NecroGenesis TCG - Comprehensive Rules
Version 1.0
Last Updated December 14, 2025

Preface

Welcome to NecroGenesis, a post-apocalyptic tactical card game that pits your strategy, survival instincts, and raw nerve against the relentless undead.

This comprehensive guide will help you master the mechanics of NecroGenesis. Whether you're a newcomer learning the fundamentals or a veteran fine-tuning your competitive edge, this document outlines the core systems, terminology, and structured rules that govern every match.

In NecroGenesis, each player pilots a Survivor and also commands the undead against their opponent. On your Survivor Phase, you ready, draw, and spend Action Points (AP) to equip, maneuver, and fight. On your Zombie Phase, you gain Threat Points (TH), spawn and advance Walkers, Runners, Brutes, Mutants or a Boss toward your foe. Win by reducing the opposing Survivor to 0 HP or by decking them out.

From constructing your 40 card **Main Deck** and a 20 card **Zombie Deck**, to executing powerful combos, reactions, and abilities, the depth of strategy is designed to reward thoughtful planning and adaptability. Every card matters. Every action is survival.

The rules that follow are structured for clarity and precision. Each section provides not only the "how" but the "why", ensuring that players of all levels can understand the intent behind the mechanics.

We hope this guide empowers you to explore the full strategic depth of NecroGenesis and helps foster a vibrant, competitive, and thematic experience for all who dare to enter the undead apocalypse.

Good luck, and remember… **Survive the Horde. Adapt or Perish**

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1. Game Overview

1.1.0. Setting

In this card game, players battle each other using cards that represent the Survivors, Zombies, Events, Items, Weapons, and devastated locales from the post-apocalyptic world of **NecroGenesis**. Drawing from a unique blend of tactical gameplay and thematic horror, NecroGenesis immerses players in a grim future where survival depends on adaptability, resourcefulness, and the will to outlast the horde. Every card reflects the desolate ruins, mutated creatures, and desperate fights for life in a world overcome by viral catastrophe.

1.2.0. Number of Players

NecroGenesis is fundamentally designed for two players, engaging in a head-to-head match of survival and domination. Each player takes on the role of a **Survivor**, bringing two decks into battle: a 40-card Survivor Deck and a 20-card Zombie Deck.

During their own turn, a player acts as a Survivor, using their Survivor Deck to play cards, explore and survive. Meanwhile, their opponent will spawn and control zombies from their own Zombie Deck, playing them on the active player's side of the battlefield. This creates a dynamic flow where each player alternates between playing as the Survivor on their turn and acting as a controller of the undead on their opponent's turn.

These official rules currently support only two-player gameplay. Multiplayer or cooperative formats are not supported at this time.

1.3.0. Ending the Game

NecroGenesis ends when either player loses the game. When one player's opponent loses and they have not, they are declared the winner.

1.3.1.

When a player fulfills any defeat condition, they immediately lose the game.

1.3.2.

A player is defeated if any of the following conditions are met:

- Their **Health Area**, is empty (i.e., their Survivor has no remaining health)
- They have no cards left in their **Survivor Deck** at the time they must draw a card.
- **Zombie Deck exhaustion:** Running out of cards in the Zombie Deck never causes defeat. If you would draw from an empty Zombie Deck, see **Zombie Deck Recycling (4.2.2.1, 7.3.2.1)**

1.3.3.

If both players fulfill defeat conditions at the same time, the game ends in a draw.

1.3.4.

A player may concede the game at any time. When a player concedes, they lose immediately and the game ends.

1.3.5.

Certain card effects may explicitly cause a player to win or lose the game. When such an effect is fully resolved, the corresponding player wins or loses the game immediately.

1.3.6.

At the conclusion of the game, both players collect and retain all cards they physically own, returning them to their personal collections.

1.4.0. Defining Rule Terminology

Terms used throughout this rulebook are defined below for clarity and consistency.

1.4.1. Player

A Player is a person participating in a game of NecroGenesis. Each player manages

their own game zones, decks, cards, and actions.

1.4.2.

The Turn Player is the player whose turn it currently is. The Non-Turn Player is the

player whose turn it is not.

1.4.3.

When card text refers to "you" or "your", it means the player is currently resolving the

effect. "Opponent" refers to the other player.

1.4.4. Owner

The **Owner** is the player who built the deck a card originated from.

1.4.5.

A card is owned by the player who included it in their Survivor Deck or Zombie Deck at the start of the game.

1.4.6. Controller

The **Controller** of a card is the player who currently has authority over that card's actions or placement, even if they are not the owner.

1.4.7.

A player controls the cards in their own zones, even if those cards were spawned or moved there by the opponent (e.g., zombies placed into the Survivor's Threat Zone).

1.4.8.

Some effects may temporarily allow a player to control cards they do not own. Control is always determined by game state and effects.

1.4.9. Area

An **Area** refers to any designated zone in the game, including (but not limited to):

- Survivor Zone
- Threat Zone
- Zombie Zone
- Equipment Area

- Graveyard

- Hand

- Deck

- Health Area

1.5.0. Trigger Condition

A **Trigger Condition** is a condition specified in an [Auto] or similar skill that, when fulfilled, allows the skill to activate.

1.5.1. Pending / Pending Status

A skill is in **Pending Status** when its trigger condition has been fulfilled but it has not yet been resolved.

1.5.2. Resolve

To **Resolve** a skill or effect is to perform all actions described by it.

1.5.3. Processing

The **Process** is to carry out steps defined by the rules of the game, such as drawing a card, spawning a zombie, or applying damage.

1.5.4. Actions

An **Action** is any deliberate move made by a player to affect the game state, such as playing a card, attacking, moving, equipping, or activating a skill.

1.5.5. Information

Information includes:

- Card text, stats, and effects

- Number of cards in an area

- Whether a card is revealed or hidden

- Zone placements

- Player health or resources

1.5.6. Public / Hidden

Public information can be seen by both players (e.g., cards in play). **Hidden** information is known only to the owning player (e.g., cards in hand or face-down).

1.5.7. Target

A **Target** refers to any object (card, player, zone, etc.) explicitly referenced by a rule or effect.

1.5.8. Ignore

To **Ignore** means to treat an event or object as though it does not exist for the purpose

of resolving an effect.

1.5.9. Unaffected

A card or player that is **Unaffected** by an effect is not influenced by it, even if all normal

conditions are met.

1.6.0. Fail

An action or effect **Fails** when it cannot be processed as described. If an event is

replaced by another due to a replacement effect, it is not considered a failure unless no

valid resolution occurs.

2.0. Basic Terms

2.1.0. Action Points (AP)

Action Points (AP) are a Survivor-only resource. Spend AP to **attack**, **equip Weapons/Items**, **use activated abilities**, **loot/search (open caches, pick up drops)**, and perform other actions specified by cards. Your **normal turn draw is free**; extra draws only happen if a card effect says so.

2.1.1.

At the **start of each of their turns**, the Survivor gains **3 Action Points** by default.

2.1.2.

Unused Action Points **do not carry over** to the next turn, they **reset to 3** at the start of each new Survivor turn.

2.1.3.

Most actions cost **1 AP**, but some cards or abilities may specify a different cost or require **multiple AP** to activate.

2.1.4.

AP is separate from other resources, such as **Threat Points**, and is only spent by the **Survivor**, not the Zombie player.

2.1.5.

Some card effects may **reduce the cost of actions** or **grant additional AP**, but a Survivor cannot exceed **6 total AP** in a single turn unless a card specifically overrides this limit.

2.1.6. Action Costs

Action Costs are the required number of Action Points a player must spend to perform an action or activate an ability

2.1.7.

Some Action Costs are fixed, while others are variable (represented as X).

2.1.8.

If **X** is not defined by the card or effect, the player activating the effect chooses the value of **X**, provided they have enough AP to pay it.

2.1.9.

If **X** is undefined outside of activation (e.g., when the card is in play or in another zone), treat **X** as 0.

2.2.0. Tactical Points (TP) - Survivor Reacts

TP are the Survivor's fast-play resource used to pay for **React** cards and certain effects that occur outside normal actions. You **gain 2 TP** at the start of your **Survivor Phase** and may **bank up to 1 unused TP** to your next turn (excess is lost). *Zombies don't use TP; they use Threat Points (TH).*

Quick Escape (core option): Once per **Zombie Phase**, when a zombie is about to deal damage to your Survivor, you may spend **1 TP** to make an **Escape Roll** against that zombie's **Escape Difficulty (ED)**. **Success:** negate that attack. **Failure:** resolve it normally.

2.2.1.

TP are the Survivor's instant-speed resource for **React** cards and certain "any-time" tricks.

2.2.2.

Gain 2 TP at the start of your **Survivor Phase**.

2.2.3.

Reserve rule: You may **bank up to 1 unused TP**; it adds to your TP next turn.

2.2.4.

Quick Escape (core option): Once per **Zombie Phase**, when a zombie is about to deal damage to your Survivor, you may spend **1 TP** to make an **Escape Roll** against that zombie's **Escape Difficulty (ED)**. **Success: negate that attack. Failure: resolve it normally.** You can't Quick Escape more than once per Zombie Phase.

- **Window:** right **before** a specific zombie's attack would **deal damage** to your Survivor.
- **Cost: 1 TP**. **Once** per **Zombie Phase**.
- **Effect:** Make an **Escape Roll** vs that zombie's **ED**. **On success:** negate that attack. **On failure:** resolve it.

2.3.0. Threat Points (TH) - Zombie Resource

Threat Points (TH) are the Zombie player's exclusive resource used for spawning zombie cards and activating certain abilities. Strong zombies like Brutes, Mutants, or Boss Monsters have higher TH costs, requiring the Zombie player to build up TH over several turns.

- TH fuels **spawning zombies** and zombie-side effects.
- At the start of each **Zombie Phase**, the Zombie player **gains 4 TH**.

- TH **banks** across turns. **End of Zombie Phase:** if you have more than **6 TH**, you lose **1 TH** (decay).

- You may spawn any number of zombies if you can pay their **ZTC** (Zombie Threat Cost).

2.3.1.

Some zombie abilities or card effects may consume both **Threat Points (TH)** and other card-based requirements (e.g., discards, sacrifices, or zone conditions).

2.4.0. Zombie Threat Cost (ZTC)

Zombie Threat Cost (ZTC) is the amount of Threat Points (TH) required to spawn a Zombie from the Zombie Deck in play. ZTC is paid by the Non-Turn Player (Zombie Player) using their Threat Pool during the Survivor's turn.

2.4.1.

Some Zombie cards have a variable ZTC, represented by X allowing flexibility based on the amount of Threat available

2.4.2.

If X is not defined on the card, the Zombie player chooses the value of X at the time of spawn, up to the total Treat Points currently available.

2.4.3.

If X remains undefined or is referenced outside of a declaration context (e.g., in an effect without a chosen value), it is treated as 0.

2.4.4. Zombie Spawn Limitation Rule

During the Zombie Phase, the Zombie player may spawn **any number of Zombies** from the top of their Zombie Deck into the Zombie Zone **as long as they have sufficient Threat Points (TH) to pay each cost.**

If the Zombie player **draws a Zombie card they cannot afford to spawn due to insufficient TH**, that card is **placed on the bottom of the Zombie Deck**, and the Zombie player's **spawning process immediately ends for that Zombie Phase.**

The Zombie player **may not draw or attempt to spawn additional Zombies** for the remainder of that Zombie Phase after this occurs.

2.5.0 Health (HP)

HP (Health Points) represents the amount of damage a card can take before being destroyed or defeated. Both **Survivors** and **Zombies** have HP.

2.5.1.

- For **Survivors**, HP is displayed in the top-left corner of the card.

- For **Zombies**, HP is displayed in the center-right of the card, directly below a green heart icon.

2.5.2.

- When a **Survivor's** HP reaches 0, that player immediately loses the game.

- When a **Zombie's** HP is reduced to 0 (usually through damage), the Zombie is destroyed and sent to the **Graveyard**.

2.5.3.

Some effects may increase, decrease, or heal HP. A card's HP cannot exceed its printed maximum unless a card effect specifically allows it.

2.6.0. Damage

Damage is dealt to Survivors, Zombies, or Items as a result of combat or effects.

2.6.1.

If the amount of damage equals or exceeds a card's remaining HP or Durability, it is destroyed and sent to the Graveyard.

2.7.0. Combat

Combat refers to any attack or defensive interaction between Survivors, Zombies, or Items.

2.7.1.

Combat usually involves comparing **Attack Power**, **Range**, and **Modifiers**.

2.7.2.

Combat outcomes are resolved in a dedicated **Combat Phase**, unless otherwise specified.

2.8.0. Range

Range defines how far a Survivor or card can target or affect another object (e.g., for attacks or abilities).

2.8.1.

Some cards or abilities may increase or ignore range restrictions.

2.9.0. Abilities

An **Ability** is a text-based effect printed on a card. Abilities may be **Passive**, **Active**, **Triggered**, or **Unlockable**.

2.10.0. Passive Abilities

Passive Abilities are always "on" and affect the game continuously while the card is in play.

2.11.0. Active Abilities

Active Abilities must be manually activated by the player during their turn, usually by paying an AP or Resource cost.

2.12.0. Unlockable Skills

Unlockable Skills are abilities that are initially locked and only become usable when a condition is fulfilled (e.g., number of kills, zone movement, or damage taken).

2.12.1.

Once unlocked, these skills may function as Active or Passive, depending on the card.

2.13.0. Trigger

Trigger will activate an ability automatically when a specific event occurs.

2.14.0. On Spawn

2.14.1. Definition.

On Spawn triggers only when a Zombie is **spawned**—i.e., it enters play by paying ZTC or via an effect that explicitly uses the word **"Spawn."**

2.14.2. Zone.

On Spawn triggers whether the Zombie is spawned **into the Zombie Zone** or **directly into the Threat Zone**.

2.14.3. Not Spawn.

Move/teleport/return/put/place effects that bring a Zombie into play **without** using the word **Spawn** do **not** create an On Spawn trigger.

2.14.4. No double-trigger with On Advance.

On Spawn never coincides with On Advance. If a Zombie is spawned **directly into the Threat Zone**, resolve **On Spawn only** (On Advance does not trigger).

2.14.5. Multiple spawns.

If multiple Zombies are spawned at the same time, their **On Spawn** triggers are created simultaneously; the controller orders and resolves their own triggers.

2.15.0. On Advance

2.15.1. Definition.

On Advance triggers only when a Zombie **moves from the Zombie Zone to the Threat Zone during the Advance Step.**

2.15.2. Exclusions.

On Advance does **not** trigger when:

- A Zombie is **spawned** (into any zone), or

- A Zombie is placed/pushed/pulled/teleported **directly into the Threat Zone** outside the Advance Step, or

- A Zombie moves between any other areas.

2.15.3. Order of entry.

At the start of the Advance Step, the Zombie Player chooses the order eligible Zombies advance, **one at a time**. After each Zombie enters the Threat Zone, fully resolve its **On Advance** (and any other triggers that event creates) **before** choosing the next to advance.

2.15.4. Special templating (direct placement).

If a design needs an effect for a Zombie that is **placed directly into the Threat Zone not during the Advance Step**, write that explicitly on the card (e.g., "**When this is placed directly into the Threat Zone (not during the Advance Step), …**").

2.15.5. Prevention/deferral.

If an effect prevents or defers a Zombie's advance, **On Advance** does not trigger until the Zombie actually enters the Threat Zone during a later Advance Step.

2.15.6. Re-advance lock (same turn).

If a Zombie was moved/pushed/placed from the Threat Zone back to the Zombie Zone earlier **this turn**, it is **not eligible to advance** during this Advance Step. It may still enter the Threat Zone this turn only if an **effect explicitly moves/places it** there. It becomes eligible to advance again on its controller's **next** Zombie Phase.

2.16.0. On Death

On Death abilities trigger when a card is destroyed and sent to the Graveyard.

2.16.0. Durability

Durability is a stat used primarily for **Items** and **Equipment**. It determines how much use the object can take before it breaks and is sent to the Graveyard.

2.16.1.

Durability is reduced through use, damage, or effects. At 0 Durability, the card is destroyed.

2.17.0. Target

A Target is the object (card, player, or zone) chosen to be affected by a skill or ability.

2.18.0. Graveyard

The **Graveyard** is the zone where destroyed or discarded cards are placed.

2.18.1.

Cards in the Graveyard are considered out of play but may still be referenced or revived by effects.

2.19.0. Reveal

To **Reveal** a card means to show it to your opponent, usually from a hidden zone such as the hand or deck.

2.20.0. Melee Attacks

A **Melee Attack** is a close-range combat action performed by a Survivor or Zombie, targeting enemies in the **Threat Zone**, the zone closest to the attacking character.

2.20.1.

Melee attacks **target only the Threat Zone** unless a card says otherwise.

2.20.2.

Melee Attacks deal damage equal to the attacker's **Attack Power** to the target's **HP**. If the damage equals or exceeds the target's HP, the target is destroyed.

2.20.3.

Performing a Melee Attack costs **1 Action Point (AP)** by default, unless modified by abilities or equipment.

2.20.4.

Some cards may have **On Attack** or **On Hit** effects that trigger during a Melee Attack.

2.21.0. Ranged Attacks

Ranged attacks can target **Threat Zone and Zombie Zone** (the backline on the Survivor's board).

2.21.1.

The maximum distance a Ranged Attack can target is defined by the attacker's **Range** value. For example:

- **Threat Zone** can attack only the Threat Zone.
- **Threat Zone, +1 Zone** can attack both the Threat Zone and one zone beyond it (Zombie Zone).

2.21.2.

Ranged Attacks deal damage equal to the attacker's **Attack Power** to the target's **HP**, unless a weapon or ability modifies this damage.

2.21.3.

Performing a Ranged Attack also costs **1 Action Point (AP)** by default unless modified by effects.

2.21.4.

Some weapons or abilities grant **special effects** for Ranged Attacks, such as piercing (hitting multiple targets) or bonus damage.

2.22.0. Charge Counters

A **Charge Counter** is a token placed on **Weapons** or certain **Items** to represent their **remaining durability**, **ammunition**, or **number of uses**.

2.22.1.

Cards that enter play with Charge Counters will specify how many counters they begin with.

2.22.2.

Each time the Weapon or Item is used (e.g., to perform an attack or activate an ability), **1 Charge Counter is removed**, unless the card specifies otherwise.

2.22.3.

When a Weapon or Item has **no Charge Counters remaining**, it is immediately **destroyed** and sent to the **Graveyard**.

