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# Zombie Mall

## DEAD ON YOUR FEET



**ZOMBIE MALL : EXPANSION 2**



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

# Zombie Mall

## EXPANSION

### DEAD ON YOUR FEET

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#### OVERVIEW

*Zombie Mall Expansion 2 – Dead On Your Feet*, gives players a little bit of personality in-game by introducing Character Cards to add some individual flavor.

This expansion is not a game unto itself. *Dead On Your Feet* 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 2* neatly fit into the *Basic Rules* as well as *Expansion 1* so that both new and experienced players may quickly add playing as characters into existing scenarios as well as the new scenarios included with these rules.

## YET ANOTHER DAY ON THE WAY TO THE MALL



Curtis couldn't believe he escaped the jail. Well, he was in the process of escaping. Thanks to a homemade shiv, he managed to sneak, crawl, and threaten his way out of jail without actually hurting anyone, but he didn't know how long his luck would last. His first order of business was to get out of this bright orange jumpsuit. The jail was adjacent to the parking lot of a mall – maybe Curtis could make his way into the mall and grab some clothes? He was jailed for being a thief, he might as well get some use out of those skills.

Curtis ran to the mall entrance using the parked cars as cover. There weren't as many people out and about as he thought there might be, but this was good – less chance of him getting caught. The people he did see seemed to just be stumbling around. Best to keep his head down and not make eye contact. With any luck those people that were stumbling around that may actually see the orange prisoner jumpsuit that Curtis was stuck wearing would just think he was part of the mall maintenance or landscaping staff.

Having navigated through the parking lot without gathering anyone's interest, Curtis went through the mall entrance doors with his head down, determined to find some replacement clothes but still trying not to garner any unnecessary attention. He stopped suddenly once inside the mall as he suddenly faced a small crowd, slowly shuffling around the walkway outside the mall shops. For some reason they were moaning. Why were they moaning?

He looked up into the faces of the crowd and saw a mass of bloodied faces. In front of him, the cracked, dead skin on the face of a teenager loomed, his mouth open with bloodied teeth and coming toward Curtis. Instinctively Curtis pulled out the knife he had been secretly holding in his pocket and lunged it into the chest of the onrushing teenager without thought, instinctively trying to protect himself before recognizing the shock of what was actually happening. Curtis felt the knife go deep in the boy's chest, but the boy kept advancing and didn't stop until he bit down on Curtis' throat.



"I escaped from the jail to get bit by a kid at the mall?" Curtis asked himself as his blood started to run down his throat. He tried to think of how this could make sense, but all Curtis could think about was how much he too wanted to taste some warm blood.

## 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* as well as *Expansion 1*, when using the 10-sided die, a roll of "0" is equal to "0", not "10".

## CONTENTS



72 x **Character Cards**



39 x **Starting Weapon Used Tokens**



6 X **Knocked Out Tokens**

## HOW TO USE THIS EXPANSION

The **Character Cards** in *Zombie Mall Expansion 2, Dead on Your Feet* award bonuses, or sometimes penalties, to players for use in new scenarios which focus on shorter total game time. In addition, these Character Cards may be used in existing scenarios from the *Basic Rules* and *Expansion 1*.

New Scenarios will have a minimum number of required Character Cards (and players) for each scenario. If using an existing or homemade scenario, see **Setup With Existing Scenarios** for how to include this expansion's Character Cards.

**Player Vs Player (PVP)** is also introduced in this expansion. PVP, either with or without the Character Cards introduced in this expansion, can liven up existing scenarios by pitting players against one another as survival of the fittest is incorporated into your mall escape.

## NOW YOU CAN BE SOMEBODY SPECIAL

*Zombie Mall Expansion 2 – Dead On Your Feet*, introduces **Character Cards** to give your player unique character traits each time you play *Zombie Mall*. Character cards will enable your *Zombie Mall* Player Character to start the game with special abilities and stat bonuses that will make killing zombies and escaping the mall soooo much easier.

