DON'T FALL IN THE MEAD HALL™

ZOMBIE EXPANSION

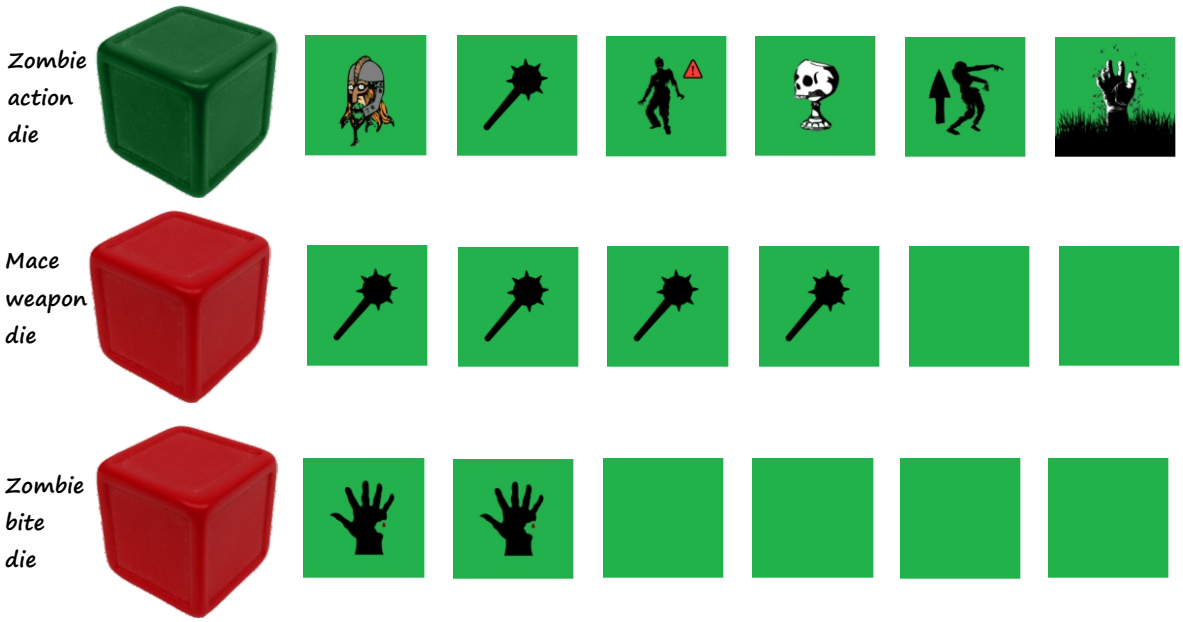
There are many stories in the Icelandic sagas about an undead creature called the *draugr*, or *aptrgangr* (lit. "after-goer," "again-walker," or "one who walks after death"). Most would call them zombies in this day and age. Think you have what it takes to keep playing? Well go ahead and prove your mettle once again. But this time you must fend off zombies as you drink.

Components

- 12 draugrs (zombies)
- 3 blank d6 dice (1 green action, 2 red attack)
- 15 heart health counters
- Sticker sheet for blank dice

Setup

Place the stickers on the green and red dice as follows:



New Gameplay

Each player gets three heart tokens. Place them near your table. If you get bit by a zombie you remove one heart token from your gaming area. The hearts represent the health of your Vikings and losing them represents the sickness at your table getting worse. If you have no hearts and get bit, a Viking at your table will turn into a zombie. Remove that Viking from the game and replace it with a zombie. You will then regain all of your hearts. *If you want a longer, less threatening game, use four hearts per table. For a more challenging game use only two hearts.*

You now get two actions per turn. The first will be the Viking action. On your turn you roll the original action die (black). After you perform your Viking action you will then roll the Zombie action die (green). Then the next player goes, etc. At the end of the round (if you have a zombie at your table), you will roll the Zombie bite die to see if a Viking at your table gets bit. If you roll a bitten hand, a zombie has bitten one of your Vikings, meaning you must remove a heart from your area. Only roll once for your table at the end of the round no matter how many zombies are at your table. If no zombies are at your table, you are safe...for now. When you get bit and have no hearts left a Viking at your table will turn into a zombie (replace a Viking with a zombie). You then get your three hearts back.

Start the game with three zombies in the mead hall (not at any table and not on the battle mat). These are roaming zombies. You are safe from them. A zombie is only a threat if it is at your table or on the battle mat while fighting other Vikings. You may choose to fight a zombie instead of a Viking opponent if you roll the mace.

