

TURN SEQUENCE

1. **Morale Tests:**
Any Morale tests from previous phases are resolved.

2. **Loud Markers**
All VERY LOUD and LOUD markers are removed.

3. **Rager Markers**
Any Rager countdown markers are decreased by one. Any Survivor that turns into a Rager at this time is activated in the Zombie Controller (ZC) first activation.

4. **Roll Action Point (AP) Dice**
Each Survivor player rolls 1d6 per Survivor and halves the total the Zombie Controller rolls 3d6.

5. **The Survivors activate**
The Survivor player can allocate 1-3 AP to one of their Survivors. The survivor can spend AP doing a mixture of the following:

a. Moving

- i. Survivors move a distance according to the AP table below.
- ii. A Survivor player may choose not to move their characters but if any of Survivors are running or walking the player must spend 1AP per survivor to stop.
- iii. Moving within 2" of a Zombie that is not currently engaged in hand-to-hand combat triggers an automatic attack from the Zombie.
 1. If the Zombie has already activated in this combat phase it has grabbed the character and doesn't attack until its next activation round.
 2. If it has not activated in the this combat phase it immediately attacks the character at no AP cost.
 3. The character cannot move any further and is now in hand-to-hand combat. Any additional AP allocated to movement are lost.

b. Attack

- i. The survivor can perform a missile or hand-to-hand attack (see sequence below).

c. Spotting

- i. The survivor can spend AP to attempt to spot Survivors or Zombies they have Line of Sight to.

6. **Next Survivor Player activates**
The turn moves to the next Survivor player and when all Survivor players have activated one character the Zombie Controller (ZC) now activates.

The Zombies activate

The ZC can activate up to 3 Zombies in their activation as long as they have sufficient AP. The ZC can spend up to 2 APs per Zed and 3APs per Rager.

The Zombies can do any mixture of the following actions:

- a. **Move**
- b. **Attack**
- c. **Spot**

The ZC must activate the Zombies nearest to any Survivors first. If a Zombie moves it must follow this order:

- a. Move towards any Survivor it can draw Line of Sight to without crossing intervening terrain.
- b. If Line of Sight to any Survivors crosses intervening terrain the Zombie must make a Spot roll (at the cost of 1AP)
 - i. Zeds Spot skill is 15 (+/- normal spot modifiers).
 - ii. Ragers Spot skill is 20 (+/- normal spot modifiers).
 - iii. If successful the Zombie moves towards the spotted survivor.
 - iv. If unsuccessful the Zombie moves towards the nearest LOUD or VERY LOUD marker.
- c. Move towards any VERY LOUD or LOUD markers placed in the Survivor phase
- d. All Zombies gain a free attack if they can move into base-to-base contact with a Survivor.

7. **ZC runs out of APs**

If the ZC runs out of APs before the Survivors player(s) then after each Survivor turn the ZC activates all Zombies on the board and spends 1AP on each. This may be used for movement, attacks or spotting.

8. **Note - Additional AP**

Once the player has spent at least 1AP per Survivor, the Survivor player can spend any additional APs on whichever character they wish as normal except that making a second attack costs 2AP.