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RUN FIGHT DIE

OR

RELOADED

Run, Fight, or Die: Reloaded is a zombie apocalypse dice game for 1-4 players. In Run, Fight, or Die: Reloaded, you must attempt to personally survive the zombie apocalypse while assembling a crew to help you do it – and proving you have the skills to lead them in the new zombie-filled world.

Will you search tirelessly for followers? Will you scour the town looking for advantages over the zombie horde? Will you load up on loot and make sure you have the tools to simply survive? Regardless of which path you pursue, there will be risks for the careless and rewards for those who are clever enough to stay ahead of the roving zombie hordes.

Welcome to the apocalypse. Welcome to Run, Fight, or Die: Reloaded!



CONTENTS

6 Custom Action Dice



70 Zombie Minis



4 Zombie Boards

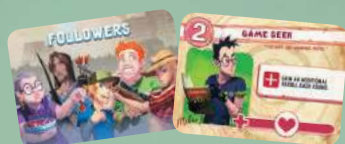
5 Character Boards



18 Location Cards



30 Follower Cards



7 Reference Cards



22 Loot Cards



23 Mutant Zombie Cards



1 Mutant Zombie Tile



60 Wound Tokens



30 Zombie Tokens



24 Leadership Tokens



GOAL OF THE GAME

The goal of *Run, Fight, or Die: Reloaded* is first and foremost to survive! It is possible to die in this game and if you do, you cannot win. Additionally, you will attempt to gain leadership points by recruiting Followers, exploring Locations, and fighting the Mutant Zombie.

The game ends when any player dies, when one player discovers the Town Line Location, or when the Mutant Zombie runs out of Zombie tokens. Be the surviving player with the most leadership points to win!

SETUP

- 1 Give each player one Zombie board.
- 2 Determine a starting player. We suggest the player who most recently watched a zombie movie. (Alternatively, select a player at random.)
- 3 Select your Characters. Beginning with the player to the right of the starting player and proceeding counterclockwise, each player chooses one Character from those available and places it at the bottom of their Zombie board. (Alternatively, distribute Characters at random.)
Note: Characters have unique special abilities that may be activated with certain combos of dice. Keep these in mind as you choose your Character!
- 4 Place the supply of Zombie minis in the center of the play area; then, set up Zombies on each player's Zombie board. Place two Zombies in Zone 1, three Zombies in Zone 2, and four Zombies in Zone 3.
- 5 Shuffle each of the following decks and place them in the center of the play area: Follower cards, Loot cards, and Mutant cards.
- 6 Remove the Town Line card from the Location deck and then shuffle the cards.
- 7 Prepare the Location deck by selecting five Location cards at random and shuffling in the Town Line card. Next, place an additional three Location cards per player on top of this deck. Return excess Location cards to the box.
- 8 Place the Wound tokens and the Mutant Zombie token in the center of the play area. Then, shuffle the Zombie tokens and place five per player face down near the Mutant Zombie token. Return unused Zombie tokens to the box.
- 9 Place the Leadership tokens face down in the center of the play area. Shuffle them so that their values are unknown.
- 10 Give each player a Reference card and one Loot card to be placed face up in their play area.

You are now ready to play the game!



2



Mutant Discard



5



Follower Discard

Loot Discard



Location Discard

7



4



9



8



1



10



10



3



3

PLAYING THE GAME

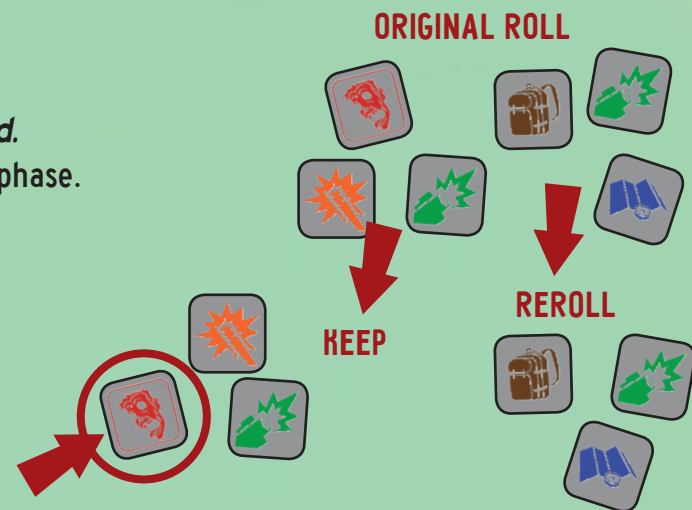
Run, Fight, or Die: Reloaded is played over a variable number of rounds until a game end condition is reached. A player's turn consists of the Action phase, the Mutant phase, and the Advance Zombies phase. After a player has executed these three phases, they pass the dice to the next player who then begins their turn.

