INVAZIONS



Rules of play

Military scientists found a way to enhance the human strength and aggressiveness, making them insensible to pain without altering their cognitive skills. Unfortunately, this discovery got out of control. After the zombie breakout, the last human being alive captured a few of those in order to make genetic experiments and find a cure. Forming organized hordes, the zombies will not make this happen and plan to attack the human shelters to free their captured fellow.

Object of the game

Invazions is an asymmetric game where one player assumes the role of a group of human survivors while every other players team up in the zombie side. The survivors have captured several zombies to make experiments in order to find a cure. The human player's goal is to defend Places and survive long enough to find the Cure. On the other side, each of the other players plays as a Zombie Horde and cooperate with his teammates to attack the human Places and free the captured zombies. The game stops if the human player reaches 30 research points or if the zombie side collects 5 captured zombies.

Contents



4 cards Research



54 cards Zombie



3 cards Horde



4 cards Place



51 cards Rage



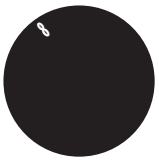
1 card Barricade



55 cards Human (including 15 cards Human-Survivor)



8 cards Captured Zombie



1 counter



30 cards Bravery



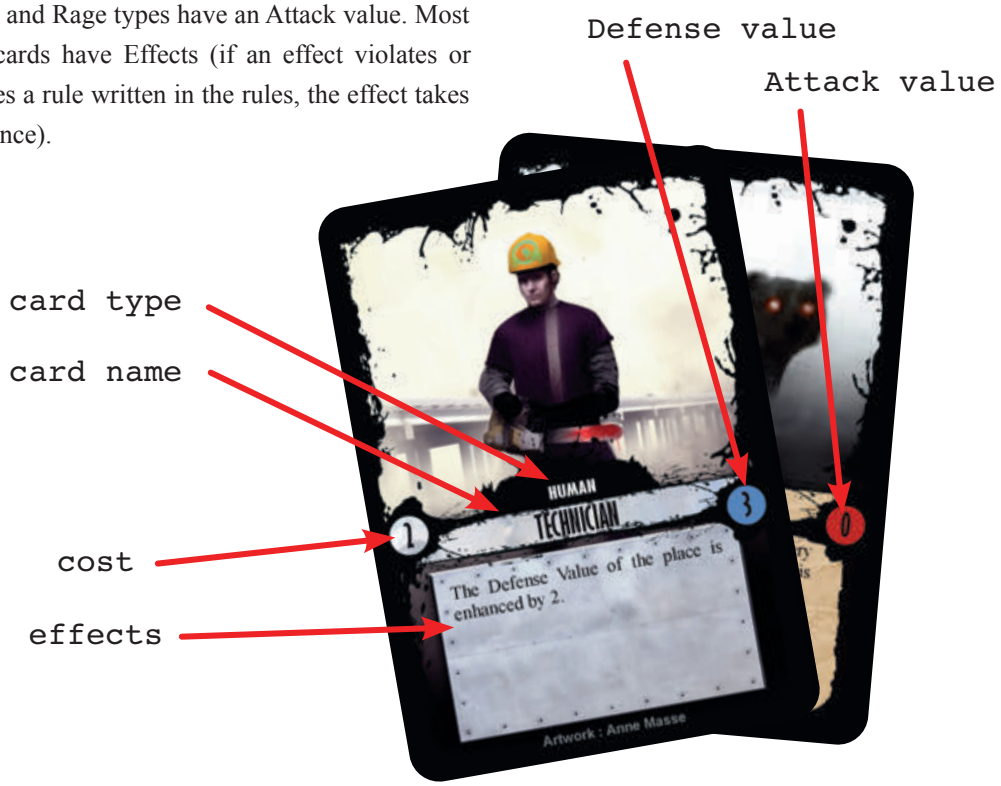
15 cards Wounded Zombie



12 Resources Tokens and 4 dice

Card overview

Each card has a type (Human, Bravery, Research, Zombie...) and a name (Janitor, Ishtar...). The cards the human player plays cost resources whereas the cards for the zombie players don't. The cards of the following types : Human, Survivors, Research and Place have a Defend value, and the cards of Zombie and Rage types have an Attack value. Most of the cards have Effects (if an effect violates or overrides a rule written in the rules, the effect takes precedence).





Research card overview

To place a Research card in game, the human player has to pay its cost with his Resources Tokens. The cost varies during the game. At the beggining, each Research card has a x value of 0. The cost of "Immunological experiment" is "x+0", therefore the first time the human player wants to place it in game it will cost him nothing. Each time a Research card is devoured, the x value increases by 1 (use a die to remember the x value by placing it in the card, showing the appropriate side : for x=1, for x=2, etc). If "Immunological experiment" has already been devoured 2 times and the human player wants to play it a third time, he will have to pay 2 Resources tokens. Each Research card has an independant x value.

Setup

First, choose a scenario at the end of this booklet. For your first game, we recommend “Attack of the Lab”. We also recommend that the most experienced player takes the human side (its gameplay is a little more complex than the zombie's one).

