

# Graveyard Dash



**Avalon Games**



Chuck just stood there and watched as old Mrs. Johnson crawled along the pavement towards him. You would think that after a night fighting zombies in the graveyard he and his girlfriend Suzy would be use to seeing zombies trying to eat his brain, but the sight of Mrs. Johnson just sent Suzy into another bout of screaming and pointing at the horror around her. Poor girl was just about done Chuck thought to himself as he pulled her away from the approaching zombies drawn by the girl's screams.

After escaping the Graveyard the two had tried to find refuge in the Mall, gee that was a bad idea, the whole place was swarming with the walking dead by the time they escaped out the back of the Sporting good store, hooky stick in hand.

Now they where heading for the road outside of town, Chuck having heard on the radio that the army was going to blow the whole town up in a desperate attempt to stop the zombie plague before it spread. Chuck dragged Suzy alone behind him, hoping they could reach safety before the zombies or the army killed them both.

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### Introduction

Graveyard Dash, Z-Day is a race between the terrified humans trapped in a town swarming with the walking dead. Players take on the role of either the human beings as they flee the graveyard or the zombies that are trying to eat the hapless humans. Played in fast turns, the game is fun, quick and easily to learn.

### Game Construction

Once you are ready to play Graveyard Dash, Z-Day, the first thing you will need to do is construct the game components. For the most part, the amount of time and extra expense you will to put into the game's construction is up to you. The simplest format is to print out all of the needed parts and then just cut them out and go to it. Paper pieces are a bit difficult to deal with though, so if you wish to continue to play Graveyard Dash, Z-Day over and over again, and I hope you do, then you may want to invest a bit of time and effort in making your game components more durable and reusable.

### **Suggestions on Component's Construction and Printing**

First off, if you want to spend the money, you should buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and a map board. Next, get your hands on some spray glue. (Available at most craft stores and office supply stores) Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better over all experience. Should you wish, you



can protect your many pieces with clear self-adhesive lamination sheets. (Again available at most office supply stores.)

### Getting Started

After the game is constructed, players should lay the map out before them and pick a side, either the zombies or the human bait... eh, I mean the poor fool that is running for his life. Once sides have been chosen, take one human counter (or one for each Human player) and place it on any of the hexes marked with a large **S**. These are the human starting position on the map board.

Following the turn order as it is given, each player will take turns moving their counters about the map board until either all the Humans have been eaten or they escape out the town at the other end of the board by way of one of the "Exit" hexes.

### Turn Order

Each turn is conducted in a set order, as given below. This turn order should be followed as it has been shown on the map board and in these rules.

### Zombie Appearance

The first thing to do in a turn is to see where a new zombie will appear. The Zombie player should roll 1d6 and place a new zombie counter in the hex that was rolled by the die.

\* Note: A zombie may not appear in a given hex if that hex already has another zombie, or a human counter in that hex.

Each turn, a new zombie will arrive. As the game progresses, more and more zombies will clutter the map board, making it harder and harder for the Human player(s) to win.

At this point, a single stun marker should be removed from each human and zombie that is in play. Only one stun marker though, is removed from each character, as some may have more than one stun marker on them at any time in the game.

### Human Movement

Next, the Human player(s) can move their counter up to two hexes in any direction they wish. See movement restrictions to details.

### Zombie Movement

After the Human player(s) have moved, the Zombie player rolls 1d6. This is the movement for all of the active zombies on the map board for the turn. All zombies will move this distance during the turn. All zombies must move at their full movement. Where they go is up to the Zombie player, but all active zombies must move the full distance rolled, if possible.

#### **Zombie Movement roll:**

##### **Roll 1d6:**

- 1-3:** 1 Hex
- 4-5:** 2 Hexes
- 6:** 3 hexes



### **Movement Restrictions**

The following restrictions apply to all movement within the game.

1. No zombie counter may move through another zombie counter, nor may there be two zombies in the same hex at any one time.
2. No counter may move through blocking terrain.
3. Zombies may not enter a safe haven. Human counters may enter a safe haven, but only through the door.



**Blocking Terrain**

### **Rolling to Hit**

During a player's movement turn, either before or after a character has moved, that character may attack the counter of an opposing player that it is next to. Only one attack per turn may be made by each character.

To make an attack, the target to be attacked must be in a hex next to the attacker. Roll 1d6 and read the results on the chart for that type of character. The target then takes the hit type rolled and the attack is completed.

A character may make only one attack per turn, but this attack can be made either before it has moved or after a move has been completed.

### **Pushing Through Zombies**

A special type of attack that the Human player(s) can make is to push through a zombie. This does not count as the Human player's attack for the turn, so you can push through a zombie and still make an attack as normal.

To push through a zombie, the Human player must roll 1d6. If they roll a 3 or higher, they may move their counter through the hex that the target zombie is in, shoving the zombie out of that hex and into another adjacent hex. The Human player chooses the hex the zombie is pushed into. No zombie may be pushed into a hex with blocking terrain. If, as the result of a push, a zombie cannot be placed into a new hex because it is occupied by another zombie, human, or blocking terrain, then the pushed zombie is destroyed.

If the roll to push the zombie fails, then the human character loses one movement point and may continue their move as normal.



