



# NECRO VIRUS™

## RULEBOOK



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Our Wives  
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Andrew!)

The hundreds of loyal fans who  
spent hours at our tables killing  
Zombies, losing Survivors,  
laughing, and making  
fantastic suggestions!

Central College, Pella Iowa –  
*Where it all started...*

**POWERED BY BOARDCRAFT**  
**BUILD. PRINT. PLAY.**



# NECRO-VIRUS™ RULEBOOK BETA 1.1.7.31

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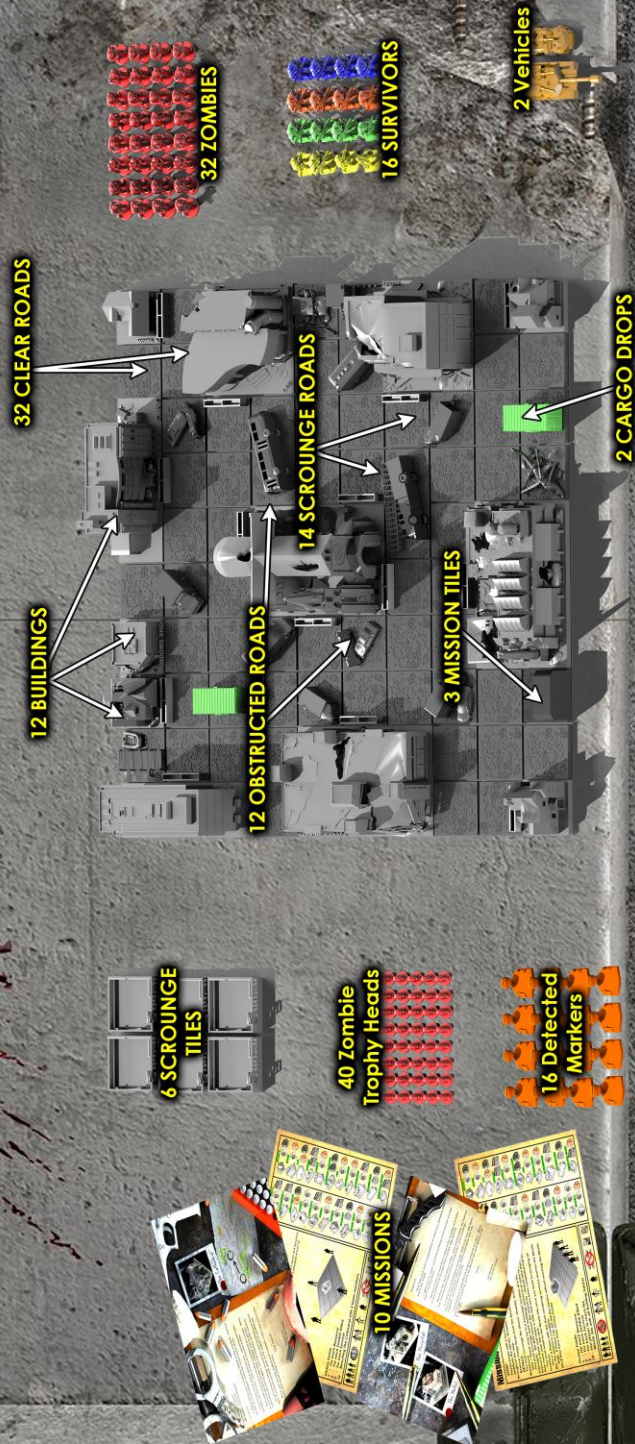
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## STARTER KIT COMPONENTS

(\$125 Backer Level)





## PREMIUM KIT COMPONENTS

(\$250 3D Upgrade Backer Level)





## SETUP

These instructions refer to Mission #1

### – The Beginning.

- 1 Place the 16 SecureConnect™ boards in a square, 24" on a side. Place the SecureConnect™ Strips along the edges of the board to ensure all buildings have footing.



- 2 As indicated in Mission 1, place the Cathedral in the center of the board and evenly distribute the buildings over the rest of the map.



- 3 Insert the Scrounge Pockets in the slots of the Road Scrounge Tiles (the Road Tiles with the small rectangular slot in them). Place 4 Road Scrounge Tiles on each side of the Cathedral with the Scrounge Pocket facing the Cathedral. Place the remainder of

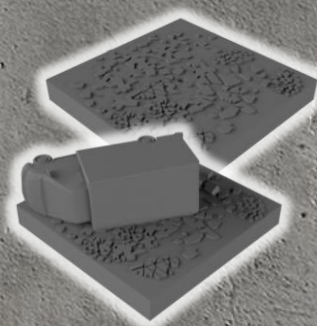


the Road Scrounge tiles in front of the other buildings on the map.

- 4 Consult the Mission Card and place the 2 Resources indicated in the Scrounge Pocket of each Road Scrounge Tile – this is referred to as the Load Out.



- 5 Place Road Clear Tiles, and Road Obstructed Tiles forming the streets of the town. It is suggested that the major thoroughfares be 2 Tiles wide for best game play. (Road Obstructed Tiles are passable only by vehicles so be careful to avoid blocking off an avenue to foot traffic).



- 6 Distribute the number of Zombies indicated on the bottom of the mission card among the Players. (in mission #1 each Player places 7 Zombies). Zombies can be placed in any Road Clear Tiles and

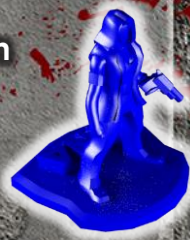




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Road Scrounge Tiles that are NOT occupied by Zombies. Zombies may not be placed on any Road Obstructed Tiles, Building Tiles or Scrounge Room Tiles.

