



ACTIVE GUARDS

Alternate Ruleset by Antariz

Antariz



GUARD BASE RULES

Despite the fall of their homeland and their losses, these soldiers still fight valiantly to save what is left of the glorious empire they vowed to serve.

These rules replace the Guards rules in the White Death rulebook to make Guards feel a bit more realistic.

The changes aim to avoid the standard pattern of creating a large group of Guards which roams the map, while giving them the autonomy to fight back without being given explicit orders.

Changes from the official rules:

- Guard Actions require Line of Sight
- New Guard Phase in Game Round

Guards are Survivors. Each Guard counts as a Noise token and is subject to Friendly Fire rules. However, the game is not lost when a Guard is eliminated unless stated otherwise.

Guards are eliminated after receiving 1 Wound and cannot be targeted by Survivor Enchantment Actions.

Up to once during each of their Turns, a Survivor may spend 1 Action and designate a Zone within Line of Sight with 1 (or more) Guards. Then, the Survivor chooses a Guard Action for them to perform. The Guards in the selected Zone perform the chosen Action simultaneously. Unless otherwise stated, standard rules for the corresponding Actions apply.

A Guard may be activated several times (by different Survivors) per Game Round.

COMMON GUARD ACTIONS

These Actions are available to all Guards.

MOVE ACTION

Chosen Guards in the designated Zone perform 1 Move Action towards the same destination Zone. This costs 1 additional Action per Zombie in the Guards' Zone.

NOTE: The player may designate specific Guards to perform this Action in order to split a Guard group in the target Zone.

CAULDRON MOVE/POUR ACTION

This Guard Action may only be performed if there are 3 Guards (or more) in the designated Zone.

The chosen 3 (or more) Guards perform the corresponding Cauldron Action.

NOTE: The player may designate specific Guards to perform this Action in order to split a Guard group in the target Zone.

STANDARD GUARD ACTIONS

These Actions are available to Standard Guards (found in the White Death box).

MELEE ACTION



Chosen Guards in the designated Zone perform a Melee Action with the above stats. Gather all dice and roll them simultaneously.

The Survivor having spent the Guard Action earns all corresponding AP.

RANGED ACTION



Chosen Guards in the designated Zone perform a Ranged Action with the above stats. Gather all dice and roll them simultaneously.

The Survivor having spent the Guard Action earns all corresponding AP.

Targeting Priority Rules apply.

GUARD SKILLS

Guard Skills enhance Guard Actions.

Guards: [Skill] - Whenever the Survivor performs any Guard Action, the designated Guards benefit from the specified Skill for the corresponding Action.

Guards: Evade - Whenever the Survivor performs a Guard Move Action, the Guards ignore Zombies in their starting Zone when performing the ensuing Move Action.

Guards: Push - The Survivor may perform a special Guard Action: Select a Zone at Range 1 from the designated Guard(s) within Line of Sight of them. All Zombies standing in the designated Guard(s)' Zone are pushed to the selected Zone. This is not a Move.

NOTE: This can be used to push Zombies off Battlement Walkways into street Zones!

GUARD PHASE

In addition to being given orders by Survivors, Guards each have a single Action of their own to use.

The Guard Phase is a new phase which takes place after the Players Phase and before the Zombie Phase.

Guards don't move independently, but will defend themselves against the Zombie horde. Each Guard activates once and spends its Action on an Attack if possible.

ATTACK

Each Zone of Guards is resolved fully before moving on to the next. Guards in a Zone are activated in groups according to the following logic:

- If there are Zombies that a Melee attack would do enough damage to eliminate in the Guards' Zone, all Guards perform a Melee Action if possible.

