

Brains

+ -Introduction:

The game of Brains pits a handful of Humans against a horde of Zombies in a classic apocalyptic scenario. The rules are quick and simple to allow maximum replayability with minimum complexity.

+ -The Map:

The Map is the board where the action takes place. Normally it's a few feet across and filled with various representations of buildings, streets, alleys, debris, etc. When players approach an edge of The Map, old terrain pieces are recycled from further away and placed in front of the Humans. This creates the illusion of movement through a large city, without having to fill an entire table with terrain.

+ -Objectives:

To keep the game interesting and different, Objectives are used. For even more variety related Objectives can be linked (eg: find a car battery, find a car, defend the car).

Example Objectives

- Find or retrieve an item
- Hold out or defend a location or item
- Kill X number of Zombies
- Rescue X number of survivors
- Escape or reach a certain location
- Carry an item to a location
- Gather X amount of items (ammo, health, guns, etc.)
- Kill a specific Zombie
- Destroy a certain building

+ -The Turn:

The Human team always moves first in the game, followed by the Zombies.

Available Human Actions

1. Search
2. Use Item(s)
3. Ranged Attack
4. Movement
5. Melee Attack

Available Zombie Actions

1. Movement (move as fast as possible towards the nearest living Human)
2. Melee Attack
3. Raise Zombies
4. Cleanup Zombies

+ -Setup:

Humans are placed within 10" of one edge of The Map, and may start in buildings. Objectives may adjust this setup, at the discretion of the players.

The Humans have 1D3 turns to act before the Zombies arrive.

After this initial period is over, place 1D6 Zombies per Human within 2" of The Map edge furthest from the Humans, and begin turn rotation as normal.

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+ - Movement:

Zombies always move 4" per turn.

Humans either move up to 2D6" (Full Move) or 1D6" (Partial Move).

Partial Move Circumstances

- Ranged Attack that turn
- Used Bandage / Stitches that turn
- Lost Life last turn
- Danger! while Searching last turn

Moving Through Figurines: You may move through enemy and ally figurines.

Elevation: Humans may move up or down elevation without penalty. Zombies must use their full 4" movement to change elevation.

+ - Melee Attack:

If a Human and Zombie are in base-to-base contact they are in close combat and will perform melee attacks. A maximum of 6 Zombies can attack one Human at a time.

Melee Resolution

1. Zombie rolls 2D6 and compares to the Melee Skill of the Human:
 - If greater than the Melee Skill, the Human loses 1 Life.
 - If equal to the Melee Skill, the attack is a tie and nothing happens.
 - If less than the Melee Skill, the Zombie is killed.

Every melee weapon a Human carries has a Melee Skill value between 3 and 9. For example Bare Fists have a Melee Skill of 3. A ranged weapon improvised as a club has a Melee Skill of 4.

+ - Ranged Attack:

A Human cannot initially measure the range to the target, they must estimate if the shot will reach or not. Measurement is performed once they decide they will attack. If the target is not in range the Ammo is wasted, otherwise resolve the ranged attack as follows.

Ranged Resolution

1. The attacking Human rolls 2D6:
 - If equal to or greater than the To-Hit value, the shot has hit.
2. If hit the target rolls 1D6:
 - If equal to or greater than the weapon Headshot, the Zombie is killed.
 - If less than the weapon Headshot the Zombie is Knocked Down.

Ammo: Once a Ranged Attack has been performed, mark off 1 Ammo (note that reloading is done automatically and without any game effect).

Knocked Down: A Knocked Down Zombie is out of action for a turn. Their figurine is placed face down. On their next turn they are turned over to face up. On the turn after that they can stand up and perform a normal turn. Melee attacks automatically kill a Knocked Down Zombie.

Cover: If a Zombie is within 1" of an obstructing obstacle they are considered In Cover, and the To-Hit value is 1 higher.

Critical: A Critical is achieved if either of the 2D6 rolled to hit is a 6. If the shot hits, then the Zombie is killed instantly without a Headshot roll.

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+Search:

Equipment is critical to the survival of the Humans. As a result searching, scavenging, and looting of buildings and property is necessary.

A Human can use their entire turn to perform a Search of a building or other standalone terrain piece they occupy at the beginning of their turn. A building can be searched once by each Human, after that it is considered empty of anything valuable.