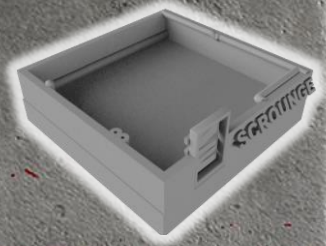
- 7 Shuffle the Survivor Deck and have each Player draw 2 Survivor Cards and place them face up in front of them (the red, Bitten side is face down). Choose the corresponding Survivor figure and place it on the card.



- 8 Allocate any starting Resource Chits (Rations, Ammo, Fuel, Material and Munitions) indicated in the top right of the Survivors Card to an area in front of each Player – this is their Supply Depot. When any type of Resource Chit is spent by any of the Player's Survivors, the Player subtracts it from the Supply Depot – no matter if their Survivors are together or in completely different places on the map.



- 9 Roll to see which Player will begin placing their Survivors first. Proceeding clockwise, each Player chooses a starting location (for Mission 1 the available starting locations are the corners of the board). Each Player removes the Building Tile at the chosen location, placing it in front of them and replacing it with a Scrounge Room Tile. Lastly they place their Survivor's Figure inside the Scrounge Room. This represents the Player's starting location.



That's it, now let's play NecroVirus!





## SEQUENCE OF PLAY

The first Player to place their Survivors is the last to act – therefore the Player to their left acts first (referred to as “On The Button”).

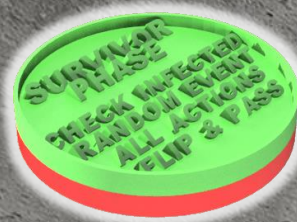
The “On The Button” Player:

- 1 Places the Turn

Button with the Survivor side up in front of them. (An

abbreviated sequence of play can

be found on the Turn Button).



- 2 Checks to see if any of *their* Bitten Survivors has

become a Zombie.



- 3 Draws a Random

Event Card and

follows the instructions.



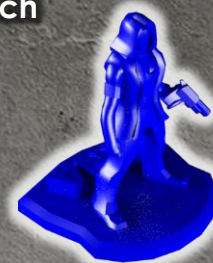
- 4 Executes Actions for each of their Survivors.

- 5 Play continues

clockwise with each

Player, in turn, executing

Actions for each of their Survivors.



- 6 After all Players have executed their Survivors' actions the “On The

Button” Player flips

the Turn Button to

the Zombie side

and passes it to the

Player to their left. This

Player is now “On The Button” for the

Zombie phase. (An abbreviated

sequence of play can be found on

the Turn Button).



- 7 Each Player, beginning

with the Player “On The

Button” and

proceeding clockwise,

executes actions for all Zombies in

their control (each Player controls

Zombies that are attacking or

moving towards the Survivors of the

Player to their right).





- 8 After all Player's have executed their Zombies' actions, the Player with the Turn Button flips it to the Survivor side and is now "On The Button" for the next round.

This sequence is repeated once for each turn. Turn progress is recorded by the number of Random Event cards discarded (as 1 Random Event Card is drawn each turn).

## CHECK INFECTED

At the beginning of their turn, the Player "On The Button" makes a roll to determine if any of their Bitten Survivors turn into a Zombie (only the Player "On The Button" makes this roll).



The Player consults the infected Survivor's card to determine the roll needed to avoid becoming a Zombie.

If the Player fails the roll, they immediately remove the Bitten Survivor's figure and replace it with a prone Zombie figure. They also remove that Survivor's Card from the game.

## RANDOM EVENT DECK

The Player "On The Button" draws a single card from the Random Event deck (it is then placed in the discard pile next to the deck).



## SUPPLIES!

Randomly place a new Cargo Drop Marker on any empty Road Clear Tile.

NOTE: If both Cargo Drop Markers are on the map, ignore the result.

## NO RANDOM EVENT

No event occurs.

## CONSUME RATIONS!

Each Player must spend 1 Ration Chit for each of their Survivors (including "bitten" Survivors who have not become Zombies yet!). If a Player does not have enough Ration Chits to feed all of their Survivors, then they spend whatever Rations Chits they have and 1 of their Survivors is removed from the game (Player's choice). Remove the Survivor figure and card from the game.





## IMPORTANT:

If the Player has only 1 Survivor, ignore the result (Players cannot lose their last Survivor to starvation).

## RENEW!

Scrounge Pocket Markers that are empty (i.e. depleted) are filled (renewed) with the resources indicated on the back of the Mission Card (for the mission being played).

## IMPORTANT:

If there are no empty Scrounge Pocket Markers, ignore the result.

## RESET!

All Players chose an un-depleted Scrounge Pocket Marker and remove the 2 Resource Chits, replacing them with 2 new Resource Chits of any type.

## ZOMBIE! / ZOMBIES!

1 or 2 Zombies are placed by each Player on any permitted Tile on the game board.

## IMPORTANT:

Permitted Tiles include Road Clear Tiles and Road Scrounge Tiles that

are not occupied by Zombies or Survivors. If none exist, then Road Clear Tiles and Road Scrounge Tiles occupied by Zombies (but not Survivors) may be utilized. Zombies may not be placed on any Road Obstructed Tiles, Scrounge Room Tiles or Building Tiles.

## ZOMBIES WANDER!

For each Tile *not* occupied by Detected Survivors AND occupied by *more than 1* Zombie, the Player drawing this card removes all but 1 Zombie from the Tile and disperses them 1 per Tile into any adjacent permitted Tiles.

