

Black Plague vs Invader

This is meant to make transitioning from Invader to BP easier.

General theme-based differences:

- No mold, instead Necromancers provide the increasing-difficulty mechanic.
- No oxygen, players may go outside without any restrictions.
- No Machines, instead there are Familiars.
- In general, BP encourages riskier gameplay as sudden loss is much less likely (at least when playing with lots of Abominations in Invader).

Lose conditions:

- BP is lost when ALL survivors are dead.
- Instead of a Mold loss condition, game is lost if a Necromancer escapes while there are 6+ spawn points on the board. We ignore this rule.

LOS and Movement Mechanics are the same.

Doors: Doors work completely differently.

- Closed doors must be opened using equipment, usually a die roll is required (If no Die icon, automatic success. If a Die icon is present, use the item's Dice and Accuracy values...note this is not an attack so attack bonuses do not apply). Usually noisy.
- Opened doors cannot be closed except by special game effects.
- When doors to a previously unopened building are opened, spawn cards are drawn for every exposed zone (in order of players choosing).

Item Differences:

- Restrictions: Gems at top of card indicate Danger level a survivor needs to be at to use card.
- There is equipment with "Backpack" symbol that is considered to be in use while in the backpack. Most notably, "Ammo" has the backpack symbol so it is not assigned to individual weapons and the effects are applied to all relevant weapons from the backpack.
- There are two kinds of "Spell" cards, Combat Spells and Enchantment Spells.
- Magic is a third kind of attack, in addition to Ranged and Melee. For the most part, Magic attacks follow the rules of Ranged Attacks.
- There is only ONE "Body" slot, which can either hold an item with the Body symbol or a specific Equipment card listed on the Character card. These specific cards are considered to be in hand (but a survivor cannot simultaneously use three hands worth of items (page 32)).
- Armor: Armor in BP works totally differently, using dice rolls to cancel wounds. Note that wounds inflicted by Abominations and Dragon Fire can NOT be prevented by Armor rolls.

Survivor Differences:

- All survivors have 3 wounds. Officially wounds are tracked starting at zero and going up, rather than as in Invader and starting up and going down.

Actions: Movement, Searching, Trading, Making Noise, Take/Activate Objective, and Do Nothing are all the same as in Invader. In addition to standard Invader actions, BP has these differences:

- Enchantment Action: use Enchantment spell.
- Magic Action (generally the same rules as a Ranged Action).
- Door Activation is a once-per-turn free action.
- Taking a Vault Artifact is an Action but NOT a Search Action and can be taken multiple times in a single turn.

Combat:

- Target Priority is different. Most notably, Walkers are swapped with Fatty/Abominations so Walkers are first.
- Otherwise, in general, combat works the same.
- Friendly Fire works the same. Armor and cancel Friendly Fire. Armor cancels hits, not wounds. Hits do a number of wounds.
- Some weapons need to be reloaded if used multiple times in the same Game Round (trading with another player does NOT reload the weapon. A single action will reload all identical weapons equipped. Dual equipped reloadable weapons may be fired separately as different actions.

Dragon Fire vs Flame Thrower: Dragon Bile card can be discarded from Hand to as an action to place Dragon Bile (range 0-1). Then as a separate action, Dragon Fire can be created by discarding a torch while in range 0-1 of Dragon Bile. Dragon Fire kills all actors and creates no noise.

Noise works the same, although the Equal Splitting rules makes zombie manipulate via noise less advantageous (see Zombie Movement below).

Experience, leveling up, and UltraRed work the same.

Zombie Movement: Split groups get reinforced of uneven.

- Abominations and Necromancers never split.
- Other zombie types split and any uneven split gets a reinforcement to make all split groups equal. Thus one walker could conceivably turn into up to Four!!!
- When miniatures run out, reinforcements DO NOT generate extra Activations and players decide how the group is split.
- Note, a common house-rule is to ignore reinforcements. This is a subtle but very consequential change, making noise tracking less critical and movement manipulation easier.

Spawning:

- In addition to spawns caused by opening doors, BP is different from Invader in that most spawn cards feature multiple kinds of zombies at different danger levels. With the standard deck BP, it would be possible to go through the entire deck without spawning a single abomination. Note that I have updated the BP spawn deck to be a bit more modern, and there are dedicated Abomination cards, as well as the standard Necromancer cards, that trigger spawns from dedicated Abomination and Necromancer decks.
- The official rules for Spawn order is "Always begin with the same Spawn Zone and continue clockwise." We will play by randomly choosing order and direction just as we house-rule Invader.
- Double Spawn zones do not exist in Invader (rules page 26 - 27). I think the only unintuitive rule is if when drawing cards to resolve a Double Spawn card, "These Zombie cards are drawn together and resolved in drawing order. If one of them is another Double Spawn card, resolve the standard Spawn card first, then the Double Spawn card".

Running Out of Miniatures: HUGE

Difference...instead of Abominations getting extra activations (and spawning a new Abomination), instead all zombies of the indicated type immediately resolve an extra Activation.

Zombie Attacks: Unless noted as a special rule, all Zombies, including Abominations, cause only ONE wound per attack action.

Necromancers:

- Spawning:
 - a) Extra Activate all Necromancers (this rule is on the Necromancer spawn cards).
 - b) Add additional Spawn token (on Necromancer side) in their entry Zone.
 - c) Immediately resolve a spawn for this new Spawn token.
- Movement: If there is no attack to be made, a Necromancer moves towards the nearest Spawn Zone that is not their entry Zone. EXCEPTION: If all Spawn tokens are in the same zone, a spawned Necromancer flees as soon as it activates.
- Escaping: A Necromancer escapes the board as soon as it activates on his escape Spawn Zone. Flip the Necromancer's Spawn token to the standard Spawn Token side.
- Killing: When a Necromancer is killed, remove any one Spawn Zone from the board.
- Dark Ritual (House Ruled to IGNORE): "Necromancers standing at Range 0-1 from each other at the end of a Zombies' Phase flee the board as if they escaped through their escape Spawn Zone." We ignore this rule.

Vaults (page 36):

- Vault doors are opened like standard doors;
- Zombies are NOT spawned in vaults;
- No line of sight through vault doors;
- Vaults cannot be searched;
- Vaults allow movement from one area to another if multiple doors of the same color exist.

Familiars: (Friends and Foes page 11):

- Are survivors. Their Handler is the Survivor with Familiar card in backpack (may be traded);
- Killed with 1 wound, and Handler takes 1 wound as well (no armor roll);
- When in Handler's space:
 - a) Can move with Handler freely (even if Handler is using Movement skills);
 - b) Grants Handler the listed Handler skills.
- Handlers can spend their own actions so that their Familiar can:
 - a) Move;
 - b) Melee Attack;
 - c) Make Noise;
 - d) Search 1/turn (In addition to Handler's search). Familiars do not have an inventory but can hold 1 Equipment card and when in same space can freely give equipment card to Handler but cannot be given an equipment card.

Skill Differences: There are a few subtle skill changes as well as a number of name differences:

- Taunt: BP requires LOS.
- Rotten: Similar to Camouflage. The Token is granted at the end of a turn in which the survivor does not resolve a combat action or make a noise. LOS is not relevant.
- Jump: The same as Zero-G Run except LOS is required.
- Regeneration = Autorepair.
- Zombie Link = Xeno Link.
- Slippery = Unstoppable.
- Swordmaster = Blademaster.
- Iron Rain = Full Auto.
- Marksman = Sniper.