The phases are explained in detail below

ACTION PHASE

The Action phase is the most involved phase of *Run, Fight, or Die: Reloaded*. Many of the choices you make about how to pursue victory occur during this phase.

- Begin the Action phase by rolling all six of the dice.
- You are then permitted two chances to reroll.
- You may set aside any dice you do not wish to reroll.
- Dice that show the Zombie result cannot be rerolled and must be set aside.



When you are satisfied with your results (or when you are out of rerolls) you must use your dice to execute actions. You may choose the order in which you execute your dice actions. Dice results are applied as follows:



Bat: Kill up to two Zombies in your Zone 1. Return the Zombie(s) to the supply.



Gun: Kill one Zombie in any of your Zones. Return the Zombie to the supply.
If the Mutant Zombie is active, you may alternatively use a Gun result to deal one damage to him (p. 6).



Run: Move one Zombie back one Zone. If you move a Zombie back from Zone 3, place that Zombie in the Zone 3 of the opponent to your left.



Search: Search for Loot or Followers:

- One Search result allows you to draw a Loot card.
- Two Search results allow you to draw a Follower.
- Three or more Search results allow you to draw multiple Follower cards and choose **one** to keep. (Always draw one fewer Follower card than the number of Search results you apply to this action. Any Follower(s) you do not keep are discarded face up next to the deck of Follower cards.)

Loot and Follower cards are always placed face up in your play area when you draw them.

Note: You may choose how you apply your search results. For example, if you roll three Search results you may choose to draw two Followers and choose one to keep. You may choose to draw and keep three Loot cards. Or you may choose to take the top Follower of the deck and take one Loot card. The choice is yours – but be careful. Some Followers have pretty nasty effects that can hinder a player who takes them blind.

HOW FOLLOWERS WORK

Drawing Follower cards is a good way to gain leadership points but just as in real life not everyone you meet helps you. Some Followers provide powerful useful abilities. Some Followers bring traits that make survival more difficult (but tend to earn you more Leadership points for dealing with them). Make sure you keep track of the different effects your followers bring to the game. Do not forget to use their helpful abilities (or suffer the consequences of their negative ones).

Follower's abilities are active as soon as they are drawn so you may use their effects (and must suffer their consequences) the turn you draw them.

Followers can be lost if you assign enough wounds to them to fill the spaces on the bottom of their card.



Follower Key



Positive effect.



An effect that occurs immediately upon assigning a wound to this Follower (even if that wound kills them)



Negative effect.



An effect that occurs when the Follower dies (when their last health icon has been covered by a wound).



Explore: Explore a new Location

- One Explore result: Reveal the top card of the Location deck. Execute **only** the bad effect.
- Two Explore results: Reveal the top card of the Location deck. Execute the bad effect; then, execute the good effect.
- Three or more Explore results: Reveal the top card of the Location deck. Execute **only** the good effect.

Some card effects instruct you to draw multiples of something (Leadership tokens, Loot cards, Followers, etc.). Whenever you encounter an effect like this, cards are discarded face up and tokens are mixed back in to their supply face down.



Zombie: When you roll a Zombie result, immediately set that die aside; it cannot be rerolled. Each Zombie result produces one additional Zombie during the Advance Zombies phase (p. 6). Zombie results are also required in order to activate your Character's most powerful combos (p. 5).



Rolling five or six Zombie results has a special effect. If you roll five Zombie results during the Action phase, awaken the Mutant Zombie and draw one Leadership token. If you roll six Zombie results, draw two Leadership tokens. Then, immediately end your turn. Skip your Mutant phase and your Advance Zombie phase and pass the dice to the next player. The effects of awakening the Mutant Zombie are described on page 6.

CHARACTER COMBOS

Each Character has three special powers indicated on their Character board which can be activated with a specific combination of dice. These powers are a minor combo, a major combo, and a super combo all of which can help you turn the normally detrimental Zombie results on your dice into powerful positive effects!



MINOR COMBO

MAJOR COMBO

SUPER COMBO



USE FOR
MAJOR
COMBO



DRAW 2 FOLLOWERS AND CHOOSE 1 TO KEEP.



