

# Zombie Mall

## BRAINS ON THE BRAIN



**ZOMBIE MALL : EXPANSION 1**



**EXPANSION FOR THE HORROR SURVIVAL  
BOARDGAME : ZOMBIE MALL**

# Zombie Mall

## EXPANSION

### BRAINS ON THE BRAIN

#### TABLE OF CONTENTS

Overview .....	2
Another day on the way to the mall .....	2
Typing Conventions .....	2
1D10 .....	2
Goal of the Zombie Player .....	3
Becoming a Zombie .....	3
Human Turn Order Modifications .....	3
Zombie Player Turn Order .....	4
Zombie Player Combat .....	5
Zombie Player Combat During Human Player's Turn .....	6
Zombie Player Combat During Zombie Player's Turn .....	6
Zombie Victory Points .....	7
New Tokens .....	8
Glossary .....	8
Frequently Asked Questions .....	10
Scenario 1 .....	12
Scenario 2 .....	12
Scenario 2A .....	16
Scenario 3 .....	16
Appendix A .....	20
Appendix B .....	21
Appendix C .....	22

## OVERVIEW

*Zombie Mall Expansion 1: Brains on the Brain*, allows players to play as Zombies. Normally this will occur after being **BITTEN** and falling prey to whatever hideous virus is making the undead walk. Alternately, players may opt to start a scenario as a Zombie allowed by the rules.

This expansion is not a game unto itself, it merely adds to the existing *Zombie Mall Basic Rules* (available for Print & Play download at <http://Workshop-Games.com/ZombieMall>). The rules presented in *Expansion 1* neatly fit in to the *Basic Rules* so that both new and experienced player may quickly add playing as zombies into existing scenarios as well as the new scenarios included with these rules.

## ANOTHER DAY ON THE WAY TO THE MALL

Billy thought it was going to be just another mundane trip to the mall, and it was, until he found himself fighting off the undead who, for some reason, really really wanted to bite Billy. He had been fighting them off pretty well, but that last one took a chunk out of Billy's arm.

Now Billy wasn't feeling too good. He had been wandering around in a daze, to the point where he hadn't been paying attention to where he was. Once Billy concentrated and paid attention, he realized that most of those zombies that had been so hell bent after him earlier seemed to be ignoring him now. At least that was a bit of good luck. Maybe Billy would make it out of the mall after all now that he was being ignored. He noticed that he sure was hot, though. Plus, he had been fighting for what seemed like ages. He was starting to get a little hungry.

Billy was still getting even hotter, sweating now. And hungry. The mall's got to have a food court with something he can still eat. \*Sniff\*Sniff\* Not sure what that smell is, but it smells good. Billy wants to go check it out! It seems to be coming from over behind this counter. Billy scampers over the counter, and the smell seems to be coming from somebody huddled behind that counter. Billy thinks the lady huddled on the ground looks familiar, but being hot and hungry is overwhelming, and she's the source for what smells so good. He knows it's wrong, but if he just takes a little bite the pangs will go away and everything will clear up in his head.

He leans down and sniffs the lady once before taking a bite, watching as she sits there shivering. As his teeth sink into her flesh she screams "Billy, baby, don't bite Mommy! No honey, don't!"



## TYPING CONVENTIONS

When reading these rules:

- **Bold Text** refers to a rules topic heading (such as **1D10** below) where you may find more details.
- ***Bold-Italic Text*** refers to items found in the Glossary, which will contain a short description but not a detailed rules explanation.
- Underlined Text is important, and something that will probably be overlooked the first time you play.

## 1D10



As was stressed in the *Zombie Mall Basic Rules*, when using the 10-sided die, a roll of "0" is equal to "0", not "10".

## GOAL OF THE ZOMBIE PLAYER

Once a player becomes a Zombie, that player works co-operatively with all other **Zombie Players** as one big, happy horde to attack the remaining Human Players, hopefully turning them into zombies in the process. A Zombie just wants to chew on the brains of all the **non-Zombie Players**. If all players have been turned to Zombies, then the scenario is over (unless special Zombie Player conditions exist in the played scenario).

If players are using **Victory Points** to determine an overall winner for a scenario, points are awarded and cumulative when both playing as a human and a zombie – a player turned into a zombie does not lose all of their Victory Points.

## BECOMING A ZOMBIE

After a player loses combat and has been **BITTEN** (see **So You've Been Bitten** in the *Basic Rules*), on their following turn that player will check to see if they have turned into a Zombie by rolling **1D10**. If the result is more than the number Bite Tokens the player has, the player spawns as normal. Conversely, if the result is less than or equal to the number of Bite Tokens for that player, the player turns into a Zombie and continues play as a **Zombie Player**.

Zombie Players are not like the mindless mass of zombies already wandering around. As newly turned zombies, these players are a little faster, a little smarter, and a little more resilient than the rest of the horde.



## HUMAN TURN ORDER MODIFICATIONS

With the introduction of **Zombie Players**, all **Human Players** take their turn, followed by all Zombie Players. In the case of multiple Zombie Players (oh, it's going to happen), each will take their turn in the order in which they originally became zombies.

### During the Human Player Turn(s):

Zombie Player counters cannot be moved by Human Players during the **Move Zombies phase**.

Once per round (beginning of first Human Player Turn through the last Zombie Player Turn), each Zombie Player may move ONE **non-player zombie** 1 space during the *Move Zombies* phase.

The zombie to be moved:

- May not be a Zombie Player counter.
- Must not have previously been moved this turn (**spawning** does not count as movement), and may not be moved again during the *Move Zombies* phase unless directed by a **Loot Card**.
- Movement follows the **Zombie Player Movement** rules, so spaces normally restricted for the zombie may be entered.
- Does not count as one of the zombies required to be moved when rolling to see how many zombies must be moved.
- Any **combat** resulting from moving this zombie will be resolved as normal.



