

Borrowed Time: The Official Rulebook

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Version 0.1 - The Prelude

Look for future updates at **microbunker.com** (coming soon)

A Note on the Rules: Before we begin, a simple truth: this is *your* apocalypse. The rules that follow are a framework for survival and cinematic action. However, the most important rule is to have fun. If you and your group agree that a different rule would be cooler or more exciting than a rule down below; don't let the book get in the way of a good story. Have fun and good luck out there.

Welcome to the Apocalypse!

I. Game Overview

Borrowed Time is a 28mm miniature wargame of cinematic zombie survival. Designed for 2 to 8 players with a sweet spot of around 4 to 6 players, it offers a thrilling experience where one player acts as The Director, controlling the relentless tide of the undead and the treacherous environment, while the remaining players embody the desperate Survivors. Working together, you must overcome overwhelming odds, complete critical objectives, and outlast the encroaching horde. Because in this world, all you have is borrowed time.

Players: 2-8 (Sweet Spot: 4-6)

Playing Time: 2-4 Hours

Setting: A world overrun by the undead. Let's be honest, it's not going well.

Theme: Cinematic Zombie Survival, Action, Strategy.

Game Objective:

Survivors must achieve the scenario's objective (e.g., escape, find supplies, rescue others) before the **Threat Track** reaches its final space (or a scenario-specific threshold) or the Director eliminates a majority of the Survivors. The Director wins if the Survivors fail to complete their objective within the game's time limit or if the Survivor team is overwhelmed by a tidal wave of awesome zombies.



II. Components

- **Playing Surface:** A table (minimum 4'x4', but if you can pull off 4'x6' or 4'x8', good for you!) covered with 28mm scale terrain (buildings, walls, vehicles, scatter terrain, etc...).
- **Miniatures:**
 - Survivor miniatures (distinct for each character).
 - Zombie miniatures: Shamblers (individual figures), Hordes (multiple figures on movement trays).
 - Special Infected miniatures (Screamer, Brute, etc.).
- **Dice:** Standard six-sided dice (D6). The arbiters of your very short-term fate.
- **Card Decks and Compendiums:**
 - **Survivor Compendium:** Contains detailed profiles for all initial playable Survivor Archetypes.
 - **Salvage Deck:** A deck of cards representing items, weapons, and events found during searches. The composition is scenario-dependent.
 - **Secret Agenda Deck:** Optional cards that provide hidden personal objectives.
 - **Scenario Compendium:** Contains a collection of different scenarios, each with unique objectives, board layouts, starting conditions, special rules, and Salvage Deck compositions.
- **Tracks:**
 - Threat Track (1-15 spaces, though scenarios may use a lower maximum).
 - Heat Track (0-15 spaces).
- **Tokens:**
 - **Heat Marker** - For the Heat Track
 - **Threat Marker** - For the Threat Track
 - **Status Effect Markers** - general-purpose tokens for various effects
 - **Optional Tokens:**
 - **Downed Markers:** Used as an alternative to laying a miniature on its side.
 - **Objective Markers:** Used to designate the exact point of interaction for an objective and as a focus for zombie movement.
 - *Note: Additional token types may be introduced by specific rules in the Survivor, Salvage, or Scenario Compendiums.*

III. Game Setup

1. **Choose a Scenario:** Select a scenario from the **Scenario Compendium** or create your own. This will dictate:
 - The layout of the playing area and terrain placement.
 - Starting positions for Survivors and initial zombies.
 - The primary objective(s).
 - Any special rules, environmental effects, or specific Salvage Deck compositions.
2. **Prepare the Table:** Arrange terrain according to the scenario or just throw a bunch of random stuff down in a manner you're happy with.
3. **Assign Roles:** One player is the Director. The remaining players are Survivors.
4. **Survivor Selection:** Each Survivor player selects a Survivor Archetype from the **Survivor Compendium**. They take the corresponding Survivor Card and place it in front of them.
5. **Initial Placement:**
 - Place Survivor miniatures in their designated starting locations on the board.
 - Place any initial zombie figures (Shamblers, Hordes, etc.) as per the scenario.
 - If using them, place **Objective Markers** as described in the scenario.
6. **Prepare Decks & Tracks:**
 - Shuffle the Salvage Deck (as per scenario instructions) and place it within reach.
 - Place the Threat Track marker on space '0'.
 - Place the Heat Track marker on space '0'.
7. **Secret Agendas:** If the scenario allows for Secret Agendas, each Survivor has a Secret Agenda which may be used. Alternatively, a secret agenda table has been provided to allow for random alternate secret agendas. This adds a personal, often conflicting, goal to the scenario.



IV. Game Turn Structure

The game is played in rounds. Each round consists of three phases, in this order. Good luck, you'll need it.

1. **Survivor Phase:** All Survivors take their activations in an order chosen by the players.
2. **Director Phase:** The Director takes their actions.
3. **End Phase:** Game progression is updated.

V. Survivor Phase

Survivors take their activations, one at a time. The order of activation can be freely chosen by the Survivor players each round. This is your chance to be a hero... or get everyone else killed. If there is a conflict, roll off! Cooperation is usually a good idea, until it isn't. It is possible for survivors to attack each other although generally, they are more concerned about surviving the scenario.

Survivor Activation:

Each Survivor has **3 Action Points (AP)** to spend. A Survivor can perform any combination of actions that do not exceed their AP limit. **Note:** Most common actions cost 1 AP. Some unique Survivor skills, weapon effects, or scenario-specific actions may cost **2 AP** or be specified as free actions. Always check the character or item card for AP costs.

Common Actions (Cost in AP):

- **Move (1 AP):** Move your Survivor up to their Move (M) value in inches.
 - **Difficult Terrain:** Moving into or through difficult terrain (e.g., rubble, dense bushes) costs 2 inches of movement per inch moved.
 - **Engaged:** If a Survivor ends their move in base contact with a zombie, **they are engaged and must defend themselves.** A Survivor who is engaged cannot take Move actions.
 - *Example Moves:* A Survivor with M:6" could use 1 AP to move 6" across open ground, or 3" through rubble. They could use 2 AP to sprint 12" in a straight line, or split their turn into a 6" move (1 AP), a Shoot action (1 AP), and a final 6" move (1 AP) to get back into cover.
- **Attack (1 AP):** Make a single Fight or Shoot attack. (See Combat Rules).
 - **Heat Generation:** Certain actions and weapons generate Heat.
- **Aim (1 AP):** Use this action to steady your shot. On your next Shoot action this turn, you gain **+1 die** to your roll AND you may **ignore the effects of Light Cover** on your target.