Action dice used as part of a Character Combo do not trigger their normal positive effects. Zombie dice used as part of a Character Combo **do** still produce additional Zombies during the Advance Zombies phase of your turn.

Example: After rolling and rerolling your dice, you are left with two Zombie results, two Search results, one Explore result, and one Bat result. You use the Bat result to kill two Zombies in Zone 1. Next you activate The Prom Queen's major combo using two Zombies, one Search, and one Explore which allows you to draw two Followers and chose one to keep. You have one Search result left, which you use to draw a Loot card. During the Advance Zombies phase (p. 7), you add two additional Zombies because of the two Zombie results you rolled in your Action phase.

After resolving all of your dice during the Action phase, move on to the Mutant phase.

MUTANT PHASE

The Mutant Zombie is a powerful foe that can awaken at any time during the game. There are two ways to awaken the Mutant Zombie:

- Resolve the bad effect on certain Location cards. It reads, "Awaken Mutant Zombie."
- Any player rolls five or six Zombie results on their turn.

When the Mutant Zombie awakens, place Zombie tokens on the Mutant Zombie tile (or the base of the Mutant Zombie mini) equal to the number of players in the game plus one. These tokens represent the Mutant Zombie's health and provide Leadership points to players who fight him. Whenever the Mutant Zombie has Zombie tokens on him, he is considered active.

Example: In a 2-player game you would add three Zombie tokens to the Mutant Zombie when he awakens; in a 3-player game you would add four Zombie tokens, and so on.

Should an effect cause you to awaken the Mutant Zombie when he is already active, simply add three Zombie tokens to his current health then proceed as normal.



AWAKENED
MUTANT
ZOMBIE



ADD TOKENS EQUAL TO THE
NUMBER OF PLAYERS PLUS 1



If the Mutant Zombie is active during your mutant Zombie phase, you must draw and resolve one Mutant Zombie card. These cards have a variety of negative effects that will make survival more difficult for you.



When the Mutant Zombie is active, he may be targeted with Gun results. Each time you spend a Gun result targeting the Mutant Zombie, collect one of the Zombie tokens from his tile (or mini). If any player removes the last Zombie token from the Mutant Zombie, the Mutant is defeated and his tile (or mini) is returned to the supply until another effect causes him to awaken.

Fighting the Mutant Zombie is a great way to earn extra leadership points and finishing him off before your Mutant Zombie phase will stop you from having to draw a Mutant Zombie card and deal with the ill effects.

Some effects cause the Mutant to gain more health (add more Zombie tokens from the supply). Should one of these results occur when there are not enough in the available supply to fulfill the condition, simply add as many as possible,

ADVANCE ZOMBIES PHASE

During the Advance Zombies phase, Zombies presently on your Zombie board will advance (potentially causing you to take wounds) and new Zombies will spawn in your Zone 3. Resolve these steps as described below.

First, advance each Zombie on your Zombie board one zone. Zombies in Zone 1 move onto your Character board. Zombies in Zone 2 move into Zone 1. Zombies in Zone 3 move into Zone 2.

Next, take a Wound token for each zombie on your Character board. Then, return those Zombie minis to the supply. Each Wound must be immediately applied to either your Character or a Follower.

Finally, spawn new Zombies by adding them to your Zone 3. You will always spawn at least three new Zombies. Spawn additional Zombies equal to the number of dice showing Zombie results at the end of your Action phase.



WOUNDS



Characters and Followers can each take a finite number of Wounds. If a Follower has all of their Wound spaces filled, they die and their card is discarded face up near the Followers deck. If your Character has all of their Wound spaces filled, then you die and the game immediately ends. Dead players score no Leadership points and cannot win. Living players gain one Leadership point for each unfilled Wound space at the end of the game.

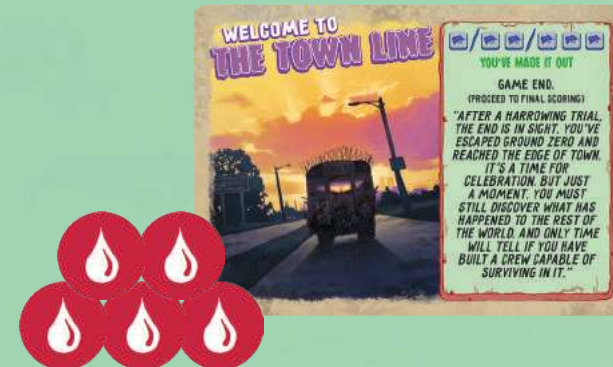


After completing your Advance Zombies phase, end your turn by passing the dice clockwise to the next player.

