

SURVIVAL GUIDE



PostHumous Z

WELCOME!

You've just purchased Posthumous Z. That makes you a good person.

THE SCENARIO

It has been 2 days since the zombie outbreak. As with all good zombie movies, this story takes place in some crummy suburban town.

A handful of cliché characters have managed to survive the initial onslaught by holing up in a safe house at the center of the town. But a rescue never comes. Worse still, the zombies are beginning to gather at the town. As their numbers grow, so does a strange collective intelligence in the undead hordes.

Time grows short. If the characters wish to survive they'll have to do it themselves by escaping to the outskirts of the town.

Will there be anyone left when the credits roll?

Posthumous is a team based game designed for 4, 6, 8, or even 10 players. Half the players will be human characters trying to escape the town; the other half will control hordes of hungry themed zombies.

This rulebook is organized into 6 sections:

- 1 **Components Key**
- 2 **Startup**
- 3 **A Full Game Turn**
- 4 **Fighting**
- 5 **Details**
- 6 **Winning**

The *Components Key* reviews all the pieces, tokens and cards used in the game. *Startup* instructs how to setup the game. *A Full Game Turn* outlines the basic gameplay. *Fighting* explains combat. The *Details* section establishes varied rules. *Winning* outlines the victory conditions for both teams.

1) COMPONENTS KEY

Below is a list of everything used in the game. Even if you are tempted, do not eat any of it.

This rule book. If you are missing this rule book a paradox of the highest order has occurred.

10 Player Aids



120 Zombie Pieces!

45 'colorless' Zombies

Generic normal zombies



5 sets of 15 'colored' Zombies

Themed Zombies for Zombie Players



3 Boss Zombies



5 Character Pieces



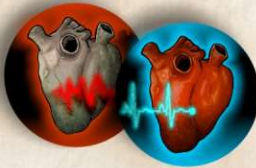
12 Extras

Extras are non-character survivors. They're part helper and part meat-shield.



30 Life Tokens

These keep track of how much life is left in a character.



10 Horde Tokens

These limit how many zombies can be on a space. They also serve as a health bar for Boss Zombies.



Spotlight and Controller

These two tokens are used mostly to establish order of play.



5 Infection Tokens

Zombies have dirty mouths. Some bites make a person very sick and vulnerable.



48 Aggro/Hunger Tokens

Aggro keeps track of how much noise a character makes. Zombies are driven by Hunger. It's like money for zombies



4 Big Hunger Tokens

For when the zombies are balling.



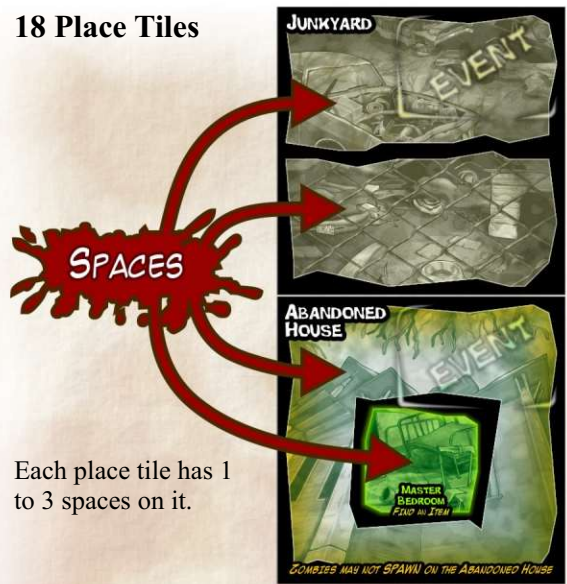
Start and Escape Tiles



10 6-sided Dice



18 Place Tiles



Each place tile has 1 to 3 spaces on it.

295 Unique Cards

Every card in Posthumous is unique for a uniquely unique experience each game.