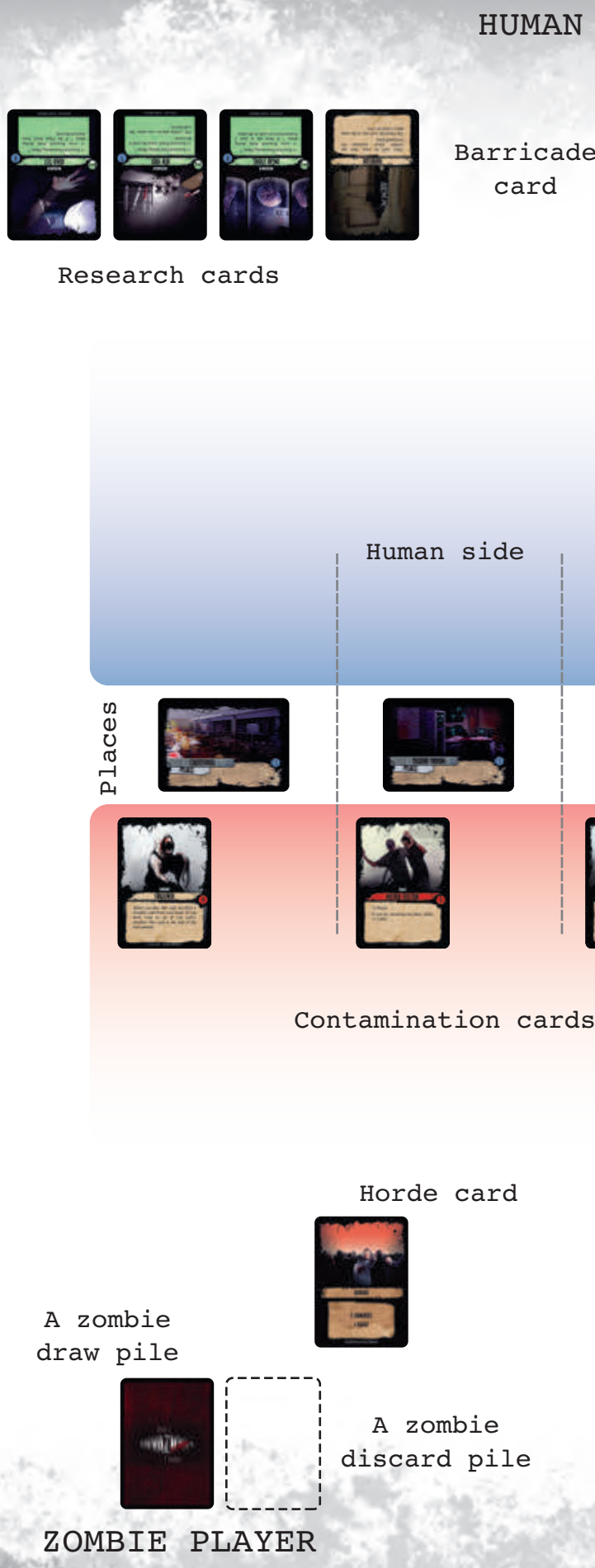
Place the Place cards in the center of game area. There are as many Places as players (for instance : a one human versus two zombies game will be played with 3 Places).

Build the deck of the human player by gathering the cards listed on the chosen scenario together (most of the time, each card has 5 copies). Shuffle it an place it face-down, near the human player. We will further refer to this pile as the human draw pile. Save space next to this pile for the human discard pile, where used cards will be placed face-up.

Find the Research cards listed on the scenario and place them near the human player, face-up. Do the same with the Barricade card. Take the resources tokens and the dice and place them near the human player. For a 2-player game, only keep 4 resources tokens ; for a 3-player game, only keep 8 resources tokens ; for a 4-player game, keep all of the 12 tokens. This is the maximum of resources the human player can have at any time in the game, so put the unused tokens back in the box to be sure not to cross this limit.

Build the Contamination deck by gathering the Zombie cards, the Rage cards and the Captured Zombie cards listed on the scenario. Shuffle it and place it face-down, near the Place cards.

Take 5 Wounded Zombie cards for each zombie player and pile them face-up near the Contamination pile (for instance : if the human player plays against two zombie players, make a 10-card pile).



PLAYER

Dice



Resource tokens



Human draw pile

Human discard pile



Contamination pile









ZOMBIE PLAYER

Each zombie player build his starter deck with 3 cards “Member of the horde” and 2 cards “Let's devour them” (the starter decks only counts 5 cards each). Each zombie player place his starter deck face-down near him. These piles will further be referred to as zombie draw piles. Save space near each of these piles for the zombie discard piles, where each zombie player will place his own used cards, face-up (don't mix cards with each other !).

Each zombie player takes a colored Horde card and places it near him (these cards will never be shuffled in any pile).

At last, draw as many cards from the Contamination pile as there is Places, and place one of each, face-up, below every Places.