#### Ex. Yellow Player's *Move Zombies* phase.

To the right, the Zombie Player has moved the non-player zombie from 4,4 (an **Open Space**) to 4,5 (a **Cluttered Space**) which is allowed by **Zombie Player Movement** rules. In addition, this zombie has moved adjacent to the Active (Yellow) Player so Combat will ensue.

Note: If this had happened and it was Blue Player's turn, there would be no Combat until Yellow Player's turn.



## ZOMBIE PLAYER TURN ORDER

After all **Human Players** have taken their **turn**, each **Zombie Player** takes a turn in the order in which they became a Zombie. The phase order of the Zombie Player turn is:

### (1) Zombie Player Spawns

After a Human Player has been **BITTEN** and converted into a zombie, or after a Zombie Player has previously lost combat and died (can the undead die?), at the beginning of their turn they spawn as a Zombie in the same manner as spawning as a Human Player (use **1D10** for Direction, **1D6** for Distance).

Player is  
in the  
same  
space as  
the 0

8	1	2
7	0	3
6	5	4

"North" has been selected by the player to be at the top of this page. This may change from turn to turn, as long as "North" is consistent during the individual player turn.

Example 1:

Roll 1D10 for Direction: 3  
Roll 1D6 for Distance: 6

0	1	2	3	4	5	6

When spawning, players always use **1D10** to determine direction and **1D6** to determine distance from the origin point, regardless of playing as a Human or Zombie.

### (2) Zombie Player Movement

The Zombie Player may move up to **1D4** spaces on their turn.

When moving:

- **Open** and **Cluttered spaces** may be entered without penalty.
- Spaces with **Loot** or **Objective Tokens** may also be entered without penalty.
- May move through/stop in a space occupied by another zombie (either another Zombie Player or a non-player zombie).

Remember that the Zombie Player may move **1D4** .

Movement is still restricted by walls, LOS Block markers, and locked doors.

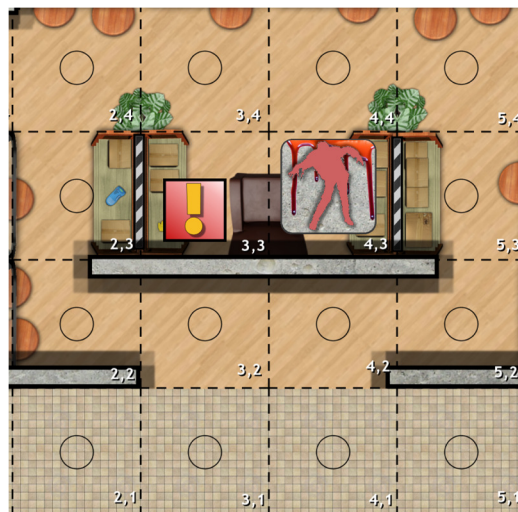
To the right, the Red Zombie Player begins his turn in 4,3.

Movement to the right to 5,3 is blocked by a LOS Block marker.

Movement down to 4,2 is blocked by a wall.

Movement up to 4,4 is valid (Open Space)

Movement to the left to 3,3 is valid, as Zombie Players may move into spaces with a Loot Counter.



Note that [non-Player] Zombies do not spawn or move during the Zombie Player turn.

**Combat** occurs when on the Zombie Player Turn when the Zombie Player moves **adjacent** to a Human Player and is resolved by **Zombie Player Combat** rules (Unlike non-player zombies, combat does not wait until the Human Player is the Active Player). See **Zombie Player Combat During Zombie Player's Turn** for more details and examples.

## ZOMBIE PLAYER COMBAT

**Zombie Players**, being freshly turned into the undead, are a little more resilient than their horde brethren. **Human Players** still roll all the dice during combat, but when engaged in **combat** with a Zombie Player, the Human Player **subtracts 1 from their Combat Die roll**.

Any modifiers (**Bandages**, **Loot Cards**) available to Human Players may still be used if available and are applicable as normal. If the total rolled after all modifiers is less than 0, treat the roll result as 0.

The active Zombie Player **must** engage in combat whenever adjacent to a Human Player. After winning combat, the Zombie Player may continue to move if movement is available.

### Zombie Players Losing Combat

When a Zombie Player loses combat, they are removed from play similar to a Human Player. The Zombie Player token is replaced with their **Dead Again** Token until the beginning of their next turn.

If a scenario awards all zombie players **Victory Points** for non-player zombie actions, players that are Dead Again also receive those Victory Points.

## ZOMBIE PLAYER COMBAT DURING HUMAN PLAYER'S TURN

When a **Human Player** moves **adjacent** to a **Zombie Player**, **combat** is resolved normally as described in **Zombie Player Combat**. Adrenaline may be used to escape if available.

### Ex 1: Human Player moves adjacent to Zombie Player

To the right, the Yellow Player has moved adjacent to the Zombie Player in 5,4. Yellow Player may:

**A)** Combat the Zombie Player (subtracting 1 from Combat Die rolls).

**OR**

**B)** Run away by using 1 Adrenaline Token. In addition, this will automatically give Yellow Player 1 Bite Token.



If the Human Player is adjacent to multiple zombies, each zombie must be combated/evaded as normal.

### Ex 2: Human Player moves adjacent to non-player zombie & Player Zombie

To the right, the Yellow Player has moved adjacent to both the Zombie Player in 5,4 and the regular zombie in 4,5. Yellow Player may:

**A)** Combat each zombie. Combat against the Zombie Player will subtract 1 from Combat Die Rolls, while combat against the regular zombie has no modifier (Player must announce which zombie he's rolling dice against before rolling).

**OR**

**B)** Run away by using 2 Adrenaline Tokens (adjacent to 2 zombies). In addition, this will automatically give Yellow Player 2 Bite Tokens.



## ZOMBIE PLAYER COMBAT DURING ZOMBIE PLAYER'S TURN

During the **Zombie Player's turn**, moving **adjacent** to a **Human Player** will engage the Zombie and Human Players in Combat. The Human Player may still opt to flee by using Adrenaline if available, although no other movement by the Human Player is available. Adrenaline may only be used while the Human Player is adjacent to the active Zombie Player.