- **Interact (1 AP):** Perform a specific action related to an objective, item, or character. Examples:
 - Picking up an item.
 - Opening/closing a door.
 - Using a Medkit on another character.
 - Interacting with a scenario objective (e.g., "Use Gas Can").
- **Search (1 AP):** If in base contact with a designated Search Location, make a Wits (W) test. What could possibly go wrong? Each Search Location can be searched only 1 time unless the scenario states otherwise. Consider using a search token with the number of allowable searches printed on it. If using Search Location tokens, remove the token after available searches are performed.
 - **Wits Test:** Roll D6s equal to your Wits stat. Each D6 roll resulting in a 4, 5, or 6 is a success.
 - **Success: If you score at least one success,** draw one card from the Salvage Deck. Resolve "Trouble" cards immediately. Add other cards to inventory or use as directed. **A natural roll of '6' on a Wits Test is a Critical Success:** This grants a special benefit described by the scenario or determined by the Director for this search (e.g., find an extra item, gain an extra AP on your next turn, draw a beneficial event card). Searches do *not* add Heat.
 - **Failure:** No effect. You find nothing but dust and disappointment.
- **Hunker Down (1 AP):** To perform this action, a character must be in base contact with a piece of terrain that provides Light or Heavy Cover. When targeted by a ranged attack, the attacker suffers an additional **-1 to hit** penalty on top of any existing cover modifiers until the Survivor's next activation. Because seeing your friend get eaten is a powerful motivator to not be seen.
- **Trade (1 AP):** Exchange one item with another Survivor in base contact. (If a Survivor has the "Sticky Fingers" skill, this can be a free action once per turn).
- **Reload (1 AP):** If your weapon is empty, you can use this action to reload it. Each Survivor character starts with a number of **Reloads** specified on their character card. Mark one off when you perform this action. You can find more Reloads via Salvage cards.

Survivor Skills:

Unique Survivor Skills are described on their character cards and can be used as stated. Some may cost AP, while others are passive or trigger automatically.

VI. Director Phase

The Director acts *after* all Survivors have completed their activations for the round. Now it's time for the zombies to get their revenge.

A. Spend Heat:

The Director looks at the current position of the Heat Track marker. If the marker is on a value between 7 and 11, Roll a D6 and consult the table below to determine if the Threat Table gets incremented by one. This is in addition to the standard increment which happens in the cleanup phase of each turn.

Current Heat Value	D6 Roll result	Result
8	6	Threat + 1
9	5+	Threat + 1
10	4+	Threat + 1
11	3+	Threat + 1
12	2+	Threat + 1

Next, the Director can spend Heat points however desired to perform **Director Actions** from the menu below. All Heat points are spent at once, and the Heat Track is then reset to 0.



Director Actions Menu:

Heat Cost	Director Action
1	Sudden Lunge: Choose one Shambler. Move it up to 3" towards the nearest visible Survivor.
2	Spawn Shambler: Place one Shambler model at any designated Spawn Point on the board.
3	Reanimate: Choose a Shambler model that was removed from the board this round. Place it back on the board with 1 Wound.
4	Thematic Event (Minor): Trigger a minor environmental effect (as specified by the scenario or Director's choice).
5	Spawn Horde: Place one Horde movement tray with 4 models on any board edge designated as a Spawn Point.
7	Spawn Special Infected: Place a Screamer, Brute, Hunter, or Bloater model at any designated Spawn Point.
10	"All Hell Breaks Loose": All Hordes currently on the board immediately activate (move and attack).



B. Activate Zombies:

Every zombie on the board performs its entire sequence of actions. They don't choose from a menu; they simply do what their programming dictates.

1. Shamblers, Hordes, and most Special Infected (Brute, Hunter, etc.)

Their activation consists of two simple, sequential steps:

1. **Move:** The zombie first moves its full Move (M) value. The direction is determined by its "Behavior" rule (e.g., "towards the nearest visible Survivor"). They use their entire movement. They don't stop early unless blocked by impassable terrain or another model they cannot move through.
 2. **Attack:** After moving, if the zombie is in base-to-base contact with one or more Survivors, it will make a single melee attack.
 - If it is engaged with multiple Survivors, the Director chooses which one to attack. It still only makes one attack.
- **For all Zombie types and Special Infected:** Activate according to their specific rules, as detailed in Section X: Zombie Types & Behaviors.



VII. Combat Rules

Combat is resolved using one or more D6 dice. Combat may involve only the attacker rolling while in other cases, both the attacker and defender roll off.. Modifiers may also change the required “to hit value” up or down while other modifiers may change the “number of dice” rolled up or down. It is possible to score multiple hits if more than one rolled die happens to individually pass the required to hit number.

The rules have been created assuming survivors and individual shamblers will have standard 25mm bases. Hordes will have movement trays to move them together. Various movement tray options exist and pick one you like or feel free to improvise. Special Infected may be mounted on any appropriate size based for the model.

Line of Sight (LoS):

A model has LoS to another model if a straight line can be drawn from any part of the attacker's base to any part of the target's base without being blocked by terrain or other models (unless specified otherwise).

Cover:

Terrain features can provide Cover, which offers different benefits depending on the type of attack. Assume a survivor is utilizing a terrain feature to its best effect when possible. Figure bases must be clearly and sufficiently behind cover to gain its benefits.

- **Ranged Cover:** This makes a target harder to shoot.
 - **Light Cover (-1 “to hit”):** The target is partially obscured. The attacking player subtracts 1 from their dice pool for Shoot attacks. *Examples: A thin wooden fence, or behind a small tree trunk.*
 - **Heavy Cover (-2 “to hit”):** The target is mostly obscured. The attacking player subtracts 2 from their dice pool. *Examples: peeking through a window of a brick house, or behind a car.*

- **Melee Cover (Defensible Position):** This makes a target harder to hit in close combat by limiting angles of attack. There aren't a lot of times when cover will affect melee, but it can happen. *Examples: behind a riot shield, or behind a low picket fence.*
 - A model receives the benefit of Melee Cover if both the attacker and defender are in base contact with the object and the object is both between them and would reasonably allow a melee fight to occur.
 - When a model with Melee Cover defends in a melee attack, it adds **+1 die** to its defense roll.

