

-Welcome to Rotfield-

When the Walker Flu began no one knew what was going on, and no one ever figured out how to stop it. Now it's too late. Walkers are everywhere and survivors are few, and every step you take... They're listening. They're coming.

-HOW TO BEGIN-

Place 1d6 on any hex you can walk on. That's your character. Set it to 6. That's your HP. Now roll 1d6, check the result on the [weapon] table. That's your weapon this run. Now roll 1d6, and roll an [enemy spawn] that many times, and put them wherever you want (fairly, and on valid hexes.) Move your player, then roll on the [movement table] (a, or b depending on your situation), then move the enemies toward you based on their MT value. (Do not roll on the [movement table] for enemy movements.)

-COMBAT-

- 1) Check if you hit first: roll 3d6 above 10 to hit.
- 2) On hit, check for a crit: roll 1d6, and if it's 1 the enemy is instantly killed. If it's a 6 your attack deals 0 DMG.
- 3) If no crit, roll 1d6 above their DEF to deal DMG. If you fail you do not deal any DMG.

Note: All enemies deal 1 DMG unless they say otherwise.

-PLAYER STATS-

HP: 6  
DEF: 4  
MT: 3

-MOVEMENT-

On each player movement roll on [movement table b] if there are no enemies on the field or [movement table a] if there are 2 or more enemies on the field. You can only move up to your MT in hexes.

movement table a:

- [1] enemy spawn
- [2] trip (1d6 > 1 or 1 dmg\*)
- [3] trip
- [4] nothing
- [5] nothing
- [6] find health drink (+1 hp\*\*)
- \*can't kill you
- \*\*can't go above 6

enemies:

- [1] withered walker (hp 1 / mt 1 / def 2)
- [2] walker (hp 1 / mt 2 / def 2)
- [3] fresh walker (hp 1 / mt 3 / def 2)
- [4] tank walker (hp 3 / mt 1 / def 3)
- [5] glitchy walker (hp 1 / mt 10 / def 3)
- [6] splitter walker\* (hp 1 / mt 1 / def 2)
- \*ranged atk (5 hexes / unobstructed)

weapons:

- [1] sword: default
- [2] Knife: -2 on def, 2 dmg
- [3] unarmed: -2 on def
- [4] shotgun +2 on def, 2 dmg (per attack: 1d3 < 2: enemy spawn)
- [5] odd book: default (ranged\*\*)
- [6] combat mutation: +2 def, 2 dmg (-1hp per hit; gain 1 hp per kill\*)
- \*can't go above 6
- \*\*ranged atk (5 hexes / unobstructed)

movement table b:

- [1] enemy spawn
- [2] nothing
- [3] enemy spawn
- [4] trip\*
- [5] enemy spawn
- [6] find health drink\*\*
- \*can't kill you
- \*\*can't go above 6