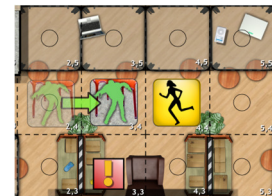
### Ex 1: Zombie Player moves adjacent to Human Player

Green Zombie Player moves adjacent to Yellow Player (it is Green Zombie Player's turn, as that is the only time the Green Zombie Player can move). The Yellow Player may:

**A)** Combat the Green Zombie Player, which will use **Zombie Player Combat** rules.

**OR**

**B)** Use 1 Adrenaline Token to flee (to any adjacent space), which will also incur 1 Bite Token.



If Yellow Player decides to use Adrenaline to flee, Adrenaline may only be used to move away from the active Zombie Player in 3,4. Additional Adrenaline cannot be used to move further (unless the Zombie Player pursues the Yellow Player and engages in combat again).

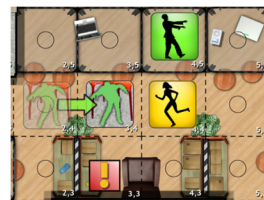
### Ex 2: Zombie Player moves adjacent to Human Player which is already adjacent to a non-player zombie.

Green Zombie Player moves adjacent to Yellow Player. Yellow Player is already adjacent to a regular, non-player zombie due to previous movement that could actually happen. The Yellow Player may:

**A)** Combat the Green Zombie Player, which will use **Zombie Player Combat Rules**. Combat with the regular zombie in 4,5 *is not resolved* during this turn. If the Yellow Player wins combat, the regular zombie will be engaged during the *Left Over Combat* phase of Yellow Player's turn.

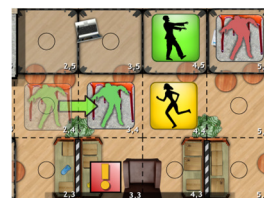
**OR**

**B)** Use 2 Adrenaline Tokens to escape (1 for each adjacent zombie, regardless of who is controlling them). This will also incur 2 Bite Markers for the Yellow Player. As in Ex. 1, Yellow Player may only use Adrenaline while adjacent to the active Zombie Player.



### Ex 3: Same as Ex 2 with Human Player using Adrenaline

Green Zombie Player is the last Zombie Player to move. He moves adjacent to the Yellow Player, using the last of his movement.



Yellow Player opts to use 2 Adrenaline to escape combat (1 for the active Zombie Player in 3,4. 1 for the zombie in 4,5) and moves to 5,4.



This places Yellow Player adjacent to the Red Zombie Player in 5,5. Since the Red player is not the Active Player, combat is not resolved. In addition, since Yellow player is no longer adjacent to the active zombie player, he cannot use Adrenaline to continue to move at this time.

## **ZOMBIE VICTORY POINTS**

Any **Victory Points** gained prior to becoming a **Zombie Player** are kept and carried over after turning into a Zombie Player.




Zombie Players gain Victory Points by combating and turning **Human Players** into zombies. Points are awarded to both the horde and, under special conditions, specific Zombie Players.

VP	Awarded To	Condition
1 VP	All Zombie Players	Human Player <b>BITTEN</b> by any non-Player Zombie
1 VP	All Zombie Players	Human Player <b>BITTEN</b> by any Player Zombie
+2 VP	Zombie Player which BIT the Human Player	Human Player <b>BITTEN</b> by a Player Zombie
1 VP	All Zombie Players	<b>BITTEN</b> Human Player becomes a Zombie Player
+1 VP	Zombie Player which BIT the Human Player	<b>BITTEN</b> Human Player becomes a Zombie Player
1 VP	Human Player which defeated Zombie Player	Normal Victory Point award for winning combat (no bonus for defeating a hardened Zombie Player).

Note there is no Victory Point penalty for a Zombie Player dying/losing combat. Some scenarios may also have Zombie Player specific Victory Point award conditions, and in some cases override the points awarded listed above.



## NEW TOKENS

	Zombie Player Counter	When a Player becomes a zombie, a corresponding Zombie Player token is used.
	Dead Again Counter	Instead of Player Bitten counters, dead zombies get Dead Again counters to mark where they died as a reference for when they re-spawn on their next turn.
	Zombie Spawn Counter	For scenarios that specify a specific location for spawning some non-player zombies

## GLOSSARY

<b>Active Player</b>	The Player whose turn it is.
<b>Adjacent</b>	Any space at a 90° angle to the space the Player is in (orthogonal). Can also be viewed as the space above/below/left/right
<b>Adrenaline</b>	Boost that gives the player 1 extra space of movement, ignoring MP cost to enter that space.
<b>Adrenaline Token</b>	The amount of Adrenaline available to the Player. May be used for bonus movement during regular movement or during combat.
<b>Bandage</b>	Allows the Player to remove the effects of being Bitten after losing combat. May only be used immediately following the combat loss.
<b>Bandage Token</b>	The amount of Bandages available to the Player. Used after losing combat to negate the effects of losing (it's a do-over).
<b>Bitten</b>	When a player loses combat. Player will also be removed from play until the Player's next turn (this may be cancelled by certain Loot Cards)
<b>Board</b>	Game board constructed with Map Tiles used for play. Also map.
<b>Cluttered Space</b>	Space on the game board in which something besides the floor appears in the center circle.
<b>Combat</b>	Occurs when the Active Player is adjacent to an opposing zombie (if playing as a Human Player) or human (is playing as a Zombie Player).
<b>D4/d4</b>	4 sided dice
<b>D6/d6</b>	6 sided dice
<b>D10/d10</b>	10 sided dice, numbered 0-9 with "0" being equal to zero.