2.22.4.

Some effects may add, remove, or modify the number of Charge Counters on a card. Charge Counters cannot exceed the card's printed maximum unless specified.

2.22.5.

The number of Charge Counters on a card must be **clearly tracked** during the game using tokens, dice, or markers.

2.23.0. Exile

Exile is a **separate zone** where cards are placed when they are **permanently removed from play**. A card in Exile is no longer in the game unless an effect explicitly interacts with Exiled cards.

2.23.1.

Cards can be Exiled from any zone including the battlefield, hand, deck, or graveyard if a card effect instructs it.

2.23.2.

Unless otherwise stated, cards in Exile:

- Cannot be played
- Cannot be returned to the hand, deck, or graveyard
- Cannot be targeted by effects.

2.23.3.

Exile is **public information**, and both players may inspect the cards in the Exile Zone at any time.

2.23.4.

Some effects may reference Exile (e.g., "If this card is in Exile, you may pay X to return it to your hand"). If so, follow the card's instructions explicitly.

2.23.5.

Cards that are Exiled are considered to be **"out of play"**, but they are still tracked for gameplay history (e.g., for effects that reference how many cards have been Exiled in this game).

2.24.0. Bleed

Bleed is a **status effect** that causes a character (usually a **Survivor**) to take **ongoing damage over time**.

2.24.1.

A card or effect that applies **Bleed** will specify the amount of **damage** and **duration** (e.g., "Apply Bleed (1) for 2 turns").

2.24.2.

During the **start of each of that character's turns**, the Bleed damage is applied **before any other actions**, reducing the character's **HP** by the specified amount.

2.24.3.

Bleed effects **stack** unless otherwise stated. For example, Bleed (1) and Bleed (2) would result in 3 damage per turn.

2.24.4.

Bleed may be **removed** by healing items, abilities, or status-cleansing effects (e.g., "Remove all Bleed effects from your Survivor").

2.24.5.

If a Zombie is affected by Bleed (rare), the same rules apply: the effect resolves at the **start of its controller's turn**, and if HP reaches 0, it is destroyed.

2.25.0. Escape Roll

An **Escape Roll** is a special die roll made by a Survivor to attempt to flee from combat, avoid a card effect, or exit a dangerous zone especially the **Threat Zone**, where Zombies are actively engaging the Survivor.

2.25.1. Die Used

By default, an Escape Roll uses a **six-sided die (d6)**. Some Survivors or card effects may modify the die size or add bonuses/penalties to the roll.

2.25.2. Resolution

- To resolve an Escape Roll:

- Roll the die

- Compare the result to the Escape Difficulty (ED) specified by the card, zone, or effect.

- If the result is equal to or greater than the ED, the escape attempt succeeds.

2.25.3. On Success

- A successful Escape Roll typically allows the Survivor to:

- Evade an incoming attack or trap.

- Exit the Treat Zone or another hazardous zone.

- Avoid status conditions (e.g., Bleed, Grab, or Ambush).

- Retreat to a connected safe zone or reposition strategically.

Example: "If this card hits, the Survivor must make an Escape Roll (ED 4). On success, avoid the damage. On failure, suffer 2 damage and bottom Stunned."

2.25.4. On Failure

- If the Survivor fails the Escape Roll:

- They remain in place.

- The effect or attack is resolved in full.

- Additional consequences may occur, depending on the source card or effect.

Example: "Failure to escape causes the Survivor to discard 1 card and take 1 unpreventable damage."

2.25.5. Escape Difficulty on Zombie Cards

- All Zombie cards have an Escape Difficulty (ED).

- **Escape Roll:** when a Survivor attempts to flee a specific Zombie (e.g., via **Quick Escape** or a card effect), roll **1d6**. If the result is **≥ the Zombie's ED**, the escape **succeeds** (resolve the effect. e.g., negate that attack). Otherwise, it **fails**.

- **Modifiers** can raise/lower ED; apply modifiers before rolling.

- If multiple Zombies are involved, choose **one** target Zombie per escape attempt.

- Unless an effect says otherwise, you may attempt **Quick Escape once per Zombie Phase** (spend 1 TP, roll vs that Zombie's ED).

Escape Difficulty is typically used:

- You roll vs Escape Difficulty when:

  - **Using Quick Escape** to **negate Zombie's incoming attack** during the Zombie Phase.

  - A card/effect says **"make an Escape Roll"** against that Zombie (e.g., Grab, Snare, Ambush).

  - An effect allows an attempt to **break** that Zombie's ongoing hold/condition.

How to Resolve:

- Choose the **source Zombie** of the attack/effect and roll **1d6**. If the result is **≥ that Zombie's ED**, the attack/effect is **canceled** (or the condition ends). Otherwise, it **resolves normally**.

- **Quick Escape**: once per Zombie Phase (unless a card says otherwise).

- Apply any **modifiers** to ED before rolling.

2.26.0. Random Selection (Die Roll)

When a card effect instructs a player to *randomly choose* a card, player, or object from a visible set, the selection is resolved using a die roll unless the card specifies another method.

Resolution:

1. Identify all eligible cards, players, or objects.

2. Assign each eligible object a unique number, starting at 1.

3. Roll one six-sided die (1d6).

4. If the result corresponds to an assigned number, that object is chosen.

5. If the result exceeds the number of eligible objects, reroll until a valid result is obtained.

This method is used whenever all eligible objects are public information (face-up), unless a card explicitly defines a different randomization procedure.

2.27.0. Hit Roll (Weapons Only)

The **Hit Roll** is a stat printed on weapon cards (🎲 *X+*) that sets the **minimum d6 result** required for that weapon to hit its target.

How to resolve:

1. Choose the weapon and declare the target.

2. Apply all relevant modifiers to the requirement (bonuses/penalties, zone/range effects, card abilities).

3. Roll one d6.

4. If the result is ≥ the modified Hit Roll, the attack **hits** and deals damage as printed (apply damage modifiers as normal); otherwise it **misses**.

5. If a card allows a **reroll**, resolve it now and re-check success using the final die result.

6. If a weapon has **no Hit Roll** printed, it **hits by default**.

7. **Unarmed exception:** Survivors attacking **without a weapon** do **not** make a Hit Roll; see *Unarmed Attacks*.

   Note: The Hit Roll is determined by the weapon, not the Survivor.

2.27.1. Hit Roll - Example

- 🎲 **4+** → a roll of **4, 5, or 6** hits; **1–3** misses.

- If an effect says, *"Your ranged weapons require +1 to their Hit Roll when attacking in the Threat Zone,"* then 🎲 **4+** becomes 🎲 **5+** in that situation.

2.27.2. Rerolls & Modifiers (Weapons)

- Apply flat modifiers to the **requirement** before the roll (e.g., +1 to Hit Roll requirement makes 🎲 4+ → 🎲 5+).
- Resolve permitted **rerolls** after seeing the result; the **final** die result determines success.
- Effects that say **"your next weapon attack"** only affect weapon attacks (not Unarmed). Effects that say **"your next attack"** can affect either, if not otherwise restricted.

2.27.3. Losing/Unequipping Weapons Mid-Turn

If a Survivor **loses or unequips** their last weapon **before declaring** an attack, they may declare an **Unarmed Attack** instead (subject to normal **timing** and **AP** rules).

2.28.0. Unarmed Attacks (Base Damage)

An **Unarmed Attack** is a basic melee attack performed by a Survivor **with no weapon equipped**. It uses the Survivor's **Base Damage** printed on their card.

- **Range.** Melee by default can target only the **Threat Zone** unless the Survivor card says otherwise.

- **Cost.** Typically **1 AP** (unless a card specifies otherwise).

- **No Hit Roll.** Unarmed attacks do **not** use 🎲 *X+*. Instead, before rolling, **declare one number from 1–6**, then roll one d6.

  - If you roll **exactly** the declared number → **Hit**.

  - Otherwise → **Miss**.

- **Damage.** On a hit, deal your Survivor's **Base Damage**, modified by applicable effects (abilities, events, attachments, statuses). On a miss, no damage (AP is still spent). If Base Damage is **0**, you deal **0** unless another effect adds/replaces damage.

- **Interactions.** Effects that modify a **weapon's Hit Roll** don't apply to Unarmed (there is no Hit Roll). Effects that say **"your attacks"** can apply if they don't specifically require a weapon.

2.28.1. Unarmed - Example

You declare **"4."** Roll a d6:

- Roll **4** → **Hit**; deal your Base Damage (apply modifiers).

- Roll anything else → **Miss**.

2.28.2. Range (Unarmed)

Unarmed attacks are **melee-only** (Threat Zone targets only). They cannot target beyond melee range unless an effect **explicitly allows it**.

2.28.3. Modifiers & Replacement (Unarmed)

- Effects that say **"your next attack"** or **"this attack"** may modify an Unarmed attack's damage/behavior.
- If Base Damage becomes **0**, the attack still occurs but deals **0** unless another effect adds/replaces damage.
- If an effect **replaces** the Unarmed attack with a different attack, follow the replacing effect's instructions.

2.28.4. Unarmed - Additional Examples

- A Survivor with **Base Damage 1** and no weapon declares an Unarmed attack: they **do not** auto-hit; they must **declare a number** and roll **exactly** that number to hit for **1** damage (before modifiers).
- An event that grants **"+1 Damage this attack"** makes the same Unarmed hit deal **2** damage.
- A Survivor with **Base Damage 0** needs an effect that **adds damage** to deal any damage with an Unarmed attack.

2.29.0. Stun

Stun is a status that limits a card's actions on its **next eligible phase**.

2.29.1. Survivor - Effects

During that Survivor's **next Survivor Phase**, they **cannot**:

- Attack

- Spend AP on **Active abilities**

- **Equip/unequip**, **loot**, or play non-React cards

They **can still**: ready, **gain AP/TP**, draw, be targeted/attacked/affected by effects, and play **React** cards (TP) outside their turn. **Quick Escape** is unaffected.

2.29.2. Zombie - Effects

During the **next Zombie Phase**, a stunned Zombie **cannot**:

- **Advance** from Zombie Zone to Threat Zone

- Attack

- Use Active abilities

It can still be targeted/attacked/affected; passives and On Death effects still work.

2.29.3. Duration & Stacking

- Place a Stun marker when applied.

- Remove it at the end of that card's next eligible phase (Survivor → end of next Survivor Phase; Zombie → end of next Zombie Phase).

- Re-applying **refreshes** the duration; Stun does **not stack**.

2.29.4.

Some cards may remove Stun (e.g., "Remove 1 negative status effect") or make a character **immune to Stun** for a duration.

2.30.0. Burn

Burn is a **status effect** that causes a character to take **ongoing fire damage** over time, usually once per turn.

2.30.1. Timing

At the **start of that card's controller's next eligible phase** and each turn thereafter while Burned:

- Survivor cards: start of the **Survivor Phase**.
- Zombie cards: start of the **Zombie Phase**.

2.30.2. Amount (default)

If a value is printed, take that much damage (e.g., **Burn (2)**). If no value is printed, treat it as **Burn (1)**.

2.30.3. Properties

Burn damage:

- **Bypasses armor/equipment** unless an effect says otherwise.

- Can't be reduced/prevented unless a card explicitly allows it.

- Persists until its duration ends or it's removed.

2.30.4. Duration

If a duration is specified (e.g., "for 2 turns"), remove Burn after that many of the affected card's eligible phases. If unspecified, it **persists** until removed.

2.30.5. Stacking

Multiple Burn sources **add** (e.g., Burn (1) + Burn (2) = 3 per turn).

2.30.6 Healing

While **Burned**, a Survivor can still be healed, but **each healing effect restores half its printed amount (round down, minimum 1)**. Removing Burn restores normal healing.

Examples:

- Heal 3 $\Rightarrow$ **1**; Heal 2 $\Rightarrow$ **1**; Heal 1 $\Rightarrow$ **1**.

- With default **Burn (1)**, a single Heal 2 that turn nets **0** (take 1, heal 1).

2.31.0. Reach

2.31.1.

Reach is a keyword that allows a Survivor to use a melee weapon to target zombies in the **Zombie Zone** in addition to those in their own **Threat Zone**.

2.31.2.

Unless otherwise specified, *Reach* can only extend to the Zombie Zone directly adjacent to the Survivor's Threat Zone and does not allow targeting beyond 1 zone away.

2.31.3.

Attacks made with *Reach* must still follow all normal targeting and line-of-sight rules for the weapon being used.

2.31.4.

The zone being targeted with *Reach* must contain at least one valid target for the attack to be declared.

2.31.5.

Reach does not stack with any other effects that would extend a weapon's range unless specifically stated by a card effect.

2.32.0. Stealth

Stealth is a **status effect** or **keyword ability** that makes a character **hidden or untargetable** by enemies for a duration.

2.32.1.

A character with Stealth **cannot be targeted by enemy attacks, abilities, or equipment** unless:

- The attacking card specifically ignores Stealth
- The character breaks Stealth

2.32.2.

Stealth is often gained through card effects, such as equipment ("Cloak Device"), terrain effects ("Fog of War"), or special abilities ("Disappear").

2.32.3.

Stealth is **immediately lost** if the character:

- Attacks
- Uses an Active or Triggered ability
- Performs a non-passive action
- Takes damage (if not otherwise protected)

Example: If the Survivor attacks a Zombie while Stealthed, the attack resolves, but the Survivor immediately loses Stealth after the attack.

2.32.4.

Stealth may last:

- Until the end of the turn

- Until triggered by an action (break condition)

- Indefinitely, as long as no rule or effect removes it

2.32.5.

Some Zombies or effects may **reveal** or **detect** Stealthed characters (e.g., "All Survivors lose Stealth this turn").

2.33.0. Exhaust

Exhaust is a **keyword instruction** found on Items, Weapons, or Equipment cards. To **Exhaust** a card means to **remove 1 Charge Counter** from it to activate its effect or ability.

2.33.1.

If a card has no Charge Counters remaining, it **cannot be Exhausted**, and its ability cannot be used unless otherwise specified.

2.33.2.

When an effect instructs a player to "Exhaust this card" as part of a cost or activation, that player must:

- Remove 1 Charge Counter from the card

- Then resolve the effect, if able

2.33.3

If removing the Charge Counter causes the card to reach **0 Charges**, and it has a rule like "destroy this when it has no Charges," it is immediately destroyed and sent to the **Graveyard**.

2.33.4.

Some effects may **refresh**, **add**, or **prevent the removal** of Charge Counters, effectively modifying how Exhaust works for that card.

2.34.0. Spawn

Spawn is a **keyword action** that refers to a **Zombie** entering play from the **Zombie Deck** into the **Zombie Zone**, a special zone controlled by the **Non-Turn Player**.

2.34.1.

Zombies are Spawned by the Non-Turn Player during the Turn Player's turn, usually by spending **Threat Points**, activating **effects**, or resolving **event triggers**.

2.34.2.

To Spawn a Zombie:

- The Non-Turn Player selects a Zombie from their **Zombie Deck**

- Pays the **Zombie Threat Cost (ZTC)** if required

- Places the Zombie **face-up in their Zombie Zone**

2.34.3.

Zombies that are Spawned do **not** enter the Threat Zone immediately. Instead:

- They remain in the **Zombie Zone** for 1 full turn cycle.

- **At the start of their controller's next Zombie Phase, the controller advances eligible Zombies into the opponent's Threat Zone one at a time, choosing the order.** Resolve any "on advance/entry" effects fully before selecting the next Zombie. If an effect prevents a Zombie from advancing, skip it and continue with the rest.

2.34.4. Spawn = Enter Play (Zombie Zone)

When a Zombie is **Spawned**, it **enters play** in its controller's **Zombie Zone**.
Immediately:

- When a Zombie is **Spawned**, it **enters play** in its controller's **Zombie Zone**. Immediately:

- When a Zombie is **Spawned**, it **enters play** in its controller's **Zombie Zone**. Immediately:

- **Do not** resolve **"On Advance"** or **"When this enters the Threat Zone"** triggers yet; those occur when it later advances into the Threat Zone.

2.34.5. Spawn Requirements

A player may Spawn any number of Zombies during their Zombie Phase provided:

- They can pay the **ZTC** for each Zombie; and

- No effect restricts or prevents Spawning.

  There is **no inherent limit** to the number of Zombies in the Zombie Zone or Threat Zone. If table space is tight, stack or fan cards; all stacked cards are still considered present in that zone.

2.35.0. Card Positions (Active / Rest)

Scope. Card positions apply to **Zombies on the battlefield**. By default they **do not** apply to the Survivor or Equipment.

2.35.1. Applies to / Does not apply to

- **Applies:** Zombies in the Threat Zone (and, only if a card explicitly uses positions there, Zombies in the Zombie Zone).

- **Does not apply:** The **Survivor** and all **Equipment/Items**. These use **AP**, **charges/counters**, and effect text, not positions.

- **Exception:** If a card specifically says "Rest/Exhaust your Survivor/Equipment," follow that text.

2.35.2. Active (Ready)

A Zombie is **Active** when upright. It can attack (if not summoning sick) and use abilities that **require it to be ready**.

2.35.3. Rest (Exhausted)

A Zombie is **Rest** when rotated 90°. While Rest, it **cannot attack** or use abilities that require ready. It may still be targeted or affected by effects.

2.35.4. When a Zombie becomes Rest

A Zombie enters Rest when:

- It **attacks** (even though Zombie attacks occur during the Survivor's turn), or

- It uses an ability that **costs** or **states** "Rest this card" / "Exhaust this card," or

- An effect explicitly sets it to Rest.

2.35.5. Readying

At the **start of its controller's next Zombie Phase**, that player readies all of their Rest Zombies. Card effects may also ready them earlier.

2.35.6. Survivor & Equipment

- The **Survivor** never rests by default; usage is limited by **AP**.

- **Weapons/Items** never rest by default; usage is limited by **charges/counters** or card text.

- If a specific effect says to Rest/Exhaust one of these, rotate it; otherwise leave upright.

2.35.7. Summoning Sickness

A Zombie that **entered play this turn** is summoning sick (cannot attack) until its controller's next turn. Track this with a marker or reminder, not by putting it in Rest.

2.36.0. Flare Token

A *Flare Token* represents a signal that automatically **lures a zombie from an adjacent zone** toward the zone where it is placed. Flare Tokens are placed as the result of specific card effects.

2.36.1. Flare movement (authority & timing)

- At the start of the Zombie player's next Zombie Phase, check all adjacent zones to the Flare's zone.

