Dice Rolling

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

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

Initiative

♦ 2d8 + dexterity

Players win ties.

Combat Turn

1 of each per turn.

♦ Move Action - 30ft/10m

♦ Standard Action

◆ Free Action

Attack/Defense

Melee/Shoot vs Block/Dodge

Attacker win sties.

Can't block guns.

Range

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

Damage

Roll 3d8.

Low: Use lowestMid: Use middleHigh: Use highest

Critical Hits

If 2 dice roll the same number, the attack does double **damage**.

Opportunity Attacks

Trigger by:

◆ Moving out of melee

◆ Shooting while in melee

Avoid by:

♦ Moving only 5ft/2m

Death

◆ Unconscious at 0 HP.

◆ Dead at -8 HP.

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

Infection

After a combat where zombie damage drew blood, roll 1d8.

◆ 5+: You are fine

◆ 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: Left Leg

◆ 2: Right leg

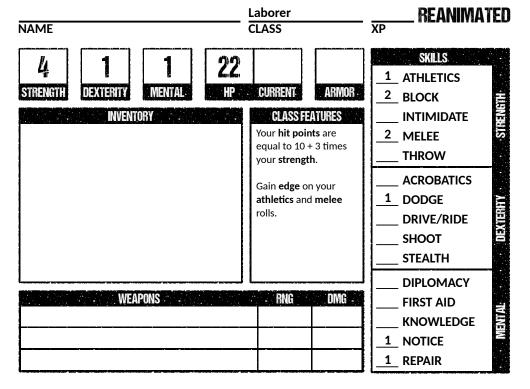
◆ 3: Left Arm

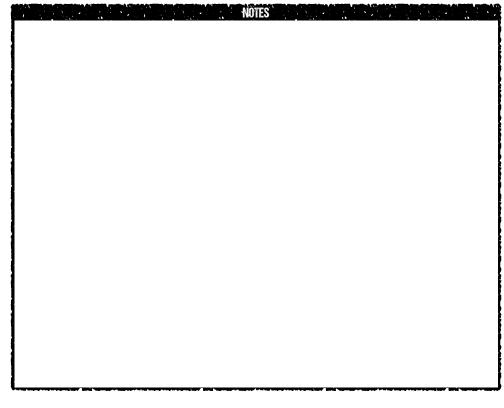
♦ 4: Right arm

◆ **5-6**: Torso

◆ **7-8**: Head

Called Shot





Dice Rolling

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

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Combat Turn

1 of each per turn.

- ♦ Move Action 30ft/10m
- **♦** Standard Action
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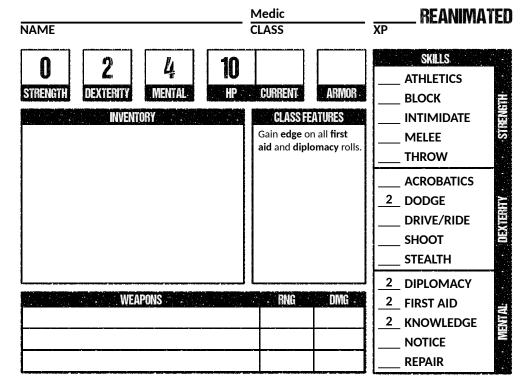
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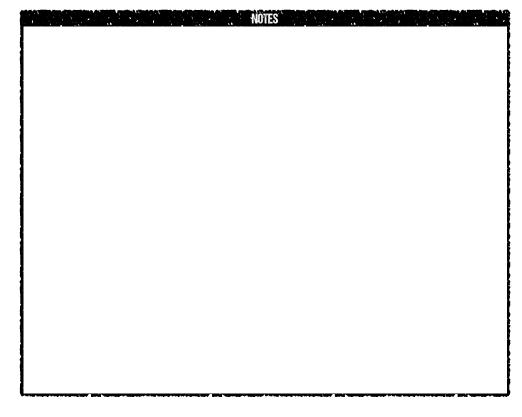
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Roll 1d8.

- ◆ 1: Left Leg
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- ◆ 3: Left Arm
- ♦ 4: Right arm
- ◆ **5-6:** Torso
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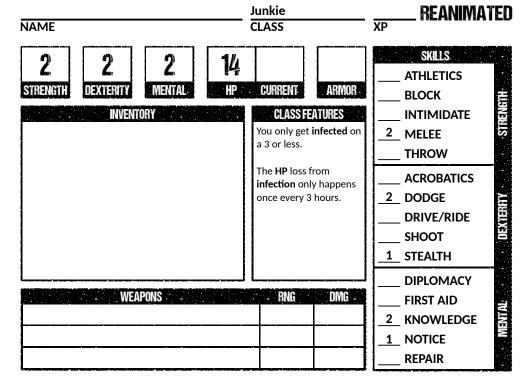
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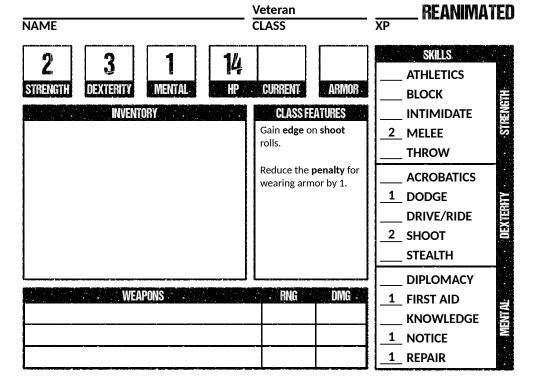
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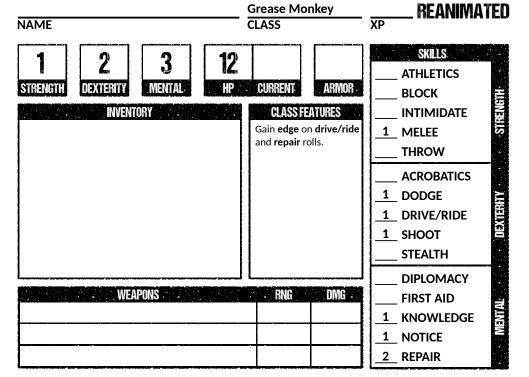
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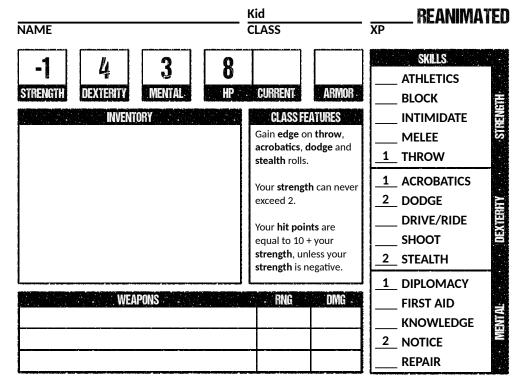
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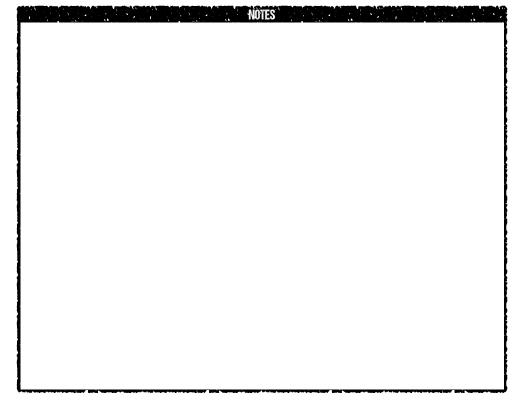
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