

THE WALKING DEAD

ALL OUT WAR

MINIATURES GAME

FAQ, ERRATA, AND ADDITIONAL RULES

In this document you will find clarifications and corrections to the core Walking Dead: All Out War rules. If a question comes up in your games that isn't answered here or in the rulebook, get in touch. This is a living document, and it will be updated as new expansions and cards are released, and as new questions arise.

For tutorials and explanations of the core rules, check out our Youtube channel [HERE](#).

Updated 6th Feb 2018; see sections in red.

FAQ – FREQUENTLY ASKED QUESTIONS

This section deals with those situations in your games where a rule could be interpreted in different ways, and may need some clarification. It won't happen often, but when it does, this is the place to look!

Attack Rolls – Modifiers and Re-rolls

As more equipment appears in the game, there may be situations where both players have a piece of equipment that affects the other, so whose rule applies first?

Essentially, if any piece of equipment allows you to modify the dice pool or re-roll any dice, each player applies any rules from their own cards before applying any rules from their opponent.

For example, an attacking Survivor has a weapon allowing it to re-roll an attack die, and the defending model has armour that forces their *attacker* to re-roll an attack die. In this case, the attacking model must decide whether to use its weapon to re-roll any dice first. After the attacker has re-rolled any dice, then the defending model can then use its armour to re-roll dice from the attacker's final dice pool.

This is the only way that a die can be re-rolled twice - when an opponent's rule allows them to re-roll one of your dice and you have already re-rolled it. Otherwise the standard rule applies – you may never re-roll a re-roll.

In addition, equipment and special rules may only affect the Survivor using them unless stated otherwise on the card. For example, a Bruiser with a Baseball Bat may re-roll a red die. This may only be a die originally rolled by the Survivor itself – in a multiple melee with a Walker for example the bat could not be used to re-roll the Walker's die. It may be necessary to roll the dice for each combatant separately in the case of rules such as this.

In the event of confusion, follow this guide, in order:

1. Each player chooses to attack or defend as normal (if applicable).
2. Each player takes the number and type of dice listed under their Melee or Shoot value (depending on the type of attack).
3. Each player adds any dice indicated by their equipment cards or special rules.
4. Modifiers (such as Cover, Riot Gear or Tyreese's Beatdown rule)
 - a. Each player adds or removes dice granted by their own equipment or special rules.
 - b. Each player adds or removes dice granted by their opponent's equipment or special rules.
5. Both players roll their dice.
6. Re-rolls (such as the Stab! special rule, or a Survivor Dual-Wielding weapons)
 - a. Each player chooses whether to re-roll any dice allowed by each of their Survivors' own equipment or special rules. Even if multiple rules allow re-rolls, they must all be rolled at once.
 - b. Each player chooses whether to re-roll any of their *opponent's* dice allowed by their own equipment or special rules. Even if multiple rules allow re-rolls, they must all be rolled at once.
7. Bonus Dice (granted by cards such as Lucille or the Arctic Warfare Sniper Rifle)
 - a. Each player rolls any dice granted by their own equipment or special rules.
 - b. Each player rolls any dice granted by their opponent's equipment or special rules.
8. Compare results and determine winner. Remember that even if the results are drawn, a winner must still be determined as per page 23 of the core rulebook.
9. Follow-up Rules (such as the Dirty Fighter special rule)
 - a. Each player resolves any effects dependent on winning or losing an attack from their own equipment or special rules.
 - b. Each player resolves any effects dependent on winning or losing an attack from their opponent's equipment or special rules.
10. Compare final results, and determine damage caused by the winner, including bonus damage (see below).

Bonus Damage

Bonus damage granted by rules such as The Muscle or the **Sharp** keyword is not considered to be part of an attack roll, and is applied after all regular damage.

Therefore, if damage caused by these rules kills a Survivor, it will not cause a headshot even if one was rolled as part of the attack.

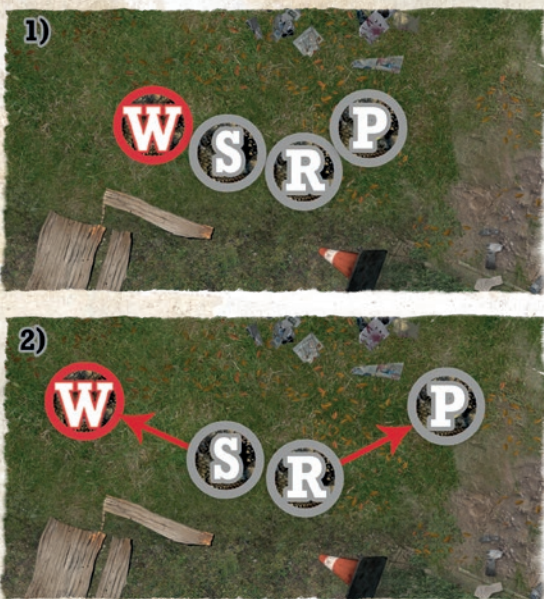
This bonus damage can also not be prevented by rules or equipment such as Football Pads that reduce attack damage – their rules apply to the main attack only.

