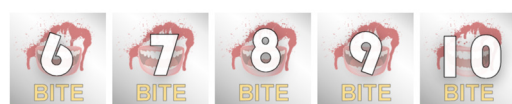


All Human Players Take Their Turn	
Human Player 1 Turn	
(1) Human Player Spawns	When BITTEN on a previous turn, roll 1D10. Result > # times BITTEN, spawn normally (1D10 Direction, 1D6 Distance). Result <= # times BITTEN, spawn as a Zombie Player this <i>round</i> after all other Zombie Players have taken their turn.
(2) Left Over Combat	If beginning your turn <i>adjacent</i> to a zombie, resolve combat.
(3) Spawn New Zombies	If another Human Player is within 5 spaces (ignore obstacles/walls), spawn 1D4 non-player zombies. Otherwise, spawn 1D6 non-player zombies. Zombies spawn 1D10 direction, 1D10 distance using Player's space as the origin.
(4) Player Movement	1D10 + 1 Movement Points available this Turn. Combat must be resolved before continuing movement. Using Adrenaline does not count as Movement Points.

Token Score Tracks



(5) Looting OR Unlock Door/Radio	Player may loot/unlock if player is not adjacent to a zombie. Looting/Unlocking ends movement for this turn.
(6) Move Non-Player Zombies	Player must move 1D6 non-player zombies, starting with zombies in the same store as the Active Player. Must combat any zombies which have moved adjacent to the Active Player. <u>Zombie Players – Optional Non-Player Zombie Movement</u>
(7) Trade Victory Points	If allowed by the scenario, 3VP may be traded for 1 Loot Card. If the Loot Card must be <i>played immediately</i> follow the directions on the card, otherwise this ends the Player's turn.
Human Player 2 Turn	
Human Player N Turn (until all Human Players have taken their turn).	
All Zombie Players Take Their Turn	

Human Player Spawning Quick Reference

Spawn Direction: 1D10
(Player in space with 0)

8	1	2
7	0	3
6	5	4

Number of Spawning Non-Player Zombies

- Another Human Player within 5 spaces: **1D4**

- No Human Players within 5 spaces: **1D6**

Roll of 9 when Spawning Non-Player Zombie: Does not Spawn

Non-Player Zombie Spawn Distance: **1D10**

Human Players Spawn Distance: **1D6**

Roll "9" Direction when spawning: Roll Again.

Combat Die

Roll 1D10	Results
0-2 : Human Player is BITTEN	- Deduct 1 Victory Point (can't go below 0) - Add 1 Bite Token to Stat Card - Replace Token with Player Bitten Token - Turn Ends
3-9 : Zombie is defeated	- Receives 1 Victory Point - Adds 1 to Zombies Killed count.

5-9	Win	Zombies	from Mall.
0-4	SWAT Wins	removed and replaced with Dead Again marker	Zombie Counter removed
1D10	Roll on	Outcome	Result

Zombies Vs SWAT

When a Zombie Player is in COMBAT with a Human Player, subtract 1 from the total rolled by the Human Player.

Roll "9" Direction
when spawning: Roll
Again.
Zombie Player
Spawn Distance:
1D6

(Player in space with 0)
Spawn Direction: 1D10

Roll "9" Direction
when spawning: Roll
Again.
Zombie Player
Spawn Distance:
1D6

6	5	4
7	0	3
8	1	2

All Human Players Take Their Turn	
Each Human Player Turn	For Zombie Players
At any point during this phase, a Zombie Player that has not moved a non-player round may move 1 non-player zombie 1 space using Zombie Player Movement rules. This zombie does not count as 1 of the 1D6 required to be moved by the Human Player.	At any point during this phase, a Zombie Player that has not moved a non-player round may move 1 non-player zombie 1 space using Zombie Player Movement rules. This zombie does not count as 1 of the 1D6 required to be moved by the Human Player.
All Zombie Players Take Their Turn	
Zombie Player 1 Turn	
(1) Zombie Player Spawns	When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.
(2) Zombie Player Movement	Zombie Player may move up to 1D4 spaces. Spaces may be Open Spaces or Cluttered Spaces.
Zombie Players 2-N Turns	

FOLD ALONG DOTTED LINE WITH BOTTOM OF PAGE ABOVE VICTORY POINT TRACK ON OPPOSITE SIDE

Zombie Mall

Player Stat Card & Score Track

Printing Directions:

Print on both sides of 1 page (front and back) as normal.

When playing as a Zombie Player, fold *this side* at the dotted line to where only the **Victory Point** score track is visible on the first page.

Human Player Layout

All Human Players Take Their Turn

(1) Player Spawns

When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

Human Player may move up to 1D4 spaces. Spaces may be Open Spaces or Cluttered Spaces.

(2) Zombie Player Movement

When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

(3) Zombie Player Spawns

When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

(4) Player Movement

When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

Human Player Spawning Quick Reference

Roll 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

Human Player may move up to 1D4 spaces. Spaces may be Open Spaces or Cluttered Spaces.

(1) Player Spawns

When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

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(4) Player Movement

When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

Zombie Player Layout

All Human Players Take Their Turn

(1) Player Spawns

When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.

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Zombie Player Spawning Quick Reference

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(4) Player Movement

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To reduce the number of tokens cluttering up the play area (and to save on printing), when using this Stat Card each player will only need:



1 Bandage



1 Adrenaline



1 Bite



2 Zombie Kills



2 Victory Points

Players may use the score tracks for each token type to keep track of the number of each which the player has.

PLACE THIS SIDE ON PLAY SURFACE WHEN PLAYING.

STAT CARD AND SCORE TRACK
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