Playing the game

Each turn is made of 7 phases.

1st phase : Beginning the turn

Add a card below every Place from the top of the Contamination pile, face up. If it's the first turn of the game, you should have 2 cards below each Place at the end of this phase.



Each zombie player draws 5 cards from their own draw pile (for the first turn, they draw all theirs decks). If there is not enough cards in your draw pile, draw what cards remain and then reshuffle your discard pile to form a new draw pile. Continue drawing from the new pile until you have 5 cards in hand. Careful ! Do not reshuffle every now and then, only when your draw pile is empty !

The human player draws to complete his hand to 5 cards if it's a 2-player game ; to 6 cards for a 3-player game ; to 7 cards for a 4-player game. Since he keeps cards from one turn to another, the number of cards he draws at this phase varies, but he must draw until he reaches the limit said above. If his draw pile is empty, he reshuffles his discard pile to form a new draw pile.

In further turns, before adding cards to his hand during this phase, the human player may discard one (and only one) card from his hand.

The human player adds 2 resources tokens to his pool for each zombie player in the game (if it's a 3-player game, then he faces 2 zombie players, so he takes 4 resources tokens). The human player can save resources tokens from one turn to another, but he can't own more tokens than available (4 tokens for a 2-player game, 8 tokens for a 3-player game and 12 tokens for a 4-player game).

2nd phase : Defending the places

The human player can play as many Human or Human-Survivor cards from his hand as he wants. He places them above the Place he decides to defend (he can choose different Places in the same turn if he plays more than one card). To play a card, the human player must pay the Resources Cost written in the card by removing the number of Resources Tokens from his pool. Once put above a Place, the effect of the human card is active. The card stays as long as it is not devoured by the zombies. The human player can't play a card from his hand if he doesn't have enough Resources Token to pay the cost.

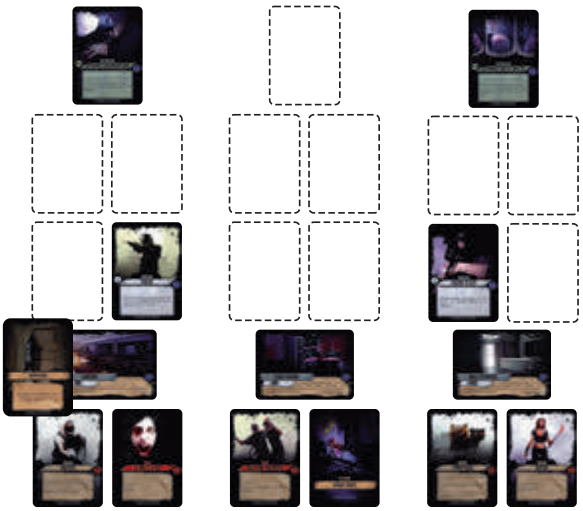
In each Place, the human player can only put 4 Human cards (including Human-Survivor). Each card name has to be unique in a given Place (for instance : he can't put 2 Soldiers in the Kitchen, but he can put 1 Soldier in the Kitchen and 1 Soldier in the Lobby).

The human player can also play Research cards. These cards never mix in the human player's hand or any pile, they are placed face-up near him. If he chooses to play any of them, he pays the cost with his Resources Token and places it above the human cards of the chosen Place. Each Place can't host more than one Research card at any time.

Each turn, the Research cards will give Research Points to the human player while they're still in game. Remember that the only way for the human player to win is to collect 30 Research Points.

The Research cards with a Defend value of 0 can only be played in a Place hosting at least one Human or Human-Survivor card. They are devoured when the last Human or Human-Survivor card of the Place is devoured.

To end this phase, the human player places the Barricade card in a Place. He can't choose the Place chosen in the previous turn (the Barricade has to be moved every turn). This card prevent a Place to be attacked by more than one Horde for the turn.



3rd phase : Choosing a place to attack

The zombie players can talk freely to each other to plan their attack. Once they agreed, each zombie player places his Horde card in front of the Place he wants to attack.



They can stick together, attack all the Places alone of form small groups to balance their forces. Only remember that the Place hosting the Barricade can't be attacked by more than one Horde.

When the zombie players talk, all informations must be shared with the human player. They can't whisper or show cards secretly.

When every zombie players have placed their Horde cards, this phase is over.

4th phase : Attacking the place

First, the zombie players are affected by the effects of the Human cards defending the Place they chose to attack (for example : if the Red Horde and the Green Horde chose to attack a Place hosting a Sniper, they place a Wounded Zombie card in their discard piles).

Then the zombie players choose in which order they will play. This order can be changed every turn. Once a zombie player chooses to stop playing his cards, he won't be able to play again in this turn (even if a teammate makes him draw a card). He passes so another zombie player can start playing his cards.

Zombie players can't interrupt each other, but the human player can, by playing a Bravery card from his hand (he can play as many Bravery cards as he wants, as long as he has enough Resources Tokens). He is allowed to do this before the zombie players start to play, while they are playing or after they played. Once the effect of the card is completed, the zombie player resumes his turn.