GAME END

A game of *Run, Fight, or Die: Reloaded* can end in one of three ways:

- Any player discovers the Town Line Location.
- Any player dies.
- The Mutant Zombie runs out of Zombie tokens and there are no more Zombie tokens available in the supply.



When the game ends, the living player with the most Leadership points wins. Leadership points are calculated as follows:

- Count the Leadership value of every Follower you have.
- Add the Leadership value shown on the back of each Leadership token and Zombie token you have collected.
- Add one Leadership point for each unfilled Wound space on your Character board.

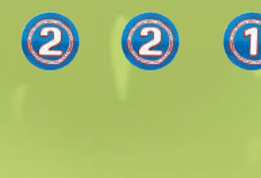
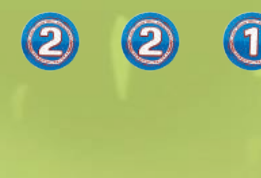
Compare your final value with the other players. The person with the most Leadership points is best suited to lead in the case of a Zombie apocalypse and wins the game! If there is a tie, the tied players compare the total Leadership points gained from Leadership tokens to determine a winner. If there is still a tie, the tied players next compare total values gained from Zombie tokens. Then Followers. If none of the above comparisons result in a single winner, the tied players are equally qualified to survive and share the victory!

SCORING EXAMPLE

The Prom Queen gains three Leadership points from her followers and five from her Leadership and Mutant tokens. She also gains two Leadership points for the unfilled wound spaces on her Character board for a final score of ten Leadership points.

The Coach gains three Leadership points from his Followers and four from his Leadership tokens. He also gains two Leadership points for the unfilled Wound spaces on his Character board for a final score of nine Leadership points.

The Ex-Cop gains four Leadership points from his Followers and five from her Leadership and Mutant tokens. She also gains three Leadership points for the unfilled Wound spaces on her Character board for a final score of twelve.



$$3 + 5 + 2 = 10$$

$$3 + 4 + 2 = 9$$

$$4 + 5 + 3 = 12$$

VARIANTS

LOW-CONFLICT VARIANT:

When using a Run result to move a Zombie from Zone 3 off your Zombie board, simply return the Zombie to the supply instead of passing it to the player on your left. This variant is highly recommended when playing with just two players.

SOLO VARIANT:

Using the solo variant, you can play *Run, Fight, or Die: Reloaded* as a single-player experience. The rules below explain how to play the Solo Mode on Normal. You can increase the difficulty (and your scoring potential) by using the adjustments at the end of this section. Try to get the highest score possible!

SETUP

Though you will only be playing a single Character and using a single Zombie board, set up the rest of the game as though you were playing a two-player game:

Place ten Zombie tokens in the supply.

Build a Location deck by shuffling the Town Line into five Location cards and then placing six Location cards on top.

Place the Solo Reference card in your play area.

GAMEPLAY

Gameplay is similar to the multiplayer experience except you will simply take your turns in immediate succession. Play through the phases as though you were playing a multiplayer version of the game: Action phase, Mutant phase, Advance Zombies phase.

Note the following special rules:

- Any part of a card effect that targets another player is ignored.
- When the Mutant Zombie awakens, he receives three Zombie tokens.

GAME END

The game ends under any of the normal conditions. If you die, you gain 0 Leadership points and have lost. If you defeat the Mutant Zombie by removing the last available token from him and his supply, or if you discover the Town Line Location, score as normal then rate your play using the chart to the right.

| LEADERSHIP POINTS | DESCRIPTION |
|-------------------|---|
| 1-19 | Congrats, you survived the Zombie apocalypse—for a week. |
| 20-29 | You lasted a month. It was a good run. |
| 30-39 | The apocalypse is tough. For a year you evaded the horde. Well done. |
| 40-49 | For five years you made a life for yourself in the post-apocalyptic world. Your story is passed on among the living. |
| 50+ | After ten years living in fear of the dead, a vaccine against zombieism is discovered. You survived. The world is safe—for now. |

INCREASED DIFFICULTY & SCORING POTENTIAL

To increase the difficulty, and add more opportunities to score Leadership points, use the alternate rules below:

Hard – Setup as though playing a 3-player game (and also add four Zombie tokens to the Zombie Mutant when he awakens).

Nightmare - Setup as though playing a 4-player game (and also add five Zombie tokens to the Zombie Mutant when he awakens).