Search Process

1. Determine if something was found. Roll 2D6, if equal to or greater than 8 something has been found. Roll 1D6 and a further 1D6 as required:
 - **1: Danger!**
 - The floor or roof are unstable. The searcher will Partial Move next turn, or choose to lose 1 Life and Full Move instead.
 - **2: Health Item**
 - 1-2: Alcohol, 3-4: Morphine, 5-6: Bandage / Stitches
 - **3: 2D6 Ammo**
 - 1-4: for current weapon, 5-6: other ammo
 - **4: Melee Weapon**
 - 1 Melee Skill above current weapon
 - **5: Ranged Weapon with 2D6 Ammo**
 - Roll 1D6 for Class of weapon
 - **6: Searcher's Choice**
 - The Human searcher can choose any other result

+Profession Benefits:

Humans come from a variety of backgrounds and professions, but are statistically the same.

An optional variant rule allows their previous profession to grant a benefit.

Benefits are generalized into broad categories that can be applied to any type of lifestyle.

Example Benefits

- **Melee: +1 to Melee Skill**
 - eg: Martial Artist, Hooligan, Police Officer, Boxer
- **Ranged: 1 lower To-Hit**
 - eg: Soldier, Gang Member, Gun Enthusiast, Hunter
- **Health: Either restore double Life per Morphine use or still Full Move after using Bandage / Stitches**
 - eg: Nurse, Doctor
- **Movement: +1" movement to Full Move**
 - eg: Marathon Runner, Football Player
- **General: +1 to Search**
 - eg: Homeless, Dumpster Diver

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+ - Heroic Moments:

Every Human begins the game with 1 Heroic Moment token.

Extra Heroic Moment tokens are given when a Human performs an outstanding act or does something brave. Rewarding Heroic Moment tokens should be done at the discretion of all players involved, but a maximum limit of 1 per 10 turns is a good guideline.

At any time one Heroic Moment token can be exchanged for one of the following effects (note that only one token can be used per Human per turn).

Heroic Moment Uses

- Make an additional Partial Move
- Automatic Critical on next ranged attack
- Reroll a ranged attack
- Force a Zombie to reroll a melee attack
- Force a Zombie to reroll a Headshot
- Add +3 to one Search
- Restore 1 Life

+ - Equipment:

Humans cannot carry everything they want, and are limited to the following.

Equipment, weapons, and ammo can be transferred as desired between Humans that are within 4" of each other.

Maximum Equipment

- 1 Melee Weapon
- 2 Ranged Weapons
- 3 Ammo types (any amount of shots)
- 4 Health Items

Starting Equipment

- Melee Weapon (Melee Skill 4)
- Ranged Weapon (Class 1)
- 1D6+10 Ammo
- Morphine
- Homemade Flamethrower

The Homemade Flamethrower is a lighter and a spray can of paint, hairspray or motor oil. This item can be used at any time to automatically kill 1 Zombie that the Human is in close combat with.

+ - Life and Health Items:

Each Human begins with 5 Life tokens.

To replenish Life various Health Items are used. The three available Health Items are Morphine, Bandage / Stitches, and Alcohol.

Health Items

- 1 Life per Morphine.
- 2 Life per Bandage / Stitches. Partial Move on the turn they are used.
- 1 temporary Life per Alcohol. After 5 Human turns the temporary token is discarded. A Human can have a maximum of 2 temporary Life.

When a Human is reduced to 0 Life they die. All of their equipment and weapons are dropped on the ground, and their figurine is removed. They will rise on that spot as a standard Zombie during the next Raise Zombies action.

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+ -Raise Zombies:

During the Raise Zombies action of the Zombie turn, new Zombies can enter the game to a maximum of 10 Zombies per Human. To determine if Zombies are added use the following.

Raising and Location

1. Determine if Zombies are added. Roll 1D6 per Human.
 - Add 1D6 Zombies if any roll is equal to or greater than 4.
2. Determine raise location. Roll 1D6 per 2 Zombies:
 - 1: North
 - 2: East
 - 3: South
 - 4: West
 - 5: Furthest side
 - 6: Furthest building

+ -Cleanup Zombies:

Remove any Zombies that are further than 20" away from the nearest Human.

