

Nightmare

Expansion to Run For Your Life

It is not bad enough that the dead are rising, but they are also surviving long enough to evolve. That makes running for your life a true Nightmare.

Contents

3 Decks of cards - New card types will have a new back design. Recurring types will have color or icon indication of the Nightmare expansion for ease of addition or removal before playing.

48 Event Cards

42 Evolution Cards

18 Blood Cards


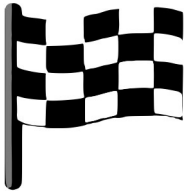
The Cards

Additional Blood Cards: In addition to more "Infected" and "Not Infected" cards, Nightmare introduces an extended infection countdown for a blood card already received. This new type of blood card causes the player to take another new blood card upon reveal of the current card, extending the potential infection time.

New Event Cards: In addition to more general events, Nightmare introduces events which add required victory conditions for the player who draws them and events which trigger zombie player evolution draws. Some of these evolution cards are discarded if there are no zombie players, others persist until there are zombie players. Each event card will indicate whether the evolution card persists or is discarded. Keep the event card(s) and evolution card(s) next to the player who drew them until they take effect. Otherwise, treat new event cards the same way as original event cards.

Evolution Cards: After an event triggers an evolution card draw, a card or cards are drawn from this new deck. These cards give benefits to zombie players. The event card drawn will indicate if these are drawn face up or face down and whether they persist in the absence of current player zombies or are discarded. Otherwise, apply them as indicated on the card at the time they are drawn.

Icons

	Indicates a draw from the evolution deck. Also used as a mark for evolution cards and to indicate which blood cards are part of the expansion for ease of removal.		Additional condition will be required for victory. A player can have multiple, unless the victory condition card states otherwise.
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New Combat Rules

Player vs. Player Combat - A human player can only engage another human player in combat under the following conditions:

- Both players must be on and stay on the same space.
 - No "hit and runs."
- The event card(s) for all spaces have already been resolved.
- The target has an unconfirmed infection status.
 - (One or more unrevealed blood cards.)
- Only one combat per target may be initiated per player each turn.

Combat follows the same order as player vs. zombie combat. First, players will have the option to shoot, then players will have the option to engage in melee combat. However, players are not zombies, so a bullet does not guarantee an instant kill, and the defending player can fire back at the same time if they have bullets. Each player being shot at will draw a determination card. The targeted player draws first, then the aggressor if the defender has any bullets of their own and chooses to use them. A draw of 8,9, or 10 will mean that the player dodges the bullet. Otherwise, the player dies. If neither player has bullets, or no player is killed during the gunfire phase of combat, then melee combat can be joined. The targeted player draws the first determination card(s) in melee combat. All players must choose any weapons they wish to use before determination cards are drawn for melee combat. Three or more players must engage in melee combat to kill a player without a weapon, and all three must win over the defending player or he will survive. High draw wins the melee combat in normal fashion. If the defending player has and uses a weapon in melee combat, and defeats the aggressor(s), then the defeated aggressor(s) are killed.

If the targeted player dies they become a zombie on the same space they died on. If any aggressor of the combat dies, they become a zombie 11 spaces behind the current space, (That is not a typo, that is intentionally 1 more space than the normal maximum movement) and take their zombie turn as normal.