When they play, each zombie player can only play 3 Zombie cards and 1 Rage card from their hand. Note that several cards with a "+1 Rage" or "+1 Zombie" effect can extend this limit (for example : if a zombie player plays the Rage card "Devouring them" from his hand, the "+1 Rage" effect of this card allows him to play a second Rage card this turn. This effect is not transferable to one of his partners). The zombie players play their cards one at a time, and complete the effects of the played card before playing another one. The order of the cards is important, and so is the order of the players, so think well before doing anything !

Once every zombie players have played, this phase is over.



5th phase : Damaging

For each Place, we calculate the total value of the Damage Points by summing Attack values (the figures in the red circle) of the cards played by the zombie players here.

Nota bene : Since the starter decks for the zombie players is always the same, each of them will produce 5 Damage Points for the first turn.

For each Place, if the total value of Damage Points is equal or superior to the Place Defense (the number in the blue circle), the zombies players who took part in the attack get in ! They will be allowed to recruit later (see next phase). If they fail to enter, they won't be able to recruit and place a Wounded Zombie card in their discard piles.

If there are Damage Points left after getting in, they will be used to attack the Humans of this Place. The zombie players decide how to allocate the Damage Points. When a Human card (or a Human-Survivor card) is given an amount of Damage Points equal or superior to its Defend value, it is devoured. The devoured Human cards are placed in the human discard pile. If all the Humans of a Place have been devoured, the Research card (if its Defense value is 0) is devoured as well. If the Defense value of a Research card is different from 0, the zombie players can choose to allocate Damage points in it, as if it was a Human card. The

devoured Research cards are replaced near the human player and their devoured counter is increased by 1. Everything that has not been devoured stays in game. The cards don't keep their Damage Points from one turn to another, so it has to be devoured in one time.

When they allocate the Damage Points, the zombie players have to finish devouring a card before they start attacking another one.



In this example, 3 cards have been played to attack the Place. The sum of their Attack values is 7. 5 of these are used to enter the Place. It remains 2 Damage Points. It's not enough to devour the Sniper.

6th phase : Recruiting

The human player is now allowed to play Bravery cards again.

Each zombie player who succeed in entering a Place can recruit a new card. He chooses a Contamination card below the Place he attacked and place it in his discard pile. For each card with the effect "+1 recruit" he played this turn, he can recruit again. If there are not enough Contamination cards for everyone, the zombie players discuss who will take what.

Nota Bene : To recruit, the zombie players only have to equal or exceed the Place Defense with Damage Points. Whether Humans or Research remain in this Place has no influence on it.

If the zombie players think they've just recruited their fifth Captured Zombie card, they stop the game. They gather all the discard piles, the draw piles and the cards remaining in their hands into one big pile. If there is indeed at least 5 Captured Zombie cards in this pile, the zombie team wins the game. If they were wrong, the human player wins.

7th phase : Ending the turn

Each zombie player place in his own discard pile all the cards he played this turn, all the cards he recruited this turn and all the cards that remain in his hand. He takes his Horde card back (without mixing it in any pile) and place it near him for the next turn.

The human player adds to his counter the Research Points given by the Research cards still in game. If he reaches 30 points, he wins the game. If not, a new turn begins.



2-player game

If it's a two-player game, these new rules take precedence.

• When the zombie player does not produce enough Damage Points to enter en Place, he is still allowed to recruit a Contamination card and he doesn't take a Wounded Zombie card.

• Turn 1, the human player receives 4 Resources Tokens (it's the maximum available) instead of 2. The following turns, he adds 2 Resources Tokens normally.

• The human player is only allowed to play 3 Human cards in one Place instead of 4. (Don't follow this rule for your first games).

Effects

+1 Card : The player who just played this card draw one card from the top of his draw pile and places it in his hand.

+1 Contamination : The card of the top of the Contamination pile is placed, face-up, below the Place where this card has been played.

+1 Research Point : The human player adds 1 point to his counter.

+1 Rage : This turn, the zombie player is allowed to play an extra Rage card from his hand. It can be combined with other +1 Rage effects.

+1 Recruitment : If the zombie player (with or whithout the help of his partners) succeeded in entering a Place, he is allowed to make an extra Recruitment. It can be combined with other +1 Recruitment effects.

+1 Resources Token : During Phase 1 of the turn, the human player gets one extra Resources Token.

+1 Zombie : This turn, the zombie player is allowed to play an extra Zombie card from his hand. It can be combined with other +1 Zombie effects.

Advice

The human gameplay is a little bit more complex than the zombie's one. For your first plays, give this role to the most experienced player.

When you play as the human, don't forget to play your Research cards ! It's the only way for you to win the game. It would be a waste of time to defend Places where there is no Research card.

At the beginning, the human player would rather concentrate his defenders into one unique Place, than hold all the Places poorly. Don't forget that the zombie players will produce 5 Damage Points each in the first turn (if they choose to stick together to strike a Place without the Barricade, it would be easy to devour weak defenders).