<b>Dead Again</b>	When a Zombie Player loses combat. Player will also be removed from play until the Player's next turn.
<b>Finished Layout</b>	Copy of finished Map Tile layout for a given scenario. Also shown to help display the orientation of Map Tiles.
<b>Human Player</b>	A "regular" player as found in the base rules.
<b>LOS</b>	Line of Sight. May be blocked by walls and LOS Block Markers on map.
<b>LOS Block Marker</b>	Icon on the map which shows the LOS blocked between 2 spaces. See <b>Tokens</b> for specific map icon. If marker appears in the middle of a space, LOS and movement into that space is blocked.
<b>Loot Card</b>	Card which will have a Survivor, Item, or Event which may help or hinder the player
<b>Loot Pile</b>	Space containing items (Loot Cards) dropped by a player.
<b>Loot Token</b>	Token on map marking items (Loot Cards) placed during scenario setup. Requires 2 Movement Points to enter. Token is removed after it is looted.
<b>Map</b>	Game board constructed with Map Tiles used for play. Also <i>board</i> .
<b>Map Tile</b>	Modular pieces used to construct the playing board for a given scenario. Each Map Tile contains a title used both to designate the tile and to show the orientation used when constructing a map for a given scenario.
<b>Move Zombies Phase</b>	Phase during the Human Player's Turn in which non-player zombies are moved.  Zombie Players which have not moved a non-player zombie during the current round have an option to move 1 non-player zombie during this phase.
<b>Movement Points</b>	Allotted movement allowed. Specific spaces on the game board may require more than 1 Movement Point to enter
<b>MP</b>	Movement Point
<b>Non-Player Zombie</b>	A zombie not controlled by an actual person.
<b>Objective Card</b>	Specialized Loot Card which has specific items or events, used as specific goals on the map.
<b>Objective Token</b>	Token on map marking items (Objective Cards) placed during scenario setup. Requires 2 Movement Points to enter. Token is removed after it is looted.
<b>Open Space</b>	Space on the game board in which only the floor appears in the center circle.
<b>Orientation Layout</b>	Layout showing how to fit Map Tiles together for a given scenario. Will usually be presented with grey boxes showing the Map Tile Title turned to show the proper orientation relative to other tiles.
<b>Phase</b>	Component of a player's <b>Turn</b> in which specific actions are available.
<b>Player Token</b>	Token moved on the game board as the player's location.
<b>Round</b>	Series of <b>Turns</b> in starting at the beginning of the first <b>Human Player's Turn</b> through the end of the final <b>Zombie Player's Turn</b> .

<b>Spawn</b>	For Human Players, returning to the map after being <b>Bitten</b> .  For Zombie Players, returning to the map after being <b>Dead Again</b> .  For Non-player zombies, random placement on the map during the Zombies Spawn <b>phase</b> of each <b>Human Player's Turn</b> .
<b>Store</b>	On the game board, any area with at least 1 entrance and 4 walls. Used to determine bounds of zombies required to move during the Zombie Movement phase.
<b>Turn</b>	An individual player's turn, composed of a series of <b>phases</b> (7 for <b>Human Players</b> , 2 for <b>Zombie Players</b> ).
<b>Victory Point/VP</b>	Victory Point. Awarded for completing specified actions per scenario. A Player's Victory Point Total may not fall below 0.
<b>Walkway</b>	On the game board, any area not enclosed by at least 1 entrance and 4 walls. Used to determine bounds of zombies required to move during the Zombie Movement phase.
<b>Zombie</b>	Applies to both <b>Zombie Players</b> and <b>Non-player Zombies</b> .
<b>Zombie Kill Token</b>	Markers for the number of zombies killed by a given player. Based on the scenario, the Player with the most Zombie Kills may receive a Victory Point bonus at the end of the scenario.
<b>Zombie Player</b>	Player that has been turned into a zombie.
<b>Zombie Player Combat</b>	<b>Human Player combat</b> with a player-controlled zombie (1 is subtracted from <b>Human Player</b> combat die rolls).
<b>Zombie Spawn Counter</b>	<b>Spawn</b> point for scenarios that specify a map location for spawning non-player zombies.

## FREQUENTLY ASKED QUESTIONS

**Q. I'm the first player and I've been BITTEN. At the beginning of my next turn I roll and find out I've turned into a zombie. Is it still my turn?**

**A.** No. At this point your turn is skipped (no zombies spawn/move) and all other Human Players complete their turn. If there are any existing Zombie Players, they will complete their turn. Once all other player have had their turn, you now start your first Zombie Player Turn by rolling to see where you will spawn, based on where you last lost combat and were BITTEN.

**Q. Can I get any Victory Points between finding out I'm a zombie (rolling after getting BITTEN, as above) and the first time I spawn as a zombie?**

**A.** Nope. You're stuck in a Victory Pointless void in that small amount of time. If the Human Players manage to meet the victory conditions of the scenario while in this limbo state, you'll probably be so frustrated as to never play the game again. Hopefully you'll come back and play, though.

**Q. When I'm BITTEN and turned into a zombie, so I get a zombie Victory Point for when a human player becomes a zombie?**

**A.** No. Only *existing* Zombie Players get the Victory Point when a human turns into a zombie. If another Human Player were to turn into a zombie at the end of your turn, you would get the Victory Point

**Q. When I turn into a zombie, what happens to my Bandages and Adrenaline?**

**A.** They're lost. Zombies don't need no stinking Bandages or Adrenaline. They don't get dropped into a Loot Pile, either.

**Q. Why do Zombie Players ignore the penalty of *cluttered spaces*?**

**A.** Zombie Players are similar to “bosses” in many games. A little more powerful, a little faster, a little harder to defeat. As the freshly undead, they’re still a little limber and have just a touch of the old smarts left. That’s also why non-player zombies occasionally bend to their will when moving.