For a deeper and more immersive solo experience, try the *Run, Fight, or Die: Reloaded Solo Campaign!* (sold separately at www.greyfoxgames.com)



SOLO CAMPAIGN

Additional game materials needed to play the solo campaign, available at GreyFoxGames.com

The *Run, Fight, or Die: Reloaded* Solo Campaign consists of four missions in which the player must find Loot and Followers, explore Locations, and build up Leadership points in order to eventually defeat the Mutant Zombie. You begin the game just as the apocalypse has started and you are hindered by Traumas that may remain in play the whole game.

Do your best to free yourself of your Traumas and build up the best, most well-equipped crew, to take on the Mutant Zombie and save the world!

CONTENTS

15 Trauma Cards



15 Action Cards



4 Upgrade Cards



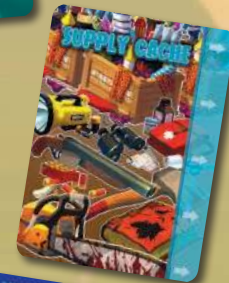
2 Double-sided Location Mats



1 Experience Card



1 Supply Cache Card




2 Reference Cards



1 Player Token



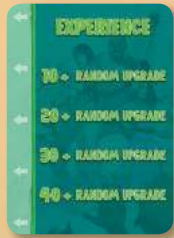
GAME SETUP

- 1** Place the Home Location mat on the left side of the table and the Courthouse Location mat on the right side of the table leaving enough room between them to lay a grid of twelve Location cards (four cards wide).
- 2** Remove all Promo and Expansion cards from the decks (indicated by this symbol: ) Additionally, remove the following cards from the Location deck: Town Line, Parking Lot, Church, Back Road, Movie Theater, and Playground. Place all removed cards back in the box. They will not be used this game.
- 3** Place 1 Zombie board in front of you as normal.
- 4** Shuffle the Trauma cards and draw two at random to begin the game with. Return the rest to the box.
- 5** Choose the Character you wish to play. (For more of a challenge, select a Character at random.)
- 6** Shuffle the Location cards and place them in a 4 x 3 grid between the two Location mats. This grid is called “The Map.”
- 7** Place the Experience card at the top left above the Map and the Supply Cache card at the top right above the Map.
- 8** Shuffle all remaining decks of cards and set them to the side of the play area.
- 9** Place your Player token on the Home Location mat.
- 10** Draw one Loot card and place it face up in your play area.

You are now ready to play the game!



7



7



9



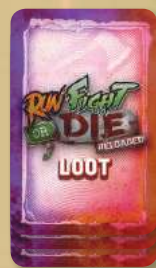
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6



1



8

10



12



3



5



4

IMPORTANT NOTES

Some of the core mechanics of *Run, Fight, or Die: Reloaded* have changed in the Solo Campaign:

● Explore results on the dice now allow you to move along the Map. If you roll one or more Explore results, you can move your Player token to an adjacent Location card or mat. If you move to a card, reveal it. Then, resolve the bad effect, good effect, or both based on how many Explore results you rolled (just like in the standard version of the game). You may only move to a single Location card each turn, no matter how many Explore results you rolled.

● The three Location cards on the left and right edge of the grid are all considered to be adjacent to their corresponding Location mat (Home, Courthouse, Department Store, or Dark Courthouse). Location cards are only considered adjacent to each other orthogonally, not diagonally.

● The Mutant Zombie cannot spawn before the final mission. Rolling 5+ Zombie results still ends your turn immediately. Draw a Leadership token (or two in the case of 6+ Zombie results), then place a Zombie token on any Location of your choice not already containing a Zombie token. Skip the remaining phases of the round.

● The Leadership value of your Followers does not matter in the Solo Campaign. Their abilities, both positive and negative, are still active and you might well need to deal with those negative abilities in order to save yourself some nasty wounds. However, there are no victory points in the Solo Campaign. When you play a game of the *Run, Fight, or Die: Reloaded* Solo Campaign, you either win... or you die.

● Leadership tokens are a form of currency that can be spent between missions on preparing for future missions. Do not ignore them.

● Used Loot cards and dead Followers are never discarded. Instead, they go to your Experience area to help you upgrade your character. Described on page 14.

● Any card text which targets another player is ignored. Text on a card with such an effect that affects you is still executed.

With the exception of the above changes (and some Mission-specific rules described later) your gameplay in the *The Run, Fight, or Die: Reloaded* Solo Campaign remains the same as in the base game. Keep the Zombie horde at bay while trying to build up a powerful crew and traverse the map. Every round of the game, you will still roll your dice (and reroll up to twice) and apply the results as normal. Try to survive while achieving your goal in each mission.



