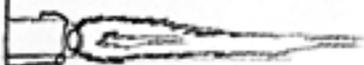


WALK OF THE DEAD

By Brian Lourey for RL Games



CHILVARY
IS



Dead

now how will man

Defeat the **DEAD!**



Games

2-10 players

ages 12 and up

Table OF CONTENTS

	Page
I Welcome	2
II Things Needed	2
III The Counters	2
IV Combat	3
A. when combat happens	3
B. how to conduct combat	3
C. Projectile weapons	4
V Fire and TRAPS	5
A. Fire	5
B. traps	6
VI movement	7
VII Time	7
VIII weapons	8
A. Dead	8
B. Human	8
C. Ammo	8-9
IX Example Record sheet	10
X winning	1 1/2

winning

when 1 player ^(team) eliminates all other players or
team's counters he wins.

Welcome TO The world

Ha! Ha! A new world the world of the Dead!!

CHILVARY died years ago now how will man defeat the Dead!!

WALK OF THE DEAD is not a Role-playing Game but a less game

Things needed

1 WALK OF THE DEAD Rule book

2 sheets of WALK OF THE DEAD counters

1 of the 4 WALK OF THE DEAD Maps or make your own with the linch graph paper

2 six sided dice

pen and pencil and paper

The Counters

types

S = Spirit

V = Vampire

Z = Zombie

C = Vehicle

F = Fire

H = Human

A = Animal

LB = Leader and counter #

T = Trap

***** = Day

N = Night

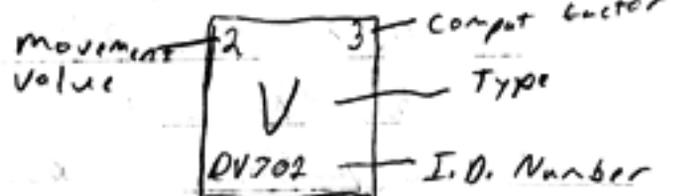
M = Min

A.M.
P.M.

A.M. P.M. counter

There should be 110 counters and

parts of a counter



D = Dead

H = Human

C = vehicle

A = animal

LB = Leader and #

T = Trap

F = fire

Combat

This section should have special attention because it is the most important of all the sections.

On the right hand side of the of the counter there is a number called a combat factor.

When combat happens,

1. when 2 ~~or more enemy~~ counters enter the same square
2. when player declares he wants to fire a projectile weapon

how to conduct combat,

1. Add up all Human combat factors in that square.
2. Add up all Dead combat factors in that square
3. Human role 2 dice and add combat factors
4. Dead role 2 dice and add combat factors
5. side with highest number wins
6. losing side Remove one counter from playing area.
7. repeat to all of either the humans or Dead in that square are removed.

Combat continued

ex:1 = Dan which is playing leader 3 has two
Zombies one with the combat factor of 4 the other 3 the
leader 3 has combat factor of 8 with all together = 15
Dave = which has 1 human and a dog the humans
combat factor is 5 and the dogs 6 which together
= 11, Dave rolls the Dice getting a 8, $8 + 11 = 19$, Dan rolls
the Dice getting a 10, $10 + 15 = 25$ since 25 is higher
Dave is forced to remove 1 playing piece since the
human is weaker than the dog Dave takes the
human off and decides the dog will run.

Projectile weapons

When firing a projectile weapon the
player wishing to fire must roll one die then
look at the table below.

Die Roll	Projectile table Result
1	weapon jams or misfires
2	hit
3	miss
4	miss
5	Hit
6	miss

When a player hits one piece is removed from
the board of the opposite players.

Combat continued

ex. 2. = as Dave's Dog runs a zombie carrying a cross bow fires at it rolling a 3 on the chart The zombie misses. Then he subtracts 1 point of Ammo.