**Q. Can Human Players still use Adrenaline when adjacent to a Player Zombie?**

**A.** Yes. There are no additional modifiers for using Adrenaline.

**Q. Can multiple Human Players stand on a Zombie Spawn Counter at the same time?**

**A.** Yes, more than 1 Human Player can occupy the same space that also contains a Zombie Spawn Counter. Remember that players can only attack the Zombie Spawn Counter on their turn, and they cannot attack it multiple times within a turn.

**Q. Why did Zombie Players have to wait for an expansion?**

**A.** Although the original plan was to have Zombie Players in the original Basic Rules, those rules had to be fleshed out more than originally thought before people could play as zombies. The turn order and combat has gone through some substantial changes since work on Zombie Mall began. The Zombie Player imagined in the beginning is very different from the player now, and hopefully that’s for the better.

**Q. When a Zombie Player attacks the SWAT team in Scenario 3, is 1 subtracted from the die roll?**

**A.** No, the modifier on combat rolls is only used on Human Player vs Zombie Player combat.



## SCENARIO 1

### A CALL FOR HELP

The original *A Call For Help* scenario included in the *Zombie Mall Basic Rules* may be played using Zombie Players for those players that would normally die. When a player fails their roll to respawn after being BITTEN, that player will spawn as a Zombie Player (on the current round) after all other players complete their turn. This may be included in all variants of the scenario.

If the final Human Player is turned into a zombie, the scenario ends when that player spawns as a Zombie Player and any associated Victory Points are awarded.

The goal for all Zombie Players is to prevent the remaining Human Players from escaping the mall. Zombie Players will be awarded Victory Points as shown below:

VP	Awarded To	Condition
1 VP	All Zombie Players	Human Player BITTEN by any non-Player Zombie
1 VP	All Zombie Players	Human Player BITTEN by any Player Zombie
+2 VP	Zombie Player that BIT the Human Player	Human Player BITTEN by a Player Zombie
1 VP	All Zombie Players	BITTEN Human Player becomes a Zombie Player
+1 VP	Zombie Player that BIT the Human Player	BITTEN Human Player becomes a Zombie Player
-5 VP each	All Zombie Players	<i>Each</i> Human Player that successfully escapes.

Victory Points earned while playing as a Human Player are preserved when turned into a Zombie Player and added to any Victory Points earned as a Zombie Player.

Any Victory Points traded during the course of the scenario are not included when determining the total Victory Points for a group/individual.

There are 2 categories of winner when playing this scenario with Zombie Players:

Winning Group: At the end of the scenario, all Human Players add their Victory Points together. All Zombie Players add their Victory Points together. Whichever group has the most points wins and gets to brag about it.

Winning Player: All players add their individually earned Victory Points. Whoever has the most points wins and gets to brag about it to *everyone*.

It's possible for the winning player to be in the losing group.

## SCENARIO 2

### GET TO THE EXIT

In this scenario a minimum of 1 player begins as a Zombie Player. Players will play co-operatively as either Zombie or Human.

#### Goal:

The Human Players have heard that the rescue team is coming through to the mall at one of the exits. They must make their way to the extraction point and escape.

The Zombie Players are still after those tasty human brains and will try to turn all of the Human Players into zombies before they escape. The zombies also have a spawn point in the mall which will make extra

zombies available under the right conditions. In addition, the zombies will be able to attack the rescuing forces,

**Winning:** Whichever group (Human Players/Zombie Players) has the most combined Victory Points at the end of the scenario will be the winner.

### Scenario Items Needed:

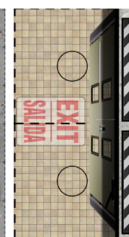
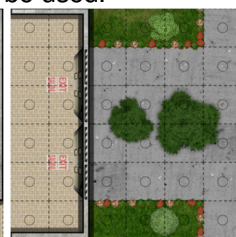
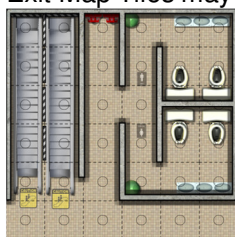
Exit Tokens (1-4)

Zombie Spawn Counter (to be placed by Zombie Player during **Setup**)

### Map Tiles Required:

Security Office

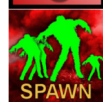
Any Map Tile with an opening/door to an exterior wall.  
Exit Map Tiles may be used.



### Tokens Needed for Map:



Loot Tokens



Zombie Spawn Counter



SWAT Token



4 Exit Tokens (1-4)

### Setup

The larger you make your map, the harder the scenario will start out. Use the token amounts below as a reference – although more tokens equals more loot, it slows players down along with increasing the chances of something bad coming along with a draw of the cards.

	Total # of Map Tiles	Min # Loot Tokens	Max # of Loot Tokens
Easy	12	12	24
Average	24	24	48
Hard	36	48	64
Crazy	48	64	96
Insane	64	128	All of them

Sample *Easy* and *Average* layouts using the map tiles included in the base set are shown in **Sample Map Tile Layouts** in the *Zombie Mall Basic Rules*.

Split the numbered **Exit Tokens** between the Human Players and Zombie Players. Players will place the numbered Exit Tokens on a Mall Exits *at least* 3 Map Tiles away from the Security Office. Other exits/entrances are not relevant in this scenario.



Divide the total **Loot Tokens** between all players (yes, even the Zombie Player(s) and place in any stores as normal. Human Players may start in the **Security Office**. They may be placed anywhere inside the Security Office, but not on a mall walkway space.

After all Human Players have placed their counters, the Zombie Player(s) may place their counter(s) anywhere in the mall that is at least 8 spaces away from all Human Players (distance calculated as per

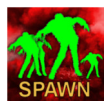
spawning rules). For each Human Player, 2 non-player zombies are placed in the mall following the same placement rules (if there are 4 Human Players, 8 non-player zombies are placed on the board in addition to any Zombie Players).



In addition, the Zombie Player may place 1 Zombie Spawn Counter anywhere inside the mall which is not currently occupied by another counter or token.

