

# AGENT Z

Z WAR ONE COMPANION GAME

# AGENT Z RULES

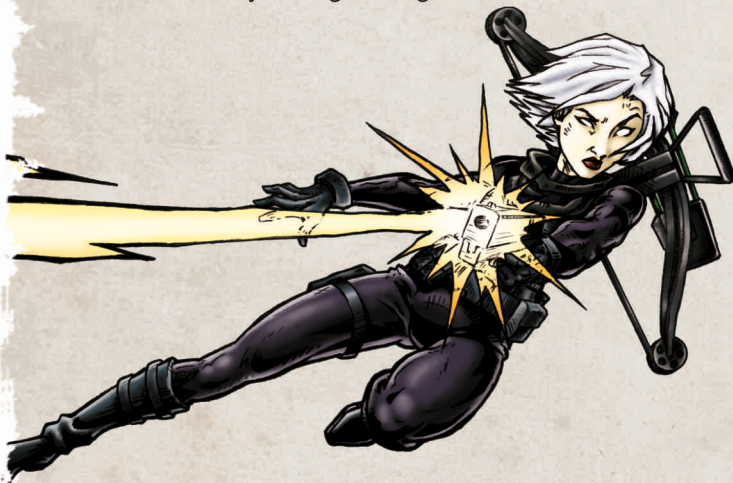
Agent Z is a 2 player quick play "versus" game, played using Z War One mechanics & assets. Each player chooses an agent, either "Jack" or "Han" along with the equipment detailed on their hero card. In addition to their standard equipment, each agent gets an additional 5 equipment cards:

**Med Pack, C4 Explosives, Pheromone, Stinker & Thumper**



Once players have their equipment cards, shuffle the director card deck & deal out 5 director cards to each player. Agents may play director cards in the same manner as a director, with control cards giving the agent that plays the card control over the selected unit for the duration of the game. As in director games loot cards may be played to temporarily prevent director card use.

Once all cards have been issued, set up the game according to the mission page you have chosen to play. Each player may then purchase perks to the value shown on the mission page (in the same way as a director game). You are now ready to begin the game.



## INITIATIVE

Each turn, at the beginning of the hero movement phase each player must roll a dice, the player rolling the highest may then choose to either take their turn first, or make the other player go first.

## PLAYER VS PLAYER

In addition to battling the infected, agents may attack each other. A successful kill roll made against an agent "hurts" them. Place a hurt token on the "stage 1" section of their hero card. Each time an agent is hurt, move the "hurt" token onto the next stage on the hero card. If a hurt agent is bitten, flip over the hurt token to show the "bitten" side and advance to the next stage, the agent is now also infected and will need to roll infection tests each turn.



Further kill rolls made against them will move the bitten token to the next stage. Any successful kill roll made against an agent will also **knock them down**. Med packs will heal all damage from either bites or weapons.

If an agent dies, during the end phase of the turn they are stood back up (on the square they are on) & any infected which are locked in a grapple with the dead agent are placed on adjacent (or as close as possible) squares. From the next infected move onward, the player may continue to use their agent using the stats from the "Newborn" infected card.

## REACTION

During the hero movement phase, if a quick fire/melee roll is made against an agent who has **not yet taken their move**, the agent being attacked has the option to use a "reaction".

The reaction takes place **immediately** (during the attacking agent's turn) with the attackers move continuing after the reaction has taken place. If the reaction moves the agent out of the attackers line of sight, the attack roll is **automatically a miss** (cross off the relevant ammo).

An agent using a "reaction" forfeits their move for that turn & can do nothing else until the next hero movement phase.

**Reactions: Dive (2 squares) Move (1 square) Crawl (1 square)**

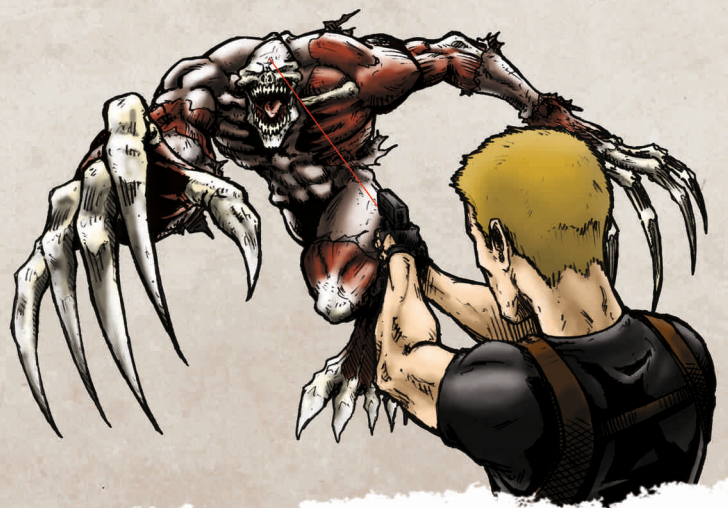
## ALERT!