Fire and TRAPSO

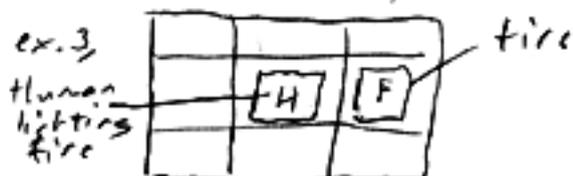
Fire is mainly a form of weapon. when wanting to start a fire player rolls one die and looks on the table below. see ex. 4

1, 2, 6	fire dont start
3, 4, 5	fire starts

each player can only start 2 fires a game

Note: if using gas to start fire on the roll of a one the counter lighting the fire is also removed.

when a fire is successfully lit all counters in that square are removed. After fire is lit it stays on the square right beside the square being lit, see ex. 3



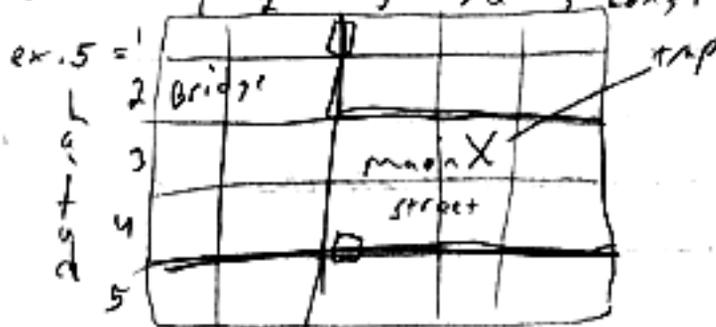
ex. 4 = In order to save Dave's dog which is being chased by 2 zombies and a spirit a human lights a fire in a square the zombies will be moving through Dave rolls a 4 which means his fire is successful

Fire and traps continued.

One of the zombies is now in that square and is removed.

traps.

Traps are set secretly and are not known until someone is removed by one, on your record sheet there are 2 trap columns. In the first square listed trap number put the number of counter under under latitude put the latitude number it is lined up with, under longitude put the longitude number it is lined up with. if any enemy puts a counter on that exact square then remove his counter and place that trap counter in its place, the trap counter stays there for the rest of the game, any counter going through that square can still be caught in the trap. the player that set the trap counter can not be caught in the trap. see ex. 5



Ben's spirit passes over the square 3 and 4 and is removed by a trap then the trap counter is placed on that square and left to the end of the game.

on record sheet

Traps	Trap #	latitude	longitude
1	T87VQ	3	4

Movement

The movement value on the counter or the left hand number. The counter can move this many squares a turn. see ex. 6

ex. 6 Davis Dog which has a movement value of 4 is being chased by Davis Zombie movement value 5. So Davis Dog is caught and removed.

Time

after each turn which takes about 10 min. (usually) the min marker is moved up one after the End of 1 time around the min clock the hour clock is moved up. The A.M. P.M. counter sets on either A.M. or P.M. on the A.M. P.M. clock.

from 6 A.M. to 9 P.M. the day counter is used on the hour clock and from 10 P.M. to 5 A.M. the night counter is used. see ex. 7

Turn sequence

1. Human move

2. Dead move

3. All imaginative highest roll attacks ~~start~~

4. Side A attacks

5. Side B attacks

6. Retreat (optional)

7. Chase

8. tires started - optional

9. time accounted for

7 Note: A time keeper should be picked at the start of each game.

Time continued

ex. 7 at the end of the turn day which is
time keeper moves the min. marker to one ahead
which is 10 min. 5 which means that the hour
counter is moved up which is day at 9:00 pm. Then
The day is exchanged for the night is placed on the
10:00 pm spot and the A.M., P.M. counter is left
on the P.M. spot now a new turn begins.

Weapons

<u>Dead weapons</u>	<u>Ammo</u>
Sword	NO
Knife	NO
Crossbow	YES
Axe	NO
Machete	NO

Note: It is Important
to keep good records
on Ammo



<u>Human weapons</u>	<u>Ammo</u>
Knife	NO
Shotgun	YES
Rifle	YES
Pistol	YES
Sword	NO