Zombies cannot be killed with a fist but if a Zombie is at your table and you rolled the fist from the first action die, you may try to push that zombie away instead of fighting a Viking. You roll the fist attack die and it rolls the bite die (have another player roll for the zombie). If you both roll blanks you both roll again until either you get bit or you push away that zombie. If you roll the fist you may move that zombie to a non-threat area and away from your table. If you roll the fist and the zombie rolls a bite you push it away but also lose a heart.

You may attack a zombie at your table instead of fighting an opponent at the battle mat if you roll the mace. Or you may go to a roaming zombie and fight it, or to another player's table and fight their zombie. If you go to a roaming zombie and kill it, or kill a zombie at another table, return to your table with a heart token. You can gain as many hearts as you can by killing zombies that aren't at your table. If you lose a zombie fight at an opponent's table and get bit without anymore hearts to loose you turn into a zombie, that zombie remains at your opponent's table. Whenever fighting a zombie, have an opponent roll the zombie bite die for that zombie. When fighting a zombie you will keep rolling until you either kill that zombie or it bites you enough to have a Viking turn into a zombie (you get bit when you have no more hearts). Then the fight ends.

If you choose to fight an opponent and a zombie is on the battle mat, you can both agree to set aside your differences and attack the zombie. Both players roll a weapon die and attack the zombie(s) at the same time. Roll the bite die once for each zombie on the battle mat; the result will effect both players. The zombie will either miss both players or bite both players. If the zombie rolls a bite it will bite both players. The two Vikings and zombie(s) will fight until there is a winner (the zombie is destroyed or pushed away, or a player gets bit when they have no hearts and their Viking turns into a zombie). If a Viking turns into a zombie while at the battle mat, it stays there and the surviving player may run back to his table or continue to fight both. If one person doesn't agree to team up and fight the zombie(s) the two players fight each other while the zombie rolls (its result effects both Vikings). If players team up to kill a zombie at the battle mat and succeed they both may gain a heart token and return to their tables. You may not gain a heart token for killing a zombie at your table or for pushing a zombie away. Destroyed zombies are removed from the game.

Fighting stats:

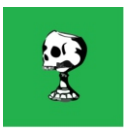
(When fighting a zombie)
Mace vs Bite = Mace wins and you kill the zombie but get bit in the process. Your table loses a heart.
Blank vs Bite = You get bit. Your table loses a heart. Both roll again.
Blank vs Blank = Nothing happens. Both roll again.
Mace vs Blank = Mace wins and you kill the zombie.
Fist vs Blank = Push the zombie away to a non-threat area
Fist vs Bite = Push the zombie away to a non-threat area. Your table loses a heart.

(When fighting other Vikings with a mace)
Mace vs fist = Mace wins and opponent is knocked out
Mace vs blank = Mace wins and opponent is knocked out.
Fist vs blank = Fist wins and opponent is knocked out.

Green Action Die



Glámr is that you? A zombie breaks into the mead hall. Place a zombie anywhere in the mead hall, but not at another player's table. He will roam around (not a threat) until he is sent to a table. If you have to summon a zombie and none are available, nothing happens.



Skál! You know the drill; toast and drink. Who cares about the zombies? They're kind of fun to watch. They sound like Olaf's wife when she gets drunk. Every player's drunk die goes up one. Also, on your toast, you must make fun of the zombies in the mead hall. No true Viking fears the undead. Point, laugh, mock, and drink. Just don't forget to end with a *Skál*!



Erik Seems to be boasting a lot. Let's see if he can hold his own with a zombie. Send any zombie in the mead hall to a table of your choosing or to the battle mat (put the zombie on the red token).



It's said this mace was blessed by the blood of Tyr. Perfect for killing the undead, or you may choose to fight another Viking… Pick a fight and roll the red mace attack die.
If fighting another player, take it to the battle mat. If fighting a zombie, go to where that zombie is and try to kill it (have another player roll the red bite die for the zombie). If you get bit, your table loses a heart. When fighting a zombie, you fight until there is a winner (either the zombie is killed or the Viking turns into a zombie).



Fríða is looking ill. The sickness at your table is getting worse. Lose a heart token.
The infection is spreading. *If you are out of hearts a Viking turns into a zombie, regain three hearts.*



Your table catches the attention of a wandering zombie with their rowdy cheers and toasts.
A roaming zombie (if available) comes to your table. Now let's see if you are all talk and no bite.

Victory:

The last table with at least one Viking standing wins. If your last Viking turns into a zombie and you have no Vikings at your table, you are out of the game. If a Viking gets turned into a zombie and none are available, use a potato chip or dead fly as a zombie. Just don't eat the potato chip.

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Zach “The Chainsaw Juggler” Zimmerman



WARNING:
Choking Hazard
Small Parts: Not for children under 3 years.

Skål!