- From those zones, list **eligible Zombies** (i.e., ones that could legally advance right now; effects that prevent advancing also prevent Flare movement).

- **The Zombie player chooses** one eligible Zombie and moves it into the Flare's zone, following normal movement rules.

Notes:

- If a specific card effect says "**the Survivor chooses**," that text **overrides** the default.

2.36.2.

Flare Tokens may be placed in **any legal zone**, including zones on the opponent's side of the field. Unless otherwise stated on the card, Flare Tokens are removed from the game immediately after the lured zombie enters their zone.

2.36.3.

Boss Monsters are not affected by Flare Tokens and will ignore them entirely.

2.36.4.

Flare Tokens are not cards, do not occupy card slots, and cannot be targeted or destroyed unless a card effect specifically states otherwise.

2.37.0. Light

A keyword that represents a source of illumination.

- If a weapon with *Light* is equipped in the Equipment Zone, the zone occupied by its controlling Survivor is considered **illuminated** at all times.
- While illuminated:
  - Zombies in the illuminated zone lose any bonuses or abilities that require darkness or concealment.
  - Survivor abilities or cards that require "Light" may be used.

The illumination effect ends immediately if the weapon is unequipped, discarded, or destroyed.

Example of Darkness/Concealment Bonuses for Zombies

- **Shadow Stalker** *(Zombie Card)* — "While in a non-illuminated zone, this zombie gains +1 Damage."
- **Creeping Horror** *(Zombie Card)* — "While in a non-illuminated zone, this zombie's Hit Roll requirement is reduced by 1."

- **Ambush Mutant** *(Zombie Card)* — "If this zombie starts its turn in a non-illuminated zone, it may immediately move and attack before the normal Zombie Movement Phase."

Example of Survivor Abilities that use Light

- **Sharp Eye** - "Once per turn, if your zone is illuminated, you may reroll 1 failed ranged attack."

- **Medic's Touch** - "If your zone is illuminated, you may heal +1 HP when using a healing item."

- **Engineer's Precision** - "In an illuminated zone, reduce the Action Point cost of equipping or reloading weapons by 1 (to a minimum of 0)."

Example of Survivor Cards that use Light

- **Search the Area** *(Item)* - "Play only if your zone is illuminated. Draw 2 cards from your Survivor Deck, keep 1, and discard the other."

- **Signal Flag** *(Equipment)* - "Play only in an illuminated zone. Choose 1 Survivor in an adjacent zone; that Survivor may immediately move into your zone without spending AP."

- **Blueprints** *(Utility Item)* - "While your zone is illuminated, this card's crafting effects cost 1 fewer Action Point."

2.38.0. Area

The **Area** keyword indicates that an attack affects all applicable targets within its listed range instead of a single target. When performing an Area attack, the player makes a single Hit Roll. If the roll meets or exceeds the weapon's Hit Roll requirement, the attack hits all eligible targets in range simultaneously.

- Any additional effects from the attack or weapon also apply to all targets.

- Damage is assigned individually to each target.

- If a zombie is immune to a secondary effect (such as Burn), it still takes damage if the Hit Roll is successful, but the secondary effect does not apply.

Example in Play:

You use the *Improvised Flamethrower* in a zone with **3 zombies**. You roll a **4** on your Hit Roll, meeting the weapon's Hit Roll requirement. All 3 zombies take **2 damage** and gain **Burn**.

2.39.0. Tripwire Snare Token

A **Tripwire Snare token** represents a single-use trap placed in the Threat Zone to harm incoming zombies.

- **Placement:** When created, place the Tripwire Snare token in your Threat Zone.

- **Trigger:** The token automatically triggers when the first zombies enters its zone.

- **Effect:** When triggered, the Tripwire Snare token deals 1 damage to that zombie before it can attack or move further.

- **Removal:** After triggering, immediately remove the token from play.

- **Limitations:** A zone may only contain 1 Tripwire Snare token at a time unless otherwise specified by a card effect.

- **Interaction:** Boss Zombies are not affected by Tripwire Snare tokens.

2.40.0. Grease Tag Token

A special token representing a slippery hazard created by the Grease Tag item.

- **Placement:** Place the Grease Tag token in your **Threat Zone.**

- **Effect:** The next zombie entering this Threat Zone must roll 5+ to avoid slipping. If it fails, it cannot move or attack this turn.

- **Alternate Use:** Instead of placing the token, you may discard the Grease Tag card to give a melee weapon you control +1 Attack Roll bonus until the end of the turn.

- **Removal:** The token is discarded after triggering or at the end of the round if unused.

2.41.0. Attack Roll Bonus

An **Attack Roll Bonus** increases the result of your hit roll when making an attack. This does not change your weapon's base hit roll requirement, but it makes it easier to meet or exceed it.

- **Example:** If a weapon normally requires a hit roll of 4+, and you have a +1 Attack Roll Bonus, a roll of 3 would be treated as a 4 for determining if the attack hits.

- Attack Roll Bonuses only apply to the attack(s) specified by the source granting the bonus.
- Bonuses from different sources are cumulative unless otherwise stated.

2.42.0. Fast

When a Zombie with **Fast** is spawned, it immediately advances to the Threat Zone and may attack on the same turn it was spawned.

Clarifications:

- The zombie still follows normal spawn rules but ignores the usual "can't attack the turn it spawns" restriction.
- If another effect moves the zombie into the Threat Zone the turn it was spawned (e.g., Sewer Lurker's ability), it may still attack if it has **Fast**.
- **Fast** does not grant immunity to effects that prevent attacks. If a card says "this zombie cannot attack this turn," it still applies even if the zombie has **Fast**.

Example: Cinder Husk (Fast) - When spawned, it charges straight into the Threat Zone, deals its damage if possible, then dies at the end of the Zombie player's turn.

2.43.0. Cover

Cover is a protective status that prevents a Survivor from being targeted or damaged by **attacks**. While under Cover, a Survivor may still be affected by non-attack effects (such as Event cards, passive abilities, or environmental hazards).

2.43.1. Gaining Cover

A Survivor gains Cover when an effect, ability, or card text specifies it. This status lasts until the specified duration ends, or until Cover is removed by another effect.

2.43.2. Losing Cover

Cover is automatically removed at the end of its duration or when specified by card text. A Survivor can also lose Cover if an opposing effect explicitly removes it.

2.43.3. Limitations of Cover

- Cover does not block or prevent damage from **non-attack sources**, including zombie abilities, Events, or passive effects that deal damage without targeting the Survivor.
- Cover does not prevent the Survivor from performing actions, attacking, or being affected by their own abilities.

2.44.0. Exposed

Exposed is a negative condition that leaves a Survivor vulnerable to attacks.

2.44.1. Effects of Being Exposed

- Cannot play React cards.

- Takes +1 damage from the next attack against them.

2.44.2. Ending Exposed

- Exposed automatically ends at the start of the Survivor's next turn.

- Effects that remove conditions can also remove Exposed earlier.

2.45.0. Stabilized

Stabilized is a positive Survivor status that prevents certain ongoing damage effects.

2.45.1. Gaining Stabilized

- A Survivor may gain the Stabilized status through card effects, abilities, or other game mechanics.

2.45.2. Effect of Stabilized

While Stabilized, a Survivor cannot gain the **Bleed** or **Poison** conditions. If the Survivor already has Bleed or Poison when Stabilized is applied, those conditions are immediately removed.

2.45.3. Duration

Unless otherwise stated, Stabilized lasts until the end of the controlling player's next turn.

2.45.4. Loss of Stabilized

The Stabilized status is automatically removed at the end of its duration or if specified by another effect.

2.46.0. Poison

Poison is a negative Survivor status that represents ongoing toxic damage.

2.46.1. Gaining Poison

A Survivor may gain the Poison condition through card effects, abilities, hazards, or other game mechanics.

2.46.2. Effect of Poison

At the start of that Survivor's controller's turn, Poison deals **1 damage** to the affected Survivor. This damage bypasses armor or damage reduction unless otherwise specified.

2.46.3. Multiple Poison Effects

A Survivor cannot have more than one Poison status at a time. If a new Poison effect would be applied, its duration replaces the existing one if longer.

2.46.4. Removing Poison

Poison is removed when the Survivor is healed by a card or ability that specifically cures Poison, when they gain the **Stabilized** status, or when the duration of the effect ends.

2.46.5. Duration

Unless otherwise specified, Poison lasts for **3 turns** (counting down at the start of the affected player's turns).

2.47.0. Guard

The **Guard** ability represents a Zombie's capacity to protect other Zombies in the same Zone from attacks. A Zombie with **Guard** must be attacked before any other Zombies in the same Zone can be chosen as the target of an attack.

2.47.1. Applicability

Guard applies **only to Zombies**. Survivors are never affected by Guard because they occupy their own Zone and cannot be protected by Zombies.

2.47.2. Targeting Restriction

- While a Guard Zombie is present in a Zone, Survivors may not target any other Zombie in that Zone unless the attack specifically ignores the Guard ability.

- An attack that "ignores Guard" may bypass the Guard Zombie and target any other legal target in range.

2.47.3. Multiple Guards

If more than one Guard Zombie is present in a Zone, the Survivor player may choose which Guard to attack first, but no other Zombie in that Zone may be targeted until all Guards are removed.

2.47.4. Zone Clarification

The Guard restriction only applies to Zombies within the same Zone. Zombies in other Zones are unaffected unless specified otherwise by a card effect.

- Example 1: Two Zombies are in the Threat Zone: a Brute with Guard and a Runner. Survivors must destroy the Brute before they can attack the Runner.

- Example 2: A Survivor with a weapon that "ignores Guard" can target a Boss Monster in the Threat Zone even if a Brute with Guard is present there.

2.48.0. Loot

Loot is an action that allows a Survivor to draw cards by trading in one they already have, representing searching the environment for useful supplies.

2.48.1.

To Loot, a Survivor must spend **1 Action Point** and discard **1 card** from their hand to the Graveyard.

2.48.2.

After paying the cost, the Survivor draws **1 card** from their Survivor Deck.

2.48.3.

Loot can be performed multiple times per turn, as long as the Survivor has enough Action Points and cards in hand to pay the cost.

2.48.4.

If a Survivor's deck is empty when they attempt to Loot, they cannot perform the action.

2.48.5.

Any abilities or effects that modify the number of cards drawn when Looting apply after the base draw is determined.

2.49.0. Temporary Barricade Tokens

A Temporary Barricade Token represents an improvised obstacle (such as debris, furniture, or scrap metal) hastily set up during play. It provides short-term defense against zombies but is not a permanent structure.

2.49.1. Placement

- Temporary Barricade Tokens are created only by card effects.
- Unless otherwise specified, they are placed in the Survivor's Threat Zone.

2.49.2. Function

- While a Temporary Barricade Token is in play, zombies in its Zone cannot attack the Survivor.
- The zombies remain in the Zone and may still move or use passive effects that do not involve attacking.
- Boss Monsters ignore the effects of Temporary Barricade Tokens unless a card specifically states otherwise.

2.49.3. Duration

- Temporary Barricade Tokens last until the start of the controlling player's next turn, at which point they are automatically removed.
- If a card effect specifies a different duration, that text overrides this rule.

2.49.4. Restrictions

- Only one Temporary Barricade Token may exist in a Zone at a time.

- They cannot be targeted, destroyed, or interacted with except as stated by card text.

2.50.0. Trap Cards

A Trap is a special subtype of Item card that represents deployable hazards or improvised devices Survivors use to hinder Zombies. Unlike most Items, Traps are not equipped in the Equipment Area. Instead, they are placed directly into battlefield Zones as specified by their effect.

2.50.1. Placement

- Traps are placed in the Zone specified by their card text (usually the Threat Zone or Zombie Zone).

- They do not occupy space in the Equipment Area and do not count against a Survivor's Item limit.

- Unless otherwise stated, a Trap remains in play until its durability counters are depleted or its effect resolves.

2.50.2. Function

- When a Trap is triggered, its effect immediately resolves (e.g., damaging, stunning, or disabling Zombies in its Zone).

- If the Trap uses Durability counters, remove one each time it triggers.

- Once a Trap has no remaining Durability, it is discarded to the Graveyard.

2.50.3. Visibility

- Traps are always placed face-up in open Zones. Both players can see their presence and effects.
- Some effects may create hidden or "delayed" Traps. In such cases, the controlling player reveals them when triggered.

2.50.4. Restrictions

- Unless a card effect states otherwise, only one Trap may exist in a Zone at a time.
- Boss Zombies are affected by Traps only if the Trap card specifically states so.

3.0.0. Parts of a Card

Card 1 — Rick - The Firestarter

- 1 — Rick - The Firestarter
- 5 — 20 HP
- 6 — D 3
- 7 — (artwork)
- 9 — AGGRESSIVE BRAWLER
- 8 — PASSIVE ABILITY BURN IT ALL — Zombies killed by your weapons stay exiled and cannot re-enter the Zombie Deck.
  ACTIVE ABILITY FLAME SWEEP (1 ACTION) — Deal 1 damage to all zombies in your Threat Zone.
  UNLOCKABLE SKILL MOLOTOV BARRAGE
  TRIGGER AFTER YOU KILL THREE ZOMBIES WITH MELEE WEAPONS. Once per game, deal 3 damage to all zombies in a target zone and 1 damage to your opponent's survivor.
- 2 — SURVIVOR
- 14 — 1
- 4 — NG-01-002
- 3 — (symbol)

Card 2 — Spot Weakness

- 1 — Spot Weakness
- 9 — TACTICAL TARGETING
- 7 — (artwork)
- 20 — ZOMBIE Play during your Zombie Phase, before declaring zombie attacks.
- 8 — Choose 1 zombie in your opponent's Threat Zone. That zombie gains +2 damage until the end of the turn.
- 10 — *"It titled its head. Then tore the arm clean off."*
- 2 — EVENT
- 14 — 1
- 4 — NG-01-081
- 3 — UC

Bandages

1 — CONSUMABLE

11 · **9**

Heal 2 HP to your Survivor.

12 MEDICAL

Discard this card after use.

19 · **2** ITEM

NG-01-032 · C

14 · **4** · **3**

Emergency Barricade

2 TP **22**

7

TRIGGER A Zombie enters your Threat Zone. **21**

Prevent that Zombie from engaging you this turn. Place a temporary Barricade token in your Threat Zone. The Zombie remains in the Zone but cannot attack until the start of your next turn. Remove the token at that time. **8**

"Sometimes all it takes is a few seconds of wood and steel between life and death." **10**

2 REACT

NG-SD1-24 · UC

4 · **3**

Improvised Flamethrower

1   11   6   2

13   4

18

7

17

9 RANGED (BURN, AREA)

All damaged zombies gain Burn (if killed this turn, exile them). After attacking, roll 1d6; on a 1, discard this weapon.

8

Place 2 charge counters on Improvised Flamethrower when equipped. Remove 1 each time you attack with it. Discard this card when no counters remain.

19

2 **WEAPON**

14   4 NG-01-021   3 *SCR*

Thudwretch

4   16   15 ZTC   4

6

7

5

3

9 **BRUTE**   4

12 **TANK • TRAP BREAKER**

ABILITY **ON ENTRY** **Trapcrush** - Destroy 1 trap in the Threat Zone.

8

"It doesn't see traps. It flattens them."

10

2 **ZOMBIE**

14 1   4 NG-01-073   3 *SR*

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1. Card Name

2. Card Type

3. Rarity

4. Card Number

5. Health Points (HP)

6. Damage (D)

7. Illustration

8. Text/Text Box

9. Card Sub Type

10. Flavor Text

11. Action Point Cost

12. Traits

13. Hit Roll

14. First Edition Stamp

15. Zombie Threat Cost (ZTC)

16. Escape Difficulty (ED)

17. Range

18. Hands Required

19. Durability / Charges

20. Timing

21. Trigger

22. Tactical Points (TP)

23. Identity Tag

3.1.0. Card Name

The **Card Name** is the fixed, official name printed on the card.

3.1.1.

Even if two card names share similar wording or include part of the same phrase, they are treated as **separate card names** unless the full text matches **exactly**.

Example:

"Bloodthirst Walker" is treated as a different card from "Bloodthirst Walker – Alpha Strain."

Likewise, "Sarah" is considered a different card from "Sarah – The Sharpshooter."

3.2.0. Card Type

Each card in NecroGenesis has a **Card Type**, printed just below the card name. A card's type defines how it functions in the game and which rules apply to it.

3.2.1.

The primary card types in NecroGenesis are:

- **Survivor** – Character controlled by the player. Survivors have HP, actions, abilities, and can be equipped with weapons or items.

- **Zombie** – Hostile enemies spawned by the opponent. Zombies are controlled by the non-turn player and advance through the battlefield.

- **Weapon** – Equipment cards Survivors can use to increase their attack power or gain special effects. Weapons may have Charge Counters and Durability.

- **Item** – Single-use or reusable utility cards that assist Survivors. May heal, apply status effects, or provide tactical advantages.

- **Event** – One-time effects that represent major occurrences or environmental shifts. Played immediately, then sent to the Graveyard.

- **React** – Cards played in response to specific triggers (e.g., taking damage, a Zombie entering play). React cards can be used outside the main turn structure.

3.2.2.

Some cards may have **subtypes** or **traits** printed after the card type (e.g., *Survivor – Sharpshooter*, *Zombie – Brute*). These may be referenced by card effects or deck-building rules.

3.3.0. Rarity

Each card in NecroGenesis has a **Rarity** that indicates how frequently it appears in booster packs or sealed products. Rarity does **not** affect gameplay balance, but it may influence deck-building limits, collection value, and visual styling.

3.3.1.

The current rarities in **NecroGenesis: NG-01 – Outbreak** are:

- C - Common

- U - Uncommon

- R - Rare

- SR - Super Rare

- SCR - Secret Rare

- PR - Promo

3.3.2.

A card's rarity is indicated by a **symbol or abbreviation** printed in the **bottom-right corner** of the card frame.

3.3.3.

Some rarities (like **SCR**) may feature special card treatments such as:

- Holographic foil

- Alternate art

- Unique border styles

3.3.4.

Unless otherwise stated in official formats, rarity does **not limit** the number of copies of a card that can be used in a deck.

3.4.0. Card Number

The **Card Number** is a unique identifier printed on each card, typically located in the

bottom left corner.

3.4.1.

Card Numbers are written in the format:

NG-[Set Code]-[Card Number]

Example: NG-01-045

This means Card #45 from the NecroGenesis: Outbreak (NG-01) set.

3.4.2.