TRAUMA CARDS

Trauma cards represent the trials and tribulations your character has experienced thus far during the apocalypse. They apply a negative effect to your character throughout the campaign. They will require you to visit certain Locations on the Map or meet various Followers during your missions. You will be able to discard these by meeting the parameters at the bottom and placing a Wound token next to the requirements. Until these conditions are met, the effect listed on the card will take place when applicable.



UPGRADING YOUR CHARACTER

During the course of the Solo Campaign, you will acquire and make use of many items. You will also discover and lose many Followers. Though this can be quite the trial for an individual trying to survive the Zombie apocalypse, it also builds experience.

Whenever you use a Loot card or whenever a Follower dies, place the card beside the Experience card at the top left of the Map. Upon placing your tenth card there, draw one random Upgrade card and gain its ability permanently. Repeat this effect when you place your twentieth card, thirtieth card, and so on.



DEATH

Between each mission in the Solo Campaign, you will heal all Wounds from yourself and your Followers. If, however, you are forced, during any single mission, to take the fifth and final wound on your Character board, you have died and lost the game.



MISSION 1: BUILD A CREW

The apocalypse has just begun and you hear that people have begun gathering at the Courthouse. You decide to head to that Location and see if you can put together a group of people with the skills and the will to survive.

Your goal in Mission 1 is to reach the Courthouse and begin preparing to ride out the apocalypse. Collect as many Followers, Loot cards, and Leadership tokens as possible!

SETUP

- 1 Draw two Follower cards and place them on the Courthouse Location mat without revealing them.
- 2 Set up Zombies on your Zombie board. Place two in Zone 1, three in Zone 2, and four in Zone 3.

GOAL

Move your Player token from Home to the Courthouse.

GAMEPLAY

Phases are as follows:

Action Phase

Roll dice and resolve as in the normal game with the exception of the Explore results on the dice (p. 13).

Advance Zombies Phase

Resolve as normal.

Zombies Spread Phase

In this new phase, you are required to place one Zombie token on any of the twelve Location cards in the Map. You can place the token in a discovered or undiscovered Location. You must place the token in a Location that does not already have one. If you ever move into a Location with a Zombie token (or place a Zombie token on the Location your Player token occupies), you immediately take one Wound.



END CONDITION

If any of the following conditions is true this mission ends:

1. You place a Zombie token on the twelfth and final Location card in the Map.
2. You place a fifth Wound on your Character board.
3. You move your Player token onto the Courthouse Location using one or more Explore results.



In the case of the first or second end condition, you have lost the game. You have fallen to the Zombie horde and join them in their conquest of humanity.

In the case of the third end condition, you have survived the mission!

Next, heal all Wounds from yourself and your Followers and add all your collected Loot and Follower cards to the Supply Cache.

Then, reveal the two Followers on the Courthouse and place them in the Cache. Additionally, you may spend any Leadership points you received during this mission to acquire more Followers. Spend two Leadership points to draw a random Follower from the deck and add them to the Supply Cache. This can be repeated. Unspent Leadership tokens carry over to future missions.

If you survived Mission 1, advance to Mission 2.



MISSION 2: GEAR UP

Having met up with fellow survivors at the Courthouse, your next course of action is to get the supplies you'll need to ride this thing out. You propose an excursion to Bruce's Department Store in order to get all the gear you might need. You choose your best ally and a couple of choice tools and set out to get the Loot. The rest of the crew stays behind to fortify the Courthouse and wait for any other survivors who might come along.

Your goal in Mission 2 is to reach the Department Store and continue to build up the resources you need to survive. The apocalypse is worsening, and you will face additional challenges in the form of Action cards.

SETUP

- 1 Flip over the Home Location mat so it shows the Department Store. Draw two Loot cards and place them on the Department Store Location mat without revealing them.
- 2 Place two Zombies in Zone 1, three in Zone 2, and four in Zone 3.
- 3 Remove all Zombie tokens from the Map. Then collect all Location cards, turn them face down, shuffle them, and create a new randomized 4 x 3 Map.
- 4 Choose one Follower and up to two Loot cards from the Supply Cache to take with you. Leave any additional Followers and/or Loot in the Supply Cache at the top right of the map. You will not have access to them during this Mission.
- 5 Place the three Starting Action cards face up in front of you. Shuffle the remaining Action cards and place them in a deck nearby.