Making an Attack:

1. **Declare Attack:** Declare the target and the weapon.
2. **Roll Dice:** Roll dice equal to the **attacker's relevant stat (Fight for melee, Shoot for ranged)**. Apply Cover penalties to the defender if applicable, reducing the attacker's dice pool.
3. **Determine Successes:** Each roll of **4, 5, or 6** is a success. (the starting "To Hit" number is 4)
4. **Resolve Hits:**
 - **Melee:** Compare successes. Attacker rolls F, Defender rolls F (or special melee weapon F). Attacker deals 1 Wound for each success they score over the defender's number of successes.
 - **Ranged:** Each success deals 1 Wound to the target.
5. **Resolve Complications:** For each '1' rolled during an attack, the Director immediately gains **1 Heat**. Because when it rains, it pours... and the rain is made of teeth.
6. **Resolve Special Effects:** Apply weapon-specific effects (e.g., Grenade's area effect, Fire Axe critical hits).

Melee Attacks (Opposed Roll):

- Melee attacks can only be made against targets in base-to-base contact. This is an **opposed dice roll**.
- The attacker and defender both roll dice equal to their Fight (F) stat (plus any modifiers).
- Compare the number of successes rolled by each side.
 - **Attacker has more successes:** Deal 1 Wound for each success the attacker rolled *above* the defender's total.
 - **The Withdraw!** If the attacker has either the same number or more successes than the defender, the attacker may choose to do:
 1. Withdraw themselves up to 1" directly away from the defender.
 2. Or not!

- *Melee Example 1:* Grizz (F:4) attacks a Shambler (F:2). Grizz rolls 4 dice and gets 6, 5, 3, 2 (2 successes). The Shambler rolls 2 dice to defend and gets 4, 1 (1 success and 1 Complication). Grizz has one more success than the Shambler, so he deals 1 Wound, killing it. Additionally, the Shambler's '1' roll adds +1 Heat to the Heat Track.
- *Complex Melee Example:* Anya (F:2) is cornered and in base-to-base contact with two Shamblers (F:2 each) and a Horde (4 models, F:4).
 - *Anya's Turn:* She has 3 AP. She decides to try and thin the herd, attacking one Shambler. She rolls 2 dice (5, 3 - 1 success). The Shambler defends with 2 dice (2, 1 - 0 successes, 1 Complication). Anya gets 1 more success, dealing 1 Wound and killing the Shambler. The Complication adds +1 Heat. Anya has 2 AP left but is still engaged with another Shambler and the Horde.
 - *Director's Turn:* The remaining Shambler and the Horde attack Anya.
 1. *Shambler's Attack:* The Shambler (F:2) attacks. It rolls 6, 4 (2 successes). Anya (F:2) defends, rolling 3, 3 (0 successes). The Shambler has 2 more successes, so Anya takes 2 Wounds.
 2. *Horde's Attack:* The Horde (F:4) attacks. It rolls 6, 5, 5, 2 (3 successes). Anya (F:2) defends again, rolling 4, 1 (1 success, 1 Complication). The Horde has 2 more successes, so Anya takes another 2 Wounds. The Complication adds +1 Heat. Anya has now taken 4 Wounds this turn and is likely Downed or dead.



Ranged Attacks (Shooting):

- The attacker rolls dice equal to **their Shoot (S) stat**, or **the weapon's Shoot stat** if specified; the player may choose which to use. You're probably going to want to use the higher one.
- Each success deals 1 Wound to the target.

Sample Ranged Weapons:

Weapon	Range	# of Dice	Shots	Heat	Notes
Pistol	12"	3	6	2	Reliable, common sidearm.
Suppressed Pistol	12"	3	5	0	Shhh...
Shotgun	12"	5	2	2	Devastating at close range.
Hunting Rifle	24"	4	4	2	Great for picking off distant targets.
SMG (Submachine Gun)	12"	5	3	3	High rate of fire, but very noisy.

A weapon is considered "empty" after its last shot is fired and must be reloaded with a **Reload** action.

Keep track of your shots on the Survivor cards.

- *Shooting Example:* Ramirez (S:4) shoots a Shambler 8" away. The Shambler is behind a wooden fence (Light Cover, -1 to hit). Ramirez uses her Pistol (Range 12", S:3, Shots 6, Heat +2). Her range is fine. Her dice pool is 4 (her S stat) - 1 (for cover) = 3 dice. She rolls and gets 5, 2, 1 (1 success, 1 Complication). The success deals 1 Wound, killing the Shambler. The action generates +2 Heat from the weapon, plus +1 Heat from the Complication, for a total of +3 Heat. She marks off one "shot" from her pistol.

Damage and Wounds:

- When a Survivor takes a Wound, mark it off on their card.
- **Downed:** If a Survivor reaches 0 Wounds, they are **Downed**. The standard way to represent this is to lay the model on its side. (Don't worry, they're probably fine.) If you prefer to protect your miniatures, you may instead place a **Downed Marker** next to the model's base. A Downed model cannot activate.
 - **Bleed Out:** At the start of each new turn, a Downed Survivor must make a test. Roll a D6 and try not to roll a 1. It's a bad look. On a roll of 1, they die (are removed from the game).
 - **Revive:** Another Survivor can use an Interact (1 AP) action in base contact to revive a Downed Survivor. The revived Survivor stands up with 1 Wound.

- A survivor is also dead if at any moment they reach less than zero wounds which may happen due to multiple wounds generated at once.

Healing and Medkits

While taking damage is easy, healing it is a luxury in the apocalypse.

- **Using a Medkit:** The most common way to heal Wounds is by using a **Medkit**, which can be found in the Salvage Deck if no survivor starts with one. A Medkit is a one-time use item. A Survivor may spend **1 AP** to perform an **Interact** action on themselves or an adjacent Survivor to use a Medkit. The target immediately removes up to **2 Wounds**. A Medkit cannot be used on a Survivor who is Downed; they must be Revived first.
- **Specialized Healing:** Some character skills or rare Salvage items may provide other ways to heal Wounds. These are explained on their respective cards. For example, Dr. Sharma's "Triage" skill can make a standard Medkit far more effective.

Status Effects:

- **Burning:** When an effect creates a fire, a **Burning Marker** is placed to indicate the area is on fire. Any model that starts its activation in, or moves through, a Burning area immediately suffers 1 Wound.
- For larger fires, consider using colored cotton balls or similar thematic materials to mark the area.