Remaining in Melee

In most melees, one model will push the other back, and the combatants will end the turn apart. However, there may be a situation where opponents end the turn still in contact with each other.

Note that this means they will start the following turn already engaged, and will not be able to act.

Example



In this example, Sandra and Patrick have both moved into contact with Rick to fight him in melee. However, in the Event phase, a Walker has been drawn into contact with Sandra.

As per splitting combats on page 21 of the core rulebook, Sandra must fight the Walker behind her, while Rick fights Patrick.

Rick wins his melee against Patrick, and Sandra defeats the Walker, so the Walker and Patrick are both pushed back.

However, as Rick and Sandra have not moved, they will end the turn still in contact, and cannot act in the following turn. Unless more models move into contact and split the combat again, Rick and Sandra will fight each other in the following Melee phase.

Multiple Melee & Bites

In multiple melees, you must roll the dice separately for Survivors and Walkers on the same side. Only the Walker dice can cause Bites, and only the Survivor dice can cause Headshots. If both sets of dice include a !, the opponent's Survivor will be Bitten and take extra damage!






Prone Models in Melee

Prone models may only be attacked in melee if their attacker is not in contact with any standing enemy model. If an attacking model does have a standing opponent, the prone model takes no part in the melee at all.

If a Survivor is in contact with a prone Walker, but is instead fighting a standing enemy, remember that as per the Remaining in Melee section above there is no Push Back stage between the Survivor and the prone Walker. This means that if the Walker stands back up in the End Phase, the Survivor will start its activation already engaged, and will not be able to act.

Headshots and Bites without Damage

If the dice results in an attack are equal and no damage is caused, no headshots or bites are caused either, regardless of how many were rolled on either side.





For example, if Rick rolled , scoring  and , and a Walker rolled , scoring !, the scores are equal and the melee is drawn. Survivors always beat Walkers, so Rick wins, pushing the Walker back, but doing no damage. Rick is not bitten – the Walker's headshot is ignored.

Swapping Items

When swapping items, you can pass around supply counters as well as cards, and counters do not have to stay with the supply card they were picked up with. The counter represents a stash of food, medicine or clothing that has no effect on gameplay – any equipment found with it is unrelated.

Blast

Any ! rolled on a **Blast** attack can only be applied to a single model each, chosen by the attacking player – they do not apply to every model hit by the template.

In addition, when playing solo or co-operatively, there is no opponent to reposition the template for you, and it's hardly fair if you do it yourself! When there is no opponent and a **Blast** attack misses, roll . On a , the template moves " directly away from the shooting model. On a blank, the template moves " directly towards the shooting model.

When you draw the Booby Trap Supply Card, the template is never moved.

Shotguns

The Shotgun keyword ignores ! rolls at more than 6" range. However, this is only for damage purposes – they will still cause an ammo roll.

Events and Supplies – Which to Use?

When playing a standard game, only the event and supply cards found in the Core Set (or the Prelude to Woodbury events if playing solo) should be used. Only one set should be used even if you have multiple copies.

The cards from the expansions should only be used when playing those scenarios, or if you have agreed with your opponent that your game will have a similar setting. These can be mixed and matched if appropriate (if you had a game set in the woods (Days Gone Bye cards) but at night (Made to Suffer Night Fighting cards).

The event cards in the Walker and Roamer boosters are for when you want a real challenge! These cards will result in a lot more Walkers on the table, so shouldn't be used in beginner games, and should ideally be used in games of 300 points or more.

You can find out which cards are in which set in the component list here:

www.manticgames.com/free-rules.html

Lurkers and Bites

Lurker attacks are 'subject to the Bitten! rule.'

This works exactly like any other Walker attack. The only difference is that you can't attack back - you can only defend.

So, if the Lurker does damage and rolls a !, the Survivor is bitten. If it doesn't roll a ! the Survivor is not bitten, and if the attack does no damage the Survivor is not bitten.

The Herd Event Card

Walkers moved by this card follow all the normal rules – moving 6" only in straight lines, and stopping at obstacles.

Roamer Booster – Surrounded Event Card












Any Walkers placed by this card are placed *outside* the edges of the template, not within it.

Motorcycle Helmet

This card only ignores Headshot damage, i.e. that dealt by Survivors rolling !. It does not ignore Bites.

Browning Hunting Rifle

When firing this weapon with a Marksman, both bonuses are applied.

