

WHAT YOU GOT TO DO

Achtung ghul! Stop the zombie horde from reaching you by eliminating 9 zombies. Head shots kill zombies.

WHAT YOU NEED

You will need to print out the battle zone page. The page with the zombie figure at target reticles. Then:

- Six 12mm 6 sided dice – the Ammo Dice.
- One zombie marker for the Zombie Track.
- One zombie kill marker.

SETUP

- Place marker at top of Zombie Track.
- Place the 6 Ammo Dice on the ammo squares to the right of the Luger.

TURN

One turn is comprised of moving the zombie marker one square down and you firing the Luger.

ZOMBIE HORDE MOVEMENT

Every turn the zombie marker moves one down on the Zombie Track. Result from firing your weapon can push them back but the zombie marker can never be pushed off of the track.

AMMO

- You can never have more than 6 ammo, no matter how many you might receive through scoring.
- If you run out of ammo you scavenge by rolling 2d6. This replaces your shooting action.
- For each 5 or 6 rolled, get one ammo.
- Put the ammo on your ammo track.
- Only roll for ammo once per turn and only if you have zero ammo and have not fired your weapon.
- Remember that the zombies keep moving towards you every turn whether or not you have ammo.

SCORING/WINNING

Place one ammo on the Luger and flick it towards the target reticles.

- Flick the die. If it lands in one of the 4 reticles on the zombie then roll the die. On a roll of 6, you may move the hit reticle up or down 1.
- If your Ammo Die lands within a Reticle, perform the action as it is explained beside the reticle.
- The Ammo Die needs only to be touching the outer ring of the reticle.
- If on the ring of 2 reticles, then the ring with the majority of the dice on it is the reticle used for scoring.
- Each head shot allows you to eliminate one of the 9 zombies.
- Place the kill counter on the zombie heads. Do not move the counter unless you score a kill.
- Once 9 are eliminated the horde is stopped. You live to fight another day and Escape from Stalingrad Z.





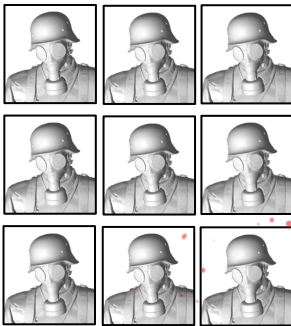
Grenade
Score 3 zombie kills.



+6 AMMO



+3 AMMO



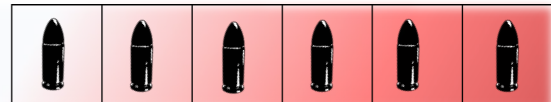
Kill all 9 zombies before the horde reaches you. Do not move the counter unless you score a kill even if it is blocking a shot you would like to take.

FIRE FROM HERE.

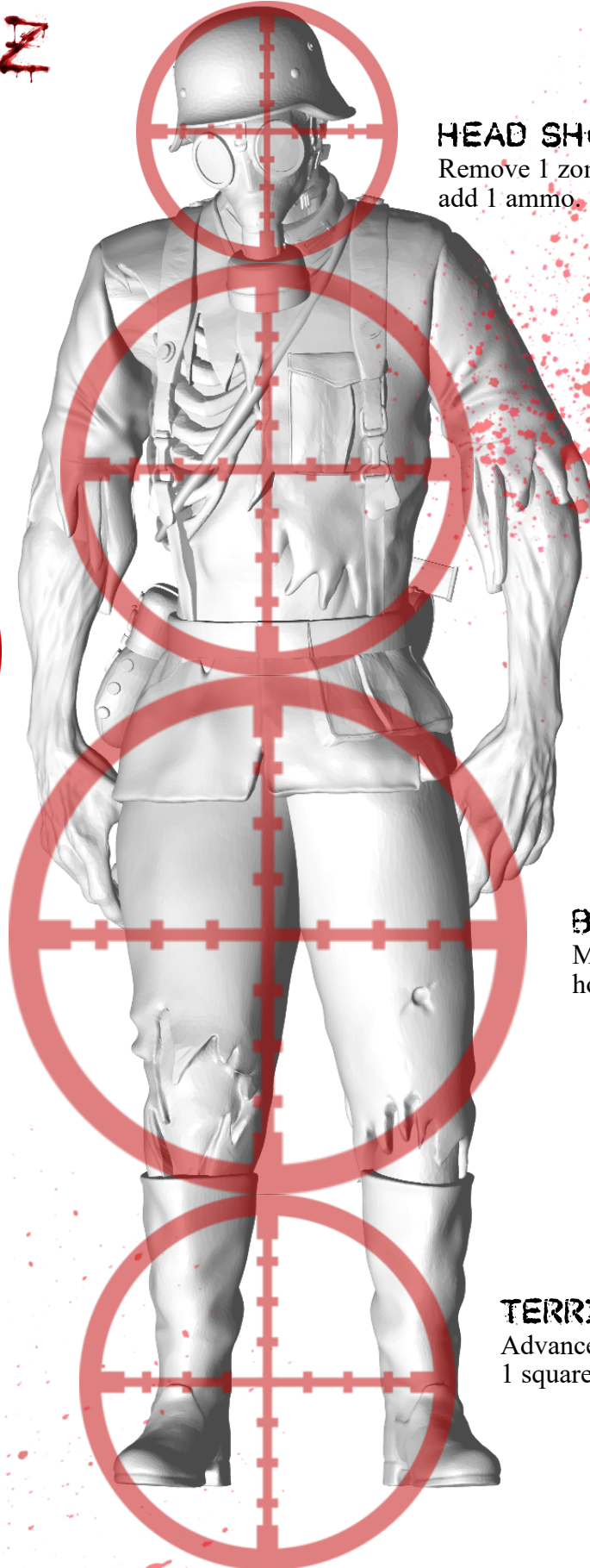
Place die on gun and flick with finger. First roll it. On a roll of 6 you can move your target circle hit by one.



AMMO DICE



When you run out of ammo roll 2d6. For each 5 or 6 rolled you get 1 ammo.



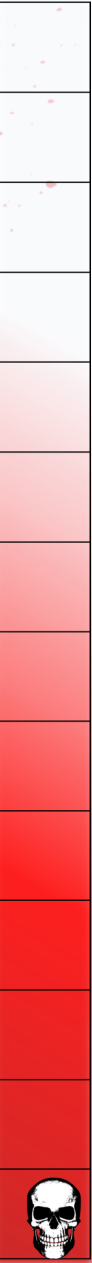
HEAD SHOT
Remove 1 zombie and add 1 ammo.

Body Shot
Move zombie horde back 2.

Body Shot
Move zombie horde back 1.

TERRIBLE
Advance zombie horde 1 square immediately.

ZOMBIE TRACK



Start the zombies at the top. When they reach the bottom you are overwhelmed. End game.

KILL ZOMBIE KILL - BY MARCO PECOTA