# **Quick Reference**

## **Dice Rolling**

Roll 2d8 and add **stat**, **skill** and bonuses.

Edge: 3d8, use higher 2Fault: 3d8, use lower 2

#### **Initiative**

◆ 2d8 + dexterity

Players win t es.

# **Combat Turn**

1 of each per turn.

♦ Move Act on - 30f /10m

♦ Standard Act on

♦ Free Act on

## Attack/Defense

Melee/Shoot vs Block/Dodge

At acker wins t es.

◆ Can't block guns.

# Range

Short: 30f /10m
Mid: 60f /20m
Long: 120/40m

## **Damage**

Roll 3d8.

Low: Use lowestMid: Use middleHigh: Use highest

# **Critical Hits**

If 2 dice roll the same number the at ack does double **damage**.

#### **Opportunity Attacks**

Trigger by:

♦ Moving out of melee

◆ Shoot ng while in melee

Avoid by:

♦ Moving only 5f /2m

#### Death

◆ Unconscious at 0 HP.

◆ Dead at -8 HP.

Below 0 **HP**, roll 1d8 each round. If equal to or lower then negat ve **hit points**, lose 1 **hit point**.

#### Infection

Af er a combat where zombie damaged drew blood, roll 1d8.

◆ 5+: You are f ne.

◆ 4-: You are infected.

Infect on causes 1 damage per hour and kills if **HP** drops to 0.

Infect on spreads in 1d8 minutes.

## **Hit Locations**

Roll 1d8.

**◆ 1:** Lef leg

◆ 2: Right leg

◆ 3: Lef arm

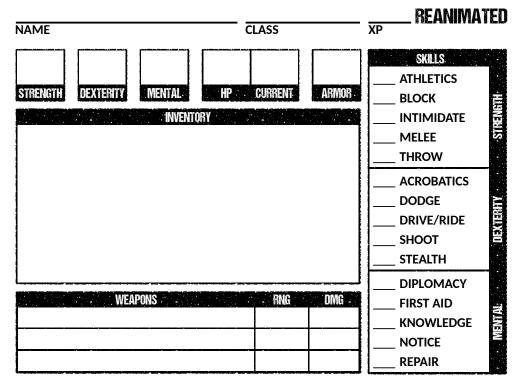
♦ 4: Right arm

◆ **5-6:** Torso

◆ **7-8:** Head

## **Called Shot**

Roll with a fault.



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