Permitted Tiles include Road Clear Tiles and Road Scrounge Tiles that are not occupied by Zombies or Survivors. Continue dispersing Zombies until there is only 1 Zombie per Tile (unless no permitted Tiles remain).

Zombies may not be placed on any Road Obstructed Tiles, Scrounge Room Tiles, or Building Tiles.



## SURVIVOR ACTIONS

Players perform actions with each of their Survivors one at a time in any order desired.

Each Survivor executes their action independent of any other Survivor.

Once all of the Player's Survivors have executed their actions, that Player's turn ends and the next Player (clockwise) executes their actions.

When all Players have completed their turn, then the Turn Button is flipped and passed to the Player to the left, thus beginning the Zombie phase (discussed later). (Also, see SEQUENCE OF PLAY rules above).

## ACTION POINTS

Each Survivor has 4 action points (hereafter referred to as AP's) each turn to spend performing actions. Actions may be performed in any order or combination as long as they don't exceed 4.

All actions must be completed for each Survivor before moving to the next.

## TYPE:

MOVE

SNEAK

BOARD

DEBARK

DRIVE

ATTACK

AIM

STAND

REPAIR

SCROUNGE

## ACTION POINTS:

1 Per Tile moved

2 Per Tile Moved

4

4

4

2

2

2

3

4

## MOVE

On-foot Movement is from one Tile to another - horizontally, vertically or diagonally.

Each Tile entered costs 1 AP.

Only Permitted Tiles may be entered (these have a center dimple) and include:

- Road Clear Tiles
- Road Scrounge Tiles
- Scrounge Room Tiles
- Mission Tiles

A Survivor, whether detected or not, may enter or exit a Tile occupied by one or more Zombies with no additional AP cost. However, a Detected Survivor exiting a Tile



occupied by Zombies could suffer a free attack from each Zombie.

If a Survivor is moving towards another Survivor in Player versus Player Missions AND the other Survivor IS NOT in visible Line Of Site, the moving Survivor must declare that they are moving toward the target Survivor THEN roll a 1D20 to determine whether they move on the shortest path (11-20) or they move on the longer path (1-10). Players DO NOT make this roll if the target Survivor has entered a building OR there is only one logical path (moving would result in the Survivor exiting the map).

## SNEAK

An Undetected Survivor may enter a Tile occupied by one or more Zombies but they must either make a Detected Roll for each Zombie occupied Tile *as they move*.

For 1 additional AP per Tile they may skip the required Detection Roll and instead roll normally at the end of their Action Phase.

### Example:

The Player has a Survivor who is in a Tile that has no Zombies. The Survivor

wishes to move through two tiles with Zombies.

If the Survivor doesn't Sneak, they will have to make 2 rolls on the Detected table – one as they move through the first occupied Tile and a second as they move through the second. If the roll fails, the now Detected Survivor would have to Flee to continue movement (see FLEEING COMBAT below).

If the Survivor Sneaks, then they spend 2 AP per Tile (meaning they can only move 2 Tiles), but they only make 1 roll on the Detected Table (once they reach the second tile).

## DETECTED SURVIVORS

A very important mechanic of the game is the Detected status of each Player's Survivors. All Survivors are either *Detected* or *Undetected* at any point during their turn.

A Detected Survivor may be attacked by Zombies and Zombies will move toward a Detected Survivor who is in their Detected Range.

There are several possible Survivor activities that will result in that Survivor becoming detected.



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- 1 Firing a weapon that has a Detected Icon.
- 2 Drawing a ZOMBIE!/ZOMBIES! Scrounge Card.
- 3 Ending an Action Phase in a Tile occupied by another Detected Survivor.
- 4 Occupying a Vehicle (Remember, Vehicles are *always* Detected when occupied).
- 5 As the result of a Failed Movement Detection Table roll.

## MOVEMENT DETECTION TABLE

Survivor Movement can potentially cause a change in the detection status of a Survivor. A Detected Survivor may either remain Detected or become Undetected; an Undetected Survivor may either remain Undetected or become Detected.

The procedure to determine a Survivor's detection status occurs at the end of each Survivor's action phase. To determine their Detected status:

- 1 Determine if the Survivor was Undetected or Detected prior to movement

- 2 Determine if the destination Tile is indoors (Scrounge Room Tile) or outdoors.
- 3 Determine the number of Tiles the Survivor moved this turn

Consult the Movement Detection Table on the Survivor's Card (found at the bottom).

The top row of the Movement Detection Table has symbols that indicate OUTDOORS AND UNDETECTED (the sun coming out of the clouds) and INDOORS AND DETECTED (the symbol of a figure inside a house and an icon of the Detected Marker). If the Tile the Survivor is occupying plus their Detected status matches either of these, use this row.

The bottom row has symbols that indicate OUTDOORS AND DETECTED (the sun coming out of the clouds and an icon of the Detected Marker). If the Tile the Survivor is occupying and their Detected status matches these, use this row.

**NOTE:** If the Survivor ends their Action Phase INDOORS AND UNDETECTED, they don't need to make a roll.

The five numbers across the row indicate the distance your Survivor traveled in Tiles; 0, 1, 2, 3 or 4.



Roll a 1D20 and consult the appropriate row and column to determine the Survivors status.

If the number rolled is greater than or equal to the cross-referenced number, then the Survivor's status is **UNDETECTED** – remove the Detected Marker from beneath the Survivors figure.

If the number rolled is less than the cross-referenced number, then the Survivor's status is **DETECTED** – add a Detected Marker to the Survivors figure.

Any Survivor ending their Action Phase in a Tile with another Detected Survivor results in that Survivor being Detected.