An agent on alert may attack a rival agent within line of sight each time that agent carries out an action. The attack roll is made **after** a "move" action is completed but **before** the "quick fire/melee" part of a "move & quick fire/melee" action takes place (a successful kill or knockdown roll will **cancel the "quick fire/melee" part of the "move & quick fire / melee" action**).

In the case of an "quick fire / melee & move" action, both attack rolls are made **simultaneously**, with a successful kill/knockdown roll from the agent on alert **cancelling the "move" part of the "quick fire/melee & move" action**. If a successful kill or knockdown roll is made against the agent on alert, the alert is **cancelled for the rest of the turn**.

"quick fire/melee" actions take place at the same time as alert attacks with both agents rolling **simultaneously**.

In the case of the "aimed fire" action, the alert attack is made **before** the aimed fire (aiming is slower) with the aimed attack only being made **if the alert attack misses**.



# AGENT Z RULES

This is a breakdown of the order of play for "alert" actions:

**Alert fire rolls are made AFTER the action is completed:**

Move, Sprint, Crawl, Dive, Stand Up, Open / Close Door, Knock Activation, Execution, Sweep, Search / Task.

**Alert fire rolls are made AT THE SAME TIME as the action:**

Quick Fire / Melee.

**Alert fire rolls are made BEFORE the action:**

Aimed Fire.

**Alert fire rolls are made BEFORE the second part of a combined action:**

Move & Quick Fire / Melee.



## ALERT EXAMPLES

*Example 1: Jack is on alert facing down a corridor. Han steps into the corridor with a "move & quick fire" action for 1AP. Move Han 1 square into the corridor and then roll Jack's attack. Jack rolls a 6 with his pistol indicating a "kill". Place a hurt token on Han's hero card and place the Han miniature prone on the square she is on (the "quick fire" part of her action is now cancelled). For her next action Han chooses to quick fire from her prone position for 1AP. Both Jack and Han roll their attacks simultaneously. Jack rolls a 3 & misses, while Han rolls a 6 indicating a "kill". Jack has a hurt token placed on his hero card and is placed prone with his alert token removed. With her last 2 AP Han stands up (Jack has no option to fire as his alert status is now cancelled).*

*Example 2: Han is on alert facing down a corridor. Jack uses a "sprint" action for 2AP and moves 3 squares across the corridor (into line of sight and then out of it again). Move Jack 3 squares into the corridor and then roll Jack's attack. Han rolls a 6 with her pistol indicating a "kill". Place a hurt token on Jack's hero card and place the Jack miniature prone on the square he moved to (he moves all 3 squares but is hurt and knocked down at the end of his move). Jack then stands back up with his final 2AP (Han may not fire for this action as Jack is now out of line of sight).*

*Example 3: Jack is on alert facing down a corridor. Han steps into the corridor with a "move & quick fire" action for 1AP. Move Han 1 square into the corridor and then roll Jack's attack. Jack rolls a 3 with his pistol indicating a "miss" so Han may complete her action. She rolls a 2 and also misses. Han then chooses to use an "aimed fire" action for 2 AP. As the aimed fire action is slow, Jack makes his alert attack first. He rolls a 5 indicating a "knockdown" so Han is placed prone & may not complete her aimed fire action. Han uses a "quick fire" action with*

*her last AP. Both agents roll simultaneously. Jack rolls a 7 hurting Han (she is already prone so cannot be knocked down again). Han rolls a 6, hurting Jack, knocking him down and cancelling his Alert status.*

## MEAT SHIELD

Any agent reaching the position that they could normally carry out an assassination on a "zombie" infected type, may grab it and use it as a human shield for the cost of 1 AP.

An agent using a meat shield moves with the zombie "attached" to them, on the adjacent square they are facing. The shield blocks line of sight to all incoming fire that passes through it, although the agent holding the zombie can fire through it with no penalty.

