

FM 16-24

DEPARTMENT OF THE ARMY FIELD MANUAL

DROP DEAD: ZOMBIE SURVIVAL GUIDE



HEADQUARTERS, DEPARTMENT OF THE ARMY
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Introduction

The apocalypse has struck, and the undead have taken over our world. You and your group of misfit survivors are on your way to a capital survivor outpost when your van breaks down and leaves you stranded in the middle of an uninhabited city turned quarantine zone. Your only survival option is navigating the hordes of native undead while scavenging for parts to fix your ride. Will you band together and escape from the city of the undead, or will you all become permanent residents?

Components

- 1 Rulebook
- 1 Scorekeeping Book
- 4 Survivor Miniatures
- 21 Zombie Miniatures
- 4 Survivor Cards
- 5 Car Part Tokens
- 12 Item Cards
- 10 Event Cards
- 44 Map Tiles
- 2 D6, 2 D8, 2 D10, 2 D12, D20

Setup

Players start by randomly choosing one of the four survivor cards. Next, find the three tiles with “StartTile A-C” printed on the back and place them next to each other from left to right. You should have one van tile, street tile, and intersection connected. Now, shuffle the rest of the tiles and place them face down in a stack to the side. Next, mix the item and event cards into a single deck. Place the dice within reach, and have each player place their character on the van tile. Now consult the birthdays on the survivor cards to determine the playing order; the soonest birthday goes first.



Gameplay

The gameplay is split between two phases: a **survivor phase** and a **zombie phase**.

Survivor Phase:

During this phase, players can move, enter rooms, use items, collect items, and attack.

Turn Example - Exploration - Frank:

- **Move four** units forward (you reach the end of the current tile).
- **Draw and place a new map tile** next to the current one.
- **Draw an item card** as indicated by the new tile.
- **Stop on that tile** because you drew a card.

Turn Example - Combat - Earl:

- **Move four** units forward (you reach the end of the current tile).
- **Draw and place a new map tile** next to the current one.
- **Draw an event card** as indicated by the new tile.
- **Stop on that tile** because you drew a card.
- **Apply the event card**, which summons three zombies to the current tile.
- **Attack a Zombie with a range of 4**; the roll yields a 12, which makes 10 after applying the -2 range penalty.

Exploration:

One per turn, players are allowed to move as many spaces as their character's stated movement distance, which will decrease with damage taken. Players must move in one of the four main compass directions and cannot move diagonally. Additionally, movement points can be divided during each turn in a "move-attack-move" manner. This means you do not have to utilize your entire movement range simultaneously. When players approach a tile's "open" edge, they can draw and connect a map tile to that opening. Once a new map tile is placed, the survivor who placed it must enter the room by at least 1 unit (If you have no movement left, disregard that here). If the next room entered requires you to draw a card or place a zombie (as indicated by the symbol in the corner of the tile), then you must stop in that room. **A blue circle marks item/event card tiles, while rooms marked with a green star are zombie spawners.** Refer to the "Zombie Spawners" section below if a zombie spawner room is drawn. Rooms requiring a card draw can reveal an item or event card. Event cards correspond to random encounters such as booby traps, environmental hazards, or zombie horde events. Item cards can be anything from your precious car parts to special abilities to scarce healing items. Additionally, players can use one item per turn, after which it must be discarded. Players who draw a car part card must pick up a car part token.

Collecting Car Parts:

For four-player games, you must collect **four car parts** to escape. For a three-player and two-player game, that number is reduced to **two car parts**. Players can only carry one car part at a time, but once per turn, they can trade car parts to other survivors and drop car parts. The car part token must be returned to the starting tile to “repair” the car. Additionally, if a player dies while holding a car part, that part is placed in their place of death and can be picked up by the remaining survivors.

Zombie Phase:

In the early game, this phase is where you will roll for zombie movement, roll for attacks, etc. After players die, however, this phase is where the dead players can control and summon zombies.

Zombie Behavior:

Zombies will move based on line of sight and towards any players that intersect with their line of sight or occupy the same tile. A zombie will always attempt to attack you if it is within range. Zombies attack for 2 D10s of damage. When no survivors are within a zombie’s tile or line of sight, you must roll at the beginning of each turn cycle for shambling movement. Players roll a D8 to account for shambling and move the zombie to any adjacent tile using a clockwise numbering system, as in **the figure to the right**. If a zombie roll lands on an occupied space, reroll until movement is possible. After rolling for shambling, a zombie will continue to move in the rolled direction each turn until either a line of sight or a wall is encountered. In the latter case, it will roll again for shambling and continue in a new direction.



Playing as the Undead:

Upon death, the players are resurrected as zombies with the only goal of killing the remaining players. Once the undead phase has begun, undead players gain the ability to move other zombies around the board and are allowed to attack on sight. Undead players can only move three zombies per turn, and zombies have a range of 1 unit. During a turn, you can summon one zombie to an unoccupied tile adjacent to only other unoccupied tiles. **Zombies cannot be spawned on the starting tiles**. Lastly, undead players can attack with two zombies per turn.