Once all counters have been placed, the Human Players will determine at which exit the rescue team will enter by rolling **1D4**. The numbered rolled is the Exit Token number the SWAT team is heading toward. The SWAT team will appear at that exit in **1D10** rounds at the beginning of the first Human Player turn of that round. The SWAT team will stay on the space with the Exit Token until all Human Players escape or until the SWAT team is defeated in combat.

### **Zombie Spawn Counter**



At the beginning of *each* Zombie Player turn, if the Zombie Spawn Counter has not been destroyed and does not have a zombie (player or non-player) in the same space, 1 non-player zombie will spawn in that space and may move 1 space in any non-blocked direction immediately after spawning if not restricted by combat.

### **Special Combat**

#### **Human Players VS Zombie Spawn Counter**

A Human Player may attack the Zombie Spawn Counter to attempt to stop part of the endless stream of zombies that invariably appears. To attack, a Human Player must occupy the same space as the Zombie Spawn Counter and may not be adjacent to any zombies. A space with a Zombie Spawn Counter takes no additional **Movement Points** above what is normally required to enter that space. Attacking a Zombie Spawn Counter ends movement for player for the current turn. Each Human Player may attempt to attack the Zombie Spawn Counter once per round (multiple attacks by a player in the same round are not allowed).

When attacking the Zombie Spawn Counter, roll **1D10** and reference the chart below for results:

Roll on 1D10	Outcome	Result
0	Backfire	1 non-player zombie immediately spawns on the same space as the Spawn Counter. Combat between the <b>Active Player</b> and this zombie must be resolved normally.
1-4	No Result	An unsuccessful attack that leaves the player off balance. The <b>Active Player</b> must move 1 space (Movement Points to enter that space are ignored).
5-9	Spawn Counter Destroyed	The Zombie Spawn Counter is immediately removed and will no longer generate non-player zombies.

A Human Player occupying the same space as the Zombie Spawn Counter is not required to attack the Spawn Counter.

### Zombie Players VS SWAT



Zombies may attack the SWAT team by entering the same space occupied by the SWAT team. When occupying the same space, a vicious battle ensues between zombies and SWAT. Roll **1D10** for combat between Zombies (Zombie Players do not modify the die roll) and SWAT:

Roll on 1D10	Outcome	Result
0-4	SWAT Wins	Zombie Counter is removed. If a Zombie Player was attacking, a Dead Again marker is left and resolved as a normal Zombie Player Combat loss. No Victory Points are awarded to Human Players when SWAT kills a Zombie Player.
5-9	Zombies Win	SWAT counter is removed from Mall. SWAT will return in <b>1D4</b> rounds, starting with this round (a result of <b>1</b> will have the SWAT team return on the first Human Player turn of the next round).

Zombies occupying the same space as the SWAT team are required to combat the SWAT team.

### Human Player Victory Points

In this scenario, Victory Points are awarded per group and do not follow a player when turned into a zombie. For example, 2 VP earned for killing 2 zombies are awarded to Human Players and do not become points awarded to Zombie Players if that player is turned into a zombie.

VP	Condition
1 VP	Each Non-Player Zombie defeated in Combat
2 VP	Each Player Zombie defeated in Combat
-2 VP	Human Player turned into zombie
+15 VP	Zombie Spawn Counter is Destroyed
+15 VP each	Each Human that successfully escapes

Human Players are not penalized when losing Combat (normally -2 VP when being BITTEN).

### Zombie Player Victory Points

As above, Victory Points counted by zombies are not transferred from Human Players.

VP	Condition
1 VP each	Each Adrenaline Point used by Human Players to escape Combat
2 VP	Each Human Player successfully defeated in Combat (BITTEN)
2 VP	Each Human Player turned into zombie
-5 VP	Zombie Spawn Counter is Destroyed
20 VP	Zombie Spawn Counter has not been destroyed by the end of the game.
-5 VP each	Each Human that successfully escapes

### End of Game

The game ends when either of the following occur:

- 1) All Human Players are turned into zombies.
- 2) All remaining Human Players escape. To escape, the active Human Player must occupy the same space as the SWAT team and be adjacent to a zombie, they are immediately removed from play and classified as "rescued".

When totaling points to determine the victorious group, players belong to the group they ended the game in (a Human Player BITTEN and turned into a Zombie Player is treated as a Zombie Player, regardless of any Victory Points earned as a Human Player). It's possible for Human Players to amass the most Victory Points, yet there may not be any Human Players at the end of the scenario.



## SCENARIO 2A

### SAVE A BULLET FOR ME VARIANT

This variant to Scenario 2 is set up identically and plays the same, except Human Players are not turned into Zombie Players when failing the roll to respawn after being BITTEN, they're just dead (as in the original rules). All Human Players remain in the human group after dying and when Victory Point totals are calculated.

## SCENARIO 3

### HIVE OF THE HORDE

In this scenario a minimum of 1 player begins as a Zombie Player. Players will play co-operatively as either Zombie or Human.

### Goal:

The Human Players have heard that a rescue team is coming. They must make their way to the extraction point within the time limit (see **Setup** for details) and escape. If they miss their window, they *might* get another opportunity, if they can survive.

The Zombie Players, as always, are after that sweet, delectable brain. Zombie Players will attempt to prevent the Human Players from escaping, and the easiest way to do that is to turn those pesky humans into zombies! The zombies also have a spawn points in the mall which will make extra zombies available under the right conditions. In addition, the zombies will be able to attack the rescuing forces,

**Winning:** Any Human Players which escape win. If no Human Players escape, the Zombies win. *Optionally*, whichever group (Human Players/Zombie Players) has the most combined Victory Points at the end of the scenario may be the winner.