You may be a *Police Officer* and start the game already armed with a gun. You may also be *Athletic* and get a bonus to your movement.

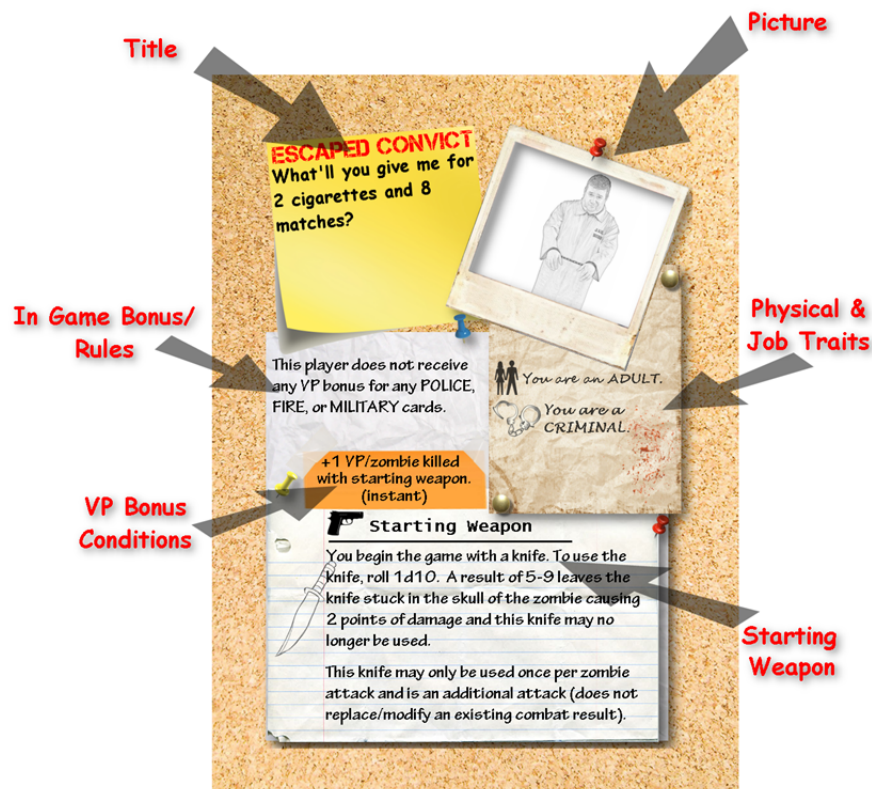
Character Cards will also penalize your *Zombie Mall* Player Character, because life isn't always fair. This will make killing zombies and escaping the mall soooo much harder.

Maybe you're *Handicapped* and can't move as fast as everyone else. Perhaps you're *Pregnant* and about to go into labor at any moment.

It's just possible you're *all these things...*



## READING THE CHARACTER CARDS



<b>Title</b>	A player cannot keep more than 1 card with the same Title.
<b>Picture</b>	The picture is present just to give you an idea of what you might look like. Feel free to actually look however you like.
<b>In Game Bonus/Rules</b>	Cards with play bonuses and/or restrictions will be listed. Unless explicitly stated, these bonuses/restrictions apply <i>only</i> to the player holding the card.
<b>Physical &amp; Job Traits</b>	Some cards may explicitly include or exclude cards of a particular type ( <i>Adult/Child</i> ) or career ( <i>CRIMINAL, POLICE, etc</i> ). See <b>Physical &amp; Job Traits</b> for details and restrictions.
<b>VP Bonus Conditions</b>	Cards may give Victory Point bonuses. See <b>Victory Point Bonuses</b> for details on how bonuses are awarded and calculated.
<b>Starting Weapon</b>	Cards may grant a <i>starting weapon</i> , the rules of using this weapon will be listed on the card. When a starting weapon is no longer available (broken, out of ammo, etc.) place a <b>Starting Weapon Used</b> token on the <i>Starting Weapon</i> area of the card to signify that weapon is no longer available for use. Your <i>Starting Weapon</i> may only be used by you (see details of <b>Starting Weapons</b> below).