Each card in a set has a unique card number. Reprinted or alternate-art versions of the

same card may have different numbers and set codes.

3.4.3.

Card Numbers are used for:

- Organizing collections

- Tournament deck verification

- Identifying cards in databases or digital platforms

3.5.0. Health Points (HP)

Health Points (HP) represent how much damage a card can take before being destroyed or defeated. HP is a printed stat on **Survivor** and **Zombie** cards.

3.5.1.

For **Survivors**, HP is displayed in the **top-left corner** of the card.

For **Zombies**, HP is displayed in the **center-bottom of the card**, directly beneath a **green heart icon**.

3.5.2.

- If a **Survivor's** HP is reduced to 0, that player **loses the game**.
- If a **Zombie's** HP is reduced to 0, the Zombie is **destroyed** and sent to the **Graveyard**.

3.5.3.

Some effects may **increase, decrease, or heal** HP. A card cannot exceed its printed maximum HP unless an effect specifically allows it.

3.6.0. Damage

Damage refers to the amount of harm dealt to a card's **Health Points (HP)** during combat or by an effect.

3.6.1. Damage Sources

Damage is dealt by:

- **Survivor (Unarmed):** Uses the Survivor's **Base Damage** when making an unarmed attack.
- **Weapons:** When you attack **with a weapon**, use the weapon's **Damage value instead of** the Survivor's Base Damage, **unless** the weapon or another effect explicitly says **"add"** or **"+X"** to damage.
- **Zombies:** Use their printed **Damage**.
- **Items / Events:** Deal the damage they specify.
- **Modifiers:** Apply printed modifiers in order stated; if unspecified, apply additive/multiplicative modifiers **after** choosing unarmed vs weapon damage.

3.6.2.

When a card takes damage, reduce its current HP by that amount. If the resulting HP is **0 or less**, the card is **destroyed** and sent to the **Graveyard** (Zombies) or the **player loses** (Survivors).

3.6.3.

Some effects may deal **direct damage** to Survivors, Zombies, or even Equipment (if it has Durability). Other effects may prevent or reduce incoming damage.

3.6.4.

Damage may also be dealt **over time**, such as from **Burn** or **Bleed**, or triggered by card effects like **On Spawn** or **On Death**.

3.7.0. Illustration

Each card in NecroGenesis features an **illustration** that visually represents the character, object, or event described by the card.

3.7.1.

The illustration is placed in the **art frame** near the top or center of the card, depending on card type and layout.

3.7.2.

The name of the **illustrator** is typically printed in small text along the **bottom-left** edge of the card.

3.7.3.

Illustrations are purely **visual** and have **no effect on gameplay**, but they contribute to the card's identity, collectibility, and immersion in the game world.

3.7.4.

Alternate-art cards or promotional releases may feature **unique illustrations** while retaining the same name, stats, and effect text as the original version.

3.8.0. Text / Text Box

The **Text Box** (also called the **Effect Box**) contains the card's rules text — including abilities, effects, traits, costs, and keywords that define how the card functions during gameplay.

3.8.1.

The Text Box is located in the **lower portion** of the card frame and is typically divided into sections, such as:

- **Keyword Abilities** (e.g., *Bleed*, *Stun*, *Frenzy*)

- **Activated Abilities** (with costs, e.g., "Exhaust: Deal 2 damage to a Zombie.")

- **Triggered Abilities** (e.g., "On Spawn: Apply Burn (2) to a Survivor.")

- **Passive Effects** (e.g., "This card cannot be targeted while in Stealth.")

3.8.2.

If a card includes multiple effects, they are separated by line breaks or bullet points. All effects are part of the same ability unless otherwise separated by timing keywords or triggers.

3.8.3.

Reminder text, clarifications, or examples may appear in **italicized text** within the box. This text is not considered part of the card's effect and has no gameplay impact.

Example: ("Burn deals damage at the start of the affected players turn.")

3.8.4.

If a card has no abilities or effects, the text box may be empty or contain only flavor text.

3.9.0. Card Sub Type

The **Card Sub Type** is an optional label printed beneath the main **Card Type** on certain cards. It provides additional categorization or classification that may be referenced by abilities, deck-building rules, or synergy effects.

3.9.1.

Card Sub Types add flavor and mechanical depth to a card. Examples include:

- Zombie Sub Types: Brute, Walker, Runner, Mutant, Boss
- Item/Weapon Sub Types: Melee, Ranged, Healing, Tool

3.9.2.

Each card may have **zero or one Sub Type**. Cards do **not** have more than one Sub Type in NecroGenesis.

3.9.3.

Sub Types can be referenced by card effects (e.g., "Deal 2 extra damage to Brute Zombies" or "Search your deck for a Firearm").

3.9.4.

Sub Types do **not** change the card's primary type and do **not** affect gameplay unless referenced by another card or rule.

3.10.0. Flavor Text

Flavor Text is optional text that appears in the **text box** of a card, usually italicized and often placed at the bottom of the box, beneath the rules text.

3.10.1.

Flavor Text provides **narrative context**, **world-building**, or **personality** to the character, item, or event featured on the card. It is intended to enhance the **thematic immersion** of the game.

3.10.2.

Flavor Text has **no impact on gameplay** and is not considered when resolving card effects, keywords, or rules interactions.

Example: "They don't feel pain. They only feel hunger."

3.10.3.

If a card has no abilities or effects, the text box may contain only Flavor Text.

3.10.4.

Flavor Text may reference in-game lore, locations, factions, or other characters in the **NecroGenesis universe**.

3.11.0. Action Point Cost

Action Points (AP) are a core resource used by the **Survivor** to perform actions during their turn.

Most Survivor actions require spending AP, as indicated by **printed Action Point costs on cards** or defined by the core rules.

3.11.1. Gaining Action Points

At the start of each Survivor turn, the Survivor gains **3 AP by default**, unless modified by a card effect or rule.

This AP is available only for that turn.

3.11.2. Paying Action Point Costs

Each action taken by a Survivor has an **Action Point Cost**, shown in one of the following ways:

- A **printed AP icon or value** on a card (such as a Weapon or Item)

- A cost defined by the core rules (such as attacking)

- A cost specified by a card effect or ability

When an action is taken, the required AP is immediately subtracted from the Survivor's current AP total.

Example:

A Survivor with 3 AP may:

- Attack with an equipped weapon (1 AP)

- Activate a weapon ability (1 AP)

- Play an Item card (1 AP)

After resolving these actions, the Survivor has 0 AP remaining for that turn.

3.11.3. Insufficient Action Points

If a Survivor does not have enough AP to pay the required cost, that action **cannot be performed**.

AP costs must be paid in full unless an effect explicitly reduces or replaces the cost.

3.11.4. AP Reset

Unused AP does **not** carry over to the next turn unless a card or effect explicitly allows it.

At the start of the next Survivor turn, AP is reset according to the normal gain rules.

3.11.5. Modifying Action Point Costs

Some cards or effects may:

- Grant bonus AP

- Reduce the AP cost of specific actions

- Allow certain actions to be taken **for free**

When multiple modifiers apply, resolve them according to normal rule-processing order.

3.12.0. Traits

3.12.1. Scope

Traits appear **only on Zombie cards and Item cards**. **Survivors do not have Traits.**

Also, **Brute, Runner, Mutant, Boss Monster** are **Sub Types**, not Traits.

3.12.2. Placement & Formatting

- **Zombies:** Traits are printed on a dedicated **Traits** line under the **Sub Type** line.

- **Items:** The **Sub Type** is printed **above the text box (rules/body) area**. If the Item has Traits, print them **immediately under the Item's Sub Type** (still above the text box).

- **Typography:** Sub Type and Traits use normal text (not italic/bold). Traits are descriptive only unless a rule/card references them.

3.13.0. Hit Roll (Weapons Only)

Indicates the minimum dice result (on a standard six-sided die, unless otherwise specified) needed for an attack with this weapon to hit its target.

- If the result of the roll is equal to or greater than the **Hit Roll** number, the attack is successful.

- If the roll is lower, the attack misses and deals no damage (unless an effect states otherwise).

- Some cards and abilities may modify the Hit Roll number or allow re-rolls.

- The Hit Roll icon is represented by a **dice symbol** followed by the target number (e.g., 🎲 4).

3.14.0. First Edition Stamp

The **First Edition** stamp is a print-run marker shown on qualifying cards from the initial production wave.

- **Gameplay:** No rules impact. First Edition and later printings are functionally identical.
- **Identification:** A small "First Edition" icon/foil stamp appears near the card number or rarity.
- **Tournament Legality:** All printings (First Edition or Unlimited) are legal where the card is legal.
- **Collector Note:** First Edition may use unique foiling or marks; card name, text, and stats are unchanged.
- **Reprints:** Later reprints may omit the stamp or use a different set code/collector number but keep the same rules text.

3.15.0. Zombie Threat Cost (ZTC)

ZTC is the TH cost to spawn a Zombie during the Zombie Phase. Printed on Zombie cards. Paying ZTC places the Zombie into the Zombie Zone (subject to timing/effects).

3.16.0. Escape Difficulty (ED)

ED is the target number for Escape Rolls against that Zombie. When an effect (e.g., **Quick Escape**) calls for an Escape Roll, roll a d6; if the result is **≥ ED**, you succeed as the effect describes.

3.17.0. Range (Weapons)

Weapons show **Range** as **Melee** (Threat Zone only) or **Ranged** (may target the Zombie Zone; still can target Threat Zone unless restricted). Specific card text can extend or limit targetable zones.

3.18.0. Hands Required (Weapons)

Indicates whether the weapon occupies **one hand** or **two hands**. A Survivor cannot exceed their available hands when equipping weapons.

3.19.0. Durability / Charges (Weapons & Items)

Some equipment enters play with **Durability/Charge counters**. Costs or attacks remove counters; when none remain, follow the card's rule (often discard).

3.20.0. Timing (Event Cards)

Timing appears on Event cards and states when the card may be played.

- **Survivor Phase:** Play only during your Survivor Phase.

- **Zombie Phase:** Play only during the Zombie Phase.

3.21.0. Trigger (React Cards)

Trigger appears on React cards and defines the exact moment you're allowed to play the card from hand.

You may play a React only when its **Trigger** happens (e.g., "When a Zombie would deal damage," "When a Zombie enters the Threat Zone," "When you are targeted by an ability"). If the trigger didn't occur, you can't play it

3.22.0. Tactical Points (TP)

TP is the Survivor's instant-speed resource used to play React cards and certain "play any time" abilities.

3.22.1. Where TP appears

- **Reacts:** A **TP Cost badge** is printed in the **top-left** of the card frame (e.g., **"TP 1"**).
- **Other cards:** Some Events/Items/Abilities may list a **TP cost** in their cost line/icon.

Note: The printed "TP X" is a **cost badge**, not a per-card TP pool. You always pay from the **Survivor's TP pool**.

3.22.2. Gaining & banking (default rules)

- At the **start of your Survivor Phase**, gain **2 TP**.

- You may **carry over up to 1 TP** between turns (any excess is lost).

3.22.3. Paying costs & timing

- You may play **React** cards and eligible abilities **during either player's turn** at their allowed timing windows by paying their **TP Cost**.

- If you don't have enough TP, you **can't** play/resolve that effect.

- "**TP 0**" is free but still follows timing restrictions.

- Cost modifiers (reductions/increases) change the **TP Cost badge** you must pay.

3.22.4. Quick Escape (core timing)

Once per **Zombie Phase**, you may spend **1 TP** to attempt **Quick Escape** (roll d6 vs the attack's **ED**). On success, **negate that attack**.

3.22.5. Interaction notes

- Effects that say "reduce the **TP cost** of your Reacts" apply to the printed badge.

- Cards never **store** TP; only the player's **TP pool** exists.

3.22.6. How it works:

- You may play the card only if you can pay its TP cost **now**. If you can't pay, you can't play.

- Pay TP **in addition to** any other listed costs (discard, exhaust, etc.).

- If a card has **multiple** costs, all must be paid to play it.

- TP belongs to the **current Survivor player** (roles swap each turn). Zombies do not have TP.

3.23.0. Identity Tag (Survivor-only)

3.23.1. Definition. An **Identity Tag** is a single, short label printed **only on Survivor cards** that describes the Survivor's style/persona (e.g., *Aggressive Brawler*). It is flavor-forward and has **no inherent rules** unless a card specifically references it.

3.23.2. Not a Sub Type or Trait.

- **Sub Type** (Survivor) is the mechanical classification printed in the Sub Type line.

- **Traits** do **not** appear on Survivors (Traits are for Zombies and some Items).

- The Identity Tag is its **own** label and is **not** part of the Sub Type or Traits.

3.23.3. Placement & formatting. Printed in the Survivor's identity slot (outside the rules text box), typically beneath/near the name line. Not italicized. Keep wording concise (2–3 words).

3.23.4. Uniqueness. Each Survivor has exactly one printed Identity Tag. It does not change during play unless a card explicitly says so (e.g., "This Survivor's Identity becomes … until end of turn." If multiple effects set Identity, the most recent applies).

3.23.5. Rules references. Cards may refer to Identity Tags; e.g.:

- "Equip only if your Survivor has **Identity: Aggressive Brawler**."
- "Choose a Survivor with **Identity: Defensive Tactician**; it gains +1 Damage this turn."

3.23.6. Name vs. Identity. Epithets in the Card Name (e.g., Rick — The Firestarter) are part of the name, **not** the Identity Tag. Name-based checks ("…named *Rick — The Firestarter*") are distinct from Identity checks ("…with Identity: *Aggressive Brawler*").

3.23.7. Deckbuilding. Identity Tags have no deckbuilding restrictions by default unless a card or format rule adds one.

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4.0.0. Areas

There are a total of **nine core areas** in **NecroGenesis**:

- Survivor Deck

- Zombie Deck

- Hand

- Graveyard

- Exile

- Survivor Zone

- Zombie Zone

- Threat Zone

- Equipment Area

These areas determine where cards are placed, activated, or moved during gameplay.

4.1.0. Areas, Ownership, and Control

- Each Survivor has their **own** set of areas: Survivor Zone, Equipment Area, Zombie Zone, Threat Zone, Deck, Hand, Graveyard, Exile. Areas with the same name are separate by **ownership** (each player has their own).

- The **Zombie player controls Zombie cards**, but those Zombies **occupy the opponent's areas**: when Spawned they enter the **opponent's Zombie Zone**; when they Advance they move into the **opponent's Threat Zone** (unless prevented).

- Cards generally **don't move between players' areas** unless a card effect says so. Movement is within one player's battlefield (e.g., that player's Zombie Zone → that player's Threat Zone). **Survivors do not move.**

- When a card goes to Graveyard/Exile, use its **owner's** Graveyard/Exile.

4.1.1.

The **number of cards** in each area is **public information**, and either player may confirm these counts at any time.

4.1.2.

Areas are categorized as either:

- **Open Areas:** Zones where cards are visible to both players (e.g., Survivor Zone, Threat Zone, Zombie Zone, Equipment Area, Graveard, Exile)

- **Secret Areas:** Zones where cards are hidden (e.g., Survivor Deck, Zombie Deck, Hand)

4.1.3. Leaving the battlefield = new card

When a card **leaves the battlefield** (to Hand, Deck, Graveyard, or Exile) and later returns, treat it as a **new instance**. It **loses** all previous:

- Damage, counters, and temporary buffs/debuffs

- Status effects (Burn, Stun, Disabled, etc.)

- "Until end of turn" modifiers and memory (e.g., which target it was affecting)

4.1.4. Moving on the battlefield ≠ new card

When a card **moves between battlefield areas** (e.g., **Zombie Zone → Threat Zone**), it **keeps its identity**. It **retains**:

- Damage already on it and any counters

- Status effects (Burn, Stun, Disabled) and durations

- Summoning-sickness timing (it doesn't "reset" by moving zones)

- Ongoing continuous effects that say "while this is in play / until end of turn"

4.1.5. "As it enters" and ongoing effects

- If an effect says a card **enters with** a modification (e.g., "Spawn a Zombie; **it enters with its abilities negated until end of turn**"), apply that modifier **as it enters** the battlefield; it then **persists** for its stated duration even if the card later moves **between battlefield areas**.

- If an effect applies **only while the card is in a specific zone** (e.g., "While in the Graveyard…"), it ends when the card leaves that zone.

- Don't apply effects "in the Graveyard" and carry them forward **unless** the effect explicitly says it modifies **how the card enters** (e.g., "enters with…").

  Quick examples:

  - A Walker with **Burn (2)** in the Zombie Zone advances to the Threat Zone: it **keeps Burn**.
  - A Stunned Zombie moved back to the Zombie Zone by an effect: still **Stunned** until its duration ends.
  - A Zombie that died (to Graveyard) and is later Spawned again: **fresh instance**, no old damage/status.
  - "Spawn a Zombie; **it enters with abilities negated until end of turn**": the negation is applied **On Spawn** and lasts for that duration, even if it advances to the Threat Zone that turn.

4.1.6.

When multiple cards enter an area at once, the **owner decides their order**, unless the effect states otherwise.

4.1.7.

When cards are moved from an open area into a secret area (e.g., from the battlefield into the deck), the order of placement is **hidden**, and the opponent cannot confirm the sequence.

4.1.8. Default destination (unspecified player)

- If an effect moves a card to **Hand, Deck, Graveyard, or Exile** without naming a player, put it in its **owner's** corresponding area.
- If the destination is a **battlefield area** (Survivor Zone, Zombie Zone, Threat Zone, **Equipment Area**) and no player is named, put it in the **current controller's** corresponding area.

4.1.9. Opponent's area (restrictions)

- Effects may move cards to an opponent's **battlefield area** only if they say so explicitly.
- Cards **do not** move into an opponent's **hidden zones** (Hand, Deck) by default. If a card text explicitly instructs this ("put on top of your opponent's deck"), follow the text; otherwise, default to the **owner's** matching area.
- Graveyard/Exile are **public**; moving a card to an opponent's Graveyard/Exile must also be explicit.

4.1.10. Searching hidden zones & reveal

- **Hidden zones** are Hand and Deck. Graveyard and Exile are public.

- When you **search a hidden zone** for a card that meets specific criteria (type, trait, name, cost, etc.) and move it to your Hand or another hidden zone, **reveal the found card** to all players to verify it meets the criteria, **unless** the effect says "without revealing."

- If the effect allows **"any card"** (no criteria), no reveal is required.