- If a Survivor shoots with a single Action, roll 2 .
- If a non-Marksman Survivor shoots with two Actions, roll 2  and 1  ( and  from the item's rules, plus a  for the Rifle keyword).
- If a Marksman Survivor shoots with two Actions, roll 1  and 2  ( and  from the item's rules, plus a  for the Rifle keyword).

In all cases these are in addition to the Shoot characteristic of the shooter.

Carl, Trainee Sharpshooter

This card's name should be 'Carl Grimes' instead of simply 'Carl'. It cannot be used in a Survivor group with any other copy of Carl Grimes.

Shiva

Shiva may not make Hold Your Nerve or Search Actions or carry items. If Shiva is killed, she is removed – she does not come back as a Walker.

Large Bases and Kill Zones

When using models with larger base sizes, such as Shiva or Survivors mounted on a horse, the Kill Zone is placed over the widest part of their base in the centre, for any rules that require it.

Made to Suffer Expansion – Special Objectives

If for any reason the Special Objective has not been drawn by the time the last counter is Searched, the Survivor who Searches the last counter must take it in addition to any other Supplies that they find.




If they choose not to take it, they can keep any other Supplies that they found, but may not pick up the counter – it is left on the board, Searched side up, as normal (see Errata).



ERRATA

The mistakes listed below only appear in early print-runs of the game. If you have a copy from a later print run you will find that these corrections have already been made.


Days Gone Bye Expansion

- Page 3, Woods – Add the Flammable rule to the Special Rules list for the Woods.
- Page 4, Beacon Special Rule - Walkers already in contact with a scenery piece with this rule are *not* considered eligible to react to the NOISE it creates - it will draw in the *next* nearest Walker.
- Page 12, Chapter 5 - The text states to place the scenery 6" away from the campfire, whereas the diagram shows it within 6" of the campfire. The diagram is correct - read '6" away from' as 'within 6" of'.
- Page 13, Chapter 5 - Add the following paragraph under the Wake Up! Rule:
 - If a tent is destroyed by fire while Survivors are inside, each of them takes  damage and is then placed prone in the space where the tent was.
- Page 19, Healer Special Rule - Cost should be 20 points rather than 12 points.
- Remington 700 Equipment Card - Range should be 30" rather than 10".
- Molotov Supply Card - Replace rules with: **Blast, One Use.** Adds   to ranged attack roll. All ! rolled are ignored. Each Walker beneath the template receives a Burning Token.

Shane Booster

- Shane Survivor Card: Shane's Gung-Ho ability should be limited to once per game.

Miles Behind Us Expansion

- Page 15, Closing the Barn Door and Burning the Barn – the references to 'Endless Horde' should say 'Imprisoned Horde' to match the other special rule.
- Page 19, Life and Death, Step 2 – the extra die rolled should be .
- Page 20, Experience – Add the following text to the end of the second paragraph:
 - Upgraded dice that are already part of a characteristic must remain allocated to the same characteristic.

Made to Suffer Expansion

- Page 2, Special Objective – replace the bottom two paragraphs with:
 - If a Survivor that finds the Special Objective does not have room for it, or does not want to pick it




up, they must place the card at the side of the board, and may not pick up the supply counter - leave it on the board Searched side up. The card can be picked up again by Searching that counter as normal.

- If a model carrying this card is killed, place it at the side of the board as above.

Lilly Booster

Coach Gun Equipment Card – Ignore the **Forceful** keyword – it no longer exists in the rules.

Roamer Booster

- Rouse Lurkers Event Card – the number of Walkers placed should be  rather than . For clarity, you must roll separately for each supply counter, rather than applying a single result to all counters.
- Machete Equipment Card – the  is added to the melee attack roll, not the ranged attack roll.

ADDITIONAL RULES

This section presents additional, optional rules that are not part of the core game, but that you can apply to your games if you wish, and if your opponent agrees. Some of these rules are introduced in later expansions as scenario-specific rules, but by listing them here they can be used in regular games as well.


Attracting Walkers

To keep you on your toes, if MAYHEM is caused and no Walkers are moved as a result, instead a Walker enters play at the point on the board edge closest to the source of the MAYHEM, outside of any Survivors' Kill Zones.

Windows

Currently, all windows in buildings are assumed to be open, and are simply Traversable and Defensible, to keep things simple. However, with these rules you can make breaking and entering a little more risky!

You should decide before a game which windows are open or already broken, and which are closed and will require Smashing first (see page 2 of Days Gone Bye).

When moving through a window from the inside of a building to the outside, follow the normal rules. When moving from the outside to the inside however, the window must be Smashed first to break it open. Windows have a Defense of . Remember that this causes NOISE!

In addition, when shooting through a closed window, it will be automatically Smashed by the attack, and will cause NOISE, as above, resolved after any MAYHEM or NOISE caused by the weapon.