VIII. End Phase

1. **Advance Threat Track:** Advance the Threat Track marker by 1 space. The heat tracker maximum is determined by the scenario and typically between 10 and 15.
2. **Threat Events:** If the Threat marker lands on or passes a space designated as an "Event Trigger" by the scenario, the Director immediately resolves that event.
3. **Reset Heat Track:** The Heat track should have been reset to zero. If not, do so now.
4. **Check Objectives:** Determine if any victory conditions have been met for Survivors or the Director. If a victory condition is met, the game ends immediately.
5. **Continue:** If no victory condition is met, begin a new round with the Director Phase.

IX. The Anatomy of a Survivor

1. **Name, Archetype, and Quote:** This is pure flavor. It tells you who the character is and gives you a feel for their personality.

2. **The Core Stats:** These six numbers are the mechanical heart of your character.

- **Move (M):** This is your character's speed in inches. When you spend 1 AP on a Move action, this is how far you can go. A high Move (6" or 7") is great for getting to objectives or out of trouble, while a low Move (4") means you're better off finding a good spot and holding it down.
- **Fight (F):** This is your skill in close-quarters combat. It's the number of dice you roll when you make a Melee Attack and, just as importantly, the number of dice you roll to defend against a Melee Attack. A high Fight stat means you can handle yourself when things get personal.
- **Shoot (S):** This is your marksmanship. It's the number of dice you roll when you make a Ranged Attack with a firearm. A high Shoot stat means you're more likely to hit your target from a distance.
- **Wits (W):** This represents your intelligence, perception, and technical know-how. It's the number of dice you roll for Search tests and most scenario-specific objectives like repairing a generator or picking a lock. A high Wits character is your team's problem-solver.
- **Guts (G):** This is your courage and mental fortitude. It's the number of dice you roll to resist fear-based effects and, most critically, for the Bleed Out test you must make each turn you are Downed. A high Guts stat can be the difference between getting back up and becoming part of the horde.
- **Wounds (WND):** This is how much punishment your character can take before collapsing. For each point of damage you suffer, mark off one Wound. When you run out of Wounds, you become Downed. Think of it as your "I'm not dead yet!" meter.

3. **Unique Skill:** This is your character's signature move. It's a special ability that only they can use, and it often defines their primary role on the team. Officer Ramirez's "Get a Grip!" skill makes her a great leader for keeping the team's morale high.

4. **Starting Equipment:** This lists the gear your character begins the game with.

- **Weapons:** Will list the specific weapon and any key stats, like its "Shots" (ammunition) or a bonus it provides (like the Nightstick's +1 to Fight).
- **Items:** This can include useful gear like Medkits, backpacks, or sometimes, just a piece of Junk for flavor.
- **Reloads:** This is a crucial resource. It's the number of times you can perform the Reload action to refill an empty weapon. Use them wisely!

5. **Optional Secret Agenda:** If the scenario allows for it, this is your character's personal, hidden goal. Fulfilling it can sometimes put you at odds with the group's main objective, creating great story moments.

6. **Point Value (PV):** This is a balancing tool for building teams in custom or competitive scenarios. A higher PV generally indicates a character with stronger stats, a more powerful skill, or better starting gear. It helps ensure that different team compositions are relatively balanced against each other.

X. Zombie Types & Behaviors

This section details the different types of undead the Director can control. The Director can purchase these via the Heat Menu or have them present from the scenario start.

- **Shambler:** The classic. Slow, dumb, and relentless. There are a lot of them.
 - **Stats:** M:4", F:2, WND:1
 - **Behavior:** Moves its full 4" towards the nearest visible Survivor. If none are visible, moves towards the nearest objective marker.
 - **Attack:** F:2.
- **Horde:** You're familiar with the 'Shambler,' but now they've brought friends. Lots of friends.
 - **Stats:** M:3", F:(1 per model on tray), WND:(1 per model on tray).
 - **Behavior:** Moves its full 3" towards the largest group of visible Survivors. If groups are equal, Director chooses. If no Survivors visible, moves towards the nearest objective marker.
 - **Attack:** F equal to the number of models on the tray.
- **Screamer:** The drama queen of the apocalypse.
 - **Stats:** M:4", F:2, WND:1
 - **Special Rule: "Piercing Shriek":** At the start of the Director Phase, if the Screamer can see a Survivor, it adds +3 Heat to the Heat Track.
 - **Behavior:** Moves its full 4" towards the nearest visible Survivor. Does not make melee attacks if another type of zombie is also engaging its target.
- **Brute:** Looks like he didn't miss a meal. Or a hundred.
 - **Stats:** M:4", F:4, WND:3.
 - **Special Rule: "Armor 1":** Ignores the first Wound from every attack.
 - **Behavior:** Moves its full 4" towards the nearest visible Survivor. Can move through occupied spaces (including other zombies) and difficult terrain without penalty.
 - **Attack:** F:4.

Hunter: Fast, quiet, and really wants to give you a hug. A deadly hug.

- **Stats:** M:6", F:3, WND:2
- **Behavior:** Moves its full 6" towards the nearest visible Survivor, attempting to take flanking paths if possible.
- **Attack:** F:3.
- **Special Rule: "Ambush":** If the Hunter activates from ambush (starts its activation within 3" of a piece of cover and unseen), it can immediately move an extra 3", and make an attack if it ends its move engaged.
- **Bloater:** Whatever you do, don't pop it. Seriously.
 - **Stats:** M:3", F:1, WND:3
 - **Behavior:** Moves its full 3" towards the nearest visible Survivor.
 - **Attack:** F:1.
 - **Special Rule: "Explosive Demise":** When the Bloater takes its final Wound, it explodes. Any figure within 3" of it must make a Guts test (against a DC set by the scenario or Director, e.g., DC 4) or take 2 Wounds. This explosion generates +3 Heat.

(Director's Tip: Feel free to create your own zombie types! Think about their stats, movement, attack values, and one or two unique, thematic abilities. Balance them by adjusting their Heat cost for spawning or by making them vulnerable in certain ways. Good zombie design should present a unique challenge or problem for the Survivors to overcome.)



XI. Heat Track Management

The Heat Track represents the escalating chaos and attention drawn by the Survivors' actions. It is a global resource pool for the Director.

Heat Generation:

Heat is generated throughout the game in several ways:

- **Loud Actions:** Firing unsilenced weapons, using explosives, or performing certain noisy actions immediately adds a specified amount of Heat to the track.
- **Complications:** Survivors rolling a '1' on ANY dice roll (attack, test, etc.) immediately adds **1 Heat** to the track.
- **Special Infected Abilities:** Certain Special Infected, like the Screamer, generate Heat through their unique rules.
- **Thematic Events & Trouble Cards:** Some events or cards drawn from the Salvage Deck may add Heat directly.
- Survivors performing any other actions such as starting a motorcycle... At the Director's discretion.