60 Items



55 H cards



60 Z cards



60 Events



30 Character cards



30 Theme cards



1 Token Black Token

Everyone else is *crazy white folks*.



2) STARTUP

1. Pick Sides!

To be dead or not to be dead...

Posthumous is team based. Half the players are **Human**, the other half will be **Zombies**.

Normally players are allowed to decide which team to join, as long as the teams end with an even number of players. However, you may decide to randomly dole out player aids or institute a *captains'* like draft in your games.

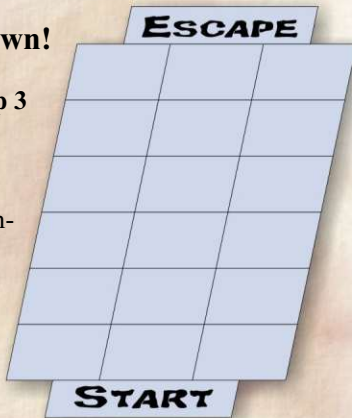
2. Shuffle Everything!

All decks and tiles

3. Build the Town!

Lay down the 18 place tiles **face up 3 wide and 6 long**. Start at the bottom left and do not reorder the randomized tiles.

Put the start tile at the **bottom center** and the escape at the **top center**.



4. Place Events and Extras

Put a **face down** event card on each place tile in the marked location. While the event is face down this tile is considered **unexplored**.



Add an **Extra** to the 4 Place tiles with spaces labeled "an Extra starts here."

5. Set Horde Limit

Put a number of horde tokens equal to the **number of Human Players** at the top of the board. The tokens should be **green side up**. The number of horde tokens is known as the **horde limit**.

6. Create Characters!

Each Human Player makes a character by combining 3 cards.

- Draw a **YOU** card
- Draw a **WITH** card
- Draw a **BUT** card

Read them aloud for everyone's benefit!



Draw 2 items and put them face up in front of your play area. You are 'carrying' these items.

Draw 2 H-cards.

Take 5 Life Tokens and lay them in a row, **blue** side up.

Pick a piece to represent you and place it on the **Start Tile**.

Note: You may use a player aid to help organize your play area.

7. Create Themes!

Each Zombie Player makes a theme for his zombies by combining 3 cards.

- Draw a **THEY** card
- Draw a **THAT** card
- Draw a **HUNGER** card

Read them aloud for everyone's benefit!



Pick a set of colored zombies.

Note: You may use a player aid to help organize your play area.

8. Establish Spotlight and Controller

Give the **Spotlight** to the Character with the **YOU** card with the **Lowest Number** on the right.



Give the **Controller** to the Zombie with the **THEY** card with the **Lowest Number** on the right.

9. Place Starting Zombies

Controller places a single **colorless** **Zombie** on one space of **Each Place Tile**, even the abandoned house.



3) A FULL GAME TURN

Posthumous is divided into group turns called **Stages**. These Stages repeat until one team has won. The **Zombie Stage** comes before the **Human Stage**. The Stages have the following order:

Zombie Stage

- 1 Controller Token Moves
- 2 Zombie Players take Turns
- 3 Fight

Human Stage

- 1 Spotlight Token Moves
- 2 Human Players Take Turns
- 3 Explore
- 4 Fight
- 5 Loot

Zombie Stage

1 Controller Token Moves

After the first **Zombie Stage** the **Controller** token moves left to the next **Zombie Player**.

The **Controller** draws a free **Z-card**.

THIS IS AWESOME



The **Controller** gains a point of **hunger** for each **Human Character** at **5 aggro**. More on this in *Details*.



2 Zombie Players take Turns

Starting with the **Controller** and going clockwise, each **Zombie Player** gets to take a turn.

As a turn a **Zombie Player** may do one of the following:

- Spawn Zombies
- Move a Horde
- Play as a Turn

● Spawn

Take a zombie of your color and put it on a space.



You may not spawn on a space if the new number of zombies on that space will exceed the **horde limit**. You may not spawn on a **tile with characters on it**.

