

RESIDENT EVIL, APOCALYPSE – THE GAME

Turn Sequence

1. Human players move & have actions
2. Add more zombies. There are a maximum of 4 times as many zombies as humans.
3. Zombies move & have actions

Movement

1. Humans move 6 inches – less 1 inch for each current wound
2. Zombies move 4 inches
3. If a figure is surrounded by enemy figures he is trapped and must fight his way out. There can be a maximum of four figures on a target
4. Humans may pass through other humans as long as they don't end on the same area (unless of course they don't want them too..)

Actions (actions can be before or after movement but not both)

1. Humans can build or destroy a barricade at the cost of 6 inches of movement. Place the barricade in front of the figure
2. Humans can search a search site if they move a maximum of 3 inches
3. Attacks cost 1 inch of movement unless stated
4. Humans may trade items with other humans who are in base-to-base contact. This costs no movement

Human Attacks

1. May only be made in the front 180° arc
2. Ranged attacks hit first target in front (friendly or not)
3. Roll on following table, modify for equipment
 - 1 **Oops** – Unless the weapon has specific instructions, lose rest of actions this turn
 - 2- 4 **Miss**
 - 5 **Body Shot** – Target knocked back 1 inch. If pushed into another zombie, that zombie is pushed etc
 - 6 **Head Shot** - Zombie killed

Zombie Attacks

1. Roll a d6. On a roll of a 6 then a human is wounded. Human is moved backwards 1 inch (unless blocked) If pushed into another human, that human is pushed etc
2. For each wound, roll a further d6, on a roll of a 1 the human is zombified
3. When a human receives his 6th wound he automatically becomes a zombie

Searching

1. Humans may search special areas for equipment. Draw a search card. Note there are bad results as well...
2. Each search area may be searched by each human once only

Items

1. Humans may only hold one big item or two small items at a time. When a human is on 3 or less wounds he can only carry a single small item
2. Discarded cards are placed on the discard pile. This is shuffled and reused when the search card pile is used up

Crossing Barricades

1. Zombies cannot cross a barricade instead they must destroy them. Zombies can destroy a barricade by having a row of 4 zombies lined up in front of a barricade. At the start of the zombies next turn the barricade is removed
2. Humans may cross a barricade by spending 3 inches of movement. They may not halt on a barricade
3. Fencing and walls may not be crossed unless designated at the beginning of the game.