Heat Track Limit:

The Heat Track has a maximum value of **15 or whatever the scenario has determined**. If an action would cause the Heat to exceed 15, or the scenario maximum, the Heat Track simply remains at the maximum. Any additional Heat generated in that round is lost. This represents the world already being at peak chaos.

Spending Heat:

At the start of the **Director Phase**, the Director spends ALL accumulated Heat points on actions from the Director Actions Menu. The track then resets to 0. The Director cannot save Heat between rounds.

Examples of Heat Generation by Action:

Action	Base Heat Generated	Notes
Suppressed Weapon Shot	0	Stealthy!
Pistol / Shotgun / Rifle Shot	2	LOUD!
SMG (Automatic Fire)	3	Extremely loud! Attracts unwanted attention.
Melee Attack (Noisy Weapon)	1	e.g., Baseball Bat
Melee Attack (Quiet Weapon)	0	e.g., Scalpel
Explosive (Grenade) or similar explosion	4	Boom goes the dynamite!
Molotov Cocktail	3	Fire is loud too!

XII. Victory and Loss Conditions

The game ends immediately when one of the following conditions is met:

Survivor Victory:

- The Survivors successfully achieve the scenario's primary objective.
- A specified number of Survivors escape the playing area as per the scenario rules.

Director Victory:

- The **Threat Track** marker reaches the final space (e.g., space 15, or a scenario-specific threshold).
- More than half of the starting Survivors are eliminated (either Downed and bled out, or killed outright).
- The Survivors fail to complete the scenario objective by the end of the game round where the Threat Track reaches its maximum.

XIII. Survivor Compendium (Reference)

This document contains detailed profiles for all playable Survivor Archetypes, including their stats, unique skills, starting equipment, and potential starting Secret Agendas. Players select their Survivor from this compendium at the start of the game.


XIV. Salvage Deck (Scenario Dependent)


This deck is crucial for the Search action. The composition of the Salvage Deck is determined by the chosen scenario. Scenarios will specify how many cards to draw and what specific items might be included. Players are encouraged to customize their Salvage Decks for different playstyles or themes. This document contains the full list of available Salvage cards for use in scenario creation.


XV. Scenario Compendium (Reference)


This document contains a collection of different scenarios, each with unique objectives, board layouts, starting conditions, special rules, and Salvage Deck compositions. Players select a scenario from this compendium to determine the specific challenges and narrative of their game.

Sample Survivors: Work in progress:

The Leader: Officer Ramirez		85 Pts
<i>"Remember your training. If you don't have any, try not to die."</i>		
Move:5" Fight:3 Shoot:4 Wits:2 Guts:4 WND:3 ○ ○ ○		
Unique Skill: "Get a Grip!" - Once per round, can allow another Survivor within 6" to re-roll a failed Guts test.	Starting Equipment: <ul style="list-style-type: none"> • Service Pistol (Shots: 6) • Reloads: 2 • Nightstick (F: User+1) 	
Optional Secret Agenda: Code of Conduct: Ensure no more than one other Survivor dies.		

The Muscle: Grizz		90 Pts
<i>"Back in my day, we hit things with wrenches. Seems to still work."</i>		
Move:5" Fight:4 Shoot:1 Wits:2 Guts:4 WND:4 ○ ○ ○ ○ ○		
Unique Skill: "Knock Down" - When Grizz deals a Wound in melee, he can choose to not deal the Wound and instead push the target back 3" and it cannot act on its next activation.	Starting Equipment: <ul style="list-style-type: none"> • Iron Pipe (F: User+1) • Biker Jacket (Ignores the first Wound taken each round) • Reloads: 0 	
Optional Secret Agenda: King of the Swing: End the game having killed more zombies in melee than any other Survivor.		

The Specialist: Dr. Anya Sharma		80 Pts
<i>"Hold still! This will hurt a lot, but you'll probably live."</i>		
Move:6" Fight:2 Shoot:2 Wits:4 Guts:3 WND:3 ○ ○ ○		
Unique Skill: "Triage" - When using a Medkit, make a Wits test. For each success, the target heals one additional Wound.	Starting Equipment: <ul style="list-style-type: none"> • Scalpel (F: User + 1) (Quiet Melee Weapon) • Medkit • Reloads: 1 	
Optional Secret Agenda: The Hoarder: Escape with at least two found items in your inventory.		

The Scout: Leo		75 Pts
<i>"First one there gets the good stuff! Last one there gets... well, you know."</i>		
Move:7" Fight:2 Shoot:1 Wits:3 Guts:2 WND:2 ○ ○		
Unique Skill: "Triage" - When using a Medkit, make a Wits test. For each success, the target heals one additional Wound.	Starting Equipment: <ul style="list-style-type: none"> • Scalpel (F: User + 1) (Quiet Melee Weapon) • Medkit • Reloads: 1 	
Optional Secret Agenda: The Hoarder: Escape with at least two unused Medkits in your inventory.		

1. The Leader: Officer Ramirez

"Remember your training. If you don't have any, try not to die."

- **Stats:** M:5", F:3, S:4, W:2, G:4, WND:3
- **Unique Skill: "Get a Grip!"** - Once per round, can allow another Survivor within 6" to re-roll a failed Guts test.
- **Starting Equipment:** Service Pistol (Shots: 6), Nightstick (F: User+1). **Reloads: 2**
- **Optional Secret Agenda: Code of Conduct:** Ensure no more than one other Survivor dies.
- **Point Value: 85**

2. The Muscle: Grizz

"Back in my day, we hit things with wrenches. Seems to still work."

- **Stats:** M:5", F:4, S:1, W:2, G:4, WND:4
- **Unique Skill: "Knock Down"** - When Grizz deals a Wound in melee, he can choose to not deal the Wound and instead push the target back 3" and it cannot act on its next activation.
- **Starting Equipment:** Tire Iron (F: User+1), Biker Jacket (Ignores the first Wound taken each round). **Reloads: 0**
- **Optional Secret Agenda: King of the Swing:** End the game having killed more zombies in melee than any other Survivor.
- **Point Value: 90**

3. The Specialist: Dr. Anya Sharma

"Hold still! This will hurt a lot, but you'll probably live."