AMMO

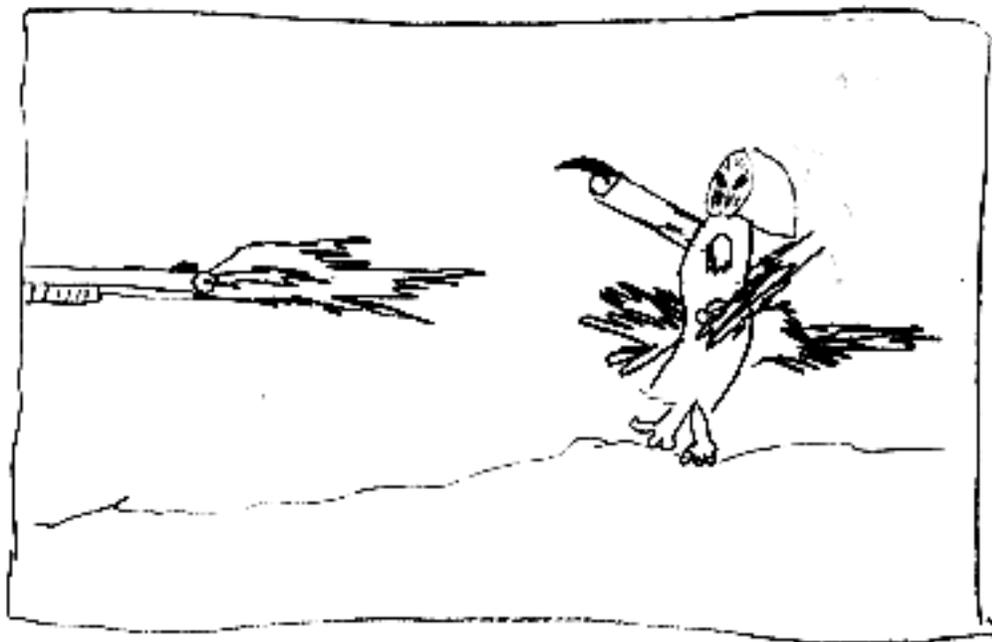
Roll 1 six side die if weapon needs Ammo And
look on table below, see ex. 8

weapons continued

Roll	Result
1	5 Ammo points
2	7 " "
3	10 " "
4	15 " "
5	17 " "
6	20 " "

NOTE: Animals cannot use weapons.

ex. 8 At the start of the game Dave picked a shotgun for one of his humans to use and then after writing his choice he rolled 1 six sided die and looked at the table his roll was 3 with is 10 Ammo point then he drew 10 boxes one for each Ammo point on his record sheet.



Example Record Sheet

Human record sheet for killed and explanations

$\frac{1}{2}$ Human

1. Player = Dave Lake		2. Leader = #1 / L172494											
3. Leader's weapon: Rifle		4. Ammo: <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> / 20											
5. Other: Type: Human		6. Spot gun / Ammo: <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> / 10											
8. 53 # H79102													
9. Other: Type: Human		10. sword											
		11. Ammo: Not Needed / 0											
12. 93 # H81012													
13. other: Type: Human		14. Pistol / 15 Ammo: <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> / 7											
16. 135 # H91017A													
17. Other: Type: Dog		18. Ammunition: Not Needed / 0											
20. Fire: <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>												21. Longitude: 2.5 latitude: 1.4	
24. Trap: <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>												25. L3 2.2 26. 1.4 2.5	

explanations:

$\frac{1}{2}$ = what sheet is for (Human / Dead)

1. = Player's name

2. = Leader # 1-10

2a = Leader's counter #

3. = Leader's weapon

4. = Leader's Ammo

5, 9, 13, 17 = Other counters

6, 10, 14, 18 = Other's weapon

7, 11, 15, 19 = Other's Ammo

8, 12, 16, 19 1/2 = Other's counter #

20 = Fire used

21, 22 = Fire positions (see pg. 6 traps)

23 = Fire's counter number

Note: each time Ammo used
1 Dog killed in for each
Ammo point
used:

Each time fire or trap

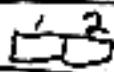
used 1 Dog killed

in for each one used.

