

# AFTER THE VIRUS RULEBOOK



## Background

*The zombie apocalypse is here! The world has been hit by a virus killing 90% of the population. Most of the survivors have turned into zombies, while the rest are left weak and defenseless. You must rescue as many as you can while gearing up to hold off the ever-increasing number of zombies.*



# Overview

In After the Virus, 1-3 players work together to complete missions. Each player has a unique character with its own starting deck. During the mission, you scout the area for items that can be retrieved and prepared for use. Many items are weapons and traps that can be used to kill off the advancing zombies. You will also try to save Survivors by playing them from your hand, preparing them, and playing Safe House to get them out of harm's way.

During the turn, players take actions simultaneously. Each time you reshuffle your deck, you add more zombie cards to it, and when you draw zombies you must place them on the table to deal with, or suffer wounds when they attack. If you get 3 wounds, you die, and if any player dies, then all players lose. The players win if they - at the end of any turn - all fulfill the mission goal.

## Components

Rulebook, mission sheet, 4 character boards, 3 character decks, 9 wound markers, 3 wave markers, and 3 saved markers.



## Setup



- 1) Players **choose a mission** from the mission sheet and read its briefing. The missions are meant to be played in sequence as a story divided into five chapters, but may also be played separately. Note that missions may modify the setup described below.



2) Each player chooses one of the four **character boards** and takes a player deck. The player decks should always be kept separate; no cards ever move from one player deck to another. Place a save marker on '0' and a wave marker as instructed by the mission briefing.

3) Arrange a **zombie pile** face up from all the 14 zombie cards with 4-zombie cards on the bottom, followed by 3-zombies, 2-zombies, and then 1-zombie card on the top. During the game, the zombie pile should always be sorted in this way.

4) To the right of the character boards, the players have a **play area** for their cards. Each player will start the game with a specific card in play. Check your character board and place the indicated card sideways (unprepared) in the play area.

5) Construct your starting **draw deck** by taking the rest of the starting cards indicated and adding 1 zombie card for each player in the game. The zombie cards are always taken from the top of the zombie pile. Shuffle your draw deck and place it face down to the left of your character board. Example: In a 3-player game, each player adds 3 zombie cards to his/her starting draw deck, while in a solo game the player only adds 1 zombie card.

6) The 30 remaining cards from the player deck are shuffled to form the **area deck**.

**6**  
AREA  
DECK



**SCOUTED CARDS**

**3**  
ZOMBIE  
PILE



**Attacking ZOMBIES**

**5**  
DRAW  
DECK



0 1 2 3 4 5 6 7 8 9  
10 11 12 13 14 15  
16 17 18 19 20



**CHARACTER**

**4**  
PLAY AREA









## Game Play

The game is played in turns until at the end of a turn, all players have completed the mission goal, or at least one player has died or failed the mission. A player that fulfills the mission goal must continue to play until all players fulfill the mission goal at the same time.

### The Turn:

1) **Draw phase:** Each player draws 5 cards to hand from the draw deck, then places any zombie cards drawn on the table as attacking zombies. These zombies need to be dealt with during the action phase.

If there are less than 5 cards to draw in your deck, then you need to **reshuffle**: First increase the wave number by one on your player board (players may be at different waves). Then add zombie cards equal to the new wave number from your zombie pile to your discard pile. Then reshuffle the discard pile and place it face down under the previously remaining cards to replenish your draw deck. Now you can draw your 5 cards and proceed as normal.

*Example: Ned only has 3 cards in his deck at the start of the turn, so he needs to reshuffle. His wave number goes up 1 step to wave 4, and so he adds the 4 top (easiest) zombie cards from his zombie pile to his discard pile. Then he shuffles the discard pile and places it beneath the remaining 3 cards, and draw his 5 cards. Then he must place any zombie cards drawn into play.*

If you don't have enough zombie cards to add during reshuffle, then you must add as many as you can, and then you must destroy any 2 non-zombie cards from your discard pile before reshuffling.

2) **Action phase:** Players simultaneously take actions until all players have finished. **Actions can be taken multiple times and in any order** (see below for explanation of the actions). The cards in your hand can either be played, or discarded without effect to pay for other actions.

This phase ends when there are no attacking zombies, and no player has any cards left in hand, and no player wishes to do any more actions. Only then can the players together proceed to the next turn (unless they just won).

