

# FAQ & CLARIFICATIONS

## INFECTED MOVEMENT

By far and away the most common questions we get are concerning infected movement/charging so we are taking this opportunity to clear up a few things:

**Moving** infected units move towards the closest hero by the shortest route possible. If there are multiple routes which are the same distance, the **player can choose which route the infected takes** (in director games the director makes this decision). Where possible, every infected must move it's maximum movement allowance. If an infected unit's movement allowance can reach a square closer to the closest hero, it will **always** do so.

The only time that **moving** infected will not use their full 2 square allowance is if it's path is completely **blocked** by other units (prone or standing).

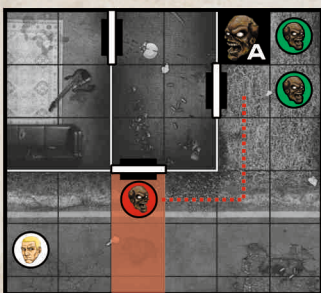


Three zombies spawn on A. The first one moves 2 squares toward Sam by the shortest route. Both of the orange (■) squares are 5 squares away from Sam so the player can move the zombie to either one of these

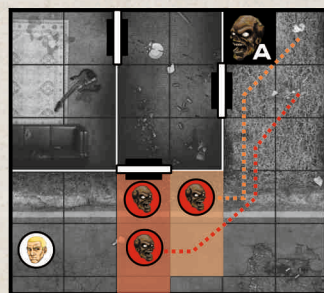


The second zombie has to move to the other available orange square. The third zombie does not have space to move within 5 squares of Sam as the spaces are occupied. The player may choose to move this zombie to the right (pictured), or leave it on the spawn point as both squares are 6 squares away.

**Charging** infected follow pretty much the same rules as **moving** ones, players (or the director) can choose a route if there are multiple equidistant ones available. **Charging infected will also pass through squares which contain other infected units** as long as their movement allowance can reach an unoccupied square.



The closest zombie's first square of move puts it within smell range of Sam so it charges. The player may move the charging zombie to any of the red squares (■) as they are all 2 squares away from Sam.



The second zombie's first square of move puts it within smell range of Sam so it charges. The player may move the charging zombie to any of the 2 remaining red squares (■) as they are all 2 squares away from Sam. The last zombie can move to either of the 2 orange spaces (■) as they are both 3 squares away.

**Remember**, infected will always prioritise heroes that they can see or smell, even if there is a closer undetected hero. This allows you to "herd" charging infected away from other heroes.

## THE STINK TANK

When the Stink tank is in use Sam is treated like an infected unit, he does not block line of sight for other infected units. If other infected are moving (not charging) they cannot pass through his square (so he can be used to block doorways for example.) If infected are charging they will pass through his square as they would another infected unit.

## DOUBLE SPAWNING

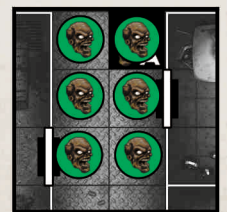
Some missions have what we refer to as "double spawning", where spawn rolls are made twice in one turn. In these situations it is possible for more units to spawn than can fit on the board. If this happens the units already on the board are "pushed forwards" to make room for the new units.



The first spawn roll is 3 zombies on A.



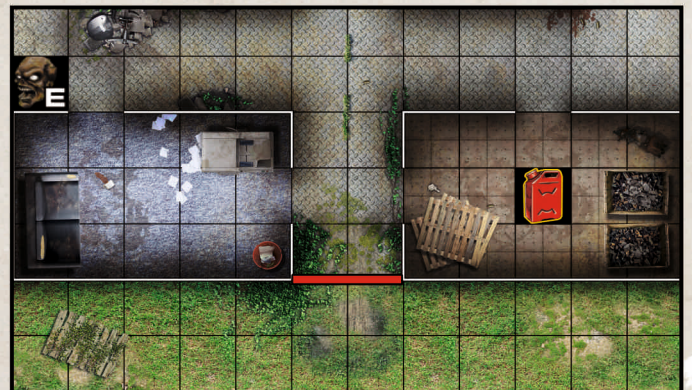
The second spawn roll is also 3 zombies on A. after the first one is placed there is no room to place the other 2.



The zombies already on the board are pushed forward so that the other 2 can fit on the board.

## HARSH LANGUAGE

The issue 2 mission 9 "Harsh Language" has a spawn point missing from the map. Spawn point E should be placed here:





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## FREQUENT QUESTIONS

### What is a "grab position"?

Grab position for an infected unit is any adjacent square to a hero not obstructed by a wall/corner (the same squares that a hero may melee attack from).

### What is the AP cost of throwing a grenade?

You throw a grenade using a **quick fire action**, so it can also be combined with movement with a "Move & Quick fire" action. Grenades are a single use item, so the equipment card should be **discarded after use**.

### Does a grenade blast go diagonally over walls & doorways?

Yes, as it is a **ballistic attack** it will effect squares diagonally over walls & doorways. A closed door however would block the diagonal blast as doors are only destroyed when the target square is directly in front of it (the square you would normally open it from)

### Can you switch weapons while prone?

Yes! this is actually a misprint in the rule book. Available actions for a prone hero are: **Change Weapon, Crawl, Stand Up, Quick Fire, Aimed Fire** or **Alert!**

### What is a "class 2" zombie ?

It's just a regular **zombie**.

### Which way do room spawned Zombies face?

Zombies spawning in a room will always spawn **facing the door which was just opened**. So no, you can't spawn them all facing the wrong way and then assassinate them. Sorry folks.

### Does the "Kneecap" perk use ammo?

Yes, but no **extra** ammo. Kneecap converts an aimed kill to a knockdown (useful to trap zombies in a room by knocking one own in the doorway). The "double tap" perk uses an **extra** unit of ammo.

### Can you move diagonally between 2 heroes?

Yes, the only thing that prevents diagonal movement is **walls & doorways**.

### Does changing weapons "once per turn" mean that if you run out of ammo during the infected move phase while on alert can you change weapons?

No, changing weapons is an action (even though it is a free action) so it would have to happen during the **hero move**.

### If two heroes are on alert and have LOS to the same target do they have to state their intention to fire before either player makes their roll?

No, you can wait to see if one player kills the target before making the second roll.

