



# Frequently Asked Questions

Version 2  
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Thanks to the avid fans who submitted questions about precisely how to kill zombies, we're able to provide the following answers about playing *Dead Panic*. This is a living document. As questions are submitted, we will be updating it. The content is organized alphabetically by category of query and is current as of 11/27/13. These clarifications will be in the rules for the 3rd printing of the game. If you have additional questions, please email us at [info@firesidegames.com](mailto:info@firesidegames.com) or submit a question on our website (<http://www.firesidegames.com/contact.php>). Happy hunting!

## Bait Token

**Q:** Does the person with the Bait token always perform their actions first?

**A:** Yes.

## Cabin Cards

**Q:** Which items are single use?

**A:** All the Item cards except Grip Tape may be used once only.

**Q:** When Grip Tape is applied to a melee weapon, how does it affect your hand size?

**A:** When Grip Tape is on a weapon, it no longer counts against your hand size. Remember, though, that it does take an action to put the Grip Tape on the weapon.

**Q:** If you draw the Cabin Card "Graaaaaaagh!" and pull a Survivor token, do you place it in the Cabin or put it back and draw again?

**A:** You place the Survivor token in the same space with you and thank your lucky stars.

## Characters Dying

**Q:** What happens to a Character's items and weapons when he/she dies?

**A:** When a Character dies, all of his/her Cabin cards are discarded.

**Q:** What happens to the Radio/Radio Pieces if the Character carrying them dies?

**A:** The (assembled) Radio or (unassembled) Radio Pieces are dropped in the space in which the Character died. The remaining players will need to pick up the Radio or Radio Pieces to call the Rescuers.

## Character Zombies

**Q:** How do Character Zombies fight?

**A:** Unlike other Zombies in the game, Character Zombies do not have a printed fight value. Players who have become Zombies fight by rolling both dice against another player. (See page 10 of the rulebook.) The player with the highest roll (after any modifiers are taken into account) wins.

**Q:** Does the Character Zombie get pushed back on a tie?

**A:** If the player for the Character Zombie has chosen "Win on ties" as an ability, the Character Zombie wins on ties. If not, nothing happens on a tie. (See page 9 of the rulebook.)

**Q:** If you are in the same space with a Character Zombie and you shoot the Character Zombie, does the Character Zombie roll?

**A:** No, shooting a Character Zombie is just like shooting a Zombie; it's an instant hit.

**Q:** If a Character Zombie dies, do you remove it from game or return it to the bag?

**A:** Remove it. You only get 2 chances to live in this game.

## Club

**Q:** What is a club and when can I use it?

**A:** A club is a ranged weapon without any ammo (e.g., a pistol with no bullets left). You can use a club during melee combat (whether it's during the Perform Actions Phase or the Fight Zombies Phase) to do injury to a Zombie on a win or to have a weapon to discard on a loss. (Note: The club is discarded after a single use regardless of the outcome of the fight.) (See page 3 of the rulebook.)

**Q:** *If you are fighting a Zombie with a club (which will at the end of the fight need to be discarded anyway) and you lose the fight, does discarding the club count as losing a weapon instead of taking an injury?*

**A:** Yes, that is the advantage the club brings to a melee combat and part of the calculation you'll want to make when choosing your weapon.

**Q:** *How much damage does a club deal?*

**A:** A club deals 1 point of damage on a win.

### **Event Cards/Drawing Zombies**

**Q:** *Are Event cards and Zombies drawn every time a player performs his/her actions?*

**A:** No, **ALL** players perform actions and then an Event card and Zombies are drawn. (See page 2 of the rulebook.)

**Q:** *When you roll to determine where Zombies get placed in the Woods, do you roll once for all of them or once for each Zombie?*

**A:** Once for each Zombie.

**Q:** *How many spaces does a Sprinter move if he is in the same space as a Radio Piece and the Event card Entangled is drawn?*

**A:** The Sprinter will move only 1 space (in accordance with the language on the Event card), taking the Radio Piece with him.

