

HOME PRINTING

If you are home printing then all you actually need are pages four and five. Print them out and place them next to each other as shown below. The pages are A5 (zine) sized. You could of course print them at a larger size if you want.

The other pages go on the opposite side to make the printed play mat look good as it folds in the middle and has a zombie knight and a zombie king on it! (Well, maybe zombifying, you choose.)

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Layout for gaming



THEGRINNINGFROG.COM



ZILGHITI!

DARK AGES

GAME MAT



ARMOUR


Is reduced before health is lost.

Repairing it is optional, and a **loud** action.

REMEMBER...

To roll for infection, when hit by plague zombies. (If using the plague option, pg 6.)

NOISE GENERATED CARDS

Keep any  cards and deal with them next.
Replace all other card types in the main deck.

GENERATED CARD 1

GENERATED CARD 2


GENERATED CARD 3




**IF YOU HAVE TO PUT DOWN FOUR CARDS
OR MORE THEN YOU SHOULD LINE THE
EXTRAS UP UNDERNEATH THE ABOVE
START ON TOP OF THIS NOTICE.**

RESOLVE CARDS IN ORDER - LEFT TO RIGHT

In combat: Same or above a target's defence rating means you hit. Same or above a creature's to hit score, and they hit you. One wound per die that hits. **To Flee:** Roll the same or under your exhaustion level

LOCATION GENERATED CARDS





-  **cards:** fight as required. If using **loud** items to deal with the creatures, resolve those extra cards (generated by the loud item), before dealing with the next location cards. (See noise note above)

-  **cards:** gain the item and see the location card for any extras gained.
-  **cards:** deal with them as required.
-  **cards:** ignore these cards. (You can't encounter a location within a location!)

YOU ONLY GET DAY CARD ITEMS AFTER
RESOLVING GENERATED CARDS (IF ANY)

DAY CARD

DAY CARD AFTERWARDS

-  **card**: shuffle it back into the main deck.
- ,  or  **card**: discard it

QUESTS

Have special rules - see pg 14



KEY RULE

Specific beats general. When a card instruction contradicts a general rule, (even on this play mat) use the card details.

DISCARD

GAME TURN SEQUENCE

1. Draw the *day card* from the main deck
2. Resolve the card, most likely actions being:
 -  keep
 -  encounter
 -  explore
 -  fight
3. Reshuffle/discard as appropriate
4. Repair Armour (optional)
5. Heal
6. Eat
7. Advance day counter
8. Turn ends – start over