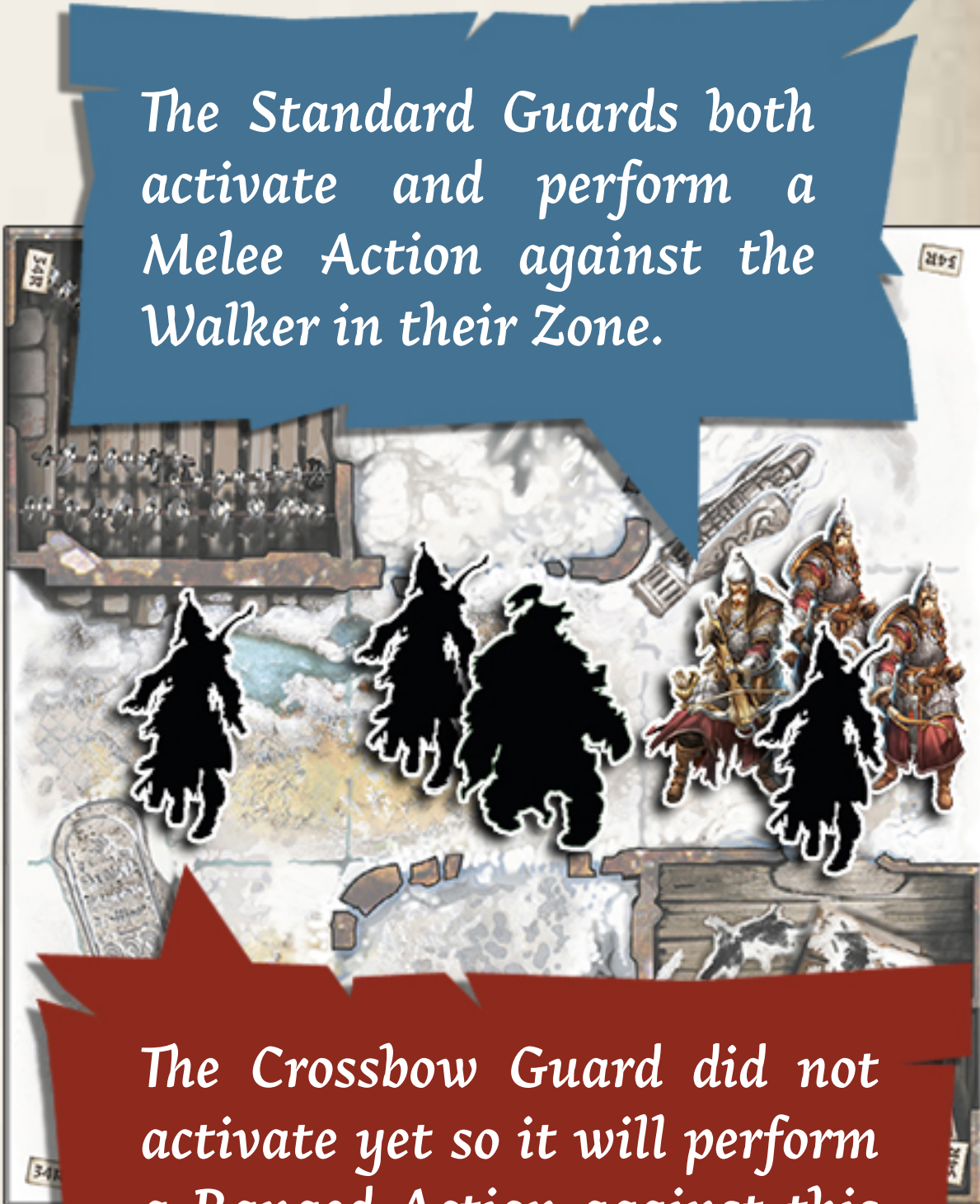
If any Guards do not have a Melee Action, separate them and they are activated in the following step.

- If there are Zombies within Line of Sight and Range 1 that a Ranged attack would do enough damage to eliminate (according to Target Priority), all unactivated Guards in the Zone perform a Ranged Action if possible. If there are multiple Zones, the Zone with the most Zombies is targeted, and if there is a tie, players choose.