GOAL

Move your Player token from the Courthouse to the Department Store.

GAMEPLAY

Phases are as follows:

Action Phase

Resolve as in Mission 1 with the following Exception:

Once per Action phase you may choose to activate one Action card.

To activate an Action card, take the action on the top of the card and get the reward (or suffer the penalty) on the bottom of the card. Pay attention to the card requirements - some may be activated at any time during your Action phase and others must be activated before you roll the dice. Activated Action cards go to your Experience area and help you earn Upgrades.

Advance Zombies Phase

Roll and resolve as normal.

Zombies Spread Phase

Resolve as in Mission 1.

Reveal New Action Card

In this new phase, you must reveal the top card of the Action card deck and put it into play. If the number in the top right corner matches the number of an Action card you already have in play, discard the older card (do not put it in your Experience area. Put it in the box.) and execute the Unresolved effect on the bottom of the card.

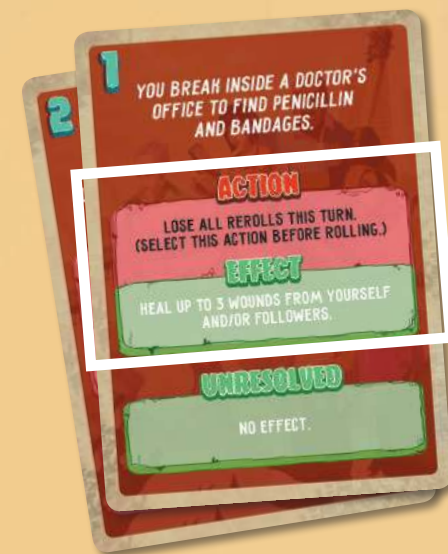
END CONDITION

If any of the following conditions is true this mission ends immediately:

1. You place a Zombie token on the twelfth and final Location card in the Map.
2. You place a fifth Wound on your Character board.
3. You move your Player token onto the Department Store Location using 1 or more Explore results.

In the case of the first or second condition, you have lost the game. You have fallen to the Zombie horde and join them in their conquest of humanity.

In the case of the third condition, you have survived the mission!



DISCARD



First, clear all the Zombies from your Zombie board.

Next, heal all Wounds from yourself and your Followers and add all your collected Loot and Follower cards to the Supply Cache.

Then, reveal the two Loot cards at Bruce's Department Store and add them to the Supply Cache. Additionally, you may spend any Leadership points in your possession to acquire more Loot. Spend two Leadership points to draw three Loot cards and choose one to place in the Supply Cache. Discard the other two Loot cards (do not place them in your Experience area. Put them in the box). This action can be repeated.

If you survived Mission 2, advance to Mission 3.

MISSION 3: INTO THE STORM

You have managed to Loot the Department Store and feel well prepared for anything this forsaken apocalypse might throw your way. As you step back into the streets, you notice a swirling storm cloud gathering over the Courthouse.

Suddenly, a roar emanates from beneath the maelstrom that sends a shudder through your heart. You feel a wave of malevolence pulsing through the air. This is no ordinary storm.

You sense that time is of the essence. You must return to the Courthouse. Now!

Your goal in Mission 3 is to reach the Dark Courthouse while surviving an even more powerful onslaught of the undead.

SETUP

- 1** Flip over the Courthouse Location mat so it shows the Dark Courthouse.
- 2** Place three Zombies in Zone 1, four in Zone 2, and five in Zone 3.
Note: This is an increase from Mission 1 and Mission 2. The horde is onto you!
- 3** Remove all Zombie tokens from the Map, then collect all Location cards, turn them face down, shuffle and create a new randomized 4 x 3 Map.
- 4** Discard the remaining Action cards from your play area. They will no longer be needed in this game.
- 5** Choose one Follower and up to two Loot cards from the Supply Cache to take with you. Leave any additional Followers and/or Loot in the Supply Cache at the top right of the map. You will not have access to them during this Mission.



GOAL

Move your Player token from the Department Store to the Dark Courthouse.

Strategy Tip:

Make your way quickly to the Dark Courthouse - you will need your items for the Final Showdown.

GAMEPLAY

Phases are as follows:

Action Phase

Roll and resolve as in Mission 1.

Advance Zombies Phase

When spawning Zombies, spawn one additional Zombie in Zone 3.

Zombies Spread Phase

Resolve as in Mission 1.