Survivor occupied Vehicles are always Detected. Survivors who exit a Vehicle automatically inherit a Detected Marker at the end of their Action Phase.

Detected Survivor(s) occupying a Tile also occupied by Zombies can **NEVER** become Undetected.

## **BOARD**

No Survivor or Zombie may occupy any type of Tile



occupied by a Vehicle, **UNLESS** they are in the Vehicle.

A Survivor with 4 AP's remaining, that occupies a Tile adjacent to an unoccupied vehicle, may spend them to **BOARD** the vehicle...

- 1 Pick up the Vehicle Card from the previous owner – along with any Zombies that may occupy it and place it in front of you.
- 2 On the Vehicle Card, place any of the Player's Survivors who are adjacent to the Tile **AND** that the Player wants in the vehicle. **NOTE:** Any Survivors entering the Vehicle must have 4 AP's to spend.
- 3 If any Zombies occupy the Vehicle they will attack the Survivor(s) in the Zombie phase.

The Vehicle will not become the property of the Player until the Survivors have killed all Zombies that may occupy it.

Vehicles cannot be Driven and may not fire their weapons if Zombies are inside.

Survivors who occupy a Vehicle **CANNOT** be attacked from Zombies and other Survivors.



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Vehicles are ALWAYS Detected as long as Survivors are in them.

Only 1 Player may possess a Vehicle.

## DEBARK

A Survivor with 4 AP's remaining, that is inside a Vehicle may spend them to DEBARK the vehicle...

- 1 If any Zombies are inside the Vehicle, follow the rules under FLEEING COMBAT.
- 2 Any Survivor aboard the Vehicle may exit the Vehicle if they have 4 AP's to spend.
- 3 The Debarking Survivor is placed in any eligible Tile adjacent to the Vehicle.
- 4 Once all Survivors have exited the Vehicle, keep the card and any Zombies on it until another Player Boards the Vehicle.

Survivors exiting a vehicle are automatically Detected.

If all adjacent tiles to a Vehicle have Zombies in them, standard movement rules apply when Debarking.

## DRIVE

Movement of vehicles occupied by Survivor(s) (See Vehicle occupation

rules) is from one Tile to another - horizontally, vertically, or diagonally.

In order to Drive, a Survivor must spend 4 AP.

Vehicles can then move up to 8 Tiles per turn assuming the Player has enough Fuel Chits to spend (indicated on the lower left of the Vehicle Card).

If the Player doesn't have enough Fuel Chits to spend, then the vehicle is unable to move.

Players may ignore the vehicle's facing when moving.

*There is a strict stacking limit of 1 Vehicle per Tile.*

Tiles a Vehicle may enter :

- Road Clear Tiles
- Road Scrounge Tiles
- Mission Tiles
- Road Obstructed Tiles\*

Tiles a Vehicle MAY NOT enter:





- Building Tiles
- Scrounge Room Tiles
- A Tile occupied by another Vehicle

\*A vehicle that enters a Road Obstructed Tile must make a roll versus breakdown **AFTER** entering the Tile and **BEFORE** moving to another Tile.

Roll a 1D20 and consult the appropriate Vehicle Card's Breakdown Table. Apply the result immediately.

For example, the Breakdown Table for the **LIGHT PERSONNEL CARRIER**:

- |             |  |
|-------------|--|
| <b>1-7</b>  | <b>Breakdown</b> – No further movement is permitted for the rest of the Mission.   |
| <b>8-18</b> | <b>Burn 1 Fuel</b> – Consume one additional Fuel Chit immediately, but can continue moving if the 8 tile limit has not been reached. |
|             | If the Player <b>DOES NOT</b> have the additional Fuel Chit, the Vehicle stops moving.   |

- |              |  |
|--------------|--|
| <b>19-20</b> | <b>No effect</b> – Continue moving if the 8 tile limit has not been reached. |
|--------------|--|

A vehicle that enters a Tile occupied by one or more Zombies or Survivors must determine if each occupant of the Tile is killed or simply dispersed.

Roll 1D20 and consult the Vehicle's Combat table to determine the outcome.

For example, the Combat Table for the **LIGHT PERSONNEL CARRIER**:

- |              |  |
|--------------|--|
| <b>1-10</b>  | <b>Survivor/Zombie killed</b> – remove the killed Survivor or Zombie and remove the Survivor Card as well.   |
| <b>11-20</b> | <b>Survivor/Zombie moved</b> to an adjacent Tile. A Survivor or Zombie that is displaced in this manner is knocked down. Place the Survivor/Zombie on its side to indicate a prone status. |

## ATTACK

Combat is either *Ranged* (target **IS NOT** in the same Tile as the attacker) or *Melee* (target **IS** in the same Tile as the attacker).



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Any attack, whether Ranged or Melee, costs 2 AP. Unless otherwise stated on their card, a Survivor is only allowed to attack once per turn.

Combat is NOT simultaneous.

A Player may wait to see the result of combat before spending any further Survivor AP's for other types of activities, always completing all actions before moving on to a different Survivor.

Combat Action Resolution is as follows:

- 1 Determine the weapon for combat
- 2 Declare the target
- 3 Determine the range to the target
- 4 Remove the appropriate Ammo Chit markers from the Supply Depot
- 5 Determine Line of Sight (LOS) from the Survivor to the target. Drawing a straight edge from the center dimple of the Survivor's Tile to the center dimple of the target's Tile, LOS is obstructed if the straight edge actually touches any intervening obstacle on the board. Obstacles can be vehicles on Road Obstructed Tiles, Road Mission Tiles, any Vehicles or Cargo Drops added to the board,

or any Buildings. If the Line of Sight is blocked, the shot misses.