The zombie players must choose wisely which card to recruit in order to build a balanced deck. It would be useless to draw 5 Zombie cards each turn when you are only allowed to play 3 of them !

Don't underestimate the power of getting rid of a weak card permanently. By sacrificing a card like “Member of the Horde”, you increase the odds to draw a better card for the next turns !

Don't forget to play each card one at a time, and to complete its effects before playing anything else. Once a card is played, there is no way to counter its effect (the human player can't pause the game in the middle of an effect by playing a Bravery card. His Bravery card's effect will be taken into account after the previous card's effects are completed).

Glossary

Contamination Pile : This pile is made of Rage cards, Zombie cards and Captured Zombie cards shuffled together. The cards from this pile will progressively be placed below the Places (during Phase 1 and each time a "+1 Contamination" effect is played).

Contamination cards : These are the cards placed below the Places, to be recruited by the zombie players.

Discard pile : This is a face-up pile, where its owner places his cards to be discarded. This pile is placed near the draw pile of the same player. When the player has to draw and his draw pile is empty (and only in this case), the discard pile is shuffled to form the new draw pile.

Sacrifice : A sacrificed card is remove from the game permanently. Don't place a sacrificed card in a discard pile, put it in the box instead to be sure not to use it anymore.

Damage Point : Damage Points are produced by Attack values (figures written in red circles) and are to be allocated to Human cards, Human-Survivor cards and a few Research cards. If a card receive as much or more Damage Points than its Defend value (figure in the blue circle), it is devoured. Damage Points are not kept from one turn to another.

Human-Survivor : It's a subtype of the Human type. Everything that affects Human cards affects Human-Survivor cards the same way.

Place : There are as many Places as players (human + zombies). Each Place has a Defense value (usually 5). At most, it can host 4 Human cards and 1 Research card. There is no limit in the number of Contamination cards below a Place.

To enter a Place : To enter a Place, the said Place must receive at least as much Damage Points as its Defense value (usually 5). If it is the case, every zombie player who placed his Horde card in front of this Place during Phase 3 got in (for example : if two zombie players attack the same Place and they produce 3 Damage Points each, they both enter the Place).

Draw pile : It's the face-down pile from which you draw your cards. Each player has his own draw pile. When it's empty and its owner must draw, he reshuffles his discard pile to form a new draw pile.

To recruit : a zombie player make a recruitment by taking a Contamination card from the Place he entered and placing it in his discard pile. A player can't recruit if he didn't enter a Place. Thanks to the "+1 recruitment" effect, a player can recruit more than once in one turn.

Cards glossary

Bloodbath : This card can be played only during Phase 7. The human player is not allowed to play more than one Bloodbath each turn. He adds as many Research points to his counter as there are Human-Survivors in game. If there are more than 4 Human-Survivors, he only adds 4 Research points.

Blood test : As long as this card is in game during Phase 7 of a turn, the human player adds 1 Research point to his counter. He also adds an extra point if the Place the Research card is in wasn't attacked this turn. Blood test is automaticaly devoured if there is no Human or Human-Survivor card in the Place at the end of Phase 5. It can't be played in a Place if there are no Humans in it. Its cost increases by 1 each time it is devoured. To devour this card, the zombie players must devour every Human and Human-Survivor card in the Place.

Capturing a test subject : The human player chooses a Contamination card below a Place and shuffles it in the Contamination pile. Then he draws a card from his drawing pile. He is allowed to play Capturing a test subject at any time, even after the zombie players allocate their Damage points and before they recruit. He can't play it to prevent a zombie player from taking a Contamination card with Haranguing the horde though (once a card is played, all the effects have to be resolved before playing a new card).

Cook : During Phase 5, the Cook can't receive Damage Points as long as another Human can. He must be devoured last.

Cut to the quick : This card can only be played at

the end of phase 3 (after the zombie players have chosen the Places they attack and before they play any card).

Devouring them : The player who played this card can play another Rage card in this turn.

Firebug : During phase 1, if a Firebug is in game, the human player draws an extra card. For example, in a 3-player game, if 2 Firebugs are in game, the human player will draw until he has 8 cards in hand instead of 6. When the human player plays a Firebug, he also take 3 Contamination cards from the Place where he puts the Firebug and reshuffles them in the Contamination pile. This effect is done only one time. We don't place new Contamination cards.

Guard : Each zombie player attacking a Place hosting a Guard can't play more than 4 cards from his hand (even if cards with “+1 Rage” or “+1 Zombie” are played).

Haranguing the horde : When this card is played, you can take a Contamination card below the Place you are attacking and place it in you hand. You can play this card in this turn if you haven't reached the limit yet. Nothing can prevent you from taking the card with this effect.

Headlong : The player who player Headlong draws two cards from his drawing pile. He is allowed to play another Rage card.

Hisser : Add 2 Contamination cards under the Place the Hisser attacks.

Holding the place : This card can only be played before the Damage Points are allocated.

