LAST DAYS
ZOMBIE APOCALYPSE

QUICK REFERENCE SHEET

The Phases

1. **The Menace Phase (p. 39)**
   a. Resolve Noise Tokens
   b. Resolve Ammo Tokens
   c. Zombie Activation

2. **The Action Phase (p. 45)**
   a. Aggressor activates first

3. **The Shooting Phase (p. 51)**
   a. Defender activates first

4. **The Close Quarters Combat Phase (p. 55)**
   a. Aggressor activates first

5. **The End Phase (p. 57)**

TOKEN SUMMARY

Noise Tokens

Gained: Any time a weapon is selected to fire, or if an item or character has the 'Noisy' attribute
Removed: After the 'Resolve Noise Tokens' phase of the following turn

Ammo Tokens

Gained: For each shot fired from a Firearm
Removed: After the 'Reload a Firearm' action is used

Knockback Tokens

Gained: Any time a Zombie is hit by a Ranged Attack and survives.
Removed: At the end of the 'Zombie Activation' phase.

CQC MODIFIER TABLE

Criteria	CQC Modifier
Attacking a Zombie	+1
Attacker or Defender is in contact with more than one hostile model	-1 for each model in contact after the first.
Weapon Close Quarters Combat Modifier	See Weapon Profile

MOVEMENT ACTION TABLE

Movement Actions	AP Cost	Effect
Move through Normal Terrain (*)	1 Action Point	The model may move 1" in any direction. It may enter into Contact with this action. It must end in a position where its base will fit and may not move through any gaps that won't accommodate its base.
Move through Difficult Terrain (*)	2 Action Points	The model may move 1" in any direction. It may enter into Contact with this action. It must end in a position where its base will fit and may not move through any gaps that won't accommodate its base.
Run	1 or more Action Points	Model may move AP expended x 2 in inches in any direction, but *only* in a straight line. It may not enter Difficult Terrain, cannot shoot this turn, and generates 1 Noise Token. It must end in a position where its base will fit and may not move through any gaps that won't accommodate its base. It may enter into Contact with this action. Unlike other actions, this action may only be taken once per turn. Place a marker next to the Character to note that they have Run this turn.
Break Contact with the Enemy	3 Action Points, +1 for each enemy in contact after the first.	The model must move 1" directly away from the model(s) it is in Contact with. If it cannot make this move (because of scenery or intervening models) it may not perform this action.
Jump / Fall (*)	2 Action Points per inch of horizontal movement during a Jump. Zombies forced to move towards a model with an intervening Gap will automatically Fall.	The model may use their AP to be placed across a raised gap, provided they have enough AP to jump it. They must begin this action at the edge. Do not measure beforehand when you declare a jump. If you do not have the distance to cross, you will fall instead. Place the model at the bottom of the gap. Make a Damage roll with a Strength equal to the number of inches (rounded up) the model falls. It may enter into Contact with this action (including through falling!)
Climb a Climbable Surface (*)	2 Action Points per inch of height.	The model may move from one climbable level to the next. It may enter into Contact with this action.

MISCELLANEOUS ACTIONS

Misc. Actions	AP Cost	Effect
Open/Close a Door	2 Action Point	The Door becomes open/closed and can now be/not be moved through.
Reload a Firearm	2 Action Points	The Firearm is reloaded and can now be used as normal. Discard all Ammo Tokens it had on it. This can be done voluntarily, even if the weapon has not yet failed an Ammo Roll.
Go Locked and Loaded	4 Action Points	The model gains a Locked and Loaded Token. Once it has taken this action it may no longer spend Action Points during this Phase. See a full description of Locked and Loaded on page 49.
Interact	3 Action Points	Interact actions are used for Objectives and to do things such as picking up, putting down or passing Supplies. This may not be done if a hostile model is in Contact.

Zombies and Characters with the Animal special rule can only perform actions marked with an asterisk (*).

FIREARMS SKILL MODIFIER TABLE

Criteria	FA Modifier
The target is a Zombie (They don't even try to get out of the way).	+1
The target performed a Run action during its activation.	-1
The target is in cover (obscured Line of Sight).	-1

FIREARMS SKILL MODIFIER TABLE (CONT'D)

Criteria	FA Modifier
The Character is firing any Rate of Fire shots after the first (if a Firearm has a ROF of more than 1, the 2nd, 3rd, etc. shots incur this penalty). This penalty is not cumulative on shots after the second (further shots are only ever at -1).	-1

FIREARMS TABLE

Weapon Name	Class	Range	Damage	RoF	Knockback	Reload	Special Rules
Revolver*	Pistol	12"	3	1	1	6	
Semi-Automatic*	Pistol	12"	3	2	1	10	
Magnum*	Pistol	12"	4	1	2	6	Noisy 1
Surplus SMG	SMG	12"	3	3	1	6	
Military SMG*	SMG	18"	3	3	1	8	
Hunting Rifle	Rifle	24"	3	1	1	6	
High-powered Rifle*	Rifle	30"	4	1	2	4	Noisy 1,
Military Sniper Rifle*	Rifle	30"	4	1	2	6	Noisy 1, Lobotomizer 1, Highly Specialized
Surplus Assault Rifle	Rifle	18"	4	2	2	10	Noisy 1
Military Assault Rifle*	Rifle	24"	4	3	2	12	
Sawn off/Breech Loading Shotgun	Shotgun	3/6/9"	6/4/2	1	3/2/1	2	Stepped Fire, Point Blank
Pump-Action Shotgun*	Shotgun	6/12/18"	6/4/3	1	3/2/2	5	Stepped Fire, Point Blank
Combat Shotgun*	Shotgun	6/12/18"	6/4/4	2	3/2/3	5	Stepped Fire, Point Blank
Squad Automatic Weapon*	Heavy	24"	5	4	2	15	Noisy 1, Heavy 1, Slow Reload, Highly Specialized
Minigun*	Heavy	18"	5	6	1	20	Noisy 2, Heavy 2, Slow Reload, Highly Specialized
Hunting Bow	Sporting	9/18"	3/2	1	0	2	Lobotomizer 2, Stepped Fire, Silent
Hunting Crossbow	Sporting	12/24"	4/3	1	0	2	Lobotomizer 2, Stepped Fire, Silent
Thrown Explosive*	Explosive	*	4	1	5	*	Explosive 3, One-Use, Thrown, Noisy 2
Fire Bomb	Explosive	*	3	1	1	*	Explosive 3, One-Use, Thrown, Noisy 1, Fire

CLOSE QUARTERS WEAPONS TABLE

Weapon	CQC Modifier	Strength Modifier	Special Rules
Chainsaw	-1	4	Noisy 2, Heavy 2, Lobotomizer 2
Club *	0	1	None,
Heavy Blade	1	2	Lobotomizer 1
Heavy Club	-1	3	Heavy 1, Lobotomizer 1
Knife*	1	+/-0	Lobotomizer 1

ZOMBIE INFORMATION

AP	CQC	FA	S	E	DC	H	I
5	2	0	3	*	1	3	0

Moving Zombies – Move towards nearest non-zombie model in Line of Sight. If no target in LoS, move towards the closest model that tested for a Noise Token during the Menace Phase. If no targets available, do not move.

Damaging Zombies – Instead of making a damage roll, roll 1D6. On a 5 or 6 the model has been hit in the head and takes 1 damage. If it is a ranged attack, on a roll of 1-4 the Zombie receives Knockback tokens equal to the Knockback statistic of the weapon being fired.