- **Stats:** M:6", F:2, S:2, W:4, G:3, WND:3
- **Unique Skill: "Triage"** - When using a Medkit, make a Wits test. For each success, the target heals one additional Wound.
- **Starting Equipment:** Scalpel (Quiet Melee Weapon), Medkit. **Reloads: 1**
- **Optional Secret Agenda: The Hoarder:** Escape with at least two unused Medkits in your inventory.
- **Point Value: 80**

4. The Scout: Leo

"First one there gets the good stuff! Last one there gets... well, you know."

- **Stats:** M:7", F:2, S:1, W:3, G:2, WND:2

- **Unique Skill: "Slippery"** - Can move through spaces occupied by Shambler models.
- **Starting Equipment:** Baseball Bat (F: User+1, Noisy), Backpack (Can carry one extra Salvage item). **Reloads: 0**
- **Optional Secret Agenda: Urban Explorer:** Be the first Survivor to enter three different buildings.
- **Point Value: 75**

5. The Sharpshooter: Odessa

"Distance is my friend. Yours too, if you stand behind me."

- **Stats:** M:5", F:2, S:5, W:3, G:3, WND:3
- **Unique Skill: "Precision Shot"** - Once per round, may re-roll one die for a Shoot attack.
- **Starting Equipment:** Hunting Rifle (Shots: 4), Combat Knife (Quiet Melee Weapon). **Reloads: 2**
- **Optional Secret Agenda: Trophy Hunter:** Kill a Special Infected from more than 18" away.
- **Point Value: 92**

6. The Mechanic: Sparky

"If it's broken, I can fix it. If it's not broken, I can probably make it better. Or make it explode. 50/50 shot."

- **Stats:** M:5", F:2, S:2, W:4, G:3, WND:3
- **Skill: "Jury-Rig":** Can spend 2 AP to attempt to repair a broken item or vehicle part (requires a Wits test).
- **Starting Equipment:** Wrench (F: User+1), a spare Fan Belt (Junk Item). **Reloads: 1**
- **Optional Secret Agenda: Right Tool for the Job:** Successfully use your Jury-Rig skill on a scenario objective.
- **Point Value: 70**

7. The Moral Compass: Father Michael

"Faith can move mountains... but a shotgun helps."

- **Stats:** M:4", F:2, S:2, W:3, G:5, WND:4
- **Skill: "Rally the Faithful"** - Once per turn, as a free action, can remove one Wound from another Survivor within 6" by taking one Wound himself.
- **Starting Equipment:** Worn Shotgun (Shots: 2), Holy Symbol (Provides +1 Guts). **Reloads: 1**

- **Optional Secret Agenda:** *Test of Faith:* End the game with no more than 1 Wound remaining, without ever being Downed.
- **Point Value:** 85

8. The Scrounger: Patches

"One man's trash is another man's treasure. In this world, it's all treasure."

- **Stats:** M:6", F:2, S:1, W:5, G:3, WND:2
- **Unique Skill: "Knows Where to Look"** - When Patches uses the Search action, they draw two cards from the Salvage Deck and choose one to keep. The other is discarded.
- **Starting Equipment:** Crowbar (F: User+1, can be used to pry open doors without a Wits test).
Reloads: 0
- **Optional Secret Agenda:** *Pack Rat:* End the game with at least 5 Salvage cards in your inventory (Junk included).
- **Point Value:** 80

9. The Firefighter: Fury

"You run from the fire. I run towards it. Same principle here."

- **Stats:** M:6", F:3, S:2, W:2, G:4, WND:4
- **Unique Skill: "Adrenaline Rush"** - For each Wound Fury is missing from her maximum, she gains +1 die on all her Fight rolls.
- **Starting Equipment:** Fire Axe (F: User+2, Noisy), Firefighter Coat (The first time each game Fury would be set on fire, ignore it). **Reloads:** 0
- **Optional Secret Agenda:** *Pain is Weakness:* End the game with more Wounds than any other surviving character.
- **Point Value:** 90

10. The Gambler: "Lady Luck"

"You gotta know when to hold 'em, know when to fold 'em, and know when to shoot 'em in the head."

- **Stats:** M:5", F:1, S:2, W:4, G:4, WND:2
- **Unique Skill: "Press Your Luck"** - Once per round, after any die is rolled by any player (including the Director), Lady Luck may force that die to be re-rolled.
- **Starting Equipment:** Small Pistol (Shots: 4), Deck of Cards. **Reloads:** 1
- **Optional Secret Agenda:** *Ace in the Hole:* Use your 'Press Your Luck' skill to turn a Survivor's failed roll into a success.

- **Point Value: 80**

Scenario 1: "Last Stop Gas"

"The engine turns over, but she's running on fumes. We've got one chance to get out of this town, but we're not leaving without fuel or first aid. The gas station across the street looks quiet... too quiet. Let's gear up. We go on my signal."

Overview

- **Player Count:** 4 Survivors + 1 Director
 - **Game Board:** 4' x 4'
 - **Estimated Playtime:** 2 - 2.5 hours
 - **Plot:** The Survivors are holed up in a mechanic's garage with a working ambulance, but it's empty of fuel and medical supplies. They must venture out to the nearby gas station and clinic to scavenge the necessary supplies to make their escape before the horde overruns them completely.
-

Terrain Layout

The table represents a ruined intersection in a small town.

- **The Road:** A 12" wide road runs diagonally across the table from one corner to the opposite.
- **The Garage (Survivor Start):** In one corner, place a medium-sized building representing a mechanic's garage. An ambulance model should be placed just outside the garage door, touching the building.
- **The Gas Station:** In the corner opposite the garage, place a small building representing a gas station convenience store, with two gas pumps out front.
- **The Clinic:** Along one of the other table edges, place a small building representing a medical clinic or pharmacy.
- **Scatter Terrain:** Place 3-4 wrecked cars or civilian vehicles along the road to act as cover and block line of sight. Add smaller scatter like dumpsters, barricades, and trash cans to create a cluttered, realistic environment.

Setup

Survivor Setup

- **Survivors:** This scenario uses the first four Survivors from the Compendium:
 1. **Officer Ramirez**
 2. **Grizz**
 3. **Dr. Anya Sharma**
 4. **Leo**
- **Starting Zone:** All Survivor models begin the game fully inside the **Garage** building.