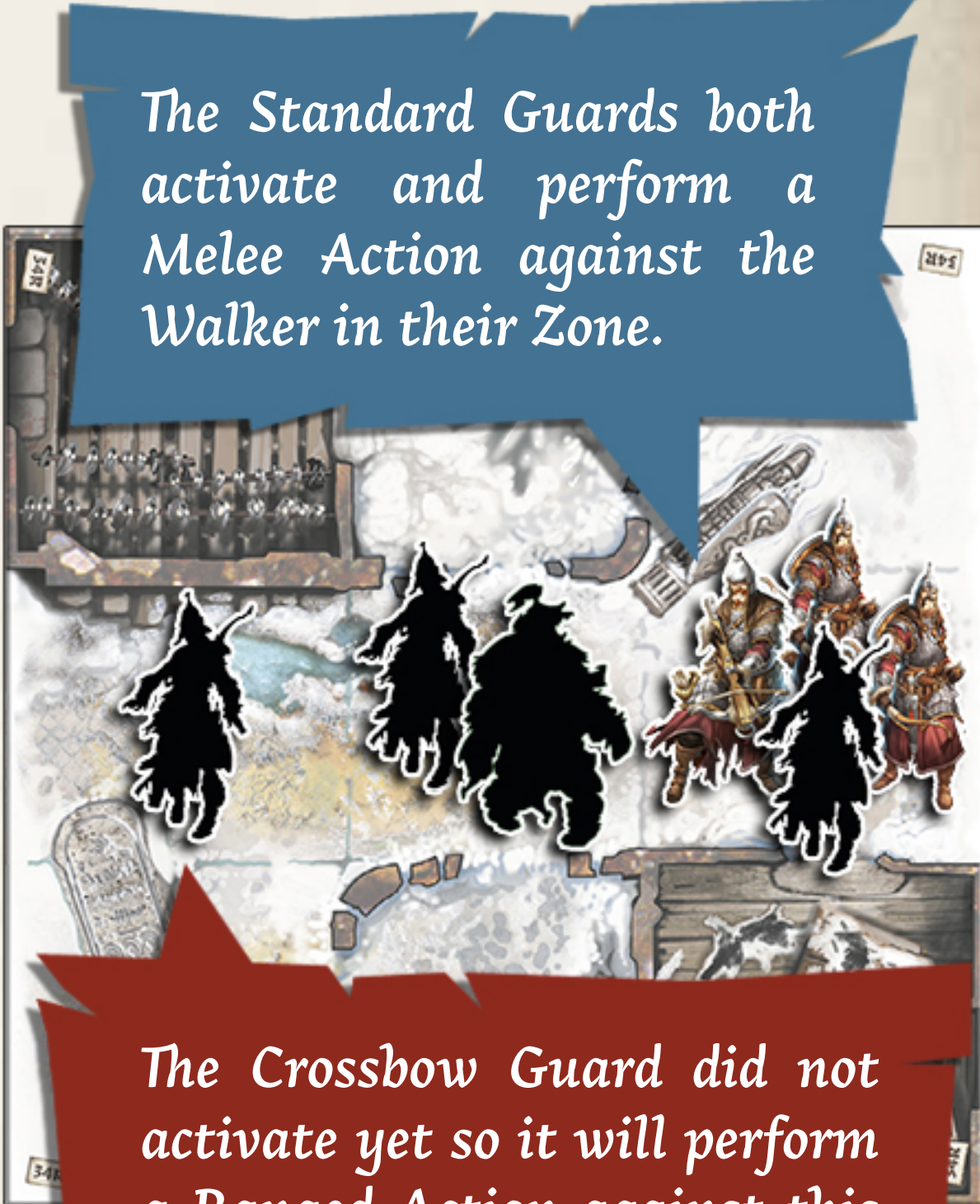
Repeat this step for Range 2 and 3 if playing with Crossbow Guards.

Guards leave nothing to chance, even if there is only a single Zombie in the target Zone, all Guards will Attack it!

Successful hits are assigned by the players, following Targeting Priority Rules for any Ranged Actions.



