

# HEROES VS ZOMBIES RULES 0.1

Heroes Vs zombies is a 1-6 player tower defense strategy board game where a team of heroes are pitted against the ever advancing armies of the living dead reanimated by the Zombie Queen Morrigan. Place turrets, explore the terrain for deadly weapons, use an array of skills and attacks and do what ever it takes to prevent the zombies from getting into the human city.

## HEROES

The Heroes are charged with defending the Human city from the onslaught of the zombie horde, you must use your array of skills to fend them off. These heroes work in the same way as they do in Vanguard of War (standard game) with only a few changes to their rules, because there is no longer a church to help move between lanes, heroes can now use warp points, which are strategically placed between the lane fields. A hero may warp between points by standing on one and spending 1 AP to move to another warp point, 2 heroes can not occupy the same warp point in the same turn. Heroes may not end their turn on the same field as another hero player but may move past/through other heroes that are in their way. Because there is no longer a church, you will have to revive fallen heroes where they were slain. When a hero is slain, place a death token on the field in which they fell, another hero must be adjacent to this field and spend 1AP and 2 ES tokens to revive the fallen hero. Your overall goal is to hold back the zombies and to kill the final boss (the zombie Queen) before the zombies chomp their way into the city.

## COOL DOWN

As well as contending with the undead, you will also have to carefully manage your attacks and abilities thanks to the new cool down Mechanism.

Each Hero has a range of Special Abilities that they can use to attack, defend or heal with, these abilities cost a certain amount of AP to use, for example: Captain Makhaira can use her ability "Cover Fire" to deal damage to a target field and all adjacent waves at a cost of 2 AP. Previously you would be able to use this move every turn, however, now with "Cool down" each ability has to wait 1 turn before it can be used again. To indicate that an ability has been used and is in the "Cool Down" phase you must place 1 Cool down token on top of the ability, this token is then removed after their next turn. This means that you are no longer able to spam moves and must instead think strategically when attacking the Demonic Waves. Your normal attack does not need a cool down token and can be used as many times as your remaining AP will allow.

## ZOMBIES

Much like Vanguard of war (standard game) zombies will spawn from up to four spawn points each round. Draw a card from the Zombie/abomination spawn deck, and roll 2 dice to determine which minions will accompany each zombie wave.

Draw 3 Abomination cards each turn (4 if you are a playing 5-6 player game) continue to draw each turn until all of the deck has been played and the zombie queen has spawned. She will spawn from Spawn point 1.

They will advance towards the barricades attacking any lane turrets or heroes along the way. They will always prioritize attacking the barricade first if it is within range. Here is the order of attack priority: Barricade, Lane turrets, Nearest hero, hero with highest remaining HP.

Their objective is to destroy a barricade and then move off the board to the human city, if one makes it into the city then that marks the end of civilization as we know it, prevent this at all costs.