24 = Traps used

25, 26 = traps positions

27 = traps counter number

1. Player:	2. leader:	Counter 13
3. leader weapon:	4. Ammo:	Ammo #
5. other type:	6. weapon:	Ammo
8. S #:		
9. other type:	10. weapon:	11. Ammo
12. G #:		
13. other type:	14. weapon:	15. Ammo
11. D #:		
17. other type:	18. weapon:	19. Ammo
20. I #:		
21. Fire: 	22. hit: $\frac{1}{2}$	23. hit: $\frac{1}{2}$
25. Trap: 	26. hit: $\frac{1}{2}$	27. hit: $\frac{1}{2}$

At starting of game each player should have,

1. 1 leader
2. 4 other
3. 1 killed out character record sheet
4. 2 Fire counters
5. 2 Trap counters

Here is a list of over all the counters you should have

$L = 10$ $A = 5$
 $T = 20$ $C = 4$
 $F = 20$ $S = 8$
 $N = 1$ $V = 9$
 $D = 1$ $Z = 9$
 $M = 1$ $H = 21$
 $A.M.A. = 1$

Thanks for Entering
The World
Of

WALK OF
THE

DEAD

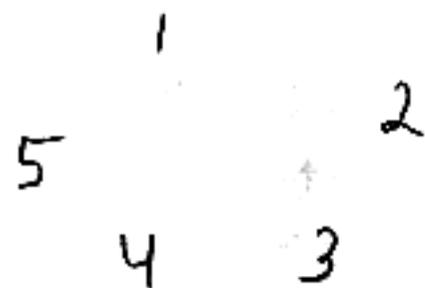
CHILVARY
HAS
DIED
FOREVER NOW!!!

GOOD FIGHTING!!

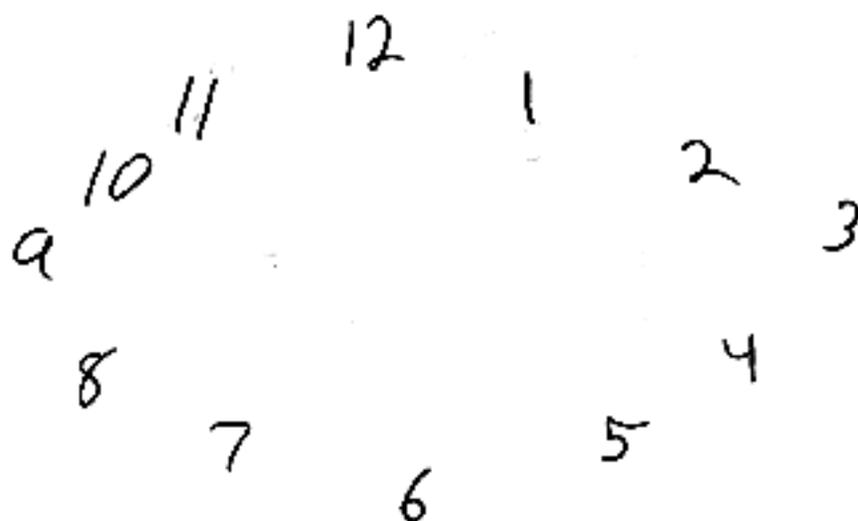
HA! HA! HA!

Time Cloaks for Walk of the Dead

10 min or turn clock



Hour clock



A.M. / P.M. Clock
A.M. → P.M.

WALK OF The DEAD

Counters

 R Games

T T101	T T102	T T103	T T104	T T105	T T106
T T112	T T113	T T114	T T115	T T116	T T117
F F203	F F204	F F205	F F206	F F207	F F208
F F215	F F216	F F217	F F218	F F219	F F220
6 9 L6 L6 205	3 5 L7 L7 306	5 7 L8 L8 307	5 8 L9 L9 308	6 5 L10 L10 309	10 C C400
6 4 S S502	2 7 S S503	3 6 S S504	6 4 S S505	4 6 V V600	5 7 V V601
3 2 Z 2701	5 6 Z 2702	5 5 Z 2703	6 6 Z 2704	4 4 Z 2705	4 4 H H800
3 4 H H806	6 4 H H807	4 8 H H808	2 5 H H809	2 4 H H810	3 4 H H811
4 7 H H817	6 5 A A900	6 5 A A901	4 7 A A902	5 4 A A903	6 3 A A904
4 5 Z 2707	3 5 H H818	3 6 H H819	5 5 H H820	6 6 V V608	6 5 Z 2708