Director Setup

- **Starting Zombies:**
 - Place **2 Shamblers** near the gas station pumps.
 - Place **1 Shambler** behind one of the wrecked cars in the middle of the road.
- **Heat Track Maximum:** 15
- **Threat Track Maximum:** 12. The game ends if the Threat Marker reaches space 12.
- **Spawn Points:** There are four Spawn Points on the board:
 - Two manhole covers, one on each side of the central road.
 - The entrance to a dark alleyway on the left table edge.
 - The entrance to another dark alleyway on the right table edge.
- **Search Locations (Stashes):**
 - The **Gas Station** building.
 - The **Clinic** building.

Objectives & Victory Conditions

Objective Markers

- Place one Objective Marker on the **Gas Pumps**.
- Place one Objective Marker inside the **Clinic**.
- Place one Objective Marker on the back doors of the **Ambulance**.

Survivor Objective: The Escape Plan

To win, the Survivors must complete the following steps in any order:

1. **Find the Gas Can:** A Survivor must successfully Search the **Gas Station** to find the "Gas Can" Salvage Card.
2. **Find the Medkit:** A Survivor must successfully Search the **Clinic** to find the "Medkit" Salvage Card.
3. **Deliver the Goods:** Survivors carrying the Gas Can and the Medkit must move to the **Ambulance** and spend 1 AP each while in base contact to place the items inside.
4. **Escape!** Once both items are delivered, the Survivor victory condition is met at the end of any round where **all surviving Survivors** are within 2" of the Ambulance model.

Victory Conditions

- **Survivor Victory:** The Survivors complete the "Escape!" objective.
 - **Director Victory:** The game ends immediately if either:
 - The Threat Track marker reaches space 12.
 - Three or more Survivors have been eliminated.
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Special Rules

- **"Highly Flammable!":** The Gas Pumps are volatile. If the Gas Pumps Objective Marker (or any part of the pump models) takes even a single Wound from any source, they explode. Every model (Survivor or Zombie) within 6" of the pumps immediately suffers 3 Wounds. This action generates **+5 Heat**.
- **"Right Place, Right Time":** The Clinic is well-stocked with basic supplies. Any Survivor performing a Search action inside the Clinic gains **+1 die** to their Wits test.
- **Required Supplies:** Before the game begins, find the "Gas Can" and "Medkit" cards. Shuffle the "Gas Can" card into the top 5 cards of the Salvage Deck, and shuffle the "Medkit" card into the bottom 5 cards of the Salvage Deck. Then, shuffle the rest of the deck as normal. This ensures the objectives are present but their acquisition is paced.

Borrowed Time: Salvage Deck

This starter deck is a recommended set of 25 cards. Scenarios may instruct you to add, remove, or "stack" certain cards (like objectives) within the deck.

Category: Gear & Equipment (6 Cards)

Card Name	Type	Rules Text
Ammo Reload	Gear	One-time Use: Discard this card during your activation to fully reload one ranged weapon. You may now perform a Reload action as a free action this turn.
Ammo Reload	Gear	One-time Use: Discard this card during your activation to fully reload one ranged weapon. You may now perform a Reload action as a free action this turn.
Ammo Reload	Gear	One-time Use: Discard this card during your activation to fully reload one ranged weapon. You may now perform a Reload action as a free action this turn.
Flashlight	Gear	Passive: The Survivor holding this ignores penalties for shooting in darkness. They also gain +1 die to all Search tests.
Backpack	Gear	Passive: This Survivor can carry one extra Salvage card beyond the normal limit.
Military Radio	Gear	One-time Use: Discard this card to perform a unique 1 AP action: "Radio Scan." Roll a D6. On a 4+, discover the location of one

objective item (the Director points to the correct Search Location).
On a 1, add +3 Heat as the signal is intercepted.

Category: Weapons & Explosives (5 Cards)

Card Name	Type	Rules Text
Fire Axe	Melee Wpn	Noisy. A character wielding this axe uses a Fight stat of User+2 . A fantastic tool for both the living and the dead.
Machete	Melee Wpn	Quiet. A character wielding this machete uses a Fight stat of User+1 and may re-roll one failed die on their first melee attack each turn.
Grenade	Explosive	One-time Use: As an Attack action, throw this up to 12". All models within 3" of the target point suffer a 5-die attack. Generates +4 Heat.
Molotov Cocktail	Explosive	One-time Use: As an Attack action, throw this up to 8". Place a 3" Burning Marker . This area remains on fire for 3 rounds. Generates +3 Heat.
Hunting Rifle	Ranged Wpn	Weapon Stats: Range: 24", Dice: 4, Shots: 4, Heat: +2. You may now perform one Reload action to equip this weapon.

Category: Medical Supplies (3 Cards)

Card Name	Type	Rules Text
Medkit	Medical	One-time Use: Spend 1 AP to heal yourself or an adjacent Survivor for up to 2 Wounds. Cannot be used on a Downed character.
Medkit	Medical	One-time Use: Spend 1 AP to heal yourself or an adjacent Survivor for up to 2 Wounds. Cannot be used on a Downed character.
Adrenaline Shot	Medical	One-time Use: Spend 1 AP to use this on a Downed Survivor. They immediately stand up with 1 Wound and gain 1 bonus AP to use this turn.

Category: Junk (6 Cards)

Card Name	Type	Rules Text
Half-Eaten Can of Beans	Junk	You stare at the cold, congealed beans. You are filled with... something. Discard this card.
Car Keys	Junk	You find a set of car keys! You press the button. A car alarm goes off three blocks away. This item has no effect.

A Single, Sad-Looking Shoe	Junk	It's not your size. It's not even a matching shoe for one you own. Discard this card.
Expired Twinkie	Junk	It looks surprisingly pristine. You consider eating it, but your survival instinct (and good sense) narrowly wins out. Discard this card.
Useless Collection of Pogs	Junk	You find a binder full of Pogs. You feel a brief, powerful wave of 90s nostalgia, then profound disappointment. Discard this card.
Leaky Battery	Junk	You find a D-cell battery. It is leaking corrosive fluid. You wisely decide to leave it where you found it. Discard this card.

Category: Trouble! (5 Cards)

Card Name	Type	Rules Text
Loud Crash!	Trouble	Resolve Immediately! Something heavy falls off a nearby shelf. Add +2 Heat to the Heat Track and discard this card.
Loud Crash!	Trouble	Resolve Immediately! Something heavy falls off a nearby shelf. Add +2 Heat to the Heat Track and discard this card.