- 6 Roll a 1D20 and consult the Range Table for the weapon used. It is located on the Survivor card. A die result greater than or equal to the number shown for that range indicates either a Knock Down (top row) or Kill (bottom row).

## IMPORTANT:

Attacking with a weapon that has the Detected Icon next to it on the Survivor Card means that Survivor is automatically Detected for the rest of the turn.

## IMPORTANT:

Any ranged attack roll that results in an un-modified 1 causes a weapon "malfunction". The attack misses and Ammo Chits are spent AND the weapon has "malfunctioned" (indicate this by placing a Miscellaneous Marker on top of the weapon on the Survivors card). The "malfunctioned" weapon may not be fired in subsequent turns until the Survivor spends 3 AP's to REPAIR. (see REPAIR Action below).

Melee Weapons cannot Malfunction.



## IMPORTANT:

Any ranged OR melee attack roll that results in an un-modified 20 grants the Survivor 2 more AP's to spend (including the ability to make an additional attack).

## VEHICLE WEAPONS

A vehicle's weapon(s) may be fired by a Survivor occupying that vehicle.

A vehicle's weapon(s) may be fired only once in any turn. The Survivor fires the vehicle's weapon by expending 2 AP's and consuming Munitions Chits from the Supply Depot.

Vehicles need a dedicated Survivor at each station in order to gain the abilities of that station. So an Assault Tank requires a Driver and two gunners to move and fire each of its weapons.

You can declare that the Vehicle will not move in which case the Driver can fire a Vehicle Weapon that turn.

Combat with a vehicle's weapons is resolved exactly as a Survivor's personal weapon.

A Survivor may NOT fire a vehicle's weapons and a personal weapon in the same turn.

Survivors inside a Vehicle can ONLY fire the Vehicles weapons and not their personal weapons unless attacking a Zombie inside their Vehicle.

## PRONE COMBAT

If the Survivor has been knocked down (is prone) then they can still attack by spending 2 AP but at a -3 modifier to the 1D20.

## COMBAT RESULTS

There are only 3 possible results to a Survivor Attack Action:

- 1 Target is killed – remove the target from the board.
- 2 Target is knocked down – place the figure it on its side to indicate that it is “prone”. Once a target is Knocked Down ignore further Knocked Down results.
- 3 Target is missed.



## FLEEING COMBAT

Undetected Survivors with AP's remaining are free to leave a Tile occupied by any combination of Survivors and Zombies with no further penalty.

Detected Survivors with AP's remaining may leave a Tile occupied by any combination of Survivors and Zombies, but have two choices...

1 The Player can declare that another of their own Survivors in the same Tile is going to distract the Zombies. The distracting Survivor must remain in the Tile and the fleeing Survivor can exit without penalty.

2 The Player can declare that the Detected Survivor is going to **FLEE**. The individual Zombies in the Tile are assigned to individual Survivors by the Player controlling the Zombies in **ANY** manner they wish (see Zombie Control). The Fleeing Survivor will suffer a **FREE** Zombie attack from each one assigned to them (see Zombie Combat rules). If the result of the fleeing attack is a **MISS OR BITTEN** then the Fleeing Survivor expends 1 AP to move normally to an adjacent eligible Tile, but remains

detected. If the result of the fleeing attack is **KNOCKED DOWN**, then the Survivor expends 1 AP, but **REMAINS** in the Tile and their figure is placed on its side.

## IMPORTANT:

Once individual Zombies in a Tile are assigned to individual Survivors, no further re-assignment of Zombies can be made **FOR THE FLEEING SURVIVOR'S PLAYER**. If, however, **ANOTHER PLAYER** has a Survivor in the same Tile and wishes them to Flee, the Player controlling the Zombies - for the second Player - has full control over them all.

## AIM

Survivors with weapons that have a Scope icon and number on the Survivor card can gain that bonus to their attacking dice roll if they spend 2 APs to Aim before attacking with the weapon.





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## STAND

Survivors can be prone as the result of a KNOCKED DOWN outcome. There are only 2 Actions that a Prone Survivor may choose.

- 1 **STAND** – Stand up the Survivor figure in the Tile they occupy. This costs the 2 AP's.
- 2 **ATTACK** – Follow the normal combat rules, explained above, for Survivors. However, the combat results die roll is modified by a penalty of -3 when a Survivor uses a Combat Action (ranged weapon or melee) while prone.

## IMPORTANT:

Prone Survivors CAN Aim.

## IMPORTANT:

Prone Survivors may not move to a new Tile.

## REPAIR

Weapons that have malfunctioned cannot fire until repaired.

Repairing a weapon requires the Survivor to spend 3 AP's (after which they

remove the Marker from the weapon on the Survivor card).

## SCROUNGE

Survivors will need to Scrounge to find resources and additional Survivors.

Scrounging costs 4 AP's and the Player draws a Scrounge Card from the Scrounge Deck and follows the instructions.

## CARGO DROP

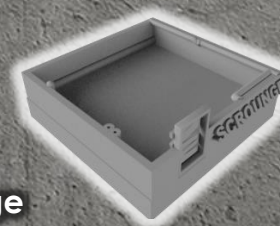
A Survivor must occupy the Tile containing a Cargo Drop Marker and spend 4 AP's to Scrounge. They then...



- 1 Remove the Cargo Drop Marker from the board.
- 2 Draw a Scrounge Card from the Scrounge Deck and follow its instructions.