		M	A.M. P.M.	T T100
T T107	T T108	T T109	T T110	T T111
T T118	T T119	F F200	F F201	F F202
F F209	F F210	F F211	F F213	F F214
4 8	5 7	6 5	7 5	4 4
L1 L1300	L2 L2301	L3 L3302	L4 L4303	L5 L5304
¹⁴ C C401	¹⁵ C C402	¹⁰ C C403	5 5 S S500	4 5 S S501
4 6	2 8	3 9	2 7	2 3
V V602	V V603	V V604	V V605	Z Z700
5 3	6 2	4 6	5 8	7 7
H H801	H H802	H H803	H H804	H H805
5 8	6 4	2 4	4 2	5 5
H H812	H H813	H H814	H H815	H H816
3 3	5 4	5 4	4 6	5 5
S S506	V V606	Z Z706	S S507	V V607

WALK OF The **DEAD**

MAP
BOOK

 RL Games

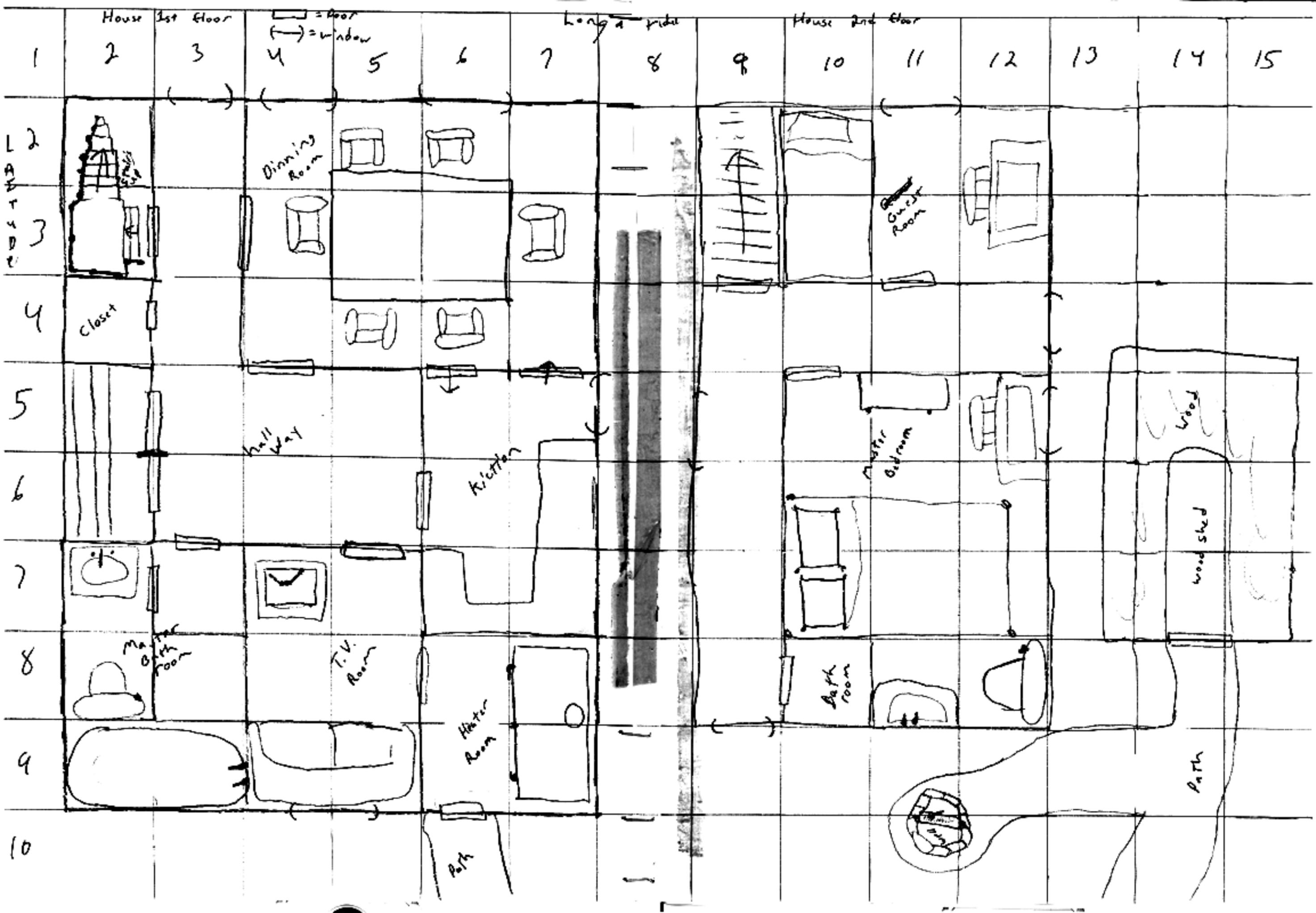
GRAVE
YARD
MAP

Walk
of
The
Dead

HOUSE

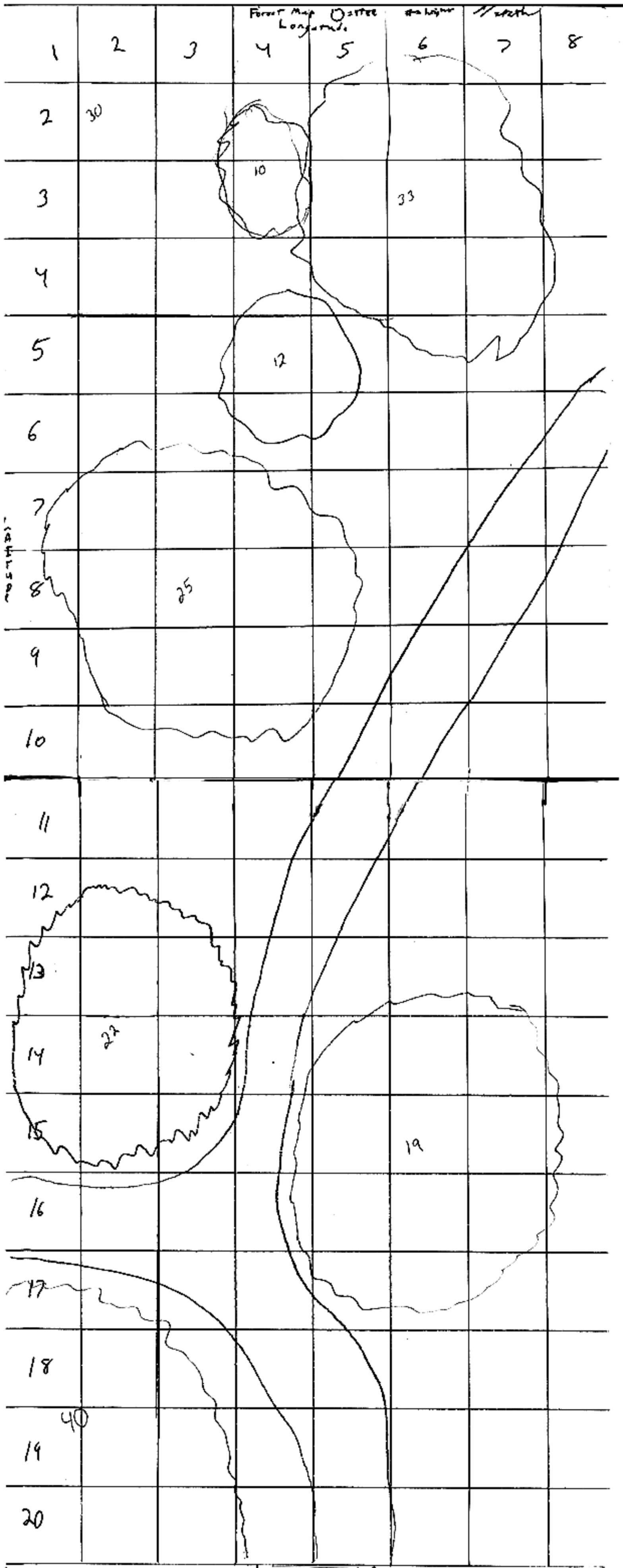
MAP

walk
of The
Dead



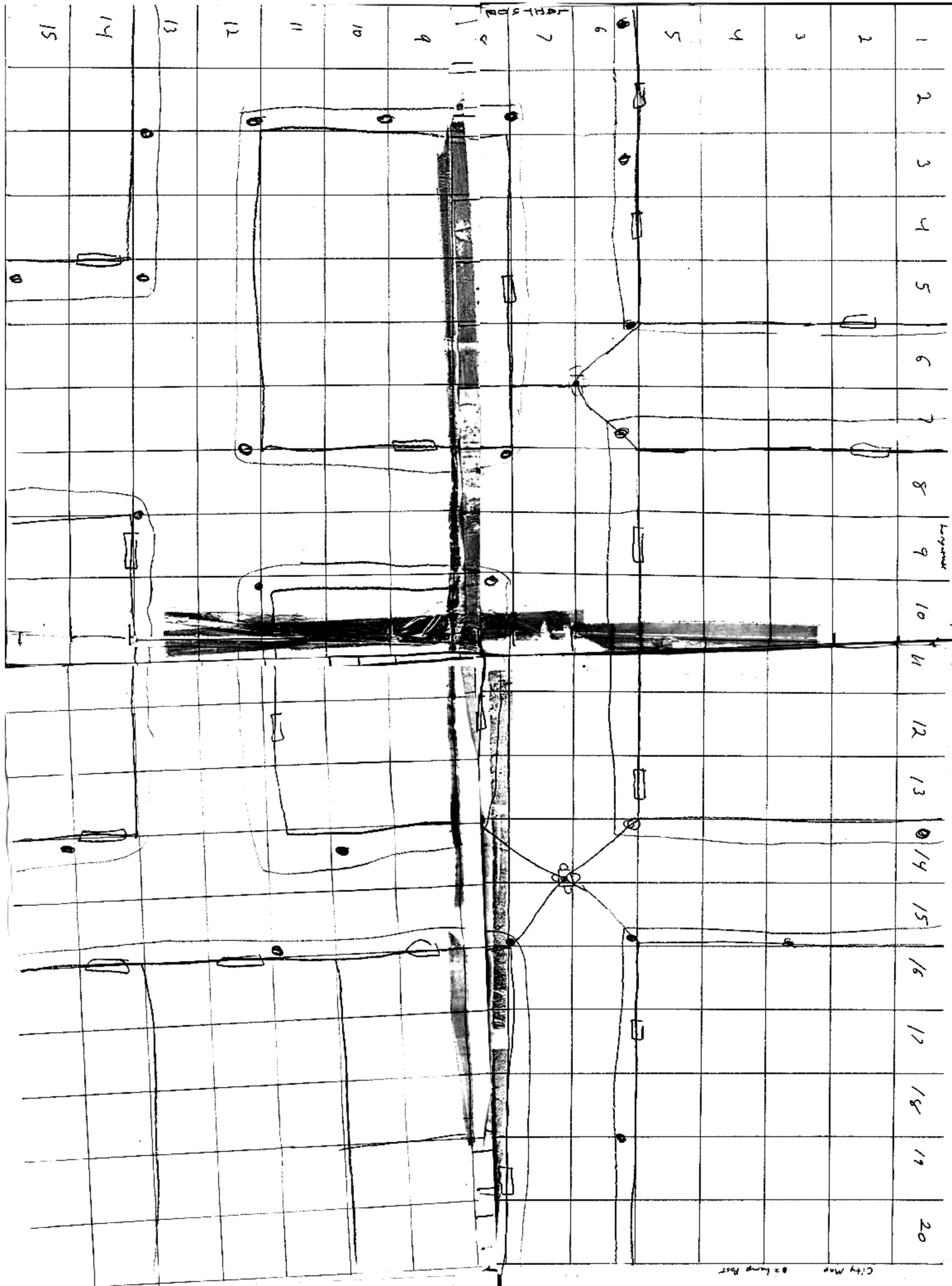
Forest map

Walk
of
The
Dead



CITY
MAP

Walkot
The Dead