4.2.0. Area Descriptions

4.2.1. Survivor Deck

The Survivor Deck contains all non-Survivor type cards used by the Survivor player: Weapons, Items, Events, Reacts, etc. The Survivor card itself is **not** in this deck and begins the game in the Survivor Zone.

4.2.2. Zombie Deck

The Zombie Deck contains all zombies controlled by the Zombie player. These include **Walkers**, **Runners**, **Brutes**, **Mutants**, and a **Boss Monster**. These cards are used to spawn threats, apply pressure, and overwhelm the Survivor through positional and tactical play.

Note: The Zombie Deck does not include Events, Reacts, Weapons or Items.

4.2.2.1. Zombie Deck Recycling.

If you must draw from your Zombie Deck and it is empty, shuffle all **Zombie cards you own** from your Graveyard into your Zombie Deck and continue the draw. Do not include cards in Exile or cards you don't own. (Order is hidden when cards return to a secret area.)

4.2.3. Hand

Each player has a Hand area. This is a secret zone where drawn cards are held until or discarded. Players draw cards from their respective decks.

4.2.4. Graveyard

The **Graveyard** is a **public open zone** where used, destroyed, or discarded cards are placed.

Each player has their own Graveyard. Cards from **both the Survivor Deck and Zombie Deck** are placed here when they are defeated, discarded, or otherwise removed from play (unless they are exiled).

Cards in the Graveyard are typically no longer active, though some effects may allow interaction with cards in this area (e.g., resurrection, retrieval, or conditional triggers).

4.2.5. Exile

Exile is a public open zone where cards are permanently removed from the game. Once a card is exiled, it cannot be retrieved or interacted with unless a specific effect allows it.

4.2.6. Survivor Zone

The Survivor Zone is where the Survivor card is placed and remains for the duration of the game. This area contains only the Survivor card and nothing else. If the Survivor is defeated, the game is lost.

4.2.7. Zombie Zone

The Zombie Zone is under the control of the Zombie player. It holds spawned zombies that have yet not entered combat. These zombies may advance into the Threat Zone or remain in reserve based on the Zombie player's strategy.

4.2.8. Threat Zone

This is the active combat zone where zombies can engage directly with the Survivor. Zombies must be moved here from the Zombie Zone to initiate combat. The positioning within the Threat Zone can influence targeting and effects.

4.2.9. Equipment Area

The Equipment Area is an open zone beside the Survivor Zone. It holds **equipped** cards only.

- Weapons (hands limit)
    - The Survivor has **2 hands.**

- ○ **1H Weapon** = uses **1** hand; **2H Weapon** = uses **2** hands (can't be combined with any other 1H/2H Weapon).

  ○ You may equip Weapons only if you have enough free hands. If not, **unequip** something first (send to **Graveyard** unless a card says otherwise).

- Items (no hand cost)

  ○ **Items do not use hands** and have **no global slot cap**.

  ○ You may equip any number of Items, unless a card has a restriction (e.g., "Unique," "Limit 1," "one per Weapon," etc.).

  ○ **One-time-use Items** (e.g., grenades, medkits) are **played from hand**, resolve, then go to the **Graveyard** (they are **not** equipped).

- Attachments to Weapons

  ○ Attachments (e.g., scopes, mags, mods) **don't use hands**.

  ○ Attachment capacity is set by **Weapon card text**.

    ■ If a Weapon doesn't specify, use a default of **max 2 attachments** (recommended for clarity).

- Equipping / swapping

  ○ If equipment would exceed hands or a Weapon's attachment capacity, choose and **unequip** a card/attachment first.

  ○ When a Weapon leaves play, its attached Items/attachments go to the **Graveyard** unless a card allows otherwise.

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- Disabled / Rest

  - **Disabled** equipment remains equipped and continues to occupy hands/attachment slots until re-enabled or unequipped.

  - **Rest/Active** positioning applies to equipped cards; a **rested** Weapon/Item stays equipped but can't be used until Active (unless a card overrides).

- AP Costs (Equip / Swap / Attach / Unequip)

  - **Equip Weapon or standalone Item: 1 AP** (unless a card says otherwise).
    Standalone = not an attachment; e.g., medkit, shield, flashlight.

  - **Swap Weapon (free hands as part of equipping a new one): 1 AP total.**
    During this single action, unequip as many Weapons as needed to satisfy hand limits, then equip the new Weapon. *(No extra AP for the forced unequips.)*

  - Unequip-only (drop/holster/remove with no immediate replacement): 1 AP per card.

  - Attach an Item to a Weapon (attachments like scopes/mags/mods): 1 AP total to play + attach.
    (There is no separate "equip then attach" cost.)

  - **Replace an attachment on the same Weapon: 1 AP total** (detach old + attach new).

- ○ **Move an attachment from Weapon A → Weapon B immediately: 1 AP total** (detach + re-attach as one action).

  (If you detach now and attach later, that's 1 AP + 1 AP.)

Details (Weapon Swap + Attachments)

- Swap Weapon: 1 AP total. *(Unequip the old weapon + equip the new one in a single action.)*
- Attachments on the old weapon:
    - ○ By default, go to the Graveyard when the weapon leaves play.
    - ○ If you want to keep/transfer an attachment to the new weapon, it costs +1 AP per attachment (counts as detach + attach in one action).
    - ○ You must respect the new weapon's attachment capacity; if you must replace an existing attachment on the new weapon, that same 1 AP covers the replace (the replaced one goes to Graveyard).

Example: Old Rifle has *Scope* and *Extended Mag*. You swap to *Shotgun* and only keep *Scope*.

Total = 1 AP (swap) + 1 AP (move Scope) = 2 AP. (*Extended Mag* goes to Graveyard.)

Reminders:

- Hand limits and per-Weapon attachment caps must be satisfied at resolution (the Swap/Replace rules let you free space within the same action).

- Disabled equipment can still be unequipped or swapped; AP costs are the same.

- Card text always overrides these defaults (e.g., "attach for free," "equip at 0 AP," etc.).

4.2.10. Trap Placement

- Trap Items are a special subtype of Item cards.

- Unlike standard Items, Trap Items are not placed in the Equipment Area when played.

- Instead, they are placed directly into a Zone as indicated by their card text (default: Threat Zone or Zombie Zone).

- Traps do not count against Equipment slots.

- While in a Zone, Traps are considered environmental effects. They remain until their durability is depleted, their effect resolves, or a card effect removes them.
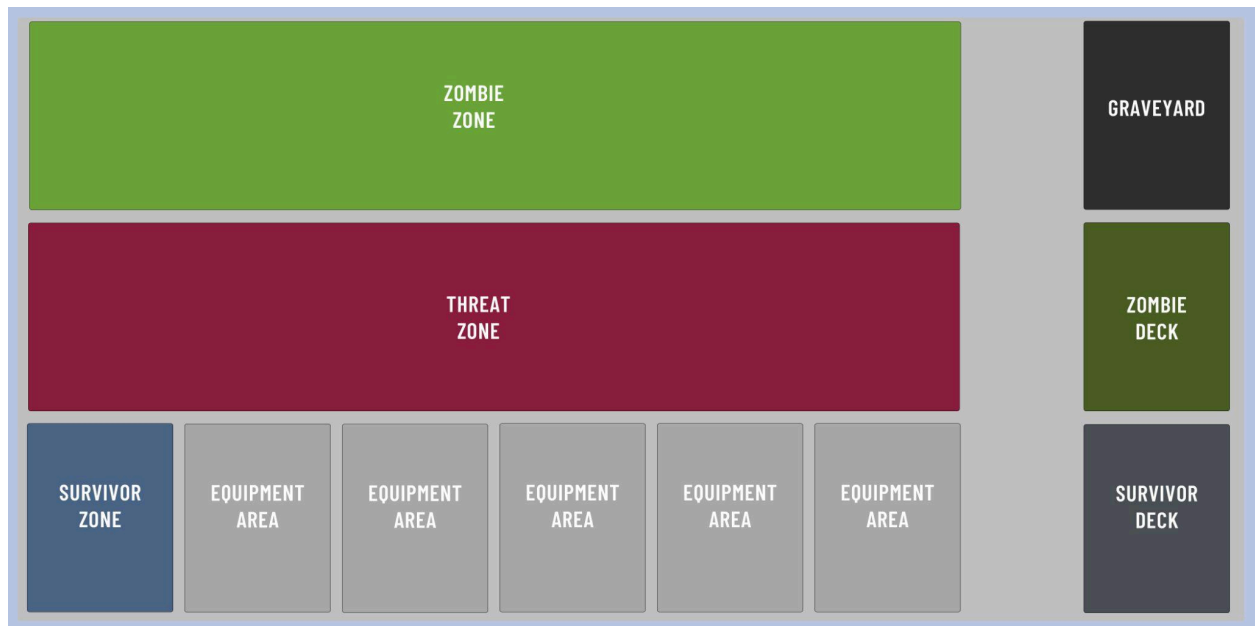
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5.0.0. Basic Actions

Important: The actions listed in this section are not the same as your limited 3 Actions per survivor turn. These are foundational operations that any game effect, card, or rule might ask you to perform (such as drawing cards, paying AP, exhausting a weapon, dealing damage, etc.).

Some of these basic actions (like attacking or playing a card) may cost an action on your turn, while others (like drawing a card or removing a charge) may happen as part of another action or effect.

Basic Actions are key actions commonly referenced by rules processing, skills, and effects. They define how fundamental game operations are handled, regardless of whether they use up a turn action.

5.1.0. Drawing Cards

5.1.1.

"Draw a card" means adding the top card of your deck (Survivor Deck or Zombie Deck, as appropriate) to your hand.

5.1.2.

When directed to "draw a card", add 1 card from the top of your deck to your hand without revealing it.

5.1.3.

"Draw X cards": if X = 0, nothing happens. If X ≥ 1, repeat the draw-a-card process X times.

5.1.4.

"Draw up to X cards": if X = 0, nothing happens. If X ≥ 1, repeat:

5.1.4.1. You may end this action.

5.1.4.2. Draw a card.

5.1.4.3. If you have drawn X cards this way, end this action; otherwise return to 5.1.4.1.

5.1.5.

Even when multiple cards are drawn, the action "draw a card" is counted once for the purpose of effects that care about "when you draw" (i.e., it does not trigger per card unless text says otherwise).

5.2.0. Choosing (Targets & Selections)

5.2.1.

When a skill directs a player to **choose** one or more targets, follow these rules.

5.2.2.

If a skill reads "choose," select the indicated **card, player, or area** during the skill's

resolution.

5.2.3.

If a **specific number** of targets is required, you must choose **as many as possible** up

to that number; you may not voluntarily choose fewer.

5.2.4.

If the number is expressed as "**up to** N" or "N **or less**," you may choose **0 to N** targets.

5.2.5.

If some specified targets **cannot** be chosen, choose as many as possible and resolve

effects for those chosen.

5.2.6.

If **none** of the specified targets can be chosen, **no** targets are chosen and all effects

concerning those targets are **ignored**.

5.2.7.

If the specified target is in a **Secret Area** (e.g., deck, hand) and the choice requires information from the card, players **cannot guarantee** a valid target; a player may decline to choose from that Secret Area even if the condition may be met.

5.2.8.

When choosing a card **from a deck**, search while viewing the **front faces** and select the specified card; **reveal** it if instructed by the effect and then **shuffle** unless otherwise stated.

5.3.0. Paying Action Costs (AP)

5.3.1.

To pay an **Action Cost**, a Survivor spends the indicated number of **Action Points (AP)**.

5.3.2.

Actions with a cost of **0 AP** (or "Free") require **no AP** to declare.

5.3.3.

You cannot declare an action with an AP cost unless you have **enough AP** remaining.

5.3.4.

Exceptions: if an effect **replaces** or **modifies** the cost, you may declare the action using the **new cost**.

5.3.5.

If, during declaration or resolution, an effect prevents you from paying the AP cost, the **action fails** (no effect resolves).

5.4.0. Exhausting (Removing Charge Counters)

5.4.1.

Exhaust means **remove 1 Charge Counter** from the specified **Weapon or Item** to pay a cost or enable its effect.

5.4.2.

A card with **0 Charges** cannot be Exhausted.

5.4.3.

If removing a Charge reduces a card to **0 Charges** and it has a rule like "destroy this at 0," destroy it and move it to the **Graveyard** after the effect resolves (unless otherwise stated).

5.4.4.

Some effects may change how many Charges are removed when you Exhaust; use that modified amount.

5.5.0. Paying Threat Costs (Zombie Spawn)

5.5.1.

To Spawn a Zombie that has a **Zombie Threat Cost (ZTC)**, the Zombie player pays that cost using their available **Threat Points (TH)** from their **Threat Pool**.

5.5.2.

Cards with **ZTC 0** may be spawned without paying TH if an effect allows spawning at that time, or if the rules allow a free spawn at the beginning of the turn.

5.5.3.

You **cannot declare** a Spawn if the ZTC exceeds your current TH **unless**:

- An effect explicitly reduces the cost, or
- An effect modifies or replaces the cost with an alternative payment method.

5.5.4. Cannot Spawn (insufficient TH / illegal timing or placement)

If you reveal/draw a Zombie you cannot legally Spawn (e.g., not enough TH or timing/zone restriction), **put it on the bottom of your Zombie Deck and your Zombie Spawning for this turn immediately ends.** You may not attempt to Spawn any more Zombies this turn.

5.5.5. Spawn canceled after payment (countered/negated)

If a Spawn was legally declared and its ZTC paid, but an effect cancels/prevents it, the **TH paid remains spent** and the Zombie card is **sent to the Graveyard** (unless the effect specifies a different destination such as Exile). It does **not** remain in or return to the Zombie Zone.

5.5.6. Successful Spawn - placement & timing

On success, place the Zombie **face-up in the Zombie Zone**. It is **summoning sick** (cannot advance or attack this turn unless it has a keyword like *Fast/Rush*). At the **start of its controller's next Zombie Phase**, it **advances** into the opponent's Threat Zone unless prevented.

5.5.7. Multiple spawns

You may Spawn multiple Zombies in a turn as long as you can pay ZTC and it's legal; however, if 5.5.4 triggers (you cannot Spawn a revealed Zombie), **your Zombie Spawning ends for that turn.**

5.5.8.

Zombie players may **save Threat Points** across turns. TH is not lost at the end of a turn unless specified.

5.6.0. Playing Cards (Survivor) & Spawning (Zombie)

5.6.1. Playing a card (Survivor)

"Play" means taking a card from your hand, paying all costs, and on resolution either:

- **Equip** it in the **Equipment Area** (Weapons and equippable Items/attachments), or

- **Resolve it immediately** (one-time Items/Events), then move it to the **Graveyard**, or

- **React**: Reacts are played during a React Window, resolve immediately, then go to the **Graveyard** (unless a card says Exile).

5.6.2. Procedure to play a Survivor card

1. **Declare** the card; choose targets/host (if any).
2. **Check legality & pay costs** (AP/TP, discards, Rest/exhaust if required).
3. **React Window opens** (Non-Turn Player may respond).
4. **Resolve**: if it resolves, place/attach or resolve-and-Graveyard as above. If it's canceled or becomes illegal on resolution, costs remain spent and the card goes to the **Graveyard** (unless an effect says otherwise).

5.6.3. Spawning (Zombie)

Spawning is how Zombies enter play (see 5.5). When you Spawn a Zombie, **place it on your opponent's field, in their Zombie Zone** (the zone opposite your Survivor). Newly spawned Zombies are **summoning-sick**: they **remain in the Zombie Zone for one full**

turn cycle. At the start of your next Zombie Phase, **advance eligible Zombies into the opponent's Threat Zone one by one, in any order**, unless an effect prevents it. A Zombie that is Spawned is considered to **enter play**; resolve any **On Advance** triggers now.

5.7.0. Equipping, Attaching & Unequipping

5.7.1. Definitions

- **Equip**: Place a Weapon or standalone Item from hand into the Equipment Area after paying costs.

- **Attach**: Place an Item that says it attaches (e.g., scope/mod) onto a specific Weapon.

- **Unequip / Detach**: Remove a Weapon or attachment from play (to Graveyard unless a card says otherwise).

5.7.2. Hands & Capacity

- The Survivor has **2 hands**.

- **1H Weapon** uses 1 hand; **2H Weapon** uses both hands (you can't wield any other Weapon at the same time).

- **Items do not use hands** and there is **no global item cap**.

- **Per-Weapon attachment limits** are defined by the Weapon's text; if unspecified, use a **default max of 2 attachments**.

- You must satisfy hand and capacity limits **at resolution** (swap rules below let you free space within the same action).

5.7.3. AP Costs - Summary

- Equip Weapon or standalone Item: 1 AP.

- **Attach an Item to a Weapon (play + attach)**: **1 AP** (no extra "equip then attach" cost).

- **Replace an attachment on the same Weapon**: **1 AP** (detach old + attach new; old goes to Graveyard unless stated otherwise).

- **Move an attachment Weapon A → Weapon B immediately**: **1 AP per attachment** (detach + re-attach as one action). If you must replace an attachment on B, that same **1 AP** covers the replace; the replaced card goes to Graveyard.

- **Swap Weapon** (free hands by removing old and equip new): **1 AP total**. Any required unequips to satisfy hands are included in that 1 AP.

- **Unequip-only** (remove with no immediate replacement): **1 AP per card**.

- **Detach-only** (remove an attachment with no immediate replacement): **1 AP** (goes to Graveyard unless a card says otherwise).

5.7.4. What happens to attachments when a Weapon leaves

- **By default**, all attachments **follow their Weapon to the Graveyard**.

- If you want to **keep/transfer** a specific attachment during a swap, pay **+1 AP per attachment** (counts as detach + attach in one action). Respect the destination Weapon's attachment cap and host restrictions.

  Example: Old Rifle has **Scope** + **Extended Mag**. You swap to Shotgun and keep **Scope** only.

  Total = **1 AP** (swap) + **1 AP** (move Scope) = **2 AP**. (**Extended Mag** goes to Graveyard.)

5.7.5. Disabled & Rest

- **Disabled** equipment remains equipped (and Weapons still occupy hands) but can't be used until re-enabled.
- **Rest/Active** applies to equipped cards; a **rested** Weapon/Item can't be used until it returns to **Active**, unless a card overrides.

5.7.6. Timing & Interaction

- Equip/attach follows normal timing: **declare** → **pay costs** → **React Window** → **resolve**.
- If the play is **canceled** or becomes **illegal** on resolution, **costs remain spent** and the card goes to the **Graveyard** (unless a card says otherwise).

5.8.0. Attacking (Melee & Ranged) and Rest Mode

5.8.1.

