

# ZOMBIE ESCAPE ROOM PUZZLE

V.1.1



By Marco Pecota





## CREDITS

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# **ESCAPE FROM THE UNRELENTING ZOMBIE HORDES IN THIS ESCAPE ROOM PUZZLE GAME.**

This game is a tactical puzzle game based on my Zombie Tango Oscar series of games and rule sets Escape from Stalingrad Z and Escape from Projekt Riese and inspired by the Chess Puzzle games. It is a slimmed down version of the ZTO rules designed to work well in this game context as well as giving you an intro to how the ZTO games work. More info on those games can be found at [www.rayboxgames.com](http://www.rayboxgames.com)

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# Zombie Escape Room

## What You Need To Play

- A printout of the game map.
- Pencil and eraser

## Rule Concepts

### ADJACENCY

Many rules in Stalingrad Z use the term “adjacent.” This term specifically refers to orthogonal adjacency (except where it explicitly states “diagonally adjacent”). So, for example, a zombie is adjacent to a character if it is in one of the four squares to the immediate left, right, in front of, or behind the character.

### FACING

This concept denotes the direction in which the character/zombie is “looking.” All characters must face one of the 4 adjacent squares. The facing of characters will also determine their arc of fire.

- The character marker’s front facing is denoted by the direction of the arrow.
- Zombies are considered to be facing in all directions at the same time.

## How to Win

- Exit the map via the point marked by the green arrow.
- You lose if a zombie attacks you.
- Calculate your score at the bottom of the scenario map page.
- Share your results on our Facebook group:  
<https://www.facebook.com/groups/escapefromstalingradz>

## Turn Sequence

1. Player moves and attacks.
2. Zombies move and attack.

## Movement

In Zombie Escape Room, characters (represented by the blue arrow) can move, open doors and pickup gear by spending movement points (MPs). Zombies use different rules for moving. Each turn map out your move and pencil it in on the next turn map. All the rules below pertain **only to heroes**.

- A character has 4 movement points when walking and 8 for running. A character may perform as many movement actions as their MPs will allow, in any order. Movement actions are listed in the table below.
- Hindering terrain (yellow squares on the map) costs an additional MP to move onto.
- Characters may not move through a space occupied by a zombie.
- When moving off a map, assume you are moving into an empty square and pay the normal MP cost.
- Characters may not move through walls, closed doors, or anywhere else the map shows a solid barrier or squares outlined in red - these are collectively known as obstructive terrain.
- When moving diagonally at least one of the adjacent squares being moved past must be unobstructed and unoccupied. If both squares are obstructed and/ or occupied, then diagonal movement is prohibited. If both squares include hindering terrain, then the move incurs the penalty. If two different penalties exist, then the player chooses.
- A character may pick up gear that is in plain sight (so doesn't require searching for) in a square they are on or adjacent to for 1 MP, or 2 MPs when running.
- A character is not required to use all of its movement points, but any points not used are lost.

### MOVING AND ATTACKING

Characters may combine move and attack actions. A character can use some of its movement points, make an attack, and then continue using the remaining movement points.

**MOVEMENT TABLE**

ACTION	WALK COST	RUN COST
1 space forward	1 MP	1 MP
Turn 90 degrees	1 MP	2 MP
Open/close door	1 MP *	2 MP *
1 space sideways	2 MP	n/a
1 space backwards	2 MP	n/a
Hindering terrain	+1 MP	+1 MP
Move diagonally - forward	2 MP	2 MP
Move diagonally - backwards	3 MP	n/a
Pick up gear	1 MP	2 MP

## Attacks

All rules in this section pertain to characters - zombie attacks are covered in the Zombies section.

While a character is activated, it may use an attack action. The character may use its attack before, during or after its movement.

When using an attack action, a character must:

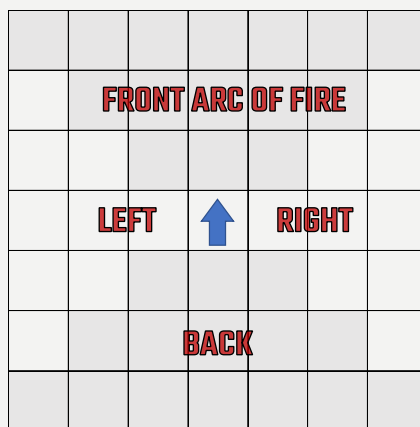
1. Select a target.
2. Select a weapon to attack with.
3. Resolve the attack.