You may buy additional zombies for 2 hunger apiece. You may spawn them on different spaces, but you still have to follow spawning rules. If you run out of your color to spawn you spawn **colorless**.



Note: **Adding** does not count as spawning, and is not restricted by the horde limit or characters.

● Move a Horde

Move one or more zombies (up to a horde) from one space to an adjacent space. You can move zombies of **any color** (not just your own!) and even **colorless**.

You may not exceed the horde limit at the destination space. You may not move a horde that has already moved this stage.

ZOMBIE MOVE EXAMPLE



In this example, assuming the Horde Limit is 3:

Green: All 3 zombies can be moved as a horde.

Yellow: Only 2 of the 3 zombies can move, as more will exceed the **horde limit**.

Red: You can only move to adjacent spaces. The Zombies can not move here.

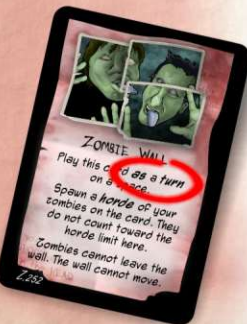
Fast Zombies may move up to 2 spaces, but can not move through spaces with standing characters.

● Play As a Turn

Some cards read *as a turn*. As a turn, you may play or use one of these cards.

③ Fight

After all Zombie Players take a turn, if there are any zombies on a space with standing characters a fight occurs. See *Fighting*.



Human Stage

① Spotlight Token Moves

After the first **Human Stage** the Spotlight token moves left to the next Human Player. Unlike the Controller, you don't get to draw any cards. Time is against you.

② Human Players Take Turns

Starting with the Spotlight and going clockwise, each Human Player takes a turn.

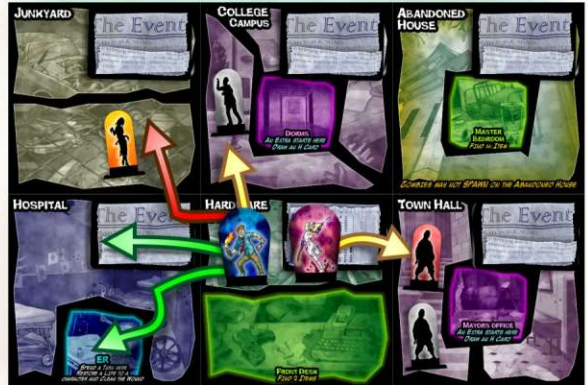
As a Turn, each Human Player may do one of the following:

- Move
- Hide
- Play as a Turn
- Spend a Turn

● Move

Pick up your piece and move up to 2 spaces. You may only move to connected spaces (not diagonals). You can't move through a space containing zombies, or completely through an **unexplored** tile. A tile is unexplored if the event card is still face down.

HUMAN MOVE EXAMPLE



Green: The character can reach these spaces.

Yellow: The character must stop after moving one space because of zombies.

Red: The characters can't reach this space because they can't move **through** an **unexplored** tile.

● Hide

Remove all your aggro.

Note: Gaining too much aggro not only makes you a target, but can cause the zombies to gain **Hunger** (see *Details*).



● As a Turn

Some cards read *as a turn*. As a turn, you may play or use one of these cards.

● Spend a Turn

If you start your turn on certain spaces such as the ER in the Hospital, you have an option to spend a turn.



3 Explore

After all Human Players have taken a turn, if any characters are on an **unexplored tile** (one with the event card still face-down), the characters must explore the tile.

Each character on the unexplored tile gains an **aggro** token. Then flip the event card and resolve its effects.

4 Fight

If there are any standing characters on a space with zombies a fight occurs. See *Fighting*.

5 Loot

After the fight, find any items (draw item cards), draw H-cards, and rescue any extras on the space.

The Spotlight (or the player next in order if the Spotlight is not present) does the looting. Once a space has been looted, it can't be looted again.