## PHYSICAL AND JOB TRAITS

Cards may define a player as an ADULT or CHILD. A player may not have cards in their hand defining them as both an ADULT and CHILD.

Cards may define a career:

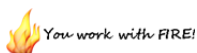
- CRIMINAL



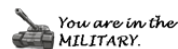
- MEDICAL



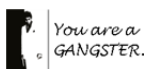
- FIRE(Fireman)



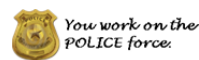
- MILITARY



- GANGSTER



- POLICE



Players may not hold cards with a specific career listed multiple times.

For example, the 2 cards to the right are both *POLICE* cards (You work on the *POLICE* force). A player may only keep 1 of these cards for play.

A player may have multiple careers – it can also be thought of as a work history. Although some careers may seem at odds against one another, it can lend itself to some interesting backstories.



The Police Officer Gang Banger Lamaze Coach (*POLICE*, *GANGSTER*, and *MEDICAL*). Raised in the streets, he joined the police force to deliver babies.

OR.... Wrongly accused while walking the beat, the disgraced cop tried to help the pregnant until his life of crime caught up with him.

This stuff just writes itself!

Notice that the combination of *POLICE*, *GANGSTER*, and *MEDICAL* professions listed on the cards is legal for play as none of the careers are repeated. In the above example, the VP bonuses listed on the *POLICE* card are cancelled by the *GANGSTER* card (but the *GANGSTER* bonuses are active).

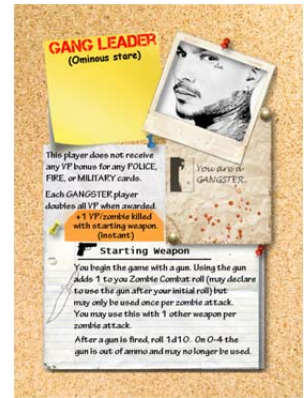
## STARTING WEAPONS

Some cards offer the player a weapon at the beginning of the game. This weapon works the same as a weapon gained through Loot Cards for combat purposes.

Starting Weapons are not dropped into Loot Piles as normal weapons. When discarded, they are no longer available in the game and should be marked with a Discarded Weapon Token on the card.

Starting Weapons may not be transferred to other players.

Only 1 weapon may be used during combat. If a player has 2 starting weapons and picks up a *Loot Card* that also awards a weapon, only one weapon may be used at a time – weapon bonuses may not be stacked.



## VICTORY POINT BONUSES

Cards may give **Victory Point** bonuses. Some bonuses are awarded immediately when an action occurs (**instant**). Other bonuses may be awarded if the conditions are met at the (**end of game**).

Bonuses are cumulative. If a card gives an *end of game* bonus that doubles your VP total while another card gives an *end of game* bonus that triples your VP total, both apply if all conditions are met and you would multiply your total by 6.

## OTHER ATTRIBUTES

All content listed previously may not be available on all cards – some cards are better, some are worse.

The *Starting Weapon* section may contain alternate, detailed information for some cards such as how to calculate victory points or how a player bonus works.



Some cards will be marked **This card cannot be voluntarily discarded**. When creating your character hand at the beginning of the game. Beyond the Character Cards required by a scenario, these cards must be kept. In the event that it is not possible to keep a legal hand due to this, see the rules for re-drawing your hand in **Setup**.

## KNOCKED OUT

As a result of Player vs Player combat (see **Player Vs Player**), a player may become **Knocked Out** when reduced to 0 Bandage Tokens by another player.

When Knocked Out, that player places a Knocked Out Token on their player counter on the map, The player skips player movement and looting of their next turn while trying to regain their consciousness. Zombie spawning, movement, and combat proceed. At the beginning of their following turn (after the skipped turn) the player is conscious and has regained all of their allotted Bandage Tokens.