### RESOLVING AN ATTACK

1. Determine the range to the target.
2. Calculate the attack modifier(s).
3. Choose a roll number(s) equal to the rate of fire of the weapon being used in the attack.
4. Resolve the effect of the attack.

### ARC OF FIRE

A figure has four arcs of fire: front, right, left and rear. These are 90-degree arcs as shown in the diagram. A figure may only attack a figure within its front arc.





## LINE OF FIRE (LOF)

Line of fire determines whether there is an unobstructed path between two figures. Figures can only attack figures they have a LOF to.

- To determine LOF, trace a straight line from one corner of your heroes' square to the closest corner of your target's square.
- Any squares through which the line passes are considered when checking if a LOF exists between the two figures.
- Line of fire is blocked by zombies and heroes as well as red lines or squares.
- Yellow lines or squares also block LOF unless the hero is adjacent to the yellow line or square.
- Corners do not affect line of fire.

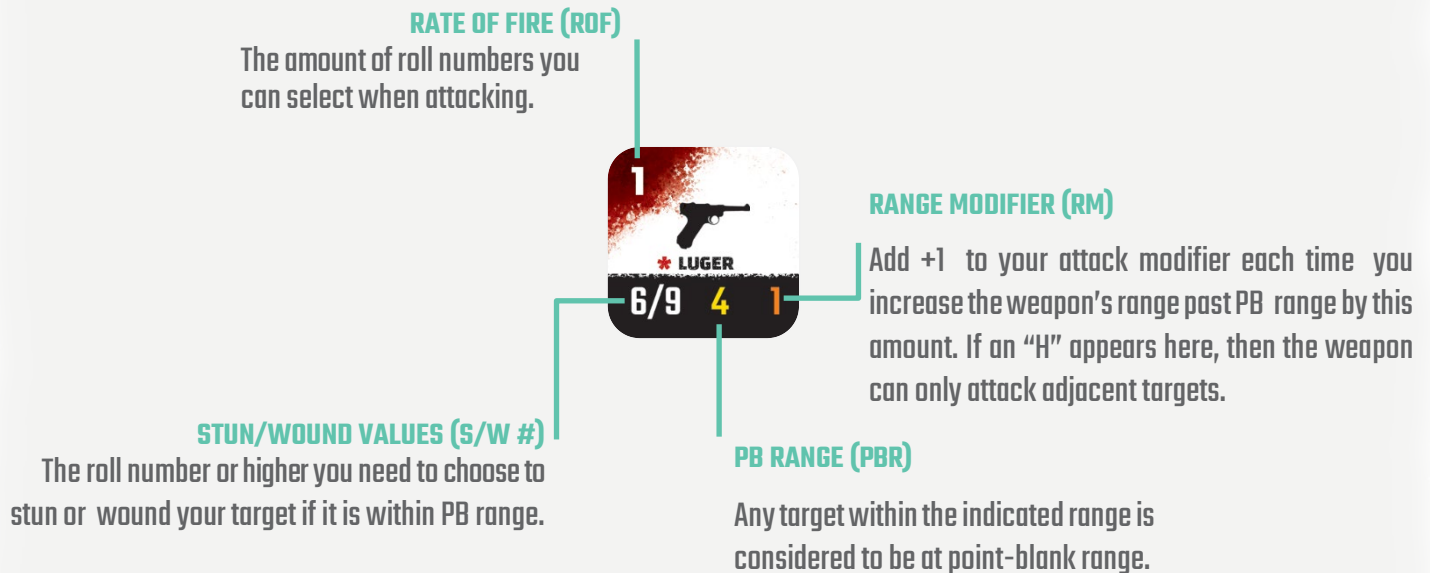
## CALCULATING RANGE

- When attacking, determine the range by counting the number of squares from the attacking character to the target figure, including the target's square but not the firing figure's square.
- When calculating range, any diagonals count as 2, as they do when moving.



# WEAPON CHARACTERISTICS

Listed below are the characteristics of most of the weapons you will find in the game.



- The Luger pistol shown has a rate of fire of 1, which means you can select one number when attacking.
- Its S/W is 6/9, meaning it will cause a stun on a 6+ or a wound on a roll of a 9+ (before attack modifiers are applied).
- The range modifier is 1, adding a +1 attack modifier for every 1 square the target is beyond the PBR. E.g., Using the Luger on a target at range 5, the attack modifier would be +1, at range 6 it would be +2, and so on.