Infection : The player who played Infection draws 3 cards from the top of his drawing pile. If he attacked the Place alone, the top card from the Contamination pile is placed below the Place, face-up.

Ishtar : The player who played Ishtar immediatly adds one Contamination card from the Contamination pile under the Place he attacks. If he enters the Place, he will be allowed to recruit one extra Contamination card.

Janitor : When the human player plays the Janitor to defend a Place, he chooses one Contamination card below this Place and places it on top of the Contamination pile. The "+1 Resources Token" effect applies during Phase 1 of each following turns (as long as the Janitor is still alive), not immediatly after the card is played.

John Frum : If the revealed card is a Bravery, it is discarded only if the zombie player sacrifices a card from his hand. Else, it is placed back on top of the human draw pile.

Legion : The player who played this card is allowed to play one extra Zombie card from his hand this turn (without bonuses, the limit is 3 Zombie cards and 1 Rage card per player per turn). If he enters the Place, he will be able to recruit 2 extra Contamination cards (without bonuses, a zombie player who enters a Place can recruit one Contamination card. If he plays Legion, he will be able to recruit 3 Contamination cards).

Natural selection : The player who played Natural selection is allowed to play 2 extra Rage cards this turn. If he attacked the Place alone, he draws 2 cards from his drawing pile.

New virus : As long as this card is in game during Phase 7 of a turn, the human player adds 1 Research point to his counter. Every time this card is devoured, the human player adds 2 Research points to his counter. If he reaches 30 points by doing this, he wins the game immediatly. This research card has a Defense value, it can be considered as a fifth Human card : it can survive without any other Human card in the Place ; the zombie players can allocate Damage points to this card ; if it gathers 5 or more Damage points, it is devoured (its x value is increased by 1) ; if there is a Soldier in the Place, he must be devoured before allocating Damage Points to the New virus ; if there are other Human cards in the Place (other than the Soldier), the zombie players can devour the New virus before devouring the other Human cards.

No captives : The player who played No captives draws 1 card from the top of his drawing pile. His Rage limit by turn is increased by 2. If he attacked the Place alone, this card produces 2 Damage

points instead of 0.

Ogre : It is not mandatory to sacrifice a card when you play the Ogre. If you don't, the Ogre doesn't get the extra Damage point. However, you will be able to recruit an extra Contamination card at the end of the turn, whether you sacrifice a card or not.

Organ studies : As long as this card is in game during Phase 7 of a turn, the human player adds 1 Research point to his counter. He also adds an extra point if Organ studies is still defended by two cards "Survivors" at the end of the turn. Organ studies is automaticaly devoured if there is no Human or Human-Survivor card in the Place at the end of Phase 5. It can't be played in a Place if there are no Humans in it. Its cost increases by 1 each time it is devoured. To devour this card, the zombie players must devour every Human and Human-Survivor card in the Place.

Overwhelming their defense : The player who played this card is allowed to play another Rage card in this turn. If he enters the Place, he will be allowed to recruit an extra Contamination card.

Prophylaxis : Prophylaxis can be played after the Damage Points have been allocated to prevent a Human from being devoured. If it was the last human card defending a Research with a Defense value of 0, the Research is saved as well. However, if Prophylaxis is used to save a Soldier, this doesn't prevent the other cards from taking their Damage Points.

Rats : You have to sacrifice 2 Contamination cards of the Place you are attacking. If there are not enough Contamination cards, sacrifice all of them. This must be done before adding the new Contamination card.

Research leap : When he plays this card, the human player can remove the die (whatever the side it shows) from a Research card (in game or not) to reset its cost. Research leap can be played without spending any Resources Token immediatly after a Research card is devoured. In this case, there will be no die in the Research card at the end of the turn, whether there was one or not.

Sneaking inside : When you play this card, you will have to sacrifice it at the end of the turn. It produces its Damage Points this turn though.

Sniper : If the Wounded Zombie pile is empty, the effect of this card doesn't work. Please note that a sacrificed Wounded Zombie card doesn't go back to this pile, it goes in the box.

Soldier : The Soldier must be devoured first, even if the zombie players choose to attack a Research card with a non null Defense value.

Spy : The Research point is added instantly. If the 30th Research point is reached like this, the human player wins and ends the game immediately.

Storming inside : The player who played this card draws one card from the top of his drawing pile. If he attacked the place alone, Storming inside produces 4 Damage points instead of 3.

Survivors : This card is considered as a Human card AND as a Human-Survivor card (every rule applying to Human cards apply to this card as well). When the human player plays this card, he draws 1 card from his drawing pile. He is allowed to play more than one Survivors card in a Place.

Swallower : If you don't sacrifice a Zombie card, then you must sacrifice the Swallower at the end of this turn instead. Its Attack value still produces Damage Points this turn.

Swelling the ranks : When this card is played to attack a Place, every zombie players attacking another Place draw a card (even if they have already played this turn. They won't be able to play it though, they will place it in their discard pile at the end of the turn).