While Knocked Out:

- The player may not move.
- The player may not loot spaces.
- Other players may loot the knocked out player (only once per player). Other players may automatically take ONE of any non-starting weapon loot cards or an Adrenaline Token from the knocked out player.



If attacked by zombies while knocked out, Adrenaline may not be used to escape (no movement is allowed). No bonuses (weapons, character card bonuses/penalties) may be used when determining zombie combat results. If **BITTEN**, proceed according to the rules of being bitten by a zombie. If a knocked out player wins zombie combat, the zombie retreats 1 space instead of being removed from play.

## PLAYER VS PLAYER

Some scenarios allow for players to combat each other. Player vs Player (PVP) combat is not automatically to the death. Players are fighting to subdue one another, usually to gain time to escape the onrush of zombies as well as leave someone for the zombies to focus their attention.

Players may attack one another when adjacent once per turn. Unlike Zombie Combat, PVP combat does not continue until a player is defeated – an Attacker may attack only once per turn. If a player has additional movement available after PVP combat is complete, they may continue with their movement. All other turn actions (zombie combat, spawning zombies, etc) continue as normal.

Combat between 2 players has the Attacker (current player's turn) rolling 1D10 against the Defender (not the current player's turn) who also rolls 1D10.

Attacker Rolls Higher	Defender Loses 1 Bandage	
Defender Rolls Higher	Attacker Loses 1 Adrenaline	
Rolls are Equal	No Result	

Once a player is has been reduced to 0 Bandage Tokens, they are **Knocked Out**. A **Knocked Out** player remains on the map and skips their next turn. This player may still be attacked normally by zombies. On their turn following their skipped turn, the **Knocked Out** player resumes play with their full allotment of Bandage Tokens restored (and lost Adrenaline remains lost). See **Knocked Out** for further details.

Once a player has been reduced to 0 Adrenaline Tokens, they may not attack another player.

## PVP BONUSES

Character Cards and Loot Cards award bonuses when fighting other players.

For each *POLICE* and *MILITARY* Character Card in your hand, add 1 to your rolled results when *ATTACKING*.

For each *CRIMINAL* and *GANGSTER* Character Card in your hand, add 1 to your roll when *DEFENDING*.

For each *Weapon* in your hand add 1 to your rolls when both *ATTACKING* and *DEFENDING*. Bats can block as well as smash! If a starting weapon is no longer available (ie it has been *used*) this bonus does not apply for that weapon.

Remember that Zombie Mall combat between 2 players isn't gladiatorial combat between seasoned professionals. It's more likely 2 people which thought they were going to Orange Julius grabbing and clawing against each other, lucky if they could land a blow before running out of breath.

## PVP EXAMPLE 1

In this example, it is Blue Player's turn and they are moving to attack the Yellow player. New zombies have already spawned and we have moved on to Blue Player's movement. On Blue Player's turn, he rolls a 3 for movement and moves adjacent to Yellow.

Blue Player attacks Yellow Player. Both roll 1D10:

Blue Rolls 6. Yellow Rolls 2.

The attacker (Blue) rolls higher and wins. Yellow loses 1 Bandage.

Blue may not continue attacking this turn as only 1 PVP attack is allowed for a player per turn. If Blue had any additional movement available, he could continue.

Zombie spawning, looting, and zombie movement would proceed as normal.

On Yellow Player's turn, he could opt to attack Blue Player or continue on as normal. Yellow is a little peeved at being attacked previously, so he attacks before moving. First, he must Spawn New Zombies (adjacent to another player for PVP combat does not count as Left Over Combat). Yellow Player spawns new zombies (1 new zombie spawns 8 spaces to the left, so it doesn't show up in this example). Yellow Player is now ready for PVP combat.



Yellow Player attacks Blue Player. Both roll 1D10:

Yellow Rolls 7. Blue Rolls 9.