## ATTACK MODIFIERS

Various factors may make it harder or easier to hit your target. These circumstances create attack modifiers which are applied to your weapon's stun/wound values (also referred to as S/W#) to give a modified S/W# that you will "roll" against when choosing your roll number.

- A positive modifier makes it harder to hit a target while a negative modifier makes it easier.
- Modifiers are cumulative and are applied to the weapon's S/W# prior to choosing your roll number.



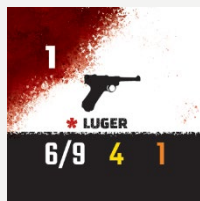
## ATTACK MODIFIERS CHART

NORMAL ATTACK	0
STUNNED ZOMBIE	-3
DECLARED STATIONARY	+2
DECLARED WALKING	0
DECLARED RUNNING	-2

### RANGE MODIFIERS

The accuracy of a weapon begins to drop when attacking targets outside of its PB range - the further away the target is the more difficult the shot. This varies by weapon type and is represented by the weapon's range modifier (RM).

When attacking a target outside of the PB range add the RM to the PB range as many times as is required to reach the target. However, each time, add a +1 to the ranged attack modifier.



This diagram shows the Luger's stun values with the ranged attack modifier applied at different ranges.

RANGE	10	12					
	9	11	STUN # IN RED				
	8	10					
	7	9					
	6	8					
	5	7					12
	4	6				10	10
	3	6			8	8	
	2	6		6	6		
	1	6	6	4			
		↑	2		RANGE (diagonal)		

### CHOOSING ATTACK ROLL

Once the attack modifier has been calculated and applied to the weapon's stun/wound values you get the modified S/W values. Select one of the attack rolls listed for the scenario and scratch it off. If the number selected inflicts a stun, place an S on the zombie. If the number inflicts a wound, place an X through the zombie; it has been eliminated.

## HAND-TO-HAND COMBAT (H2H)

A weapon with an H in the range modifier spot on the weapon marker can only attack a zombie which is adjacent to the character.

H2H attacks never consume ammo, so you may perform a H2H attack even if you have 0 ammo. These weapons do not use ammo so a roll of 1 on the attack die has no effect.



# ZOMBIES

## SPAWNING

Zombies are spawned (drawn on the map) where the Z appears after all zombies have activated that turn.

- If a spawn location is occupied by a zombie, do not draw the spawning zombie on the map.
- If a spawn location is occupied by a character, the character is eliminated and the game ends.

## ARC OF FIRE

Zombies have no facing or arc of fire. They are assumed to be facing all directions.

## ZOMBIE ACTIVATION

All zombies on the map must be activated in the order described below.

- A zombie either moves or attacks on its turn.
- If it attacks the game is over.
- Activate each zombie one at a time, starting with those closest to the character.
- A zombie must be adjacent to a character to attack them.
- When stunned zombies activate, remove their stun marker. No movement or attack is allowed.





## ZOMBIEMOVEMENT

For each move, determine where the zombie goes by using the first option from this list that the zombie can complete successfully:

- Move adjacent to a target.
- Move diagonally adjacent to a target.
- Move towards the character, using the shortest path.

If there is more than one valid square the zombie could move into for one of the options, the player may choose which the zombie moves into.

If a zombie cannot successfully complete any option (because the relevant squares are all occupied by other zombies), then it does not move.

- A zombie will not move if already adjacent to a target.
- Zombies can move one square.
- They can move in any direction, including diagonally.
- A zombie will always move towards the character on the closest path, which is the path that would move the zombie adjacent to the character in the smallest number of moves.
- Zombies may not move through obstructing or hindering terrain.
- Zombies may not open doors.
- A zombie will not move if there are no unobstructed paths to a target (e.g., if the zombie is shut in a room behind a closed door).

## ZOMBIES ATTACKING

A zombie will attack if it is activated adjacent to the character.

## ZOMBIE ZONE OF CONTROL

- A character must stop when their move takes them into any square adjacent to a non-stunned zombie. A zombie's 4 adjacent squares are its zone of control.
- The character may use any unused movement points that they have left over to change facing.
- The character may still attack the zombie and if the zombie is stunned or killed, continue taking movement actions normally.
- Stunned zombies do not hinder character movement.
- If a character is activated already in a zombie's zone of control, they may move out of it normally – the zone of control is only triggered by a character moving into it.
- Characters may not move diagonally between two zones of control.