Technician : Because the Defense value of the Place hosting this card is increased by 3, the attackers will have to spend 3 extra Damage Points to enter this place, as long as the Technician is alive.

Tracker : The player who played Tracker (only him) draws the 3 first cards from the Contamination pile. He does not add them to his hand. He can place 0, 1, 2 or 3 cards of these cards on top of the Contamination pile, in the order of his choice. He places the rest at the bottom the Contamination pile.

Weapons cache : As long as Weapons cache is in game during Phase 7 of a turn, the human player adds 1 Research point to his counter. Every Human card's defense and Human-Survivor card's defense are enhanced by 1. This card is immediatly devoured once every Human cards and every Human-Survivor cards are removed from the Place. It can't be placed in a Place without Human or Human-Survivor cards to defend it. Its cost grows by 1 each time it is devoured. The zombie players can't target this card as long as it remains Human or Human-Survivor cards in the Place.

Wounded zombie : This card is NOT a Zombie card (you can't use it with the Swallower).

Zyorkshires : If a zombie player plays this card, every other Zombie card he plays after it in this turn see its Attack value boosted by 1. This does not apply to the other players. After he played Zyorkshires, each Rage card he plays increases the number of Zombie cards he's allowed to play in this turn by 1. After he played a Zyorkshires card, each other Zyorkshires card he plays allows him to draw a card from his drawing pile, and to add a Contamination card from the Contamination pile under the Place he attacks. Example : The zombie player plays Zyorkshires : nothing happens. He plays an other Zyorkshires card : he draws one card from his drawing pile and adds it to his hand, he draws the first card on top of the Contamination pile and places it under the Place he attacks, and since this new Zyorkshires card is a is a Zombie card, its Attack value is increased by 1. Then he plays a Member of the horde : since 2 Zoyrkshires cards have been played before, its Attack value is increased by 2, it will produce 3 Damage points. The zombie player reached the limit of Zombie cards he can play in one turn : 3. He plays a Rage card (Headlong for example) : he does the effects written on the Rage card and then, because 2 Zyorkshires cards have been played before, the limit of Zombie cards he can play is increased by 2. He plays 2 more Members of the Horde from his hand, each of them having an Attack value of 3 thanks to the 2 Zyorkshires cards played before. He has nothing else to play so he sums the Attack values : he does 11 Damage points this turn.

Scenarios

To create the Contamination pile and the Human draw pile, you must add 5 copies of each card (except for the Human-Survivors : 15 copies).

Attack of the lab (2 players)

Contamination pile : Ishtar, John Frum, Ogre, Headlong, Overwhelming their defense, Swelling the ranks and 6 Captured Zombie cards

Human draw pile : Survivors x15, Soldier, Sniper, Guard, Cook, Firebug, Holding the place, Capturing a test subject, Bloodbath, Cut to the quick

Research cards : Organ studies, Blood test

Attack of the lab (3 players)

Contamination pile : Ishtar, John Frum, Ogre, Tracker, Headlong, Overwhelming their defense, Swelling the ranks, No captives and 7 Captured Zombie cards

Human draw pile : Survivors x15, Soldier, Sniper, Guard, Cook, Firebug, Holding the place, Capturing a test subject, Bloodbath, Cut to the quick

Research cards : Organ studies, Blood test, New virus

Attack of the lab (4 players)

Contamination pile : Ishtar, John Frum, Ogre, Tracker, Swallower, Headlong, Overwhelming their defense, Swelling the ranks, No captives, Infection and 8 Captured Zombie cards

Human draw pile : Survivors x15, Soldier, Sniper, Guard, Cook, Firebug, Holding the place, Capturing a test subject, Bloodbath, Cut to the quick

Research cards : Organ studies, Blood test, New virus and Weapons cache

The last battle (2 players)

Contamination pile : Ishtar, Tracker, Legion, Natural selection, Storming inside, Infection and 6 Captured Zombie cards

Human draw pile : Survivors x15, Guard, Janitor, Cook, Firebug, Bloodbath, Holding the place, Research leap

Research cards : New virus, Blood test

The last battle (3 players)

Contamination pile : Ishtar, Tracker, Hisser, Ogre, Headlong, Infection, Overwhelming their defense, No captives and 7 Captured Zombie cards

Human draw pile : Survivors x15, Guard, Foreman, Cook, Spy, Bloodbath, Capturing a test subject, Research leap

Research cards : Organ studies, Weapons cache, Blood test

The last battle (4 players)

Contamination pile : John Frum, Hisser, Swallower, Ogre, Rats, Natural selection, Sneaking inside,Storming inside, Overwhelming their defense, Haranguing the horde and 8 Captured Zombie cards

Human draw pile : Survivors x15, Soldier, Janitor, Spy, Firebug, Sniper, Research leap, Holding the place, Cut to the quick, Capturing a test subject

Research cards : Blood test, Organ studies, Weapons cache and New virus

Free our fellows (2 players)

Contamination pile : Ogre, Swallower, Hisser, Swelling the ranks, No captuves, Haranguing the horde and 6 Captured Zombie cards