Declaring an **attack** usually costs **1 AP** unless otherwise stated.

5.8.2.

Melee may only target enemies in the **Threat Zone** (closest zone).

5.8.3.

Ranged may target up to the attacker's **Range** (Threat Zone and beyond as permitted).

5.8.4.

After an attack **resolves**, the attacker (Zombie) enters **Rest Mode**, unless an effect says it **does not Rest**.

5.8.5.

Damage is dealt using **Attack Power/Damage** after modifiers. If the target's **HP ≤ 0**, destroy it (Zombies to **Graveyard**; if the Survivor reaches 0 HP, that player **loses the game**).

5.9.0. Dealing & Receiving Damage

5.9.1.

"**Deal X damage**" reduces a target's **HP** by **X** (or applies to Survivors directly if specified).

5.9.2.

"**Receive damage**" means that a card or player takes damage.

5.9.3.

When damage is dealt, resolve **damage processing** (apply prevention, reduction, or replacement effects, then adjust HP).

5.9.4.

If multiple damage is dealt as part of a single effect, treat it as **one instance** of "dealing damage" for triggers unless text states otherwise.

5.9.5.

Unpreventable damage ignores prevention/reduction but still **counts** as damage dealt.

5.10.0. Advancing

5.10.1

Advance moves a Zombie from the **Zombie Zone** to the **Threat Zone** when specified

by rules or effects (commonly at the **start** of its controller's turn).

5.10.2.

A Zombie that cannot legally enter the Threat Zone **remains** in the Zombie Zone

(unless an effect dictates another destination).

5.11.0. Shuffling

5.11.1.

Shuffle means randomly rearrange a group of cards so that no player knows their

order.

5.11.2.

When shuffling an area, shuffle all **unrevealed** cards in that area.

5.11.3.

Even if 0 or 1 cards are present, the shuffle is considered performed.

5.11.4.

If multiple areas must be shuffled, shuffle **each** separately.

5.11.5.

The **owner** of the area performs the shuffle, regardless of who controls the effect.

5.12.0. Destroying & Exiling

5.12.1.

Destroy moves a card from play to its owner's **Graveyard**. A card is only destroyed if a rule or effect says **"destroy."**

5.12.2.

Exile removes a card from the game to the **Exile** area (see Exile rules).

5.12.3.

If an effect would move a card but replaces that movement with "destroy" or "exile," follow the replacement.

5.13.0. Removing Counters (General)

5.13.1.

"Remove N counters" reduces the specified counters on a card by **N**.

5.13.2.

If a card changes areas, counters normally **leave** with the card unless a rule/effect says otherwise.

5.13.3.

Charge removal via **Exhaust** follows **5.4.0**.

5.14.0 Charging Threat Points (Zombie Resource)

5.14.1.

At the start of the Zombie Phase, the Zombie player **gains 4 TH** and adds it to their Threat pool.

5.14.2.

TH **persists** across turns. At the **end of the Zombie Phase**, if Threat pool **is greater than 6**, **discard 1 TH (decay)**.

5.14.3.

Effects may modify gain, costs, or pool size; apply those before decay.

5.14.4.

The Zombie player is not required to spend all TH immediately; unspent TH accumulates unless an effect specifies otherwise.

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6.0.0. Game Setup

This section explains how to prepare for a game of **NecroGenesis**, including deck construction and pre-game procedures.

6.1.0. Decks and Survivor Selection

6.1.1.

Each player must bring the following:

- 1 Survivor Card

- 1 Survivor Deck (40 Cards)

- 1 Zombie Deck (20 Cards)

6.1.2.

The Survivor Card represents the player. It begins in the **Survivor Zone** and is not part of either deck. Only one Survivor may be selected per game.

6.1.3.

The Survivor Deck contains:

- Weapons

- Items

- Events

- React cards

It must contain exactly 40 cards. No Boss Monster Zombies or Zombie-only cards may be included

6.1.4.

The Zombie Deck contains:

- Walkers

- Runners

- Brutes

- Mutants

- Boss Monster

It must contain exactly 20 cards. No Survivor-only cards may be included.

6.1.5. Deck Construction Rules

- You may only include up to 4 copies of any single card (same name and ID), unless the card states otherwise.

- Cards with [Permanent] effects that modify deck construction (e.g., "You may include up to 6 copies...") override this limit.

- You may only include 1 Boss Monster card in your Zombie Deck.

- You may only include 1 SCR (Secret Rare Survivor Card) in your Survivor Deck.

- No card may appear in both the Survivor Deck and Zombie Deck.

6.1.6. Mulligan (Optional, once per player before the first turn)

- Look at your **5-card** opening hand and **keep any number** (e.g., keep 3).

- **Shuffle** the unkept cards back into your Survivor Deck.

- **Draw** back up to **5**.

- Both players may mulligan once. **The first player** still **skips the first draw** of the game.

7.0.0. Game Progression

7.1.0. Turn Structure

7.1.1. Roles

NecroGenesis is played in alternating turns. On each turn, one player is the **Survivor Player** (Turn Player) and the other is the **Zombie Player** (Non-Turn Player).

7.1.2. Phase order (in this exact order)

A) Survivor Phase

Ready / Refresh

- Ready your cards per their rules. Effects that say "until end of turn" will expire after the Response Step (see End of Turn), not now.

Gain Resources

- Gain **3 AP** (Action Points) and **2 TP** (Tactical Points).
- If you banked a **TP reserve (max 1)** from your previous turn, add it now.
- AP never carries to a future turn; TP only carries via the 1-TP reserve rule.

Draw a Card

- Draw 1 from your Survivor Deck. *(Exception: the first player on the first turn skips this draw.)*

Spend AP - Main Actions

- In any order, spend AP (typically 1 AP each unless a card says otherwise) to:
  - Attack with an equipped Weapon or with Unarmed/Base Damage (see Combat Basics).
  - Play/Equip Weapons and Items (respect hand limits and equip rules).
  - Play Events.
  - Use abilities printed on your cards.
  - Loot
- **You may hold any unspent AP** for the Response Step later this turn.

Reacts (TP timing)

- Any time their trigger occurs, you may spend TP to play Reacts from hand and resolve immediately.

Quick Escape (Zombie Phase only - reminder)

- Once per Zombie Phase, when a Zombie attack is declared against you, you may spend **1 TP** to attempt a Quick Escape. Roll 1d6 vs that Zombie's ED. On success, cancel that attack (no damage, no on-hit effects). On failure, resolve it. Quick Escape does **not** move the Survivor and can't be used more than once per Zombie Phase.

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Pass to Zombie Phase

- Proceed to the Zombie Phase. *(Track any unused AP for your upcoming Response Step; track TP as normal.)*

B) Zombie Phase (Non-Turn Player acts)

Gain Threat Points

- Zombie Player gains **4 TH** (Threat Points). TH banks between turns. At the **end of each Zombie Phase**, if stored TH > 6, discard 1 TH (decay).

Spawn

- Pay each Zombie's **ZTC** with TH to Spawn into the **Zombie Zone**. No per-turn spawn limit beyond TH.
- **Summoning Sickness:** Newly spawned Zombies **cannot advance** this turn unless they have **Fast/Haste** (or an effect permits it).

Advance

- At the start of this step, the Zombie Player **chooses the order** in which **eligible** Zombies advance **from the Zombie Zone to the opponent's Threat Zone**, **one at a time**.
- After each entry, fully resolve any "On Advance / when this enters" effects before advancing the next.

- Zombies already in the Threat Zone do not move farther. A Zombie cannot be delayed past this step unless a card prevents/defers its advance.

Attack

- Zombies in the Threat Zone attack if able, following printed damage/effects.

- **Quick Escape window:** Right before a specific Zombie's attack would deal damage, the Survivor may spend **1 TP** to make an Escape Roll vs that Zombie's ED (once per Zombie Phase). On success, negate that attack; on failure, resolve it. Quick Escape does not move the Survivor or grant Cover.

- **Reacts:** Either player may play legal Reacts when their triggers occur.

Resolve Zombie Abilities

- Apply "On Advance," passive, and other Zombie-side effects per their timing (some already applied during Spawn/Advance).

Pass to Survivor Response Step (same player as Step A)

C) Survivor Response Step (same turn, same Survivor Player)

Purpose: Let the Survivor strike back immediately after the Zombie Phase without waiting a full round.

What you can do

- Spend any remaining AP you help from Step to:

    - **Attack** with equipped Weapons or Unarmed/Base Damage.

    - **Activate abilities** that say "during your turn" or specifically allow

      use in this step.

- **Reacts (TP)** remain playable whenever their triggers occur.

What you cannot do (by default)

- You **do not** ready, draw, or gain resources again.

- You do not play/equip new cards in this step unless a card explicitly allows

  it. *(This keeps pacing tight.)*

AP expiry

- Any **unspent AP** after this step is **lost**. (AP never carries to the next turn.)

D) End of Turn

- Expire effects that last "until end of turn."

- **TP Reserve:** You may bank up to **1 TP**; lose any excess.

- (TH decay already checked at end of the Zombie Phase.)

- **Roles switch:** The Zombie Player becomes the new Survivor Player;

  begin a new turn at Step A.

7.2.0. Survivor Phase

7.2.1. Refresh / Ready

- Ready your cards per their rules. "Until end of turn" effects will expire after the Response Step (see 7.4.0), not now.

- Set resources: **3 AP** and **2 TP**. If you banked **1 TP reserve**, add it now. (AP never carries; TP only via the 1-TP reserve.)

7.2.2. Draw

- Draw 1 from your Survivor Deck. *(Exception: the first player on the first turn skips this draw.)*

7.2.3. Action Step (spend AP)

Spend AP in any order (typically 1 AP each unless a card says otherwise):

- **Attack** with equipped Weapons or Unarmed/Base Damage.

- **Play/Equip** Weapons and Items (respect hands, equip rules, durability).

- **Play Events** (follow card text/costs).

- **Use abilities** printed on your cards.

- **Loot** if allowed.

You may **hold unspent AP** for your upcoming **Survivor Response Step** this turn.

7.2.4. Reacts (TP timing)

- Whenever their trigger occurs, you may spend TP to play Reacts from hand and resolve immediately.

7.2.5. Pass to Zombie Phase

- Proceed to 7.3.0 (keep any unspent AP for your Response Step; track TP normally).

7.3.0. Zombie Phase

7.3.1. Refresh TH

- Gain 4 TH (Threat Points). TH **carries** between turns. *(Decay check occurs later—see 7.3.7.)*

7.3.2. Spawn Step **(draw → spawn / stop rule)**

- **Draw 1** Zombie card from the Zombie Deck. Then choose:
  - **Spawn it** by paying its **ZTC** with TH → it enters the **opponent's Zombie Zone** face-up.
  - **Bottom it & stop**: If you **cannot** (or choose not to) pay its ZTC/effect fails, place the drawn card on the **bottom** of the Zombie Deck and **you cannot draw or spawn any more Zombies this Zombie Phase**.

- You may repeat **draw→spawn** as long as you successfully spawn and still have TH. You may also **voluntarily stop** at any time.

- **Summoning Sickness:** Zombies spawned this turn **cannot advance** unless they have **Fast/Haste** or an effect allows it.

7.3.2.1. Empty-Deck check.

If the Zombie Deck is empty at the moment you would draw, first perform **Zombie Deck Recycling** (4.2.2.1), then draw. (This does not override the "bottom it & stop" rule; you can only continue drawing this phase if you successfully spawned the previous draw.)

7.3.3. Zombie Events (play window)

- During the Zombie Phase, the Zombie Player may play **Event** cards per text.

7.3.4. Advance Step

- **Eligible Zombies.** Zombies in the Zombie Zone that are allowed to advance this turn (i.e., not summoning sick unless they have Fast/Haste, and not blocked by an effect).

- **Order & movement.** The Zombie Player chooses the order and advances one Zombie at a time from the Zombie Zone into the opponent's Threat Zone.

- **Triggers on advance.** Immediately after each Zombie advances, resolve that Zombie's On Advance triggers (and any other effects that trigger because a Zombie advanced into the Threat Zone during the Advance Step) in full, then choose the next Zombie to advance.

- **Re-advance lock (same turn).** If a Zombie was moved/pushed/placed from the Threat Zone back to the Zombie Zone earlier **this turn** (including during the Survivor Phase or earlier in this Zombie Phase), it is **not eligible to advance** during this Advance Step. It may still enter the Threat Zone this turn only if an **effect explicitly moves/places it** there. It becomes eligible to advance again on its controller's **next** Zombie Phase.

- **No further movement.** Zombies already in the Threat Zone do not move farther. An eligible Zombie cannot be delayed past this step unless a card effect explicitly prevents or defers its advance.

- **Direct placement note.** If an effect places a Zombie directly into the Threat Zone outside the Advance Step, On Advance does not trigger; follow that card's specific text instead.

7.3.5. Attack Step

- Zombies in the Threat Zone **attack** if able, following printed damage/effects. Resolve one attack at a time (controller chooses order).

- **Quick Escape window (Survivor):** Right before a specific Zombie's attack would deal damage, the Survivor may spend **1 TP** to roll **1d6 vs that Zombie's ED** (**once per Zombie Phase**).
  - **Success:** Negate that attack entirely (no damage, no on-hit effects).
  - **Failure:** Resolve the attack as normal.

○ Quick Escape **does not** grant Cover and doesn't stack with another effect
that cancels the same attack.

● Both players may play legal Reacts when their triggers occur.

7.3.6. Resolve Zombie Abilities

● Apply "On Advance," passive/static, and other Zombie-side effects per their
timing. (Some will have already applied during Spawn/Advance.)

7.3.7. TH Decay

● At the **end of the Zombie Phase**, if stored **TH > 6**, reduce it by **1 TH** (decay).
Otherwise, no decay.

7.3.8. Pass to Survivor Response Step (same player as 7.2.0.)

● Proceed to 7.3.9.

7.3.9. Survivor Response Step (same turn, same Survivor Player)

*Purpose: let the Survivor strike back immediately after the Zombie Phase without
waiting a full round.*

● **You may spend any remaining AP** you held from 7.2.3 to:

- ○ **Attack** with equipped Weapons or Unarmed/Base Damage.

- ○ **Activate abilities** that permit use in this step (e.g., "during your turn" or explicitly here).

- **Reacts (TP)** remain playable on their triggers.

- You **do not** ready, draw, or gain resources again in this step.

- Any unspent AP after this step is lost.

7.4.0. End of Turn

7.4.1. Expire any effects that last "until end of turn."

7.4.2. Resolve any abilities that trigger "at end of turn."

7.4.3. **TP Reserve:** You may **bank up to 1 TP**; lose any excess.

7.4.4. The turn ends. **Roles swap** (the Zombie Player becomes the Survivor Player) and a new turn begins at **7.2.0**.

7.5.0. Example Round Progression

Assume Player A starts as Survivor. Player B starts as the Zombie player.

Round 1

Player A - Survivor Phase

- Refresh / Gain: 3 AP, 2 TP.

- Draw: *Skipped* (first player, first turn).

- Actions: Equip a Weapon (1 AP), Loot (1 AP). **Hold 1 AP.**

- End of Turn: bank **1 TP**.

Player B - Zombie Phase

- Refresh TH: +4 TH.

- Spawn (draw → decide): Draw **Walker** (ZTC 1) → pay 1 TH, spawn to **Zombie Zone** (3 TH left).

- Advance: none (new spawn; Summoning Sickness).

- Attack: none.

- End of Turn: bank 3 TH

- Decay: no decay (TH ≤ 6).

Player A - Survivor Response Step (same player as Survivor Phase)

- You may spend **held AP**. No Zombies in the Threat Zone → **no valid target**.

- **Lose any unspent AP** afterward.

  Swap Roles (Next turn: B is the Survivor player, A is the Zombie player)

Round 2

Player B - Survivor Phase

- Refresh / Gain: 3 AP, 2 TP = 2 TP.

- **Draw:** +1 card.

- **Actions:** Equip an Item (1 AP), Loot (1 AP). **Hold 1 AP (for response).**

Player A - Zombie Phase

- **Refresh TH:** 4 TH (A had no prior TH reserve)

- Spawn (repeat while spawning succeeds):

  - Example: **Brute (ZTC 4)** → pay 4 TH → **A.TH = 0**

  - (**No TH left → stop**)

- Advance: None. (A's spawns are new this phase → summoning sick)

- **Attack: None**

- **Decay: None (TH = 0)**

Player B - Survivor Response Step

- **Held 1 AP**, but **no Zombies in Threat Zone** yet → nothing to spend

- **AP expires**

- Bank **1 TP**

Swap Roles: Next turn, A = Survivor, B = Zombie

Round 3

Player A - Survivor Phase

- **Refresh / Gain:** 3 AP, **2 TP + 1 reserve = 3 TP** (A banked 1 TP back in Round 1)

- **Draw:** +1 card

- **Actions:** As desired (e.g., equip/prepare; typically no target in Threat Zone **yet**)

Player B - Zombie Phase

- **Refresh TH: 4 TH + 3 reserved = 7 TH** (the 3 TH B saved in Round 1)

- **Spawn (draw → decide; may repeat while spawning succeeds):**

  - **Example: Runner (Fast) ZTC 2 → pay 2 → B.TH = 5**

  - **Brute ZTC 4 → pay 4 → B.TH = 1**

- **Advance:**

  - Walker from Round 1 (B's) now advances into A's Threat Zone.

  - Any newly spawned with Fast (e.g., that Runner) may also advance now.

- **Attack:** Resolve **one at a time** (B chooses order).

  - Player A may **Quick Escape once** this phase (spend 1 TP, roll vs ED → cancel that one attack on success).

- **Decay:** None (B.TH = 1)

Player A - Survivor Response Step (Player A)

- If A held AP from earlier, they can attack now; then AP expires.

- Bank 1 TP bringing total TP in reserve to 2.

Swap Roles: Next turn, **B = Survivor**, **A = Zombie**

Round 4

Player B - Survivor Phase

- **Refresh / Gain:** 3 AP, **2 TP + 1 reserve = 3 TP**

- **Draw:** +1 card

- **Actions:** As desired (e.g., heal/equip/position)

- **End of Turn:** bank up to 1 TP

Player A - Zombie Phase

- **Refresh TH: 4 TH + A's reserved from Round 2 (likely 0) = 4 TH**

- **Spawn (optional):** A may spawn new Zombies (they'll be **summoning sick unless Fast**).

- **Advance:**

- **Attack:** Resolve attacks one by one (A chooses order).