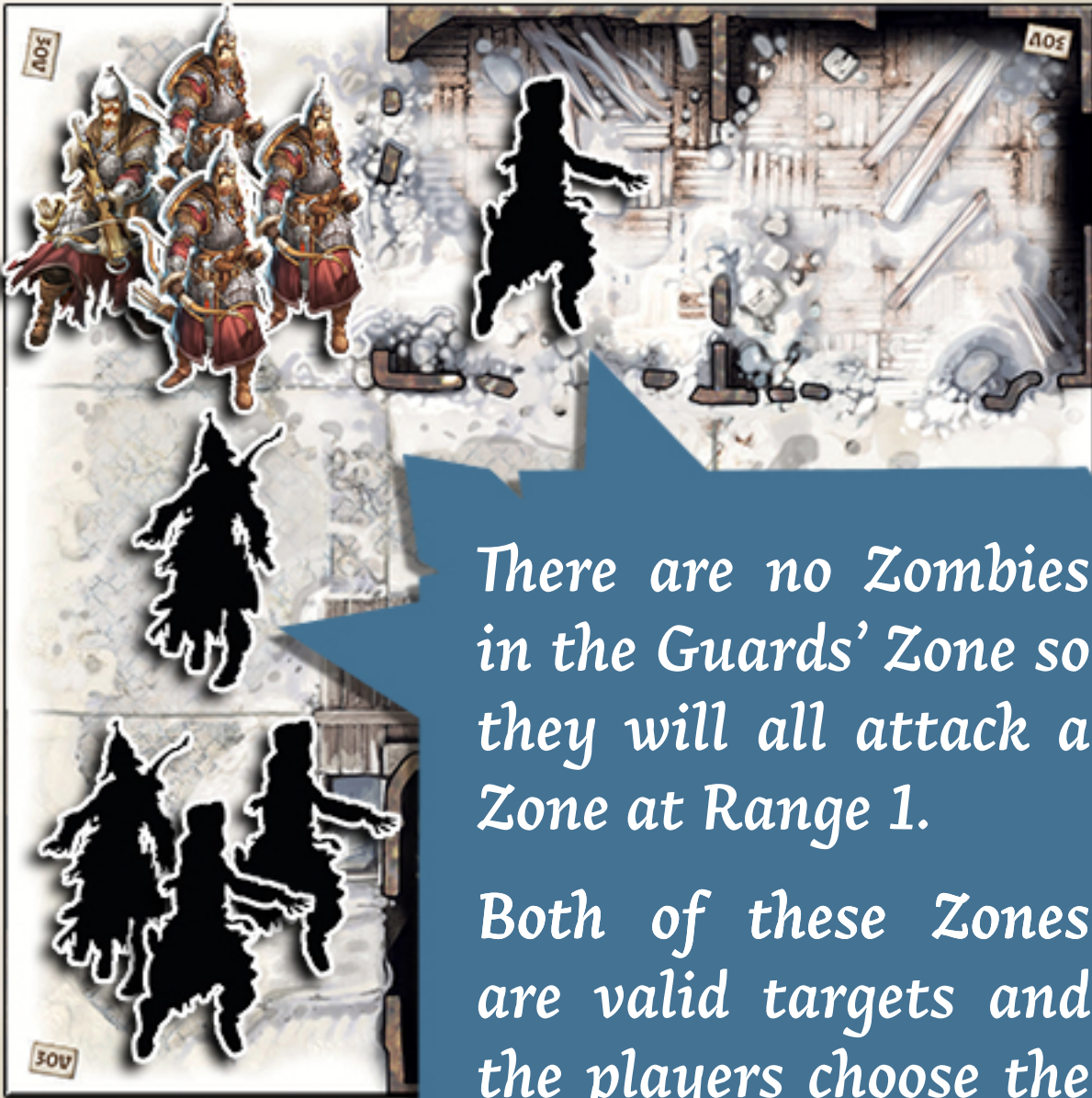
The Standard Guards both activate and perform a Melee Action against the Walker in their Zone.