4) FIGHTING

Whenever Zombies and Characters end up on the same space, a fight ensues.

Fights are divided into Rounds. The Rounds keep repeating until there are either no standing characters or no zombies left.

Fight Round Order:

- Characters Attack
- Standing Zombies Attack
- Zombies Stand Up

In a fight, the player must roll **equal to or under** their **to hit** to score a **hit**.

Characters have a **to hit** of 3, meaning he has to roll a 3, 2, or 1 to score a **hit**.

Piece	To Hit
Zombies	1
Extras	2
Characters	3
Bosses	4

Zombies only hit on 1's, as they are slow and stupid.

Bosses hit on 4, 3, 2 and 1 (unless stated otherwise on their cards).



Characters Attack

Starting with the Spotlight and going clockwise to each character present in a fight, the characters make an attack.

Choose a weapon

Pick either a **gun** or a **melee** item. If you have enough hands free you may attack with this weapon. The number of hands a weapon takes is marked by a single or pair of bloody hand prints in the **lower left hand corner**.



Roll dice equal to the number in the **lower right hand corner**. Count the number of hits you scored.

Note: You may not use 2 1-handed weapons at the same time.

IF YOU SCORED:

No Hits: You missed.

1 Hit: You may **knockdown** a standing zombie in this fight (keeping it from attacking for 1 round)

or

Finish off an already knocked down zombie. Take it as a point.

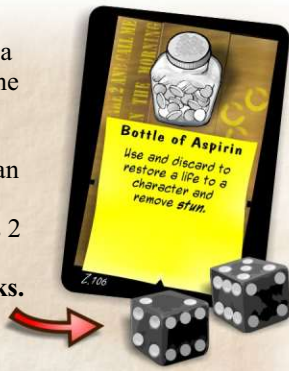
2 Hits or More: **Kill** a zombie outright. Take it as a point.

Note: If you scored more than 2 hits your attack doesn't flow over to more targets. Nor may you choose multiple targets.

No Weapons?

Don't worry. Anything is a weapon if you hit someone hard enough with it.

You can use *any* item as an improvised weapon. An improvised weapon takes 2 hands, has 2 dice, but **if you roll doubles it breaks.**



No Stuff?

A character can attack unarmed, but rolls only a single die. An unarmed attack therefore can only knockdown or finish off a zombie.



Standing Zombies Attack

Each standing zombie gets a single attack, rolling a single die.

The **Controller** rolls all the dice for the zombies, declaring which type of zombie before each roll.

For every hit scored, the character with the **most aggro** loses a life. **Flip** a life token to the red side for each life lost.



If 2 or more characters are tied for the highest aggro the **Controller** chooses which is hit.

When a character has no life left (all are flipped to red) that character becomes **downed**.

A downed character is incapacitated and can not attack in a fight, or be attacked anymore (they crawl off into a corner and bleed). He can still play cards.

Zombies Stand Up

Any knocked down zombies stand up.



5) DETAILS

This section outlines all the additional rules needed for playing Posthumous. Some information is repeated for clarity.

Gunfire

Guns make a lot of noise. A character gains an aggro the first time he fires a gun in each fight (only one for the entire fight).



Out of Ammo

A gun that is out of ammo can not be fired anymore, or use any abilities on its card. If the gun is reloaded, it returns to normal.



Points

When zombies are killed by a character they are taken as points. Zombies that are **removed** are not taken as points.



A character can spend 5 points at any time to buy an H-card.

Most YOU cards provide an ability that can be activated by spending points.

When a character spends points return the zombies to the Zombie Players.

Aggro

Aggro keeps track of how much noise a character is making, and therefore how aware the zombies are of his presence.

The character with the most aggro in a fight gets hit first.

A character can gain up to a maximum of 5 aggro. If a character gains **more** than 5 aggro the **Controller** gains a point of **hunger** instead.