**Q:** *How do I use the chart on page 6 of the rulebook called "Attracted by Gunfire and Special Weapons"?*

**A:** Attracted by Gunfire is an Event card that changes who gets the Bait token based on bullets used that round. The chart on page 6 helps clarify how to count the bullets when certain weapons have been fired.

### **Fighting Zombies**

**Q:** *Can I fight during the Perform Actions Phase?*

**A:** Yes. One option during the Perform Actions Phase is to Use 1 Cabin Card. Cabin Cards include weapons. Using a weapon is fighting a Zombie.

**Q:** *The rules state that if you move into a space with Zombies during the Perform Actions Phase, you have to fight them. Is that in addition to possibly fighting them during the Fight Zombies Phase?*

**A:** Yes, think of those as movement checks, and remember that you only have to fight the

strongest Zombie (not all of them) when you move into the space. This fight does not take another action. It is part of your movement. (See page 5 of the rulebook.) If you are still in that space during the Fight Zombies Phase, you will have to fight all of them once.

**Q:** *If you start the Perform Actions Phase with Zombies in the same space as you, do you have to fight them before moving away from them?*

**A:** No, you only **have** to fight them when you move into a space with them or if you are in the same space with them during the Fight Zombies Phase. You can **choose** to fight them, however, during the Perform Actions Phase.

**Q:** *If you start the Perform Actions Phase with Zombies in the same space as you and you fight them, do you have to fight or kill all of them before you move away?*

**A:** No. Any fighting during the Perform Actions Phase is optional, with the **one** exception of having to fight the strongest Zombie when you move **into** a space with 1 or more Zombies.

**Q:** *When fighting a large group of Zombies, do you get to decide which Zombie to attack first?*

**A:** Yes.

**Q:** *If you have more than 1 Character in a space with more than 1 Zombie, does each Character have to fight each Zombie?*

**A:** No, each Zombie is fought 1 time only during a single fight phase. The Characters take turns selecting which Zombie to fight. (See page 10 of the rulebook.)

**Q:** *If I have a ranged weapon with enough ammo to kill a Zombie with more than 1 health point, can I use all of the ammo to do so?*

**A:** It depends on which phase of play you are in. If you are in the Perform Actions Phase, you may spend 1 action per bullet to damage the Zombie. Usually, this will mean that you can kill a 2-point Zombie by using all of your actions as long as you have 2 bullets to do the job. If you are in the Fight Zombies Phase, you may spend only 1 bullet on a single Zombie. In this instance, you can kill only Zombies with 1 point of health remaining (unless, of course, you have an item or weapon that allows an exception to this rule).

**Q:** *Can I fight a Zombie more than once during the Fight Zombies Phase?*

**A:** No.

**Q:** *Do I have to drop a melee weapon after I use it?*

**A:** No. The only weapon you **have** to drop after a single use is the club. Any other melee weapon **may** be dropped on a lost melee fight to avoid taking an injury.

**Q:** *Can you use a melee weapon more than once during the Fight Zombies Phase when fighting more than 1 Zombie?*

**A:** Yes. You have to select a weapon (if you have 1) before each fight. As long as you still have a particular weapon in your hand, you can choose it.

**Q:** *When a Character loses and he/she drops the weapon, can he/she pick it back up as a future action?*

**A:** No, when a Character drops a weapon, that weapon is discarded. Having to discard a weapon is part of the calculation you need to make when deciding whether to take an injury instead.

**Q:** *Can I use a ranged weapon on a Zombie in the same space as me?*

**A:** Yes. The one exception is the Elephant Gun.

**Q:** *Can you explain how to use the Chainsaw?*

**A:** You can use the Chainsaw 2 different ways during melee combat. The first is to “burn” 1 of the “units of gas” by rotating the card and **slaying** a Zombie. The second is to roll against a Zombie, and if you win, **damage** the Zombie for 1 point. You may want to slay a Zombie with many health points and a high fight value, but you may want to try to damage a Zombie with few health points and a low fight value.