**Human Counter**

# Graveyard Dash



**Movement:**  
Roll 1D6  
1-3: 1 Hex  
4-5: 2 Hexes  
6: 3 Hexes

**Zombie Player's to Hit Chart:**  
Roll 1D6  
1-4: Miss  
5: Stunned  
6: Hit

**Turn Order:**  
1. Roll for Zombie Placement  
2. Human Players Move and Attack  
3. Zombies Move and Attack

**Movement:**  
Each Human Player may move 2 hexes a turn.

**Human Player to Hit Chart:**  
Roll 1D6  
1-3: Miss  
4-5: Stunned  
6: Hit

**If you liked this game, then try one of Avalon Game's Mini-Games, such as the popular Dark Dungeon Series of Solo Adventures.**

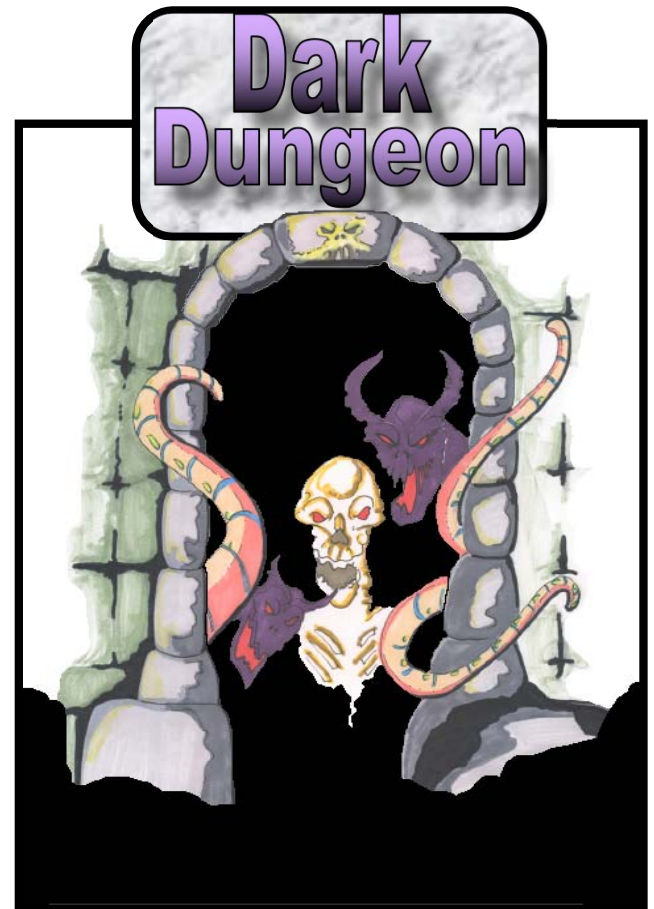
**(Click here to visit this product's page at RPGNow)**

Jord watched as the elf peered around the corner into the dark chamber before them. The dwarf warrior did not like the smell that was coming out of the dark room, it reminded him too much like his wife's cooking. By the Gods the woman could burn toast he thought, hell that was why he was always seeking out these dark dungeons, any excuse to eat something other than her gruel.

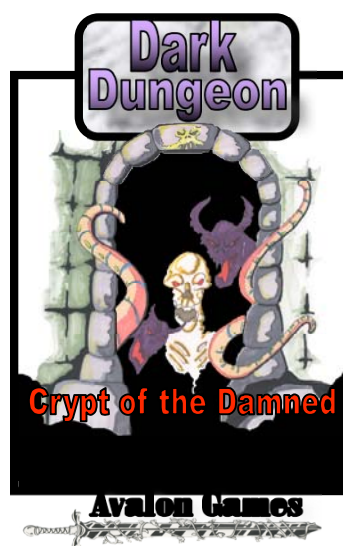
The elf signaled that the way was not guarded by a trap, and so the dwarf and the small human sorceress took up a position near the entrance while the burly human warrior and the elf entered. As soon as the two stepped into the chamber the whole place lit up with a bright light and the laughter of the necromancer that waited within. Damn Jord cursed as he watched the hoard of skeletons rush him and his companions. Maybe he should have stayed home today and eaten the roast his wife was burning.

This is Dark Dungeon, Another great Mini-Game presented by Avalon Games. Hire mercenaries and adventurers and then send them out to explore the many dungeons and adventurous locations about the great city of Mordenhelm. See if you can outlast, out fight and outsmart the many monsters, tarps and dangers that wait for you in the Dark Dungeons of this city.

Dark Dungeon is a sole game, using a fast, fun system of encounters and adventurous situations. See if you can meet the challenge and return with the glory you deserve.



**Avalon Games**





The world is about to fall into turmoil, the likes of which it has never faced before. The Magus, Mordicain, is dead, found in his tower with a dagger thrust deep into his chest. The Magus is dead and he has left no heir to the title. The ten Magi now stand alone, none ready or powerful enough to challenge their brethren for the title and the power that comes with it. So now the realms of the world ready themselves for the wars to come, the chaos to flow and the blood to spill.

Welcome to Arcana, a new RPG world where players will take on the roles of a hero, king or in some cases, even one of the ten mighty Magi. These heroes and lords then will live and have adventures in the world of Tifnarra, become involved in grand adventures, intrigue and danger, or for others, the fate of their kingdom lies in their hands. Some few may even take on the role of one of the great Magi, vastly powerful mages, who through tradition and might have ruled the world since the dawn of time.

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in this core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Fully booked marked for easy use, this is a must if you are looking for an expansive game world filled with magic, fun and excitement.