## SCROUNGE ROOM

Survivors can enter a Scrounge Room through its associated Road Scrounge Tile by spending 1 AP.





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To enter a Scrounge room the Player follows these steps:

- 1 If the associated Building next to the Road Scrounge Tile has not been previously removed, then the Player removes it and replaces it with a Scrounge Room Tile facing the door towards the Road Scrounge Tile.
- 2 The Player then places the Survivors inside the Scrounge Room (Assuming they all have at least 1 AP to move into the room).
- 3 Because Scrounging requires 4 AP's, the Survivor CANNOT Scrounge until the next turn.

**NOTE:** Scrounge Rooms *MUST* be entered from the associated Road Scrounge Tile. (Survivors cannot enter the Scrounge Room diagonally).

Survivors CAN Scrounge if:

- 1 There are Resource Chits in the Scrounge Pockets.
- 2 The Survivor is occupying the Scrounge Room.
- 3 The Survivor has 4 AP to spend.

If all of the above have been met, the Player:

- 1 Draws a Scrounge Card from the Scrounge Deck and follows its instructions.
- 2 If the Scrounge Card IS NOT "Keep Searching...", the Player removes the two resources from the Scrounge Pocket, adding them to their Supply Depot.

Once a Scrounge Room Tile is placed on the board, any Survivor occupying it may Scrounge if it is un-depleted.

Survivors occupying a Scrounge Room Tile may fire ranged weapons out of that Tile, but only at targets occupying the associated adjacent Road Scrounge Tile.

Survivors must move from the Scrounge Room Tile directly to the associated adjacent Road Scrounge Tile first before moving to any adjacent eligible Tile. (Detected status and Survivor movement and Fleeing Combat rules still apply).

Any time during the game turn, if the Scrounge Room Tile is unoccupied by



Survivors, remove it and replace it with the proper Building Tile that was there.

**NOTE:** Place any Zombies in the Scrounge Room in the closest permitted Tile.

**NOTE:** A Scrounge Room is identical to a Road Clear Tile with respect to Combat and Movement.

**NOTE:** Even if a Scrounge Room is depleted, Survivors can use it for shelter (increasing their chance to become undetected) and if they have Material, can prevent Zombies from breaching it (at a cost of 1 Material Chit per Turn).

## SCROUNGE DECK

The Scrounge Deck is used when Scrounging at a Cargo Drop or Scrounge Room. Therefore, there are two results depending upon where you Scrounge.

### SUPPLIES!

#### CARGO DROP:

- 1 Remove the Cargo Drop Marker from the board.

- 2 Add resources of ANY type in the amount displayed on the card to your Supply Depot.

#### SCROUNGE ROOM:

- 1 Add the displayed number of resources for each of the two types in the Road Scrounge Pocket (if there is an Ammo Chit and a Rations Chit in the Pocket and the Card says 3, add 3 Ammo and 3 Rations chits to your Supply Depot).
- 2 Remove the Resource Chits from the Scrounge Pocket add them to your Supply Depot.

## DISCOVERY!

#### CARGO DROP:

- 1 Remove the Cargo Drop Marker from the board.
- 2 Randomly draw a card from the Vehicle Deck.
- 3 Find the vehicle miniature matching the card and place it on the Tile that was Scrounged.
- 4 Place all of the Scrounging Player's Survivors that are located in the Cargo Drop Tile on the Vehicle Card.



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**NOTE:** Those Survivors entering the Vehicle have used 4 AP's to board it.

- 5 Add the Vehicle's starting Resource Chits to the Player's Supply Depot.

## **IMPORTANT:**

Any Survivors placed on the Vehicle Card are inside the Vehicle.

## **IMPORTANT:**

If there are NO Vehicle Cards remaining, the Player adds 3 Resource Chits of their choice to their Supply Depot.

## **SCROUNGE ROOM:**

- 1 Randomly draw a new Survivor from the Survivor Deck and place it in front of you.
- 2 Find the Survivor figure matching the card and place it in the Scrounge Room.
- 3 Remove the Resource Chits from the Scrounge Pocket add them to your Supply Depot.

## **IMPORTANT:**

The newly discovered Survivor has NO AP's to spend this turn.

## **IMPORTANT:**

If the Player drawing this card has 4 Survivors OR the Player chooses to reject the new Survivor, then this card is ignored.

## **IMPORTANT:**

The Player DOES NOT receive the Starting Resource Chits from the discovered Survivor's Card.

## **ZOMBIE!, ZOMBIES!!**

## **CARGO DROP:**

- 1 Remove the Cargo Drop Marker from the board.
- 2 Place 1 or 2 Zombies (depending on the card drawn), prone, in the Tile.
- 3 All Survivors in the Tile are automatically detected. Place a detected marker beneath each Survivor Figure.

## **SCROUNGE ROOM:**

- 1 Remove the Resource Chits from the Scrounge Pocket and add them to your Supply Depot.
- 2 Place 1 or 2 Zombies (depending on the card drawn), prone, in the Tile.
- 3 All Survivors in the Tile are automatically detected. Place a



detected marker beneath each  
Survivor Figure.

## HIDDEN!

### CARGO DROP:

- 1 Remove the Cargo Drop Marker from the board.
- 2 Remove Detected Markers from all Survivors in the Tile.

### SCROUNGE ROOM:

- 1 Remove the Resource Chits from the Scrounge Pocket and add them to your Supply Depot.
- 2 Remove Detected Markers from all of the Survivors in the Tile.

## KEEP SEARCHING!

### CARGO DROP:

- 1 **DO NOT** remove the Cargo Drop Marker.
- 2 You find nothing yet, but if you have another Survivor in the Tile that has 4 AP's left, they can Scrounge giving you another chance.