## **Radio Pieces**

**Q:** *Does it cost an action to assemble the Radio?*

**A:** Yes, assembling the Radio is 1 of the actions described on pages 3 and 5 of the rulebook.

**Q:** *When a player takes a Radio Piece from a Survivor who has not yet dropped it, does it take an action to take the piece?*

**A:** Yes. No matter **how** players collect a Radio Piece, it always costs 1 action.

**Q:** *Can I use an action to combine just 2 Radio Pieces (instead of all 3)?*

**A:** Yes. Because each Radio Piece takes up 1 spot in your hand and the built Radio takes up just 1 spot, there are some situations in which

you may want to build 2 pieces to keep a spot in your hand available. Remember that if you have 2 Radio Pieces built together, the 3rd Radio Piece will take up a spot in your hand (when you collect it) and combining it with the other 2 Radio Pieces will take another action.

**Q:** *What happens to the Radio/Radio Pieces if the Character carrying them dies?*

**A:** The (assembled) Radio or (unassembled) Radio Pieces are dropped in the space in which the Character died. The remaining players will need to pick up the Radio or Radio Pieces to call the Rescuers.

## **Survivors**

**Q:** *Can Survivors move through Cabin walls?*

**A:** Like Characters, Survivors can move through walls.

**Q:** *If Survivors make it into the Cabin, what do they do after they drop the Radio Piece?*

**A:** Survivors remain in the room they reach, fighting any Zombies that move into that space and turning into a Zombie when all health points are depleted. (See page 6 of the rulebook.) It might be helpful to think of such Survivors as landmines of a sort.

**Q:** *When a Survivor Zombie dies, is it removed from the game or returned to the bag?*

**A:** It is removed from the game, having served its purpose in bringing you a Radio Piece. RIP, Survivor Zombie.

## **Van**

**Q:** *Can you enter the Van if there are Zombies in the same space as the Van?*

**A:** Yes, but you have to fight the strongest Zombie when you enter the space. If you start Perform Actions in that space, you can just use 1 action to move into the Van.

**Q:** *Once a character gets into the Van, does he/she have to fight Zombies in the same space as the Van?*

**A:** No, Characters who make it to the van are safe. See Move Van and Shoot from Van on page 5 of the rulebook for actions that Characters in the Van can take.

**Q:** *Once a character gets into the Van, does he/she still attract Zombies?*

**A:** No.

**Q:** *Once a Character gets into the Van, does he/she retain his/her Special Ability?*

**A:** No. The first Character can move the Van right or left in the Woods 1 space per turn. All subsequent Characters in the Van may damage 1 Zombie for 1 point at a range of 3. Characters in the Van may take no other actions.

**Q:** *Can Characters drive the Van closer to the Cabin?*

**A:** No. The Van can be driven only 1 space left or right in the Woods ring. (See page 5 of the rulebook.)

**Q:** *Can the Bait token be passed to players with Characters in the Van?*

**A:** No. While Characters in the Van can take prescribed actions (see Move Van and Shoot from Van on page 5 of the rulebook for a description of those actions), they can no longer act as Bait and attract Zombies.

## **Walls**

**Q:** *The rules state that for 1 action you can repair a crack in a Wall in the same arc that your Character is in. Does this mean my Character can be anywhere in the arc?*

**A:** No, your Character must be next to the Wall that needs repair (i.e., in the Cabin or Yard ring of the arc).

## **Zombie Movement**

**Q:** *The Zombie movement chart on page 7 of the rulebook indicates that if a Zombie is in the Cabin and can't see any Characters/Survivors but can see the van, they move toward the van. Do Zombies outside the Cabin who can't see anyone else also move toward the van?*

**A:** No, they move toward the Cabin, as per usual when they can't see any humans. (The rule about the Zombies in the Cabin is to keep from having Zombies that just rotate around and cease to be a threat.)

**Q:** *Do Zombies move toward characters in the Van?*

**A:** No.

**Q:** *What happens if a Brute, Sprinter, Shambler, and Brawler are in front of an undamaged Wall and the Zombies move forward? Does everyone get in after the Brute destroys the Wall with one hit or does everyone (even the Sprinter) have to wait outside for 1 turn?*

**A:** Regardless of the makeup of the Zombies outside the Wall, all Zombies remain in the Yard after the Wall is destroyed. (See page 7 of the rulebook.)