15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

2

3

4

5

6

7

8

9

10

W

12

13

14

15

16

17

18

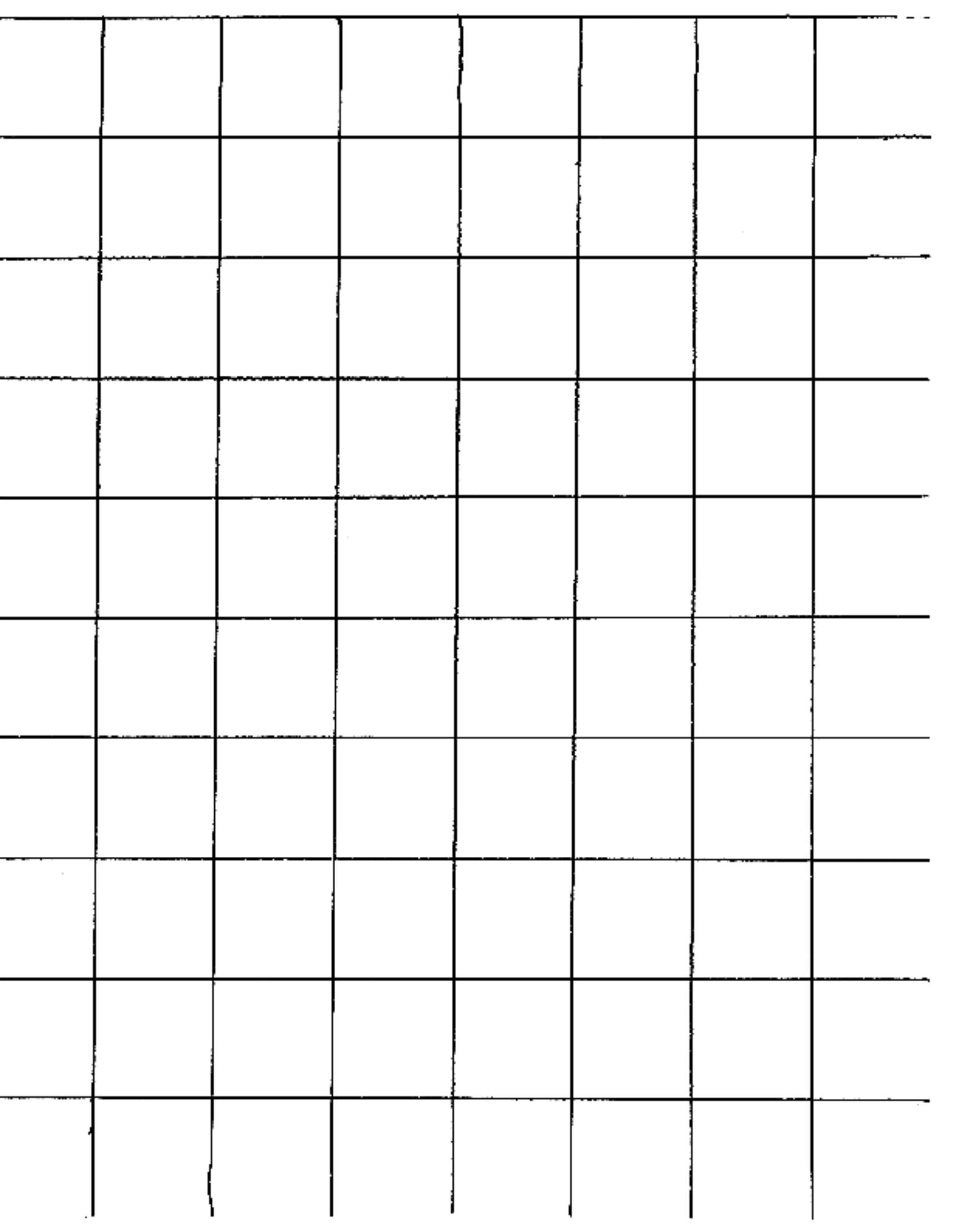
19

20

HEIGHTS

Longitude

City Map
22 Lamp Post



WALK OF The DEAD



www.rlgames.net

Copyright © 1984-2007, RL Games