### SCROUNGE ROOM:

- 1 **DO NOT** remove the Resource Chits from the Scrounge Pocket.
- 2 You find nothing yet, but if you have another Survivor in the Tile that has 4 AP's left, they can Scrounge giving you another chance. Otherwise you can wait until next turn...

## JACKPOT?

### CARGO DROP:

- 1 Remove the Cargo Drop Marker from the board.
- 2 Draw 2 more Scrounge Cards and play them both – regardless if the outcomes are positive or negative.

### SCROUNGE ROOM:

- 1 Remove the Resource Chits from the Scrounge Pocket and add them to your Supply Depot.
- 2 Draw 2 more Scrounge Cards and play them both – regardless if the outcomes are positive or negative.



## ZOMBIE ACTIONS

After each Player has executed their Survivors' actions the Turn Button is flipped to the Zombie side and passed to the Player immediately to the left of the Player "On The Button".

This Player now becomes the new Player "On The Button".

Each Player, beginning with the Player "On The Button" and proceeding clockwise, executes actions for all Zombies in their control.

## CONTROLLING ZOMBIES

Zombies will only move toward or attack Detected Survivors. Additionally they have a limit to the range of such detection.

Zombies detection range is 3 tiles. That means that a detected Survivor with 2 intervening tiles is in range to be detected by Zombies.

Zombies are known for their ability to sense without actually seeing their victims so this range ignores Line Of Sight. It is simply a radius of 3 Tiles of any type including Building Tiles and Road Obstructed Tiles.

If any defending Player's Survivor possesses a detected marker AND is within range of a Zombie, this Zombie is controlled by the Zombie Player.

If any Zombie is equidistant AND within range of two or more detected Survivors, the current active Zombie Player controls the equidistant Zombie for this turn.

The Zombie Player may determine the actions of the Zombies under their control and has the final say over any direction, action, die rolls, etc. (subject to the ZOMBIE ACTION rules).

## TYPES OF ZOMBIES ACTIONS

There are 3 Actions that may be taken by a Player controlling any Zombie and these actions **MUST** be executed in the following order:

- 1 Movement
- 2 Combat
- 3 Stand

Since Combat follows Movement, a Zombie may have Combat with Survivor(s) in a Tile that the Zombie moves into *in the same turn in which it moved*.



## MOVEMENT

Each Controlled Zombie is moved 1 Tile closer to the nearest Detected Survivor. The Zombie **MUST** be closer to reaching the Detected Survivor after moving. Zombies may move in any direction – horizontally, vertically, or diagonally. They may only enter Road Clear Tiles, Road Scrounge Tiles, Tiles containing Cargo Drops, and Scrounge Room Tiles (if the nearest Detected Survivor is in that Scrounge Room Tile).

**NOTE:** If a Material Chit is spent to keep Zombies from entering a Scrounge Room Tile, then the Zombies **DO NOT** move.

**NOTE:** A Zombie adjacent to a Survivor occupied Vehicle **WILL NOT** move unless there is an equidistant Detected Survivor that is not in the Vehicle.

**NOTE:** A Zombie **CANNOT** enter a Vehicle. If a Bitten Survivor becomes a Zombie inside a Vehicle, that Zombie **CANNOT** leave that Vehicle.

**NOTE:** Prone Zombies **CANNOT** move.

## COMBAT

A Zombie **MUST** declare combat after Movement if the Zombie occupies the

same Tile as a detected Survivor. Zombies may move and have Combat in the same turn. Prone Zombies may not have Combat.

Zombie combat procedure is as follows:

- 1 Identify the Zombie that is to execute the Combat Action
- 2 Declare which Survivor in the Zombie's Tile is the target of the attack.
- 3 If multiple Zombies occupy a Tile their Combat Actions are declared and resolved sequentially.

## COMBAT RESULTS

For each Zombie Combat Action, roll a 1D20 and consult the chart below:

<u>DIE ROLL</u>	<u>EFFECT</u>
0-13	No effect, the Zombie's attack was ineffective
14-16	The attacked Survivor is Knocked Down – place the Survivor Figure on its side to indicate it is prone
17-19	The attacked Survivor is <i>Bitten</i> - flip the Survivor's card over to the <i>Bitten</i> side. If the Bitten



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Survivor is Bitten a second time, they are immediately replaced with a Prone Zombie and their Survivor Card is discarded.

20

The attacked Survivor is Bitten and INSTANTLY turns into a zombie – place the Zombie Figure on its side to indicate that it is prone.

## STAND

The only action that a prone Zombie may execute is to Stand. At the end of the Zombie Phase, all prone Zombies stand up.



## Survivor Card

**HANS**

**Starting Resources:** 3, 8, 0, 0, 0

**Action Costs:**

ACTION:	AP:
MOVE	1
SNEAK	2
BOARD	4
DEBARK	4
DRIVE	2
ATTACK	2
AIM	2
STAND	3
REPAIR	4
SCROUNGE	4

**Aiming Bonus:** +2

**Detected Indicator:** 12+ 6+ 4+ 4+... (Knocked Down), 15+ 9+ 7+ 7+... (Killed)

**Ammo/Fuel Cost:** 2

**Range of Attack:** 0, 1, 2, 3 Tiles

**Weapons:**

- M249 SAW:** 12+ 6+ 4+ 4+... (Knocked Down), 15+ 9+ 7+ 7+... (Killed)
- Combat Knife:** 12+ NA NA NA (Knocked Down), 15+ NA NA NA (Killed)