A successful "kill" roll made against a meat shield removes it from play ("knockdown" results have no effect. An agent using a meat shield may only use the following actions:

**Move (1 square), Quick Fire/Melee, Move & Quick Fire/Melee, Aimed Fire, Alert, Assassination (kills the meat shield), Kick off.**

The "kick off" action costs 1 AP and pushes the zombie 4 squares in the direction the agent is facing. The zombie then moves as normal in the infected turn.



*Example 1: Jack has a meat shield and carries out a "move & quick fire" action towards Han who is 5 squares away & on alert. Jack and the shield move 1 square with the zombie shield blocking Han's line of sight. Han quick fires with her pistol and rolls a 5 which indicates a "knockdown" result, this has no effect on the shield. Jack then completes the "quick fire" part of his action and rolls a 6, hurting Han, knocking her down & cancelling her alert status. Jack then uses a "kick off" action for 1 AP and kicks the zombie shield off himself and onto a square adjacent to Han. Using his remaining 2 AP Jack sprints back into cover. During the infected turn, the zombie moves onto Han and attacks (without the need for a grab test as she is already prone).*

*Example 2: Jack has a meat shield and carries out a "move & quick fire" action towards Han who is on alert. Jack and the shield move 1 square with the zombie shield blocking Han's line of sight. Han quick fires with her pistol and rolls a 6 which indicates a "kill" so the zombie shield is removed from play. Jack then completes the "quick fire" part of his action and rolls a 6, hurting Han, knocking her down & cancelling her alert status.*

# AGENT Z RULES

## ROAMER SPAWNS

During an Agent Z game, in the event of a spawn roll resulting in a “roamer” two “zombie” infected units are placed, with each player placing one of these in an eligible area of their choosing.

## DETONATING C4

Both agents begin each game with a C4 equipment card which can be used in that same manner as during the regular Z War One game. In addition to the normal rules for detonation, any successful kill rolls made against a placed C4 token will cause it to detonate.

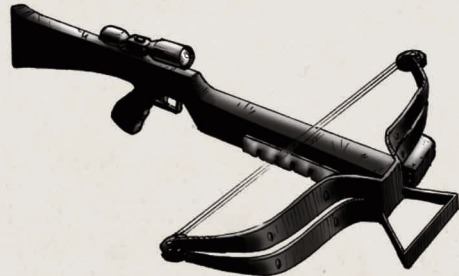
## FIRING INTO A GRAPPLE

Unlike the regular Z War Game, in Agent Z agents may fire into a grapple at range (they do not need to be on an adjacent square). “Kill” rolls will inflict damage on the agent in the grapple, “knockdown” results will do nothing, “miss” results **count as kill rolls against the infected units in the grapple**, with the grappling agent selecting which infected units are hit.



## CROSSBOW

The crossbow is a “special” equipment item & as such may only be used by Han. The crossbow **may not be used for quick fire actions**, so it cannot be used on alert, or whilst in a grapple with infected units.

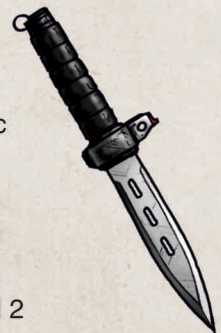


When using aimed fire actions with a crossbow (add 2 to the equipment card table), the bow will kill an infected target on a **4 or higher**.

The crossbow has a couple of advantages over other ballistic weapons; it makes no sound when fired, so using a bow will not attract diggers (unless the bow is fired directly at the digger in which case the digger will still charge). The other major advantage of the crossbow is that it has **unlimited ammunition**.

## BALLISTIC KNIFE

As with the bow, the ballistic knife is a silent weapon so will not attract diggers unless used directly against them. The ballistic knife may be used in the same manner as a standard melee weapon or, alternatively, it can be thrown (up to 6 squares). When throwing the ballistic knife, only aimed shots can be used (so add 2 to the card table).



When the weapon is thrown, discard the equipment card and place the weapon token on the square of the target (regardless of whether the target is killed). The knife may then be picked back up and reused by any hero.





-  START POINTS

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-  SPAWN POINT

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-  OBJECTIVES

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-  SHOTGUN

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-  PISTOL

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## THE MISSION



**Download or destroy!** Each player rolls a dice with the highest roll choosing which of the 2 available start points (1-3) they wish to use, the other player begins the game at the other start point.

Agents must carry out a task in each of the six objective rooms (1-6) to claim the objectives. The task can be carried out anywhere in the room (they do not need to be standing on the objective token).



**Victory Conditions** - The first agent to collect 4 of the 6 available objectives wins. If an agent is killed while holding the highest amount of objective tokens, the game continues until the remaining agent can collect more objectives than the dead one. The dead agent will return as a "newborn" and can try to prevent the other agent from securing more objectives. If the agent with the smallest number of objectives is killed, the remaining agent wins.