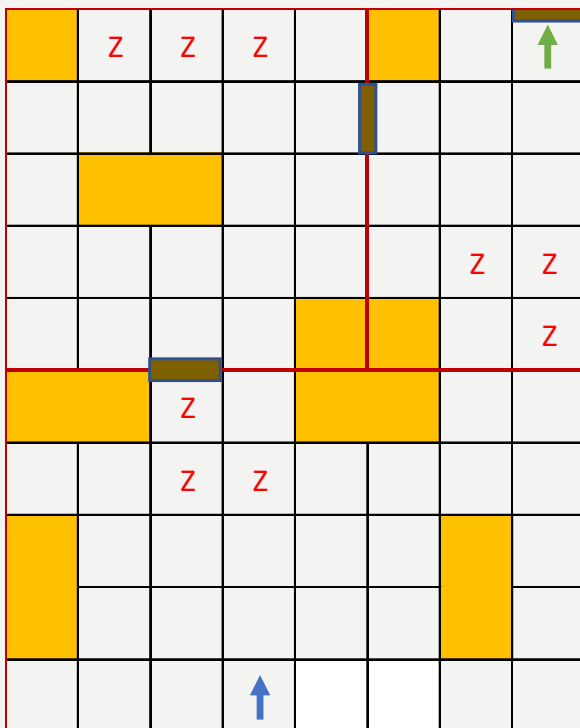
	1	
4	<b>Z</b>	2
	3	

Zone of Control (ZOC)



## SETTING UP A GAME

- There are nine game maps on each game sheet. Each map represents one turn. The first map represents the starting positions of you character (represented by the blue arrow pointing in your arc of fire) and zombies (represented by the Zs).
- You are armed with a knife and a Luger with 4 ammo.
- Scratch off your ammo as you use it. 1 ammo per ranged attack.
- Map out your move and conduct your attacks penciling in your final position and facing on the next maps grid. Do the same for the zombies.
- Don't forget about the zombie spawns.
- Doors are marked as brown rectangles. They always start closed.
- If you escape tabulate your score at the bottom of the page.





SC#

A full page of blank graph paper. The grid consists of small squares formed by thin black lines. There are 20 columns and 20 rows of squares, creating a large rectangular area for drawing or writing. The margins are uniform on all sides.

12

11

10

9

8

7

6

**5**

4

3

**2**

1

## Roll #

## WEAPONS



AMMO 

## SCORING

Turns to complete		$x - 1$	$=$	
Z's killed		$+ 0$	$=$	
Ammo left		$+ 0$	$=$	
Rolls Left		$+ 0$	$=$	
Total				

**RAYBOX**

**ZOMBIE TANGO OSCAR**  
Zombie Theater of Operation Series



## MOVEMENT TABLE

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1 space backwards	2 MP	n/a
Hindering terrain	+1 MP	+1 MP
Move diagonally – forward	2 MP	2 MP
Move diagonally - backwards	3 MP	n/a
Pick up gear	1 MP	2 MP

## ATTACK MODIFIERS CHART

NORMAL ATTACK	0
STUNNED ZOMBIE	-3
DECLARED STATIONARY	+2
DECLARED WALKING	0
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RANGE	10	12						
	9	11		STUN # IN RED				
	8	10						
	7	9						
	6	8						
	5	7						12
	4	6					10	10
	3	6			8	8		
	2	6		6	6			
	1	6	6	4				
		↑	2		RANGE (diagonal)			

	1	
4	7	2
	3	

Zone of Control (ZOC)

		FRONT ARC OF FIRE				
		LEFT	↑	RIGHT		

## WEAPON CHARACTERISTICS

Listed below are the characteristics of most of the weapons you will find in the game.

**RATE OF FIRE (ROF)**  
The amount of rolls you can select when attacking.

**RANGE MODIFIER (RM)**  
Add +1 to your attack modifier each time you increase the weapon's range past PB range by this amount. If an "H" appears here, then the weapon can only attack adjacent targets.

**STUN/WOUND VALUES (S/W #)**  
The roll or higher you need to stun or wound your target if it is within PB range.

**PB RANGE (PBR)**  
Any target within the indicated range is considered to be at point-blank range.

## NOTES