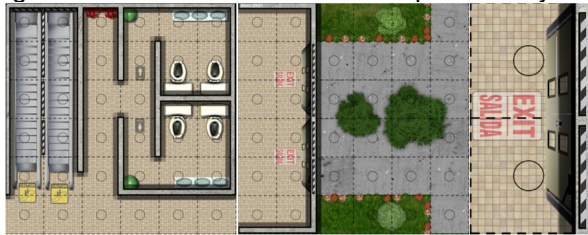
**Scenario Items Needed:**

### Exit Tokens (to be placed by all players during **Setup**)

### Zombie Spawn Counters (to be placed by Zombie Player during **Setup**)

### Map Tiles Required:

Any Map Tile with an opening/door to an exterior wall. Exit Map Tiles may be used.

**Tokens Needed for Map:**

## Loot Tokens

## Zombie Spawn Counters



## SWAT Tokens

## Mall Exit Tokens

### Setup

The larger you make your map, the harder the scenario will start out. Use the token amounts below as a reference – although more tokens equals more loot, it slows players down along with increasing the chances of something bad coming along with a draw of the cards.

	Total # of Map Tiles	Min # Loot Tokens	Max # of Loot Tokens
Easy	12	12	24
Average	24	24	48
Hard	36	48	64
Crazy	48	64	96
Insane	64	128	All of them

Sample *Easy* and *Average* layouts using the map tiles included in the base set are shown in **Sample Map Tile Layouts** in the *Zombie Mall Basic Rules*.

Place a numbered **Exit Token** on each Mall Exit. A map tile may not have more than 1 Exit Token placed on it. Exits must be on an exterior wall, or on steps/escalator leading to the mall parking lot.

Divide the total **Loot Tokens** between all players (yes, even the Zombie Player(s) and place in any stores as normal. Human Players may start on a mall walkway space of any tile in the mall, but *all* Human Players must start on the same tile.

After all Human Players have placed their counters, the Zombie Player(s) may place their counter(s) anywhere in the mall that is at least 8 spaces away from all Human Players (distance calculated as per spawning rules). For each Human Player, 2 non-player zombies are placed in the mall following the same placement rules (if there are 4 Human Players, 8 non-player zombies are placed on the board in addition to any Zombie Players).

In addition, the Zombie Player(s) may place 1 Zombie Spawn Counter anywhere inside the mall which is not currently occupied by another counter or token for *each* Human Player present (if there are 3 Human Players, 3 Zombie Spawn Counters may be placed).

Once all counters have been placed, the Human Players will determine at which exit the rescue team will enter. Using the **Exit Chart** in the *Zombie Mall Basic Rules*, determine the exit at which the SWAT team will arrive:

Maximum Exit	Dice To Roll	To Find Your Exit:
Exit 1	None	Automatic – It's Exit 1
Exit 2	D4	If the number rolled does not match an exit, divide the number rolled by 2 (round up) and use that exit.
Exit 3	D6	
Exit 4	D4	Number rolled matches exit number.
Exit 5	D6	Number rolled matches exit number. If a "6" is rolled, roll again.
Exit 6	D6	Number rolled matches exit number.
Exit 7	2D4	Number rolled matches exit number. If an "8" is rolled, use Exit 1.
Exit 8	2D4	Number rolled matches exit number. If a "0" is rolled, roll again.
Exit 9	D10	Number rolled matches exit number.
Exit 10	D10	Number rolled matches exit number. If a "0" is rolled, use Exit 10.

A SWAT team will appear at that exit in **1D10** rounds at the beginning of the first Human Player turn of that round. Once the SWAT team arrives, they will wait for **1D10** rounds (until the end of the last Zombie Player turn of that round) for the Human Players to join them for their escape. If the escape window expires, or the SWAT team is killed, another SWAT team is on the way! Roll on the Exit Chart again to determine at which exit the next SWAT team will appear in **1D10** rounds, and they will be there for **1D10** rounds after appearing (this will repeat as long as there are Human Players available to escape).

### Zombie Spawn Counter



At the beginning of *each* Zombie Player turn, if the Zombie Spawn Counter has not been destroyed and does not have a zombie (player or non-player) in the same space, 1 non-player zombie will spawn in that space and may move 1 space in any non-blocked direction immediately after spawning if not restricted by combat.

### Special Combat

#### Human Players VS Zombie Spawn Counter

A Human Player may attack the Zombie Spawn Counter to attempt to stop part of the endless stream of zombies that invariably appears. To attack, a Human Player must occupy the same space as the Zombie Spawn Counter and may not be adjacent to any zombies. A space with a Zombie Spawn Counter takes no additional **Movement Points** above what is normally required to enter that space. Attacking a Zombie Spawn Counter ends movement for player for the current turn. Each Human Player may attempt to attack the Zombie Spawn Counter once per round (multiple attacks by a player in the same round are not allowed).

When attacking the Zombie Spawn Counter, roll **1D10** and reference the chart below for results:

Roll on 1D10	Outcome	Result
0	Backfire	1 non-player zombie immediately spawns on the same space. Combat between the <b>Active Player</b> and this zombie must be resolved normally.
1-4	No Result	An unsuccessful attack that leaves the player off balance. The <b>Active Player</b> must move 1 space (Movement Points to enter that space are ignored).
5-9	Spawn Counter Destroyed	The Zombie Spawn Counter is immediately removed and will no longer generate non-player zombies.

A Human Player occupying the same space as the Zombie Spawn Counter is not required to attack the Spawn Counter.

#### Zombie Players VS SWAT



Zombies may attack the SWAT team by entering the same space occupied by the SWAT team. When occupying the same space, a vicious battle ensues between zombies and SWAT. Roll **1D10** for combat between Zombies (Zombie Players do not modify the die roll) and SWAT:

Roll on 1D10	Outcome	Result
0-4	SWAT Wins	Zombie Counter is removed. If a Zombie Player was attacking, a Dead Again marker is left and resolved as a normal Zombie Player Combat loss. No Victory Points are awarded to Human Players when SWAT kills a Zombie Player.
5-9	Zombies Win	SWAT counter is removed from Mall. SWAT will return at another exit (see Exit Chart to determine which exit) in <b>1D10</b> rounds, starting with this round (a result of <b>1</b> will have the SWAT team return on the first Human Player turn of the next round).