 **200XP PERK ALLOWANCE**  **5 DIRECTOR CARDS EACH**

## TURN SPAWN

ROLL 1		ROLL 2	
	OUTCOME		OUTCOME
1	Spawn Point A	1-3	Nothing
2	Spawn Point B	4-6	1 Zombie
3	Spawn Point C	7-8	2 Zombies
4	Spawn Point D		
5	Spawn Point E		
6	Spawn Point F		
7	Roamers		
8	Sinkhole		

## ROOM SPAWN

ROLL 1		ROLL 2	
	OUTCOME		DISTANCE
1-4	Nothing	1-2	1 Square
5-6	1 Zombie	3-4	2 Squares
7-8	2 Zombies	5-6	3 Squares
		7-8	4 Squares



GROUND FLOOR

- START POINT

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- EXIT POINT

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- SPAWN POINT

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- OBJECTIVES

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- .44 PISTOL

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- BLAST DOOR

## THE MISSION

**Hunter & Prey!** Each player rolls a dice with the highest roll choosing to be either the “hunter” or the “prey”. The “hunter” player is given the equipment listed on their hero card and the 5 extra Agent Z equipment cards normally issued, in this game however, they are given **no director cards**.

The “prey” player is given the 5 extra Agent Z Equipment cards & also dealt 5 director cards, in this game however, they are **not given the equipment detailed on their hero card**.

**Both** agents begin the game at the start point (👤👤👤) with the “Hunter” player **entering the board on turn 3**.

The blast door (—) can only be opened by carrying out a **task** in the security room (🔒).

**Victory Conditions** - To win the game the “prey” player simply needs to leave the board at the exit point (👤👤👤). The “hunter” player wins if the “prey” is killed before leaving the board.

**200XP PERK ALLOWANCE**

**5 DIRECTOR CARDS (PREY)**

PHASE 1		PHASE 2	
🎲	OUTCOME	🎲	OUTCOME
1	1 Zombie on A	1	2 Zombies on D
2	1 Zombie on B	2	2 Zombies on E
3	1 Zombie on C	3	2 Zombies on F
4	2 Zombies on A	4	1 Digger on A
5	2 Zombies on B	5	1 Digger on C
6	2 Zombies on C	6	1 Digger on F
7-8	Roamers	7-8	Roamers

Change to Phase 2 spawning once the blast door is opened.

ROOM SPAWN		ROOM SPAWN	
ROLL 1	ROLL 2	ROLL 1	ROLL 2
🎲	OUTCOME	🎲	DISTANCE
1-4	Nothing	1-2	1 Square
5-6	1 Zombie	3-4	2 Squares
7-8	2 Zombies	5-6	3 Squares
		7-8	4 Squares



START POINTS

SPAWN POINT

ZOMBIE

SHOTGUN

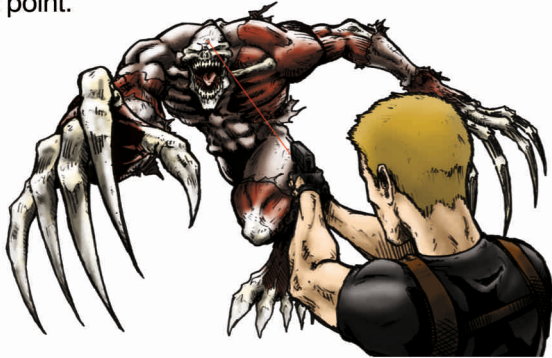
.44 PISTOL

ASSAULT RIFLE



## THE MISSION

**Deathmatch!** Each player rolls a dice with the highest roll choosing which of the 2 available start points ( ) they wish to use, the other player begins the game at the other start point.



**Victory Conditions** - An agent wins the game by killing the opposing agent.

**200XP PERK ALLOWANCE**

**5 DIRECTOR CARDS EACH**

## TURN SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	OUTCOME
1-2	Spawn Point A	1-3	Nothing
3-4	Spawn Point B	4-6	1 Zombie
5-6	Spawn Point C	7-8	2 Zombies
7-8	Roamers		

## ROOM SPAWN

ROLL 1		ROLL 2	
8	OUTCOME	8	DISTANCE
1-4	Nothing	1-2	1 Square
5-6	1 Zombie	3-4	2 Squares
7-8	2 Zombies	5-6	3 Squares
		7-8	4 Squares