At the start of the Zombie Stage, when the Controller token moves, the new Controller gains a



point of hunger for each character at 5 aggro. The only consistent way to get rid of aggro is to spend a turn **hiding**.

Hunger

Zombies are driven by Hunger.

Hunger can be used to buy bonus zombies when spawning at **2 hunger apiece**.

A Zombie Player can spend **5 hunger** at any time to draw a Z-card.

Hunger is also spent to activate most THAT card abilities.

Zombie players gain hunger by:

- Being the Controller when a Character would gain more than 5 aggro.
- Becoming the Controller, gain a hunger for each character at 5 aggro.
- The Zombie Player's HUNGER card.



Items

Items are physical objects that assist the Characters. Items are always face up when in play.

Characters may trade items at will as long as they are on the same space and were not used previously in a fight (3 people can't fire the same shotgun).



A character can have up to 4 items. If a character has more than 4 items, the player must give some away or discard the excess items.

Trading

Characters may trade items at will as long as they are on the same space and were not used previously in a fight round.



H-cards, Z-cards, Hunger, points, and extras may not be traded once they are acquired.

Ambush

Tip: Do not walk into rooms backwards.

If the zombies get Ambush attacks, a special round called the **Ambush** occurs before the first fight round.

During an **Ambush**, each zombie that has an ambush attack gets to make a **single attack** at **+1 to hit**. The **Characters do not attack** during an ambush.

Darkness

If you can't see them they can't see you, right?

Zombies don't need to see to fight well, but Characters do.

If a fight occurs in the **dark** or in **darkness**, and the characters don't counter with light, the zombies get **Ambush**.

Stunned

Characters can sometimes become stunned in a fight. A stunned character does not get any attacks during the next round in a fight.

Downed Characters

Ow! My blood!

Characters are tough and don't die easily. A character with all his life flipped isn't dead, but **downed**.



A downed character can't attack in a fight, be attacked in a fight, or take any turns.

Yes, a downed character can't move or hide. A standing character can choose to drag a downed character for movement, but can only move 1 space.

During their turn a downed character **Bleeds Out**. Remove a life token. It is permanently lost.



If no life tokens remain that character dies. Discard all points and H-cards belonging to that character.

If a downed character can have at least 1 life restored, the character becomes standing again and is no longer downed.

Settings

In the Event, H and Z decks, there are cards labeled **Setting**. Settings are global conditions, but only one setting can be in play at a time.

If a Setting comes into play, set it in the area marked Setting on the Start tile. If a new Setting comes into play, discard the old setting to the appropriate discard and put the new setting in its place.



Bosses

Bosses are large, horrific and dangerous zombies.

There may be only one Boss in play at a time. Keep track of the current Boss by setting the card in the area reserved on the Escape Tile.

When a Boss comes into play, flip all **Horde Tokens** to red. This is the Boss's **unlife**.

Unless stated otherwise, a Boss has **4 to hit**, can't be knocked down, and doesn't die outright. Each time a kill effect occurs to the boss, remove an **unlife** by flipping a red horde token back to green. The Boss only dies when it loses its last unlife.



A Boss is worth 3 points.

= 3 PT

Extras

Associates, friends, and meat shields.

During the game Characters have the opportunity to rescue nameless, faceless survivors called **Extras**.

An **Extra** can carry an item for you. If an Extra has a *gun* or a *melee* the extra can get an attack with it, but only has **2 to hit**. Extras are not as awesome as characters. They can never use an improvised weapon or attack unarmed.



When a character would lose a life in a fight, the player may sacrifice the Extra instead.

Extras become extensions of the character when they start following. They can not be traded, and if they fire a gun it still triggers **gunfire** for the character.

Extras may not be traded. If a character with extras is **downed**, his extras all run off and die.

Permanence

Once zombies are spawned or added to the board they do not go away, even if abilities or cards have added more zombies to a space than the horde limit normally allowed.