Zombie Spawners:

Room tiles marked with a green star are zombie spawners and will be accompanied by a smaller number of 1-4 that denotes the number of zombies a room can spawn. After being played, a green-starred tile will spawn the specified number of zombies on that tile at the **start**

of every zombie phase. A tile can contain, at most, four zombies. Zombie spawners will only generate the required number of zombies until the maximum of four is reached on that tile.

Example: If a zombie room is marked with the number 3 but already occupied by two zombies, it will only spawn two more zombies on its next opportunity.

Zombie Placement:

Zombies are to be placed nearest a room's entrances or walls; a 1 D8 dice roll determines this. Entrances to a tile are numbered in a clockwise order shown in the **figure to the right**:

	5	6	
4			7
3			8
	2	1	

Turn Example - Zombie:

- **Check** if any zombies have a line of sight or can move
 - **If so:** Move up to 3 units toward the player in its sight
 - **Else:** Roll a D8 for shambling
- **Attack** if an enemy is within range
- **Roll 2 D10s** for attack damage

Turn Example - Undead Player:

- **Summon a zombie** to an unoccupied tile
- **Move up to 3 zombies** three units forward
- **Attack twice** with two zombies
- **Roll 2 D10s** for each zombie

Combat:

Upon encountering the undead, you have two options: run or fight. Tiles with three or more zombies are considered overrun and cannot be fled until dealt with. Players who decide to fight can do so once per turn but are limited by certain factors such as range and damage. Each playable character has different weapon proficiencies (Melee, Short-range, Mid-range, and Long-range). Every character class has an effective range that affects damage. This means that if your range is three units, you can still attack an enemy outside of this range but will face a penalty for every additional unit of distance. Additionally, you may skip the remainder of the turn if you find a situation where no action can be taken.

Character Stats:

- **Earl, the Hobo:**
 - **Health:** 125
 - **Turn Order:** 1st
 - **Weapons:** Assault Rifle and the Drunkard's Bottle
 - **Range:** 4 units (-2 penalty for every additional unit over the range)
 - **Attack:** 2 D12 Rolls
 - **Movement:** 5 units
- **Frank, the Viking:**
 - **Health:** 150
 - **Turn Order:** 2nd
 - **Weapons:** War Axe
 - **Range:** 1 unit (Cannot attack outside this range)
 - **Attack:** 2 D12 Rolls (+2 modifier for every 25HP Lost)
 - **Movement:** 4 units (Increases by 2 per 25 HP lost)
- **Skye, the Cybergoth:**
 - **Health:** 100
 - **Turn Order:** 3rd
 - **Weapons:** Akimbo Pistols
 - **Range:** 2 units (-2 penalty for every additional unit over the range)
 - **Attack:** 2 D10 Rolls (Can target two enemies by assigning each die to an enemy before rolling).
 - **Movement:** 6 units
- **Owl, the Sniper:**
 - **Health:** 100
 - **Turn Order:** 4th
 - **Weapons:** Sniper Rifle
 - **Range:** 2 unit **Min**, 5 unit **Max** (-2 penalty when under the minimum range and -1 for every unit over the maximum range)
 - **Attack:** 1 D20 + D10 Roll
 - **Movement:** 3 units
- **The Zombies:**
 - **Health:** 20
 - **Range:** 1 unit
 - **Attack:** 2 D10 Roll
 - **Movement:** 4 units (Increases by 1 per 10 HP lost)

Health and Damage:

Players start with a total health of between 100 and 150 (see the previous section), and zombies have a health of 20. For every 25 hit points lost, a survivor's movement is decreased by 1 (The opposite principle applies to healing). Zombies' movement **increases** by 1 per every 10 hit points lost. **Note: The minimum movement for humans is 2.** Health can be regained using one of two items: bandages and health kits. Bandages regain 25HP, and health kits regain 50HP. For survivors and zombies, damage and movement speed will be tracked using pencil and paper. The bottom of the Zombie miniatures is labeled 1-21 to assist in monitoring the health and movement values of all the zombies on the board. Once a zombie is killed, it is to be removed from the board and recycled back into the zombie pile.

Conflict Between Rules/ Edge Cases

- **No More Item/Event Cards** - If you need to draw an event or item card when there are none left, reshuffle the cards from the discard pile and start a new action card pile.
- **No More Open Doors** - If you run out of open or available doorways during play, select one tile per turn and overlap it with a new tile.
- **Another Tile Blocks a Doorway** - Assume that the doorway is blocked off and treat it as a wall. If no more open doors exist, refer to the previous edge case.

Game End Conditions

Once the survivors have found and returned all car parts to the starting tile, survivors must return to the van tile to "Escape." Players do not have to wait and can leave each other behind. On the other hand, if every player dies, they've been outnumbered by the infected, meaning that the undead players win.