Take-backs are not allowed!

**Actions (can be performed any number of times, and in any order):**

A) **Play an event card** (pink) from your hand: Get the effect and place the event in your discard pile.

B) **Play a non-event card** (with a yellow prepare-arrow on the bottom left) from your hand: Place the card sideways in your play area. It cannot be used until it has been prepared (action E).

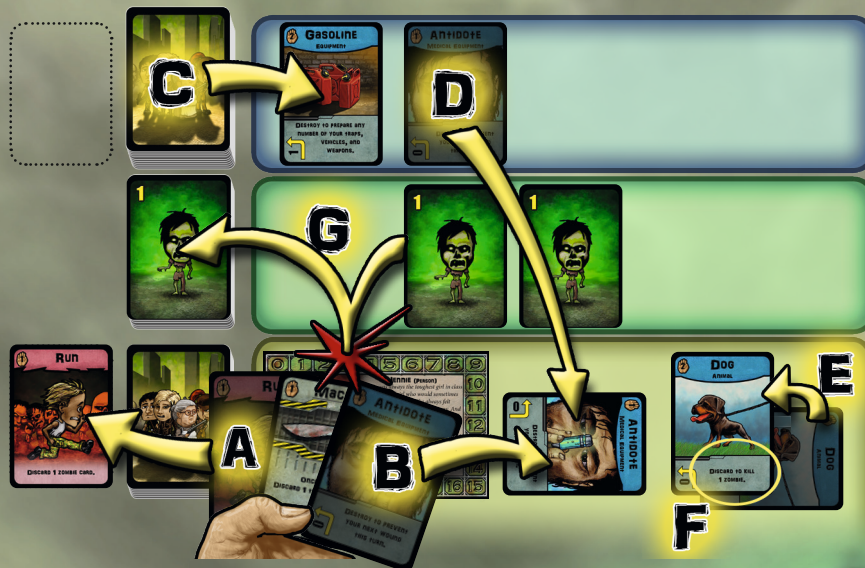
C) **Scout:** discard 1 card from hand to place the top card from your area deck face up on the table as a scouted card. There can be any number of scouted cards in play.





- D) Retrieve:** Retrieve one of your scouted cards to your play area (sideways) by discarding a number of cards equal to its retrieve cost (shown in the 'hand' icon). Event cards are retrieved directly to your discard pile without effect.
- E) Prepare:** Prepare one of your unprepared cards (turning a sideways card upright) by discarding the number of cards indicated by the number inside the yellow prepare-arrow. A few cards require you to discard a specific card from hand instead (like Safe House or Survivor). From this point, the prepared card can be used (action F). There is no way to un-prepare a prepared card.
- F) Use:** Use your prepared card's effect by following the text on the card. If a card is not discarded or destroyed by using it, or limited to once/turn, then you can use the card several times during the turn (as long as you can pay any additional cost stated on the card). When using a card, it does not become unprepared.
- Also note the difference between 'Discard to' (meaning that the card itself is discarded to pay for the effect) and 'Discard 1 to' (meaning that you discard any card from hand to pay for the effect).
- G) Zombie attack:** Sooner or later you may have to engage any remaining zombies in close combat. When you take this action, one of your attacking zombies attacks you, causing a wound. The attacking zombie dies in the fight. Even if a zombie card has several remaining zombies, they still only attack one at a time. See more under *Killing and discarding zombies*.

Some cards may also react to actions during the game. For example: Pub allows you to heal one wound from any character whenever you play Safe House. This is not an action but a **reaction** to something, as noted on the card.



**Example:** You retrieve Pub (action D) by discarding 2 cards from hand, and prepare it (action E) by discarding a Survivor from hand. Then you let a zombie attack you (action G), taking a wound in the leg. After that, you play Safe House (action A) and save your previously prepared Survivor, triggering the Pub (reaction) so that you heal your wound.





## General rules

- Effects can only affect one player at a time.
- All numbers in card effects should be understood as "up to" this number, but...
- Cards may not be used for no effect.
- The **only** way you can interact with another player is to affect their **zombies** or **heal** them. Or talk.

