** about your feelings or past, draw Soul. On a hit, you both clear a stress and you choose one:

- look at any one of their facedown identity cards
- ask them any question; they must answer honestly
- NPCs: raise their disposition or calm them down

On an Edge, they also choose one:

- they look at one of your facedown identity cards
- they ask you any question; you must answer honestly
- NPCs: they ask for help; mark stress to weasel out

### Calm an NPC Down
When you try to ***calm an NPC down*** with logic or reason, draw Steel. On a hit, they won't do anything drastic, at least for now. On a Triumph, pick 2. On an Edge, pick 1:

- they keep calm for some time
- they reveal their true concerns
- they don't hold you responsible

### Assess a Bad Situation
When you ***assess a bad situation***, draw Steel. On a Triumph, ask 2. On an Edge, ask 1. When you act on the answer, draw +1:

- what here is the biggest threat to me / the enclave?
- what here is most useful to me / my allies / the enclave?
- what's my best escape route / way in / way past?
- who here is most vulnerable to me / my allies / the dead?

### Avert Disaster
When you try to ***avert disaster***, say what you're trying to prevent and draw Survival. On a Triumph, you manage it. On an Edge, you pull through, but it will cost you. The GM will offer you a hard bargain, ugly choice, or Pyrrhic victory.

### Help or Interfere
When you ***help or interfere*** with another PC survivor, mark stress to draw cards equal to their faceup identity cards. Replace any one card from their draw with a card you have drawn before the results are evaluated, but you're now mixed up in the situation.

### Push Yourself
When you ***draw an Opportunity***, mark stress to push yourself and treat the Opportunity as a Triumph.


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# ZOMBIE MOVES

### Fight the Dead
When you try to ***fight a swarm of zombies***, draw Savagery. On a hit, you greatly reduce their numbers and choose one. On an Edge, the GM chooses one as well:
- you attract the attention of a third party
- you end up in a bad spot; draw from the bite deck
- you mark stress or suffer serious harm, your choice

### Fool the Dead
When you try to ***fool a swarm of zombies***, draw Steel. On a hit, your efforts to mislead them work; choose one. On an Edge, the GM chooses one as well:
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When you try to ***flee a swarm of zombies***, draw Survival. On a hit, you escape and choose one. On an Edge, the GM chooses one as well:
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### Go On Point
When you ***take point against the dead,*** draw for the group and suffer alone. Draw +1 for each member of the group that draws from the bite deck before your draw (max+4).

### Dispose of the Dead
When you ***dispose of the newly deceased***, draw Savagery. On a hit, you do what needs to be done, quickly. On an Edge, it isn't smooth going; mark stress or draw from the bite deck, your choice.

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PAST

PRESENT

TRAUMA

## STATS

(3, 2, 2, 1)

- ☐ SAVAGERY
- ☐ SOUL
- ☐ STEEL
- ☐ SURVIVAL

## STRESS

☐☐☐☐☐

## CHARACTER NAME _____

**YOUR ALLIES:**

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### NPC Allies

When you ***direct your allies to take action***, draw two cards from the survivor deck. If the action is in line with the ally's skills, draw +1. If the ally has equipment or useful materials, draw +1. On a Triumph, everything goes according to plan. On an Edge, the plan works but the GM chooses one:

- they suffer a terrible loss
- they endure serious harm
- they reveal their true nature

### Suffering Serious Harm

When you ***suffer serious harm***, draw a card from the survivor deck. Draw an additional card for each true statement:

- the harm is unintentional or accidental
- the harm isn't explicitly lethal—no guns, knives, grenades, etc.
- you have cover, body armor, or a bodyguard

On a hit, you'll live. On a Triumph, it's a minor but heroic wound. On an Edge, you choose one:

- it's messy; you'll die without immediate aid
- it's painful; take -1 ongoing until you get some rest
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ZOMBIE
WORLD

ZOMBIE
WORLD

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ZOMBIE
WORLD

ZOMBIE
WORLD

# ENCLAVE

## NAME

### Foraging for Supplies

When you ***forage for supplies***, draw three cards from the survivor deck. For each hit, take +1 gear. Spend it to say what you find while foraging. A Triumph counts as +2 gear instead of +1.

When you ***push your luck while foraging***, draw from the bite deck to forage again and draw another three cards from the survivor deck.

### Spending Gear

Spend gear to get something:

- 1 gear: useful, but disposable (flare, a few rounds of ammo)
- 2 gear: useful, but small or limited (flashlight, keys, handgun, clothes)
- 3 gear: useful, but difficult or bulky (lots of ammo, shotgun, medical supplies)
- 4 gear: valuable or useful (a car, construction materials)
- 5 gear: rare, valuable, and useful (sniper rifle, high tech communications gear)

## Scarcities

## Population

## Surroundings

SETUP REVIEW

# CREATE YOUR ENCLAVE

(Rules Manual page 5)
- Choose an Enclave
- Choose Enclave Checklist Options (x8)
- Record Details on Enclave Sheet

# CREATE YOUR SURVIVORS

- Deal Past, Present (x2), and Trauma
- Choose Stats (3, 2, 2, 1)
- Add Character Details & Introduce

# RELATIONSHIPS AND ALLIES

(Rules Manual page 7)

## GM + 2-5 Players

- Add Relationships Between Characters
- Add Ally from Population for Each Character

## GM + 6 Players

- Add Relationships Between Characters
- No Allies; add 4 Population Cards to Table

## GM + 7-8 Players

- No Relationships
- No Allies; add 4 Population Cards to Table

# ZOMBIE WORLD

## GAME MASTER

### Foraging for Supplies

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### Assorted Items:

axe, barbed wire, battery, bicycle, binoculars, blowtorch, chains, climbing gear, crossbow, duct tape, fire extinguisher, first aid kit, flare, flashlight, generator, handcuffs, jackhammer, kevlar, lighter, maps, medicine, microscope, nailgun, rope, saw, sledgehammer, tent, winch and cable

### Places:

beach, bowling alley, bridge, casino, cave, courthouse, diner, dump, library, power plant, quarry, school, stable, theater, tunnels, well

### Names:

Adnaan, Albert, Alisha, Amos, Anthony, Bean, Brodie, Ciaran, Clifford, Colleen, Cory, Dean, Emelie, Enrico, Gus, Haiden, Henrietta, Jethro, Kai, Kavita, Kamron, Keaton, Kevin, Lacey-May, Lila, Lucca, Mason, Monique, Montell, Nelly, Paris, Parker, Pixie, Robin, Ruby, Safia, Sinead, Sonia, Theo, Willow

### NPC Drives:

to avoid work or confict, to control the enclave, to defend the enclave, to destroy _____, to enjoy the moment, to find a lost loved one, to find a protector, to follow a leader, to get a fix, to impress _____, to kill _____, to protect _____, to rebuild society, to secure a lasting legacy, to serve a higher purpose, to steal _____, to target the weak

### NPC Allies

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