



2 or more Players vs Undead

The game is played on a 24" by 24" area.

If your gaming area is larger place some impassable terrain around the designated play area.

Friendly Rivalry

The Players' Models may not attack each other in any way. It is sporting however to try and kill as many of your Opponent's Models using the Undead Models!

Undead Menace!

1. After the Active Player finishes the Activation he or she immediately draws and discards a card from the top of the deck to determine what Undead Model is spawned.
2. After spawning the new Undead Model the same Player picks any one Undead Model to Activate immediately. This may be an Undead Model that already Activated this turn.
3. Additionally, all of the Undead Models will Activate at the end of the turn. Determine whose Models are the closest to each Undead Model. The Player whose closest Models are furthest to each Undead will control it.

Deployment

Designate one area as the spawning point for the Undead Models. This should be an entrance to a building, or two entrances if they are smaller than 2" wide.

Starting with the First Player, each Player places one Hero Model on the ground level exactly 12" from the spawning point and no further than 12" from any other Hero Model placed by the previous Player. Then in the same order each Player places all of his or her other Models completely within 6" of the initial Hero Model.

Undead

The Undead Models will spawn at the start of the game and after each Activation of every Player.

The amount of Undead Models spawned depends on the amount of Victory Points gained by all Players (add the VPs of all Players together):

0-15 VPs:	1 Undead Model per card
16+ VPs:	2 Undead Models per card

Spawning Undead

The Undead Models will spawn in BtB with one of the designated Spawning Points.

If there is no room in BtB with the Spawning Point, the Player placing the Zombie Models may place them further back from any Player's Model, in BtB with other Zombies (effectively forming a chain of Zombies in BtB with each other, the frontmost of which will be in BtB with the Spawning Point).

The type of the Undead Model spawned both at the start of the game and after each Activation is determined by the exact card discarded in the mulligan or after each Activation:

(In an ascending order:)

Black 2-10 card:	Melee Zombie
Red 2-10 card:	Gun Zombie
Any Jack or Queen:	Zombie Soldier
Any King:	Zombie Ogre
Any Ace:	Necrogolem

If you run out of models, first try to use worse types of Undead to replace the missing models. After you run out of them, use any available Undead Model!

Objective

The objective is to destroy more Undead Models than the other Player did.

The Victory Points are scored for the following:

Killing any Undead Model:	1VP
Every Opponent's Henchman killed by an Undead Model:	1VP
Every Opponent's Hero killed by an Undead Model:	2VP

1 or more Players and a Player controlling the Undead

The Undead Player will not have any Hero Models. He or she will draw the same amount of cards as any other Player before the game starts but will not draw any more cards throughout the game or bid for the First Player.

During any Undead Spawning the Undead Player may discard a card from his or her hand to replace the Undead Model to be spawned with one of the type determined by the card he or she discards:

Any 2-10 card:	Zombie Soldier
Any Jack or Queen:	Zombie Ogre
Any King or Ace:	Necrogolem

If there is a Player controlling the Undead, the Objective for the other Players are the same as above. The Player Controlling the Undead wins when he or she kills ALL Heroes.