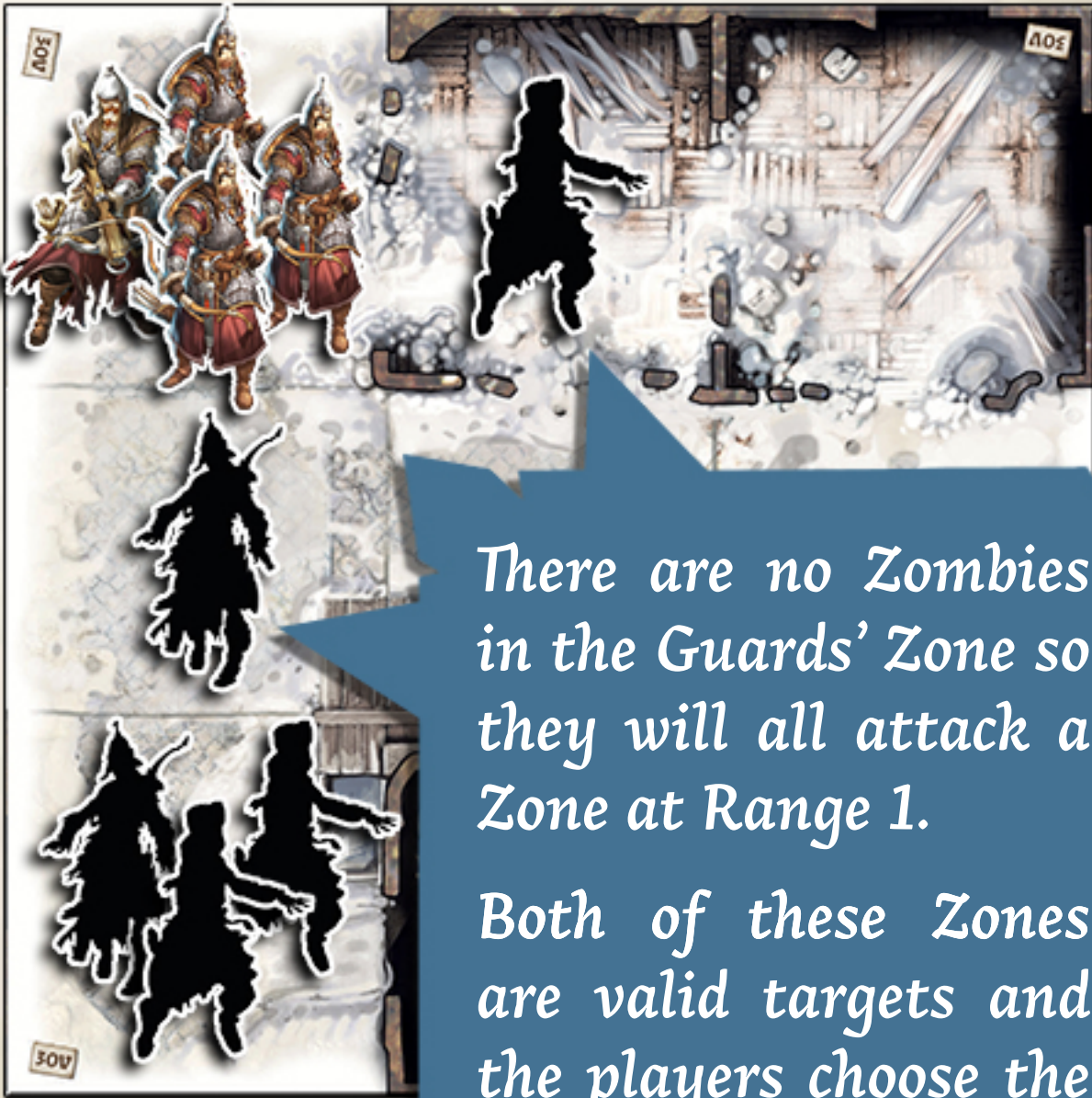
The Crossbow Guard did not activate yet so it will perform a Ranged Action against this Walker's Zone.



The Zone at Range 1 is closer and contains more Zombies but a Damage 1 attack would be ineffective due to the Brute.



There are no Zombies in the Guards' Zone so they will all attack a Zone at Range 1.



Both of these Zones are valid targets and the players choose the Runner's Zone.