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+-Ranged Weapon Statistics:

I love the smell of napalm in the morning.

Name	Range	To-Hit	Headshot	Class	Ammo
Thrown Debris	6	10	6	0	rock / brick
Thrown Knife	7	9	5	1	knife
Thrown Javelin	6	9	6	1	javelin
Longbow	10	8	5	1	arrow
Recurve Bow	12	8	5	2	arrow
Composite Bow	10	8	4	2	arrow
Crossbow	10	7	5	2	bolt
Revolver	8	7	4	1	.38 caliber
Handgun	10	7	4	2	9mm
Auto Pistol	8	6	4	3	9mm
Handcannon	10	8	3	4	.357 magnum
Pump Shotgun	10	6	3	3	buckshot shell
Sawed Off Shotgun	6	5	2	4	buckshot shell
Double Barreled Shotgun	14	6	3	4	buckshot shell
Auto Shotgun	12	6	auto	5	buckshot shell
Submachinegun	12	7	3	3	5.56mm
Bolt Action Rifle	16	6	3	4	7.62mm
Assault Rifle	14	5	2	5	7.62mm
Sniper Rifle	18	5	auto	6	.50 caliber
Bazooka (2" radius)	14	8	auto	6	rocket

The above weapon list is intentionally vague so the player can fill in real world models that match the statistics and template. Some specific examples follow.

- Pump Shotgun: Franchi SPAS 12, Mossberg 500, Remington 870P
- Auto Shotgun: Benelli M4, H&K CAW, Mk3 Jackhammer
- Revolver: Astra Model 960, Ruger SP101, S&W Model 36
- Handgun: Beretta M9, Colt M1911A1, Glock 17, P-08 Luger, Walther P-38
- Auto Pistol: Beretta Model 93R, Glock 18C, Mauser C96, Steyr SPP
- Handcannon: Colt Python, Desert Eagle, Ruger GP100
- Submachinegun: Beretta M12, M3A1 "Grease Gun", MP-5K, Skorpion, Thompson, Uzi
- Assault Rifle: AK-47, Enfield L85, FN-FAL, H&K G3, M14, M16A1

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+Melee Weapon Statistics:

Taking care of business when Zombies get too close for comfort.

Name	Melee Skill
Bare Fists, Wooden Plank	3
Brass Knuckles, Broken Bottle, Chain, Golf Club, Hockey Stick, Iron Pan, Kitchen Knife, Pitchfork, Pool Cue, Shovel, Wrench	4
Baseball Bat, Claw Hammer, Cricket Bat, Hatchet, Lead Pipe, Tire Iron, Switchblade	5
Baton, Crowbar, Fire Axe, Hunting Knife, Nightstick	6
Flail, Machete, Sledgehammer	7
Cattle Prod, Katana, Kukri, Scythe	8
Chainsaw	9

+Optional Techniques to Speed Up Play

Counters: To reduce writing use counters, tokens, or markers for every statistic. For example:

Life = heart counter

Heroic Moment = star counter

Partial Move = arrow counter

Health Items = round counter with number of Life written on it

Weapons = round counter with Range, To-Hit, and Headshot written on it

Ammo = multiple empty shell casings, or beads or glass tokens

Cards: Create custom cards for Search results so that all the information is present without needing to roll.

Summary Sheet: Create a small index card sized sheet with available Human actions on one side and Zombie actions on the other to prevent referencing the rules.

Measuring Stick: Create multiple pre-cut measuring sticks 4" long to allow each player to easily and quickly help with Zombie movement.

Timed Turn: Allow 30 seconds (or less) per player to perform their Human turn, including dice rolls. This helps create a sense of tension and panic.

Mass Move: When moving multiple Zombies, just measure movement for the closest figurines, and pile any nearby Zombies in behind without measuring. This is instead of moving each individual Zombie, which can take quite a while.

Mass Roll: When performing a Ranged Attack roll 3 dice at once: 2D6 of one color and 1D6 of another color all at once. The 2D6 represents the To-Hit and the 1D6 represents the Headshot roll.

Scattered Raise: Use a Directional Dice to place Raised Zombies, instead of rolling for table side. Roll 1 Directional Dice per 2 Zombies and place them 12" away (or less) in the direction indicated.