END CONDITION

If any of the following conditions is true this mission ends:

1. You place a Zombie token on the twelfth and final Location card in the Map.
2. You place a fifth Wound on your Character board.
3. You move your Player token onto the Dark Courthouse location using one or more Explore results.

In the case of the first or second condition, you have lost the game. You have fallen to the Zombie horde and join them in their conquest of humanity.

In the case of the third condition, you have survived the mission!

First, clear all Zombies from your Zombie board.

Next, heal all Wounds from yourself and your Followers and add all your collected Loot and Follower cards to the Supply Cache.

If you survived Mission 3, advance to Mission 4.

MISSION 4: FINAL SHOWDOWN

As you approach the Courthouse you see your ragtag group of survivors clutching weapons and getting ready to square off against a gruesome monster, the likes of which you have never seen.

Though the horde of undead you have faced so far have been grotesque, there have at least been resemblances to what they used to be. This creature, this mutant, is a massive, groaning beast made of terrifying amounts of muscle and disgusting blobs of rotting flesh.

It is time you got in there and helped your crew take this monster down!

Your goal in Mission 4 is to defeat the Mutant Zombie by reducing his health to zero.

SETUP

1 Remove all Zombie tokens from the Map. Then, collect all Location cards and set them aside. They will no longer be used in this game.

2 Set the Mutant Zombie tile (or mini) in the center of the play area along with twenty Zombie tokens. Place the shuffled deck of Mutant Zombie cards nearby.

3 Place three Zombies in Zone 1, four in Zone 2, and five in Zone 3.
Note: This is an increase from Mission 1 and Mission 2. The horde is onto you!

4 Separate your Supply Cache into a face-down, shuffled deck of Followers and a face-down, shuffled deck of Loot cards. Then, draw two cards from each deck and place them in your player area.



GOAL

Defeat the Mutant Zombie by reducing him to 0 Health.

GAMEPLAY

Phases are as follows:

Action Phase

Roll and resolve as in previous missions with the following exceptions:

- Gun results may be used to hit the Mutant Zombie instead of targeting a Zombie on the Zombie board. In this case, one Gun result removes one Zombie token.
- Explore results can be used to draw Leadership tokens. One Explore result allows you to draw one random Leadership token.
- Leadership tokens may be spent to cancel a Mutant Zombie card. It takes two Leadership points to cancel one Mutant Zombie card.

Mutant Phase

Draw two Mutant Zombie cards and resolve them one at a time in order. You may spend Leadership points to cancel the effects of a Mutant Zombie card as described above.

Advance Zombies Phase

When spawning Zombies, spawn one additional Zombie in Zone 3.

Resupply Phase

Check to see if you have fewer than two Loot cards in your player area. If you do, draw cards from your Supply Cache until you have two. Then, do the same for your Follower cards.



END CONDITION

1. You place a fifth wound on your Character board.
2. You remove the final Zombie token from the Mutant Zombie.

In the case of the first condition, you have lost the game. You have fallen to the Zombie horde and join them in their conquest of humanity.

In the case of the second result, you have survived the mission!

Congratulations! You've beaten the *Run, Fight, or Die: Reloaded* Solo Campaign!

You stand amidst the carnage and look around as the storm fades away and the sun begins to rise. A few members of your ragtag crew remain standing, surrounded by the bodies of the Zombie horde. At your feet lays the Mutant Zombie, somehow appearing pitiful in death, as though you had put it out of its misery. Far in the distance, you hear the moans of more Zombies. For today at least, you have survived.



VARIANTS

The Solo Campaign has four modes: Hard, Harder, Nightmare, and Impossible.

The rules above outline how to play on Hard.

For a more difficult challenge, try the following variants:

HARDER

Begin the Game with three Trauma cards.

NIGHTMARE

Do not heal your Character between Missions.

IMPOSSIBLE

Begin with 3 Trauma cards and do not heal your Character between Missions.

Good Luck!



CREDITS

- Game Design:** Richard Launius
- Game Development:** Joshua Lobkowitz
- Art Direction:** Tyler Myatt & Shane Myerscough
- Art:** Ryan James
- Graphic Design:** Tyler Myatt
- Rulebook Layout:** Sarah Lafser
- Editing:** Owen Reissmann, Joseph Reissmann, Allison Ditmore, Matt Kunz, Alex Goldsmith, Joshua Lobkowitz, and Dawn Lobkowitz
- Playtesting:** Shane Myerscough, Matt Kunz, Matt Goldrick, Matt Roberts, Alex Goldsmith, Jake Bock, and countless others at game nights, conventions, and more.
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