- **Decay:** If TH > 6, −1; otherwise none.

Player B - Survivor Response Step

- Spend any **held AP**; then **AP expires**.

Reminders

- **Reserves are per player.** Each player only uses their own banked TH/TP on their future turns/phases.

- **Zombie Phase order: Spawn** (draw/decide; you may keep drawing only while spawns succeed) → **Advance** (one at a time; resolve **On Advance**) → **Attack** → **Decay** → **Survivor Response Step**.

- **Quick Escape:** once per Zombie Phase, Survivor spends **1 TP**, roll vs that Zombie's **ED**; on success, **cancel that one attack** entirely.

- **Response Step:** same Survivor player as earlier that turn; you may spend **held AP** to attack/use allowed abilities. No new draws/resources/equips unless a card explicitly permits it.

- **AP never carries** past the Response Step. **TP can bank 1** at End of Turn.

8.0.0. Card Attacks & Battles

Combat is a core part of NecroGenesis. Battles occur when a Survivor or a Zombie attacks during the Action Phase. This section explains how to conduct attacks and resolve battles.

8.1.0. Declaring Attacks

8.1.1.

Who can Attack

- **Survivor Player** may attack with their Survivor or any equipped Weapon during their Action Phase, spending 1 AP per attack (unless otherwise stated).
- **Zombie Player** attacks occur during the Zombie Phase. Zombies in the Threat Zone may attack if they are not summoning sick (unless they have Rush or similar).

8.1.2. Targets

- Survivors may declare attacks against Zombies in the **Threat Zone.**
- Zombies may only target the Survivor.

8.1.3. Attack Cost

- Survivor attacks typically cost 1 AP (unless a card says otherwise).

- Zombie attacks do not cost AP; they're declared during the Zombie Phase per normal attack timing.

8.1.4. Attack Timing

- **Survivor:** Each equipped weapon (or the Survivor) can attack per its limits, usually once per turn unless readied or noted otherwise.

- **Zombie:** A Zombie cannot attack the turn it was spawned (summoning sick) unless it has Rush (or similar). Attacks are declared during the Zombie Phase.

8.2.0. Battle Flow

The following steps are used to resolve any attack, whether by Survivor or Zombie.

8.2.1. Attack Declaration

- Choose an attacker and a legal target (attacker must be eligible: correct zone, not summoning sick, not Stunned/Disabled, in Active mode, etc.).

- Cost:

  - **Survivor:** pay **1 AP** (unless a card says otherwise).

  - ○ **Zombie: no AP/TP/TH cost** to declare an attack **unless the specific attack/ability text lists a cost** (pay that now if present).

- Announce/lock the attack (attacker, target).

- Put "when this attacks" triggers on the stack; open the normal react/interrupt window.

8.2.2. Counter Timing

- Both players may respond with **React** cards or abilities that trigger "in response" or "during battle."

- Apply responses and interrupts in reverse-stack order (last in, first out).

8.2.3. Battle Begins

- The game checks that both cards are still in valid zones and eligible to battle.

- If either is invalidated, the battle ends immediately.

8.3.0. Offense Step

- The attacking player resolves any card effects that say "at the start of battle."

- The attacker may modify the attack with boosts, effects, or card abilities.

- Cards or effects that enhance Damage are used here.

8.4.0. Defense Step

- The defending player resolves any effects that trigger "when attacked" or "during battle."

- If the target is the Survivor, the player may activate defense-based Items or Reacts (if allowed).

- Zombies typically do not defend unless a card effect enables it.

- **Reminder — Quick Escape timing:** If a Zombie is attacking the Survivor, **Quick Escape is not used here**; its window is immediately before damage in **8.5.0**.

8.5.0. Damage Step

- Compare Damage of Attacker vs. HP of the Defender:
  - If the attack hits a Zombie and the damage is **equal to or greater than its HP**, it is destroyed and sent to the Graveyard.
  - If the Zombie survives, apply any "damaged but not destroyed" effects.
  - If the attack targets the Survivor and hits, the Survivor loses **HP** equal to the incoming damage.

- **Quick Escape window (Zombie Phase only):** If the attacker is a Zombie and the target is the Survivor, **before applying damage** the Survivor may spend **1 TP** to roll **1d6 vs that Zombie's ED**. On success, **cancel that attack entirely** (no damage, no on-hit effects). On failure, proceed with damage. **Limit: once per Zombie Phase.**

8.6.0. Battle End Step

- Any effects that last "until the end of battle" expire.

- Abilities that trigger "at the end of battle" go pending and resolve.

- Exhaust the attacking card (if applicable).

8.7.0. Special Keywords in Combat

Summoning Sickness: A Zombie cannot attack on the same turn it was spawned unless it has a keyword like **Rush**.

Exhausted: A Survivor or card that has attacked becomes exhausted and cannot attack again unless an effect readies it.

- **Armor**: Prevents a certain amount of incoming damage before HP is affected.

- **Pierce**: Excess damage beyond a Zombie's HP may affect the Survivor if the Zombie is the only defender (if this ability is implemented).

- **Evade**: Allows the Survivor to avoid an attack by passing a die roll or fulfilling a card condition.

9.0.0. Abilities and Effect Resolution

This section explains how abilities, card effects, and triggered reactions resolve during the game. Timing, priorities, and windows for response are also clarified.

9.1.0. Types of Effects

Activated Abilities

Abilities you choose to use at allowed timing windows. They **often cost AP** (Survivor) or specify another cost (exhaust/rest the card, discard, spend durability, etc.).
Zombie-side activated abilities only use TH if a card explicitly says so; otherwise they'll define their own cost/timing.

Triggered Abilities

Fire automatically when a stated condition happens (e.g., "**On Advance:** when this enters the Threat Zone…" or "**On Spawn:** when this is spawned…"). These go on the stack and resolve in **last-in, first-out** order if multiple are pending.

Passive (Static) Effects

Always on while the source is active/in play (e.g., "All Walkers get +1 ATK."). They don't use the stack; they just apply continuously until the source leaves or the text says otherwise.

React Effects

Instant-speed cards/abilities played **in response** to specific triggers (attacks, entries, damage, etc.). **Reacts require TP** and resolve immediately in the relevant timing window. (React cards show a **TP cost** in the card's top-left.)

Replacement / Prevention Effects

Modify events as they would happen (e.g., "If a Zombie would enter the Threat Zone, it enters the Zombie Zone instead," or "Prevent the next 2 damage this turn."). These don't trigger after the fact—they **change** how the event occurs.

Delayed / Lasting Effects

Set up something to happen later or for a duration (e.g., "At end of turn, draw a card," or "This gets +2 ATK **until end of turn**.").

9.2.0. When Effects Resolve

9.2.1. Order of Resolution

Effects resolve in the order they are triggered, with priority going to the turn player unless otherwise stated.

1. Trigger Window Opens - A condition (like an attack or entering a zone) causes effects to become pending.

2. Reacts or Counter-Actions - Players may spend TP to respond with React cards or other abilities.

3. Stack Resolution - Once all pending effects and responses are declared, they resolve in Last In, First Out (LIFO) order.

9.2.2. Interrupts and Overrides

Some effects may explicitly say they "interrupt" or "cancel" another effect. These take precedence and may stop or modify the original effect.

9.3.0. React Cards (Special Rules)

React cards are special cards designed to respond to in-game events. The following rules apply:

- **Timing** - Reacts must be played immediately when the condition they respond to occurs; they **don't** sit pre-set on the table.

- **Cost** - All React cards cost TP, not AP. This allows both players to use them regardless of whose turn it is.

- **One Per Window** - Each player may only play one React card per timing window unless an effect allows otherwise.

- **Resolve Immediately** - React cards resolve as soon as they are played and can modify or negate an ongoing action.

9.4.0. Checkpoints and Priority Windows

Definitions

- **Checkpoint:** A moment when players may add effects (play Reacts, declare activated abilities) or let triggers go on the stack.
- **Priority:** At each checkpoint, the **Turn Player** (the Survivor Player of this turn) gets priority first, then the Zombie Player, then back and forth. If both pass in a row on an empty stack, proceed to the next step.

Ordering & Simultaneous Triggers

- If one player controls multiple triggers that fire at the same time, **that player chooses their order** on the stack.
- If **both players** have triggers simultaneously, the **Turn Player** puts theirs on the stack first, then the Zombie Player. The stack resolves **last-in, first-out**.
- **No priority during resolution:** You can't add new effects while something is resolving, unless it's a **replacement/prevention** effect (which applies immediately as the event would happen).

Common Checkpoints (by phase/step)

Survivor Phase

- Start of phase: after **Ready/Refresh**, after **Gain Resources**, after **Draw**

- **Action Step** (repeatable loop):

  - Before announcing a card/ability.

  - After costs are paid / effect is announced (on stack).

  - After the effect resolves / card enters play.

- **Attack sequence (Survivor attacking):**

  - Declare attacker/target, pay costs → "when this attacks" triggers go on stack.

  - Priority window (both sides may React).

  - If applicable, hit-roll window; then pre-damage priority window.

  - Damage → end of battle checkpoint.

Zombie Phase

- Start of phase: after **TH gain**.

- **Spawn Step:** Before each spawn; after each successful spawn; if "bottom & stop" is chosen, no further spawns this phase.

- **Advance Step:** Before any advance; **between each Zombie's advance** (fully resolve that Zombie's **On Advance** effects, then checkpoint).

- **Attack Step** (repeat per attacking Zombie):

  1. Declare attack → attack triggers go on stack.

  2. Priority window (both sides may React).

3. **Quick Escape window:** Right before that attack would deal damage, the Survivor may spend 1 TP to roll vs that Zombie's ED; on success, cancel that attack.

4. Damage → end of battle checkpoint.

- End of phase: **Decay** check.

Survivor Response Step (same turn, same Survivor Player)

- Start of step; between each AP-based action; end of step (AP expires).

End of Turn

- "Until end of turn" effects expire; end-step triggers resolve; TP reserve may be set; roles swap.

Replacement / Prevention Effects

- Apply immediately as the event would occur; they don't wait for a checkpoint or use the stack.

9.5.0. End-of-Battle Effect Resolution

Once a battle ends, performs the following in order:

1. **Trigger Post-Battle Abilities** - Any abilities that trigger "at the end of battle" enter the stack.

2. **React Opportunities** - Players may use TP to respond with post-battle Reacts.

3. **Resolve KO Effects** - If a card was KO'd, resolve any effects tied to that event (e.g., "When this card is destroyed...").

4. **Cleanup** - Remove temporary stat changes, discard expired buffs, and return played Reacts to the discard.

5. **Proceed to Next Step** - Return to the main flow (e.g., Action Phase or End Phase) depending on the phase.

10.0.0. Characteristics of Survivor Cards

The Survivor Card represents the player. It begins in the Survivor Zone and remains there for the entire game. If a Survivor is defeated, that player loses.

10.1.0. Survivor Card Standards

10.1.1. Each player selects exactly 1 Survivor Card during setup.

10.1.2. Place your Survivor in your Survivor Zone at the start of the game.

10.1.3. Rules text that refers to a "Survivor" or "Survivor Card" means the active Survivor in the Survivor Zone.

10.1.4. Each Survivor has a unique Identity Tag (Survivor-only), stats, and abilities that shape gameplay.

10.1.5. All Survivors are unique/Legendary (you can't include more than one Survivor in a deck).

10.2.0. Action Points (AP)

10.2.1. Survivors do not have an AP stat printed on the card.

10.2.2. By default, the Survivor gains 3 AP at the start of each of their Survivor Phases.

10.2.3. AP is spent to attack, equip, use abilities, etc., during your Survivor Phase—and may also be spent in your Survivor Response Step of the same turn if you held some.

10.2.4. AP never carries to a future turn. Any AP unspent after your Survivor Response Step is lost (unless a card effect says otherwise).

10.3.0. Survivor Card - Design & Components

Each Survivor Card contains the following elements:

- **Name** - The full printed name, which may include an epithet (e.g., **"Rick - The Firestarter"**). The epithet is part of the Name for rules that reference "name contains/equals …".
- **Identity Tag (Survivor-only)** - A short 2–3 word label used for synergies and targeting (e.g., "Aggressive Brawler").
  - **Rules use:** Cards may reference *"a Survivor with [Identity Tag]"*.
  - **Placement:** Centered **above** the rules text box (outside the box); not italicized/bold.
- **HP (Hit Points)** - If the Survivor's HP reaches 0, that player loses.
- **Damage (D)** - Base damage when attacking without a Weapon.
- **Abilities** - Typically 1–3 passive and/or activated abilities defining playstyle.
- **Illustration** - Character art.
- **Flavor Text (optional)** - Short lore/quote.

10.4.0. Survivor Defeat

10.4.1. When a Survivor's HP is reduced to 0, that Survivor is defeated.

10.4.2. If your Survivor is defeated, you immediately lose the game.

10.5.0. Survivor-Specific Card Synergy

10.5.1. Some cards reference a specific Name or Identity Tag (e.g., "Only *Sarah — The Sharpshooter* may equip this," or "If your Survivor has *The Firestarter*, …"). Such cards can only be used if your chosen Survivor matches that requirement.

10.5.2. These cards are included during deck construction and count toward your 40-card Survivor Deck limit (normal deckbuilding rules apply).

10.6.0. Survivor Identity & Thematic Role

10.6.1. Your Survivor is the strategic anchor for your deck—abilities and identity shape your plan each game.

10.6.2. The Survivor's Identity Tag, and abilities guide deck themes (e.g., ranged focus, control, support, close-quarters aggression).

10.6.3. Choosing a Survivor sets your HP, base Damage, and ability suite. (AP remains 3 by default regardless of Survivor, unless modified by card effects.)

11.0.0. Characteristics of Zombie Cards

Zombie Cards represent the threats summoned by the Zombie Player during the Survivor's turn. These cards form the Zombie Deck and include a wide variety of undead creatures from basic Walkers to powerful Boss Monsters. Zombies are deployed to overwhelm, pressure, and eliminate the Survivor.

11.1.0. Zombie Card Standards

11.1.1.

Each player brings a Zombie Deck consisting of exactly 20 Zombie Cards.

11.1.2.

The Zombie Deck may include Walkers, Runners, Brutes, Mutants, and 1 Boss Monster (SCR Rarity).

11.1.3.

A player may only include 1 copy of a Boss Monster in their Zombie Deck.

11.1.4.

Zombie cards are played from the Zombie Player's hand or through effects by paying their Zombie Threat Cost (ZTC) using Threat Points (TH).

11.1.5.

Zombie Cards are placed into the Zombie Zone when spawned, and may be moved to the Threat Zone in later turns.

11.2.0. Card Design & Components

Each Zombie Card contains the following attributes:

- Name - The unique name of the zombie creature.

- Zombie Type - Indicates what category the zombie falls into:

    - Walker - Standard zombie with balanced stats.

    - Runner - Fast and agile, usually with lower HP.

    - Brute - Slow but powerful and tanky.

    - Mutant - Special effects or unpredictable traits.

    - Boss Monster - Powerful named enemy with devastating effects (only one allowed per deck).

- HP (Hit Points) - How much damage the zombie can take before being destroyed.

- Damage - How much damage the zombie deals during an attack.

- Zombie Threat Cost (ZTC) - The amount of Threat Points (TH) the Zombie Player must spend to spawn this card from their hand.

- Escape Difficulty (ED) - Represents how hard it is for the Survivor to escape from this zombie when attempting a retreat or disengage. This is not a stat box and is written within the card's body text when relevant.

- Abilities / Effects - Many zombies have static or triggered abilities, such as Summon Sickness Immunity, On Spawn effects, When Destroyed triggers, or passive auras.

- Traits - Descriptive keywords that may be referenced by other cards or affect synergy. Examples:

  - Undead, Crawler, Infected, Contagion, Alpha, Legendary.

- Flavor Text (optional) - A short thematic quote or eerie description that adds flavor to the zombie's design.

11.3.0. Playing Zombie Cards

11.3.1.

Zombie Cards are played from hand paying their ZTC using TP during the Survivor's Action Phase.

11.3.2.

When a Zombie is spawned, it enters the Zombie Zone in a "Summoning Sick" state and cannot attack the turn it is spawned (unless otherwise stated).

11.3.3.

On future turns, the Zombie may be moved for free to the Threat Zone, where it can engage in battle with the Survivor.

11.3.4.

Zombies may only attack during the Survivor player's turn if they are in the Threat Zone and not summoning sick.

11.4.0. Zombie Destruction and Removal

11.4.1.

If a Zombie takes damage equal to or greater than its HP, it is destroyed and sent to the Graveyard.

11.4.2.

Effects that exile or remove Zombies bypass destruction and place the card into the Exile zone instead.

11.4.3.

"When Destroyed" effects trigger immediately after the zombie leaves play due to damage.

12.0.0. Characteristics of Weapon Cards

12.1.0. Weapon Card Standards

12.1.1.

Weapon Cards are a distinct card type that may have Item cards attached to them, such as scopes, silencers, or mods. While all Weapons are equipped, not all Items are Weapons.

12.1.2.

Weapon Cards are placed into the Equipment Area when equipped.

12.1.3.

A Survivor may equip a limited number of Weapons based on their hand capacity. Each Weapon indicates whether it is 1-Handed or 2-Handed.

12.1.4.

Equipping a Weapon from hand typically costs 1 Action Point (AP) unless otherwise specified.

12.1.5.

A Survivor may unequip or replace a Weapon by equipping a new one. The previous Weapon is sent to the Graveyard unless a card effect allows it to return to the hand or deck.

12.1.6. Automated Weapons

Automated Weapons are a distinct subtype of Weapon cards that function as deployable, self-operating devices. Unlike Melee and Ranged Weapons, Automated Weapons are **not equipped in the Equipment Area** and do not count against the Survivor's hand capacity. Instead, they are placed directly into a Zone specified by their card text (such as the Threat Zone or Zombie Zone).

12.2.0. Weapon Usage Rules

12.2.1.

During the Action Phase, a Survivor may declare an Attack using an equipped Weapon, provided it is not exhausted or restricted.

12.2.2.

Attacking with a Weapon usually costs 1 AP, unless modified by effects.

12.2.3.

Weapons deal damage based on their printed **Damage** value, sometimes modified by Survivor abilities or other effects.

12.2.4. Weapons Range (Icons)

Weapons show their attack range with icons on the card face:

- **Threat Zone icon (⚠):** This weapon can target Zombies in the **Threat Zone** (adjacent zone). The weapon **cannot** target the Zombie Zone (unless card text says otherwise).