It's a Trap!	Trouble	Resolve Immediately! You trip a poorly-made snare or cut yourself on sharp metal. The searching Survivor immediately suffers 1 Wound . Discard this card.
The Biter	Trouble	Resolve Immediately! A zombie was playing dead! Place a Shambler in base-to-base contact with the searching Survivor. It makes an immediate free melee attack. Discard this card.
Infested!	Trouble	Resolve Immediately! This place is worse than you thought. The Director may immediately spawn a Shambler at any spawn point on the board. Add +1 Heat . Discard this card.

Scenario 2: "The Rooftop Signal"

"The radio crackled to life for a moment—just a moment—but we heard it. 'Evac on the roof of the Med-Tower... sunrise.' Sunrise is coming fast. We have to get to that roof and hold it long enough for the chopper to see our signal. Getting there will be hard. Staying there... might be impossible."

Overview

- **Player Count:** 4 Survivors + 1 Director
 - **Game Board:** 4' x 4'
 - **Estimated Playtime:** 2.5 - 3 hours
 - **Plot:** The Survivors have heard a faint military broadcast promising helicopter evacuation from the roof of the downtown medical tower. They must fight their way to the tower, ascend to the roof, and then survive the ensuing onslaught long enough to signal the rescue chopper.
-

Terrain Layout

The table represents a dense urban street leading to a multi-story hospital.

- **The Street:** The majority of the board is a city street cluttered with abandoned vehicles, barricades, and debris.
 - **The Med-Tower:** One entire edge of the board is dominated by a large, multi-story building representing the Med-Tower. This building should be at least two levels high (a ground floor and a roof). The only way to the roof is via a single stairwell/ladder access point on the ground floor.
 - **Flanking Alleys:** Two narrow alleyways should run along the sides of the board, providing alternate routes but also new dangers.
 - **Scatter Terrain:** The streets should be full of cars, dumpsters, and makeshift barricades to create cover and choke points.
-

Setup

Survivor Setup

- **Survivors:** This scenario uses the first four Survivors from the Compendium:
 1. **Officer Ramirez**
 2. **Grizz**
 3. **Dr. Anya Sharma**
 4. **Leo**
- **Starting Zone:** All Survivor models begin the game within 3" of the table edge **opposite** the Med-Tower.

Director Setup

- **Starting Zombies:**
 - Place **1 Horde** (with 4 models) in the middle of the main street.
 - Place **1 Shambler** in each of the two side alleys.
 -
 - **Heat Track Maximum:** 15
 - **Threat Track Maximum:** 15. The game ends if the Threat Marker reaches space 15.
 - **Spawn Points:** There are six Spawn Points:
 - The entrance to each of the two side alleys.
 - Two manhole covers on the main street.
 - Two street-level, boarded-up doorways on the Med-Tower itself.
 - **Search Locations (Stashes):**
 - An abandoned Ambulance near the Med-Tower entrance.
 - A wrecked Police Car in the middle of the street.
-

Objectives & Victory Conditions

Objective Markers

- Place one Objective Marker on the main entrance to the **Med-Tower** on the ground floor.
- Place one Objective Marker in the center of the **Med-Tower's roof**.

Survivor Objective: Signal for Rescue

To win, the Survivors must complete the following steps in order:

1. **Breach the Tower:** At least one Survivor must reach the main entrance of the Med-Tower and spend 2 AP to open the barricaded doors (this does not require a test).
2. **Reach the Roof:** All surviving Survivors must move onto the roof of the Med-Tower.
3. **Activate the Signal (The Final Stand):** Once all living Survivors are on the roof, one Survivor must spend 1 AP while in base contact with the central Objective Marker to activate a signal flare. This immediately adds **+5 Heat** to the Heat Track.
4. **Survive:** The Survivors must now survive on the roof for **3 full game rounds** after the signal is activated. A turn tracker can be used for this. If they survive the Director's phase of the third round, they are rescued and win the game.

Victory Conditions

- **Survivor Victory:** The Survivors successfully survive on the roof for 3 full rounds after activating the signal.
- **Director Victory:** The game ends immediately if either:
 - The Threat Track marker reaches space 15.
 - All Survivors have been eliminated. (Note: for this scenario, the "more than half" rule is replaced by total elimination).

Special Rules

- **Vertical Threat:** While Survivors are on the roof, the Director may spend Heat to spawn zombies on the ground floor as normal. These zombies will move towards the stairwell access point each turn. Once a zombie reaches the access point, it is removed from the ground floor and placed on the roof at the start of the next Director Phase.
- **Crumbling Facade:** The Director may spend 2 Heat as a special Director Action to have a zombie on the ground floor attempt to scale the building. The zombie is removed from the board. At the start of the next Director Phase, roll a D6. On a 4+, the zombie successfully climbs up and is placed on the nearest roof edge. On a 1-3, it falls and is eliminated.
- **Nowhere to Run:** Once the "Activate the Signal" step is completed, Survivors cannot leave the roof for any reason.

Scenario Salvage Deck ("Urban Emergency" - 25 Cards)

This deck is tailored for a scenario with fewer search opportunities and a greater need for immediate combat effectiveness.

Category: Gear & Equipment (6 Cards)

- 2x **Ammo Reload**
- 1x **Military Radio** (Can be used to delay the Threat Track by one space on a 4+ roll, one-time use)
- 1x **Flashlight**
- 1x **Climbing Gear** (Passive: The Survivor holding this can move up or down one level of a building for 2 AP)
- 1x **Flare Gun** (Ranged Wpn: Range 18", Dice 1, Shots 1, Heat +1. If this shot hits a zombie, the zombie and all others within 2" are lit on fire and gain a Burning Marker.)

Category: Weapons & Explosives (6 Cards)

- 1x **Fire Axe**
- 1x **Machete**
- 2x **Grenade**
- 1x **SMG (Submachine Gun)** (Ranged Wpn: Range 10", Dice 5, Shots 3, Heat +3)
- 1x **Shotgun** (Ranged Wpn: Range 10", Dice 5, Shots 2, Heat +2)

Category: Medical Supplies (4 Cards)

- 2x **Medkit**
- 2x **Adrenaline Shot**

Category: Junk (4 Cards)

- 1x **Half-Eaten Can of Beans**
- 1x **Car Keys**

- 1x **Leaky Battery**
- 1x **Useless Collection of Pogs**

Category: Trouble! (5 Cards)

- 2x **Loud Crash!**
- 1x **It's a Trap!**
- 1x **The Biter**
- 1x **Infested!**