Zombie players cannot choose to remove zombies from the board once they have been added.

Discards

There is a discard pile for each deck. When a card is discarded, place it face up in the discard pile of the appropriate deck.

The discards may be viewed at any time.

Standing Back Up

Sometimes there will be knocked down zombies or stunned characters outside of a fight.

At the end of the stage, stand up all knocked down zombies. Likewise, all standing characters become unstunned.

6) WINNING

Or dying like so much meat.

A Character Escapes!

In the end, Humanity is about being an individual. A Human player wins if his Character reaches the Escape Tile.



Eaten!

The Zombies win if the zombies down all the characters (with no means of recovery) before reaching the Escape Tile. Consider it a partial win if you only get some.



Zombie Armageddon!

Which is Like Zombie Christmas...

If a zombie player runs out of his color to spawn, he spawns colorless instead.

If a zombie player goes to spawn a colorless zombie (or a Boss) and there are none left, it is Zombie Armageddon. The zombie players automatically win.



CREDITS

Original Concept and Design and Artwork

~Nathan Little

That's right. One guy. The Posthumous project began January 2009 and took nearly 2 years to complete: a year to develop and play test the rules, and another just to create all the artwork.

But no one does it alone. I had a lot of random help, suggestions, and support. For their kindness:

Special Thanks:

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Proofreaders:

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Original Play Testers:

Some people are just destined to suffer. Someone has to test the alphas, with all their bugs and imbalances. Salute them, for they tanked for you.

The Jiggles, Kristopher Ketchersid, Delbert Meadows, Tyler and Jordan Mace (the brothers Mace), Matthew Williams, Seth Bennett.

STUPID QUESTIONS

Can characters pick up items and extras while moving *through* a space?

No. A character must end his movement on the space to loot.

If multiple characters go to a space with items do they all draw items?

No, only the spotlight (or whoever is next in order) draws items.

If a character goes back to a space with items can the items be found again?

No. That's silly.

When an extra carrying an item is sacrificed, is the item discarded?

No, it is returned to the character.

Can a character have more than one extra following?

Yes.

Do characters lose their wounds, aggro, and infections when downed?

Nope.

If a character has the Stupid Kid, can that character use an improvised weapon?

No, since using an improvised weapon takes 2 hands.

Can players trade cards?

Only items can be traded.

If a character fires a gun and has an extra that also fires a gun, how much aggro do they gain?

The character only gains 1 aggro from all the gunfire. The extra acts as an extension of the character.

Can my extra drag me?

Nope.

Holy crap burgers! How do the Humans ever win?!

See the following question.

Holy freaking sandwiches! How do the Zombies ever win?!

See the previous question.

Can I move zombies belonging to other players?

Yes! The Zombie Players have joint control over the zombies hordes.

Do Bosses count towards the horde limit?

Yes.

Can a character play cards when he is downed?

Yes, assuming they're not 'as a turn.'

Can I have more than 1 backstory?

Yes.

Can zombies play multiple wounds at once?

Only one wound can be played for each lost life.

What happens if a downed character loses a life, IE a bomb blows up?

The character loses a life token, essentially bleeding out faster.

When cards destroy zombies, are they taken as points?

*If the card reads the zombies are killed or die, yes. If the zombies are **removed**, then no.*

When the Zombie Master comes into play, does it get bonus unlife?

Nope. The Horde bonus only applies to spawning, moving, and creation of hordes.

Does the Zombie Dinosaur only eat extras, or does it also have an attack?

*It also attacks, at **4 to hit**.*

Like, dude, I have the greatest idea ever for a card/concept!

If you feel like sharing, try pitching it at Thisisacow.com!

How did you do this alone? Do you sleep?

Probably.

I found a spelling error.

No you didn't. Lies.

Wow... I have a question that isn't covered here.

What do I do?

Visit Thisisacow.com and ask your question there!

Until answered, try and decide upon a logical house rule.