***Example:** Chainsaw, which kills 6 zombies, may be used to kill 1-6 attacking zombies from one player. You may not use a weapon if there are no zombies to target.*

## Killing and discarding zombies

A zombie card can have up to 4 zombies that are treated separately. What happens to the zombie card depends on what happens to the zombies on it:

- If all zombies on the card are **killed**, or if the zombie card itself is killed, then the card is placed back in that player's zombie pile.
- If all zombies on the card are **discarded**, or if the zombie card itself is discarded, then the card is discarded to that player's discard pile.
- If at least 1 of the zombies on the card is discarded and the rest are killed, then the zombie card is discarded to that player's discard pile.

A zombie card stays in play until all zombies on it has either been killed or discarded. Remember, there may be no attacking zombies left at the end of the turn – if you can't deal with them in other ways, they will eventually attack you (action G).

You can keep track of killed zombies on a card by using wound markers.

'Removing' a zombie works exactly like killing it, but is different thematically and does not count as killing a zombie. This difference is so far only important for mission 4D: *Cleanup*.

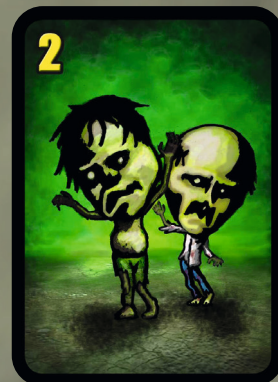
## Wounds

When you get wounded, place a wound marker on one of your free wound spots on your character board.

If you place a wound on the **brain**, then you're immediately dead and the mission is lost for everyone.

If your **arm** is wounded, you can only have 1 prepared weapon in play, instead of 2 (see Limited weapons and vehicles).

If your **leg** is wounded, you can't play the event card 'Run!' (You may still discard it as payment





though).

Effects that **heal wounds** allow you to remove wound markers from any one player's character board.

Effects that **prevent wounds** may only be used to prevent wounds directed at you; proceed as normal, but don't place the wound markers.

## Ammo (☹)

Some weapons use ammo (☹ = cards beneath that weapon). **The weapon itself specifies when ammo is added and how it is used.** When adding ammo to the weapon, simply place any cards from your hand beneath that weapon as ammo. When an ammo card leaves its weapon, it stops being ammo. If a weapon with ammo is discarded or destroyed, place its ammo cards in your discard pile.

If ammo is part of the prepare cost of a weapon, it means you need to add ammo from hand to prepare it, and it is usually the only time you may add ammo. A prepare cost of X☹ means that you add any number of cards (even 0) from your hand to prepare the weapon.

Some weapons (like Minigun) may become useless once their ammo is spent, but note that the card Magazine may be added as ammo to a prepared weapon via its own effect, regardless of what the weapon says.



## Limited weapons and vehicles

At most you can have 2 prepared weapons in play (or 1 if your arm is wounded). If you ever have more than allowed (by preparing an additional weapon, or getting your arm wounded when you already have 2 prepared weapons), you must immediately destroy one of your weapons to get down to the limit (placing it in the **destroyed** pile). Similarly, you can never have more than 1 prepared vehicle in play.

You may have any number of unprepared (sideways) weapons and vehicles in play.





## Saving survivors

Saving Survivors may help you complete your mission goal, but it may also help you get new resources.

To save a Survivor, you need to play it and then prepare it by discarding another card from your hand. When you have prepared Survivors, you can play the Safe House event to save 1 or more of your Survivors; the Survivors are discarded (along with the Safe House event) and you can now choose for each saved Survivor to EITHER

A) count it as saved by moving the saved marker up 1 step OR

B) retrieve 1 card for free from the top of the area deck; place it face up sideways in your play area.

Because of this option, saving Survivors may be a good strategy even in missions that don't require you to save any Survivors. It can be a good option even if you do need to save some people, by getting the gear you need to survive the entire mission.



## Adjusting difficulty

The first three missions (1A – 1C) are a little easier than the rest of the missions. If you want to modify difficulty for any mission, you may decrease the starting wave by one to make the mission easier. To make it harder, you can add an extra zombie card to each player's starting draw deck.



Jacob

### FryxGames thanks:

All our zombie beta-testers, may they rest in pieces. The weapon industry for enabling us to defend ourselves in the apocalypse. Various horror movies which show us that zombies are not the worst that could happen. Pokémon Go, for providing us examples of how people can walk around in groups completely braindead.

The board game industry, because there are not enough zombie games yet. Our co-publishers, who help spread this zombie virus all over the world. And mostly God, who would never create something as silly as zombies.