**Detected Table:**

OR	4+	5+	6+	7+	8+
9+	10+	11+	12+	13+	

**Outdoor Undetected or Indoor Detected:** (Indicated by a blue figure icon)

**Outdoor Detected:** (Indicated by an orange figure icon)

**Distance Moved:** 0, 1, 2, 3, 4 Tiles

**TINA**

**Starting Resources:** 2, 5, 0, 0, 4

**Action Costs:**

ACTION:	AP:
MOVE	1
SNEAK	2
BOARD	4
DEBARK	4
DRIVE	2
ATTACK	2
AIM	2
STAND	3
REPAIR	4
SCROUNGE	4

**Aiming Bonus:** +2

**Detected Indicator:** 8+ 11+ 13+ NA (Knocked Down), 11+ 14+ 16+ NA (Killed)

**Weapon:** Colt 45

**Survivor Skill:** MULTIPLY FOUND FUEL BY 2

**Detected Table:**

OR	4+	5+	6+	7+	8+
9+	10+	11+	12+	13+	

**TINA**

**Starting Resources:** 2, 5, 0, 0, 4

**Action Costs:**

ACTION:	AP:
MOVE	1
SNEAK	2
BOARD	4
DEBARK	4
DRIVE	2
ATTACK	2
AIM	2
STAND	3
REPAIR	4
SCROUNGE	4

**Aiming Bonus:** +2

**Detected Indicator:** 10+ 14+ 16+ NA (Knocked Down), 14+ 18+ 20+ NA (Killed)

**Weapon:** Colt 45

**Survivor Skill:** MULTIPLY FOUND FUEL BY 2

**Detected Table:**

OR	4+	5+	6+	7+	8+
9+	10+	11+	12+	13+	

**Infected Status:** INFECTED! ROLL 1D20  
1-10 = ZOMBIE!

**Bitten Survivor:** (Indicated by a red bite mark on the neck)



## Vehicle Card

**Assault Tank**

**Starting Resources:** 0 (Yellow), 0 (Green), 0 (Red), 10 (Blue), 9 (Black)

**Vehicle Movement:** 3

**Fuel Cost:** 3

**Munitions Cost:** 3 (M242), 2 (M2HB)

**Vehicle Attack Table:**

Weapon	1-3: Breakdown	4-12: Burn 1 Fuel	13-20: No Effect	1-10: (Yellow)	11-20: (Red)
M242	NA	NA	NA	NA	NA
M2HB	NA	NA	NA	4+	4+

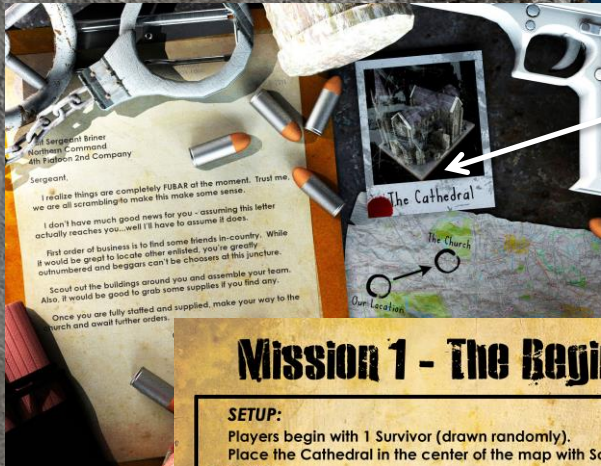
**Range of Attack:** 1-10 (Yellow), 11-20 (Red)

**Knocked Down:** 2+ (Blue), 2+ (Red)

**Killed:** 4+ (Yellow), 7+ (Red)



## Mission Card



Mission Briefing

Player Placement

Board Setup

How many Players In Mission

How many turns In Mission

Player Versus Player/  
Cooperative/  
Team

Number of  
Zombies  
placed by  
each Player

Are Skilled  
Survivors in the  
Mission?

Are Vehicles in  
the Mission?

Resource  
Load Out

Scrounge Deck  
Modifications?

Random Event  
Deck  
Modifications?

### Mission 1 - The Beginning...

**SETUP:**  
Players begin with 1 Survivor (drawn randomly).  
Place the Cathedral in the center of the map with Scrounge Markers on each side.  
Place players on the edges as shown.  
Remove Cargo Drops from the Random Event Deck.

**DETAILS:**  
You must search buildings until you have assembled a team of 4 Survivors. All of your remaining Survivors must be inside the Cathedral at turn 15 (Those still alive).  
The mission ends at 15 turns.

**Victory Points:**  
1 - For each Resource  
2 - For each Zombie Killed  
5 - For each Survivor  
10 - Reaching The Cathedral with 4 team members

APARTMENT A

APARTMENT B

AUTO REPAIR

BAKERY

CATHEDRAL

CLINIC

DENTIST

FACTORY

HOBBY SHOP

HOME A

HOME C

HOTEL

LAB

LIBRARY

OFFICE

PARKING GARAGE

PUB

SUPERMARKET

TOWNHOME

WAREHOUSE

WINDOWS STORE

15 VS 7

Are Skilled Survivors in the Mission?

Are Vehicles in the Mission?



The background of the entire image is a composite scene. On the left, a soldier in a tan tactical vest and cap is positioned in the turret of a grey military vehicle. The vehicle has some markings, including 'US' and a list of names. In the background, a hazy city skyline is visible. To the right of the vehicle, three zombies are running towards the viewer. The overall tone is apocalyptic and action-oriented.

**DON'T LET THE  
ZOMBIES WIN!**

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