Zombies occupying the same space as the SWAT team are required to combat the SWAT team.

### **Human Player Victory Points**

In this scenario, Victory Points are awarded to the group and do not follow a player when turned into a zombie. For example, 2 VP earned for killing 2 zombies are awarded to Human Players and do not become points awarded to Zombie Players if that player is turned into a zombie.

<b>VP</b>	<b>Condition</b>
1 VP	Each Non-Player Zombie defeated in Combat
2 VP	Each Player Zombie defeated in Combat
-2 VP	Human Player turned into zombie
+15 VP	Each Zombie Spawn Counter is Destroyed
+25 VP each	Each Human that successfully escapes

Human Players are not penalized when losing Combat (normally -2 VP when being BITTEN).

### **Zombie Player Victory Points**

As above, Victory Points counted by zombies are not transferred from Human Players.

<b>VP</b>	<b>Condition</b>
1 VP each	Each Adrenaline Point used by Human Players to escape Combat
2 VP	Each Human Player successfully defeated in Combat (BITTEN)
2 VP	Each Human Player turned into zombie
-5 VP	Each Zombie Spawn Counter Destroyed
5 VP	Each Zombie Spawn Counter not been destroyed by the end of the game.
-15 VP each	Each Human that successfully escapes

### **End of Game**

The game ends when either of the following occur:

- 1) All Human Players are turned into zombies.
- 2) All remaining Human Players escape. To escape, a Human Player must occupy the same space as the SWAT team. When a Human Player occupies the same space as the SWAT team, they are immediately removed from play and classified as "rescued".

When totaling points to determine the victorious group, players belong to the group they ended the game in (a Human Player BITTEN and turned into a Zombie Player is treated as a Zombie Player, regardless of any Victory Points earned as a Human Player). It's possible for Human Players to amass the most Victory Points, yet there may not be any Human Players at the end of the scenario.



## APPENDIX A

### GAME ROUND ORDER

A **Round** begins with the first Human Player's Turn and continues through to the end of the last Zombie Player's Turn.

<b>All Human Players Take Their Turn</b>	
<b>Human Player 1 Turn</b>	
(1) Human Player Spawns	<p>When BITTEN on a previous turn, roll 1D10.</p> <p>Result &gt; # times BITTEN, spawn normally (1D10 Direction, 1D6 Distance).</p> <p>Result &lt;= # times BITTEN, spawn as a Zombie Player this <i>round</i> after all other Zombie Players have taken their turn.</p>
(2) Left Over Combat	If beginning your turn <i>adjacent</i> to a zombie, resolve combat.
(3) Spawn New Zombies	<p>If another Human Player is within 5 spaces (ignore obstacles/walls), spawn 1D4 non-player zombies.</p> <p>Otherwise, spawn 1D6 non-player zombies.</p> <p>Zombies spawn 1D10 direction, 1D10 distance using Player's space as the origin.</p>
(4) Player Movement	<p>1D10 + 1 Movement Points available this Turn.</p> <p>Combat must be resolved before continuing movement. Using Adrenaline does not count as Movement Points.</p>
(5) Looting <b>OR</b> Unlock Door/Radio	<p>Player may loot/unlock if player is not adjacent to a zombie.</p> <p>Looting/Unlocking ends movement for this turn.</p>
(6) Move Non-Player Zombies	<p>Player must move 1D6 non-player zombies, starting with zombies in the same store as the Active Player.</p> <p>Must combat any zombies which have moved adjacent to the Active Player.</p> <p>At any point during this phase, a Zombie Player that has not moved a non-player zombie during a Human Players "Move Non-Player Zombies" phase during this <i>round</i> 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.</p>
(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.
<b>Human Player 2 Turn</b>	
<b>Human Player N Turn</b> (until all Human Players have taken their turn).	
<b>All Zombie Players Take Their Turn</b>	
<b>Zombie Player 1 Turn</b>	
(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 <i>spaces</i> . Spaces may be Open Spaces or Cluttered Spaces.
<b>Zombie Player 2 Turn</b>	
<b>Zombie Player N Turn</b> (until all Zombie Players have taken their turn).	

## APPENDIX B

### ZOMBIE PLAYER QUICK REFERENCE

#### Spawning

8	1	2
7	0	3
6	5	4

Dead Again counter is in the same space as the **0**

**1D10** to determine direction (Re-roll any result of "9").  
**1D6** to determine distance.

#### Movement

Zombie Player may move up to **1D4 spaces**. Spaces may be Open, Cluttered, or contain tokens (Loot, Objective, etc) that normally blocks zombie movement.

#### Combat

When a Human Player combats a Zombie Player, they subtract **1** from their die roll. Human Players may use Bandages and Adrenaline normally when combating Zombie Players. Defeated Zombie Players are replaced with a Dead Again counter and respawn at the beginning of their next turn.

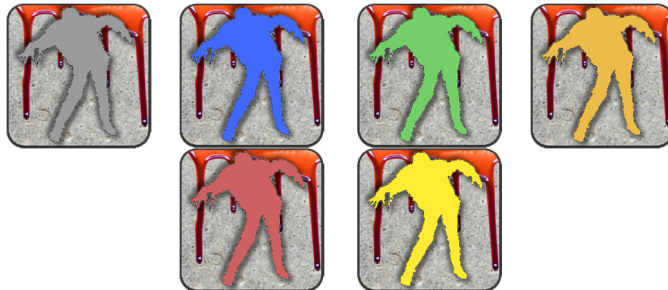
#### Non-Player Zombies

Once per *round* a Zombie Player may move a non-player zombie during a Human Player's "Move Zombies" phase which has not been moved this *turn*. Moving this zombie does not count as a zombie required to be moved by the Human Player.

## APPENDIX C

### ZOMBIE PLAYER TOKENS

#### Zombie Player Tokens



#### Dead Again Tokens



#### Zombie Spawn Counters