- **Zombie Zone icon (▲):** This weapon can target Zombies in the **Zombie Zone** (two zones away). The weapon **cannot** target the Threat Zone (minimum-range weapon), unless card text says otherwise.

- **Both icons present (⚠ + ▲):** When declaring each attack, choose **either** zone as the target.

- **Only ZZ shown:** The weapon **cannot** target the Threat Zone (minimum-range weapon), unless card text says otherwise.

- **No range icons (rare):** Treat as **melee** (Threat Zone only), unless the card text specifies a range.

12.2.5.

Some Weapons include bonus effects such as conditional damage, pushback, status infliction, or cost reduction when used under certain conditions.

12.2.6.

Weapons with a **Hit Roll** value require the player to roll a die before damage is applied. If the result is equal to or greater than the printed Hit Roll number, the attack is successful; otherwise, it misses.

12.2.7. Automated Weapon Attacks
Automated Weapons attack automatically based on their card text and typically do not require Action Points to activate. They still follow standard Weapon rules for Durability, Hit Rolls, Damage, and Range.

12.3.0. Weapon Card Design & Components

Weapon Cards contain the following:

- **Card Name -** The name of the Weapon.

- **Card Type -** Always labeled Weapon.

- **Card Sub Type -** Melee, Ranged, Automated

- **Action Point Cost -** The AP required to equip the Weapon. Usually 1 AP.

- **Damage -** The base damage this Weapon deals during an Attack.

- **Hit Roll -** The minimum number (on a standard six-sided die, unless otherwise stated) that must be rolled for the attack to hit. Displayed with a dice icon (🎲 4+, for example).

- **Range -** Number of zones away the Weapon can target (⚠️, 🔼).

- **Hand Requirement -** Indicates whether the Weapon is 1-Handed or 2-Handed.

- **Traits** - Keywords such as Silent, Piercing, Reactive, or Burn.

- **Ability Text -** Describes special effects or conditional bonuses.

- **Card ID -** Unique identifier for deck construction and card referencing.

- **Rarity -** Used for deckbuilding, collecting, and set balancing (optional).

- **Art -** Thematically represents the Weapon visually.

12.4.0. Equipping Rules

12.4.1.

Weapons may only be equipped from the hand during the Survivor's own Action Phase, unless a card effect says otherwise.

12.4.2.

Survivors cannot exceed their hand capacity. A player may not equip two 2-Handed Weapons at once.

12.4.3.

If equipping a Weapon would exceed hand capacity, one or more Weapons must be unequipped first. **If you don't have enough free hands:** do a **Swap** for **1 AP total** (unequip as needed and equip the new Weapon in the same action). Otherwise, **unequip-only** first (**1 AP per Weapon**), then **equip** (**1 AP**).

12.4.4.

Some Survivor abilities, Items, or effects may allow extra Weapon slots or reduced equip costs.

12.4.5. Automated Weapons Exception

Automated Weapons are not equipped to the Survivor and therefore bypass normal hand slot limitations. Instead, they remain in play until their Durability is depleted or they are destroyed.

13.0.0. Characteristics of Item Cards

Item Cards represent consumable tools, passive equipment, or other survival gear that Survivors can use to gain an advantage in the field. They may provide temporary effects, grant abilities, enhance Survivors, or attach to other cards (e.g., Weapons).

13.1.0. Item Card Standards

13.1.1.

Item Cards are played from the hand by spending **1 Action Point (AP)**, unless a card or effect states otherwise.

13.1.2.

Items may be one of the following subtypes:

- **Consumable** - Used once, then discarded after effect resolves.

- **Attachment** - Remains attached to a valid target (e.g., Weapon or Survivor) and applies continuous effects.

- **Passive** - Enters play and provides ongoing benefits while equipped or active.

- **Trap -** Special Items that are placed directly into battlefield Zones (Threat Zone or Zombie Zone). They do not count toward the Survivor's Item limit and are not placed in the Equipment Area.

13.1.3.

Items are equipped to the Survivor who played them, unless otherwise stated. Items may not be moved between Survivors during play unless a card effect allows it.

13.1.4. Item Capacity

Items do **not** use hands and have **no global equip limit**. Card text may still restrict them (e.g., **Unique**, **Limit 1**, "**one per Weapon**", etc.). Attachments are limited by the **per-Weapon attachment cap**.

13.1.5. Over-limit handling

If equipping an Item would violate a **card-specific** restriction or a **Weapon's attachment cap**, you must first free space via:

- **Swap**: 1 AP total (unequip what's needed and equip the new card in one action), or
- **Unequip-only**: 1 AP per card, then equip (1 AP).

  If you don't have free space, the equip is illegal and cannot proceed.

13.1.6.

Items that are **attached** (e.g., to a Weapon) do not count against the Survivor's main Item limit but may have their own limitations (e.g., "1 Attachment max per Weapon").

13.2.0. Item Card Design & Components

Each Item Cards includes the following standard elements:

- Title - The name of the Item.

- Type Line - Displays the card type as Item along with its subtype (e.g., Consumable, Attachment, Passive).

- Effect Box - Describes the effect granted when the Item is played or while it remains in play.

- Play Cost (AP) - Most Items cost **1 AP** to play unless the effect or traits state otherwise.

- Traits (Optional) - Items may have keyword traits such as (Medical, Tactical, Mechanical, Attachment). Traits can be referenced by other effects or cards (e.g., "Search your deck for a Tactical Item…").

- Art & Iconography - Item Cards include visual representation, the game's card frame, and any relevant symbols or tags.

13.3.0. Gameplay Rules for Item Cards

13.3.1. Playing Items

- Items are played from the hand during the **Survivor's Action Phase**.

- Once played, the Item either takes effect and is discarded (Consumable), or remains on the field (Passive/Attachment).

13.3.2. Discarding Items

Items are discarded to the Graveyard when any of the following occur:

- **Consumables**: After their effect resolves.

- **Destroyed / sacrificed**: By card effects or as a cost.

- **Detached attachments (no immediate replacement)**: If you perform a
  Detach-only action, the detached card goes to the Graveyard unless a card
  explicitly allows keeping or transferring it.

- **Host Weapon leaves play**: All its attached Items/attachments go to the
  Graveyard unless a card says they can transfer.

- **Replacement due to restrictions**: If a new Item/attachment would violate a
  card-specific restriction (e.g., **Unique**, **Limit 1**, "**one per Weapon**") or the
  per-Weapon attachment cap, the replaced card is discarded unless a card
  effect permits otherwise.

  Note: There is **no global equipped-Item limit**. Items don't use hands. Attachment
  limits are per-Weapon.

13.3.3. Replacing Items

- **Standalone Items (not attachments)**: If a card-specific restriction creates a
  conflict (e.g., "Limit 1 Shield"), you may **replace** the existing one for **1 AP total**
  (the new equip action). The replaced Item is discarded.

- **Replace an attachment on the same Weapon**: **1 AP total** (detach old + attach
  new in one action). The replaced attachment is discarded.

- **Move an attachment Weapon A → Weapon B (immediate transfer)**: **1 AP total** (detach + attach as one action). If you must **replace** an attachment on Weapon B to make space, that **same 1 AP** covers it; the replaced card is discarded.

- **Swapping Weapons with attachments (reminder)**: **1 AP** to swap Weapons, **+1 AP per attachment** you choose to transfer to the new Weapon; any not transferred are discarded.

13.3.4. Invalid Attachments

If the card an Attachment is attached to is removed from play (e.g., a Weapon is unequipped), the Attachment is discarded unless another rule allows it to transfer.

13.4.0. Trap Items

13.4.1.

Trap Items are played from the hand during the Survivor's Action Phase by spending their AP cost, unless otherwise specified.

13.4.2.

When played, Trap Items are placed directly into a Zone (typically the Threat Zone or Zombie Zone), as indicated on their card.

13.4.3.

Traps do not occupy slots in the Equipment Area and do not count toward the Survivor's Item limit.

13.4.4.

Traps remain in play until their durability counters are depleted, their effect resolves, or a card effect removes them.

13.4.5.

While in play, Traps are considered environmental hazards. They affect Zombies that move into, begin their turn in, or interact with the Trap's Zone as described by their card text.

13.4.6.

If multiple Traps are present in the same Zone, their effects resolve in the order chosen by the Survivor who controls them.

14.0.0. Characteristics of Event Cards

14.1.0. Event Card Overview

14.1.1.

Event Cards represent sudden actions, tactics, or occurrences that create immediate impact on the game. These are one-time effects that resolve instantly and are then discarded.

14.1.2.

Event cards may be played by either player; each Event shows a **side tag** in square brackets that determines who can use it: **[Survivor]** (Survivor Player only) or **[Zombie]** (Zombie Player only). Events also include a **timing tag** (e.g., "during Zombie Phase," "during Attack," "start of phase") that defines exactly **when** they can be played. Pay any costs printed on the card and follow global Event limits for your side.

- **Event limit:** You may play **at most one (1) Event per turn**, and it is **free**. **No additional Events** may be played that turn unless a card explicitly says it **ignores the Event limit**.
  - For **[Survivor]** Events, "your turn" = your **Survivor Phase + Survivor Response Step**.

○ For **[Zombie]** Events, your window is the **Zombie Phase** of the current turn (when you are the Zombie Player).

● **Costs & resolution:** "Free" means **no AP/TP/TH** is required to play the Event. Any **printed additional costs** on the card (e.g., "discard a card," "sacrifice an Item") must still be paid. After resolving, the Event goes to the **Graveyard** unless it creates a lasting effect or token.

14.1.3.

Event Cards are **not placed on the field**. Once played, their effects resolve immediately, and they are sent to the Graveyard unless otherwise stated.

14.2.0. Event Card Design & Components

● Card Title - The name of the Event Card.

● Card Type - Always Event.

● Subtype (optional) Categories such as Tactic, Trap, or Disaster. Useful for synergy or set mechanics.

● Effect Text - Describes what happens when the card is played.

● Timing Keyword - [Survivor] or [Zombie]

● Flavor Text (Optional) - Thematic or narrative text with no gameplay effect.

● Card ID - Identifier for sorting and deck management.

14.3.0. Event Card Usage Rules

14.3.1.

The Survivor Player may play 1 Event Card per turn for free (0 AP cost).

14.3.2.

Event Cards immediately resolve and are discarded afterward unless otherwise specified.

14.3.3.

If an Event Card has no valid target when resolving, it has no effect but is still sent to the Graveyard.

14.4.0. Traits & Subtypes (Optional)

14.4.1.

Some Event Cards may include subtypes like:

- Tactic - Strategic plays to aid Survivors.
- Trap - Cards that create defensive conditions.
- Disaster - Larger battlefield-affecting events.

14.4.2.

Traits may be added to Event Cards in future expansions for synergy or narrative flavor,

such as:

- Medical

- Explosive

- Environmental

15.0.0. Characteristics of React Cards

15.1.1.

React Cards represent fast, instinctive responses to actions during the opponent's turn. They allow both players to interrupt or counter threats as they arise.

15.1.2.

All React Cards require **Threat Points (TP)** to play. Action Points (AP) are never used to activate Reacts.

15.1.3.

React Cards may be played during either player's turn, but only when their printed **trigger condition** occurs and the timing window is open. Reacts are **not** proactive or pre-set; they're played from hand, you **pay the TP cost** (and any additional printed costs), and they **resolve immediately**.

15.1.4.

Once played and resolved, React Cards are sent to the **Graveyard**, unless otherwise specified by card text.

15.1.5.

React Cards often target a single card, zone, or action, but can also create lasting effects or grant temporary buffs, depending on the card design.

15.2.0. React Card Timing & Usage

15.2.1.

React Cards include a timing clause in their card text indicating when they may be played (e.g., "When a Zombie is spawned…" or "After an attack is declared…").

15.2.2.

Players may only play React Cards if they meet all three conditions:

- The trigger timing is valid

- They have enough TP to pay the cost

- Any targeting conditions are legal

15.2.3.

Multiple React Cards may be played in sequence (i.e., chained), with timing resolving in Last In, First Out (LIFO) order.

15.2.4.

If multiple triggers occur at once, that non-turn player decides the order of their own Reacts. The turn player may respond with Reacts of their own as long as they have valid timing windows and TP.

15.3.0. React Card Ownership & Construction

15.3.1. Ownership & deck

React Cards are **Survivor deck only** cards. They are included **only** in the Survivor Deck. (Zombie decks do **not** run Reacts; they use Events and Zombie abilities.)

15.3.2. When you can play Reacts

Reacts may be played **during either player's turn**, but **only** when their printed **trigger condition** occurs and the timing window is legal. They are **not** proactive or pre-set.

15.3.3. Cost (TP)

Reacts show a **TP cost** (e.g., "TP 1") and are paid from the **Survivor's** current TP pool. If you don't have enough TP, you can't play the React.

15.3.5. Priority & resolution

At a checkpoint, the **Turn Player** gets priority first. When a React is played, pay its cost, choose targets, then it **resolves immediately**. Unless it creates a lasting effect/token, it goes to the **Graveyard** after resolution.

15.3.6. Per-card limits

Any printed limits (e.g., "once per Zombie Phase") still apply. Global rule: **Quick Escape** is still **once per Zombie Phase**.

15.4.0. React Card Design & Components

React Cards typically include the following attributes:

- Card Name - Unique title of the React card.

- TP Cost - The amount of Threat Points needed to activate the card.

- Timing Trigger - Specifies when the card may be played (e.g., "After a Zombie is spawned")

- Effect Text - The result of playing the card; resolving immediately upon activation

- Card Type - Always listed as "React"

- Traits / Subtypes - Optional. May include future tags like Defensive, Trap, or Environmental

15.5.0. Design Considerations

15.5.1.

React Cards for Survivors tend to focus on defensive tactics, zombie disruption, or resource manipulation.

15.5.2.

React Cards for Zombies focus on countering Survivor moves, protecting treats, or creating chaos.

15.5.3.

Future expansions may include additional React-only mechanics, such as priority rules,

chained reactions, or immune timing windows for specific card types.

16.0.0. Fixed Phrases

Fixed phrases are standardized terms and expressions used throughout **NecroGenesis** cards and rules. This section ensures consistent interpretation of card effects and interactions across all gameplay situations.

16.1.0. Omitting or Simplifying Text

16.1.1. If a card effect does not specify a target:

- If the effect concerns a card, it targets the card itself.
- If the effect concerns a player, it refers to the controller of the effect.

16.1.2.

When a card refers to a "Zombie," "Survivor," or "Item," it refers to a card of that type currently in play unless otherwise stated.

16.1.3.

When a card references a zone (e.g., "Threat Zone"), it refers to the defined areas of the playmat unless otherwise specified.

16.2.0. Choose X

16.2.1.

"Choose X" allows the player to select one or more items, effects, targets, as instructed.

16.2.2.

If multiple choices are made, they are resolved in the order the player chooses. No option may be selected more than once unless explicitly allowed.

16.3.0. Original

16.3.1.

"Original" refers to a card's base characteristics before any modifiers, effects, or status changes have been applied.

16.4.0. Unaffected by Effects

16.4.1.

A card that is "unaffected by effects" cannot be selected, modified, destroyed, or moved by card effects unless otherwise specified.

16.4.2.

This protection does not stop effects that target players, zones, or the game state itself.

16.5.0. Variables (X)

16.5.1.

If a card uses "X" in its text or cost, it refers to a variable number defined by the player or effect during play.

16.5.2.

All instances of "X" in a single resolution share the same chosen value.

16.6.0. Total of X Cards

16.6.1.

"Up to a total of X cards from [Area A] and [Area B]" allows selection from either or both areas, not exceeding the total.

16.7.0. Discard

16.7.1.

"Discard" means placing a card from a player's hand into their Graveyard.

16.7.2.

Discards caused by card effects are treated the same as discards caused by costs unless stated otherwise.

16.8.0. Exile

16.8.1.

"Exile" removes a card from the game

17.0.0. Rule Processing

17.1.0. Fundamental Rule Processing

17.1.1.

Rule Processing refers to automatic operations the game system performs when specific in-game events occur or conditions are met.

17.1.2.

There are two primary types of Rule Processing in NecroGenesis:

- Interruptive Rule Processing - Occurs instantly and automatically when a triggering event happens, even if other actions are ongoing. If multiple interruptive rule processes are triggered at the same time, they resolve simultaneously.
- Confirmative Rule Processing - Only occurs during specific timing checkpoints (such as the end of a phase or after an effect resolves), and only if conditions are fulfilled at that time. Multiple confirmative rule processes are also resolved simultaneously.

17.2.0. Loss Condition Processing

(Interruptive)

17.2.1.

At the start of any rule check, if a player meets any of the game's loss conditions, they immediately lose.

17.2.2.

A player loses the game if:

- Their Survivor is reduced to 0 HP

- They are required to draw a card and their deck is empty.

- Their deck contains fewer than 5 cards at the start of their Draw Phase.

17.3.0. Damage Processing

(Confirmative)

17.3.1.

When a Survivor or card takes damage, follow the appropriate resolution steps:

- If the damage value is 0, no processing occurs.

- If the damage is 1 or more, the damage is applied, reducing the card's HP or the Survivor's HP accordingly.

17.3.2.

If a card's HP is reduced to 0, it is sent to the Graveyard unless a replacement or indestructibility effect applies.

17.4.0. Illegal Equipment or Placement Processing

(Confirmative)

17.4.1.

If an Item or Weapon is equipped in violation of equip limits (e.g., exceeding hand capacity), the illegal card is immediately sent to the Graveyard.

17.5.0.

(Interruptive)

17.5.1.

If an Item is placed onto another equipped card that doesn't allow attachment or stacking (e.g., equipping a second weapon when only one is allowed), the new card is discarded unless otherwise specified.

17.6.0. HP Check Rule Processing

(Confirmative)

17.6.1.

If any card's HP is reduced to zero or less during any phase or effect resolution, that card is discarded immediately.

17.6.2.

If a Survivor's HP drops to zero, the game ends in a loss for that player

17.7.0. Duplicate Card Limit Violation

(Interruptive)

17.7.1.

If a player has more than one copy of a Unique card on the field, the controller must immediately choose one copy to remain and send the rest to the Graveyard.

17.8.0. React Window & Counter Timing Check

(Confirmative)

17.8.1.

During specific timing windows (such as after a Zombie is played or an attack is declared), players may play a valid React Card if the conditions are met.

17.8.2.

If no valid React Cards are played, or all are countered, the game continues with normal resolution.