Human draw pile : Survivors x15, Foreman, Spy, Janitor, Sniper, Prophylaxis, Capturing a test subject, Bloodbath

Reasearch cards : Blood test, Organ studies

Free our fellows (3 players)

Contamination pile : John Frum, Hisser, Swallower, Ogre, Natural selection, Sneaking inside, Swelling the ranks, Overwhelming their defense and 7 Captured Zombie cards

Human draw pile : Survivors x15, Soldier, Janitor, Foreman, Sniper, Cut to the quick, Capturing a test subject, Prophilaxis

Research cards : Organ studies, New virus and Blood test

Free our fellows (4 players)

Contamination pile : John Frum, Hisser, Swallower, Ogre, Rats, Natural seletion, Sneaking inside, Storming inside, Overwhelming their defense, Haranguing the horde and 8 Captured Zombie cards

Human draw pile : Survivors x15, Soldier, Janitor, Spy, Firebug, Sniper, Research leap, Holding the place, Cut to the quick, Capturing a test subject

Research cards : Organ studies, New virus, Blood test and Weapons cache

Counter-strike (2 players)

Contamination pile : Swallower, Zyorkshires, Rats, Haranguing the horde, Sneaking inside, Overwhelming their defense and 6 Captured Zombie cards

Human draw pile : Survivors x15, Soldier, Janitor, Foreman, Cook, Spy, Prophylaxis, Research leap, Cut to the quick, Capturing a test subject

Research cards : Organ studies, New virus

Counter-strike (3 players)

Contamination pile : Zyorkshires, Rats, John Frum, Legion, Sneaking inside, Natural selection, Storming inside, Haranguing the horde and 7 Captured Zombie cards

Human draw pile : Survivors x15, Firebug, Janitor, Soldier, Sniper, Guard, Holding the place, Cut to the quick, Research leap, Bloodbath

Research cards : Organ studies, Weapons cache, New virus

Counter-strike (4 players)

Contamination pile : Zyorkshires, Tracker, John Frum, Ogre, Ishtar, Storming inside, Overwhelming their defense, Headlong, No

captives, Swelling the ranks and 8 Captured Zombie cards

Human draw pile : Survivors x15, Firebug, Cook, Soldier, Sniper, Guard, Holding the place, Cut to the quick, Bloodbath, Capturing a test subject

Research cards : Organ studies, Weapons cache, New virus and Blood test

With shoestring (2 players)

Contamination pile : Shuffle all the Zombie cards together (5 copies of each) and draw randomly 15 cards. Do the same with the Rage cards. Add 6 Captured Zombie cards.

Human draw pile : Shuffle all the Human cards together (5 copies of each) and draw randomly 25 cards. Do the same with the Bravery cards, but draw 20 cards (instead of 25). Add 15 copies of Survivors

Research cards : Organ studies + 1 random Research card

With shoestring (3 players)

Contamination pile : Shuffle all the Zombie cards together (5 copies of each) and draw randomly 20 cards. Do the same with the Rage cards. Add 7 Captured Zombie cards.

Human draw pile : Shuffle all the Human cards together (5 copies of each) and draw randomly 25 cards. Do the same with the Bravery cards, but draw 20 cards (instead of 25). Add 15 copies of Survivors

Research cards : Take 3 Research cards randomly.

With shoestring (4 players)

Contamination pile : Shuffle all the Zombie cards together (5 copies of each) and draw randomly 25 cards. Do the same with the Rage cards. Add 8 Captured Zombie cards.

Human draw pile : Shuffle all the Human cards together (5 copies of each) and draw randomly 25 cards. Do the same with the Bravery cards, but draw 20 cards (instead of 25). Add 15 copies of Survivors

Research cards : Use the 4 Research cards

Create your own scenarios

For 2 players

Contamination pile : Choose 3 Zombie cards and 3 Rage cards (don't forget to put 5 copies of each). Add 6 Captured Zombie cards.

Human draw pile : Create a deck from 50 to 60 cards : 10 to 15 Survivors, 20 to 25 Human cards and 15 to 20 Bravery cards.

Research cards : Choose 2 Research cards.

For 3 players

Contamination pile : Choose 4 Zombie cards and 4 Rage cards (don't forget to put 5 copies of each). Add 7 Captured Zombie cards.

Human draw pile : Create a deck from 50 to 60 cards : 10 to 15 Survivors, 20 to 25 Human cards and 15 to 20 Bravery cards.

Research cards : Choose 3 Research cards.

For 4 players

Contamination pile : Choose 5 Zombie cards and 5 Rage cards (don't forget to put 5 copies of each). Add 8 Captured Zombie cards.

Human draw pile : Create a deck from 50 to 60 cards : 10 to 15 Survivors, 20 to 25 Human cards and 15 to 20 Bravery cards.

Research cards : Use the 4 Research cards.

Designer
Benoit Bannier

Artist
Anne Masse

Publisher
La boite de jeu
www.laboitedejeu.fr