The defender (Blue) rolls higher and wins. Yellow loses 1 Adrenaline.

Yellow Player has lost their attack, which resulted in losing 1 Adrenaline token. Now that PVP combat for the turn is complete for Yellow, they may roll for movement (Phase 4 in the Turn) and continue as normal.

## PVP EXAMPLE 2

Time marches on, and Yellow Player has 0 Adrenaline Tokens and 1 Bandage Token remaining. Blue Player has 1 Adrenaline Token and 1 Bandage Token remaining. Zombies have spawned at the beginning of Yellow Players turn and Yellow must decide what to do.

Yellow is unable to attack Blue due to not having any Adrenaline (a player must have at least 1 Adrenaline Token in order to attack).

Yellow can move to 2,4 – this will engage the zombies in 2,5 and 1,4 in combat (a scary thing to do with only 1 Bandage Token).

Yellow can move *through* the space with Blue Player (4,4) and continue if enough movement is rolled. Players do not block movement of other players, even when players have been battling each other.

No matter what happens next, this is not a good turn for the Yellow Player. It may be best to just leave this example for now...



## PVP EXAMPLE 2.5

Using the previous setup in Example 2, but it is Blue Player's turn instead of Yellow Player. The zombies have spawned in the same places.

Blue Player may:

Attack Yellow Player (Blue still has an Adrenaline Token available, so they may attack).

Move normally (Blue is not adjacent to any zombies or anything which blocks movement).

Blue Player decides to attack the Yellow Player.  
Blue Player attacks Yellow Player. Both roll 1D10:

Blue Rolls 5.      Yellow Rolls 0.





The attacker (Blue) rolls higher and wins. Yellow loses 1 Bandage. This is Yellow Players last Bandage, so Yellow is now **Knocked Out** and a **Knocked Out token** is places on the Yellow Counter.

#### A Quick Note About The Knocked Out Player:

If the Yellow Player has any **Loot Cards** or **Adrenaline Tokens** they may be looted by any other players that occupy the same space as the Knocked Out player.

Character Cards, along with any starting weapons given by Character Cards, may not be looted.

In this instance the Yellow Player has nothing to loot, so the Blue Player decides to try and get away from the oncoming zombies that seem to have them surrounded.

Blue rolls a "2" for movement and decides to get out of the way by moving to 6,4.

There is nothing in the current space for the Blue Player to loot, and he is not adjacent to any zombies for combat purposes. Blue Player's turn progresses to the next phase in the turn – Zombie Movement.



Blue Player now rolls for Zombie Movement (Phase 6 in the Player Turn) and rolls a 3 on 1D6. He selects the zombies in 2,5 1,4 and 2,2 to move. These all move 1 space closer to the Yellow Player as that is the closest player to each of them.

This ends Blue Player's turn.

Yellow Player is about to be in a whole lot of trouble from the looks of it...



At the start of Yellow Player's turn, Yellow is Knocked Out and cannot move or loot this turn. Thanks to zombie movement on the previous turn, Yellow is adjacent to 2 zombies and Left Over Combat (Phase 2 of the Turn) must be resolved.

Remember that while Knocked Out:

- Player cannot use any weapons.
- Player cannot use Adrenaline to escape.
- Winning combat knocks the zombie back a space instead of removing it from play.

First battling the zombie in 3,5, Yellow rolls a 5 on 1D10, defeating the zombie. The zombie retreats to 3,6.

The Knocked Out Yellow Player has survived the first part of the onslaught. A second zombie is waiting to attack, though. Now the zombie in 2,4 is fought. This time Yellow rolls a 2 on 1D10. Yellow is unable to modify this roll due to being Knocked Out. Yellow is now BITTEN and removed from play as normal.



The Yellow Player token is replaced by a **Player Bitten** token. On the Yellow Player's next turn he will find out if he's survived being bitten by the zombies or if he's succumbed to their bites and is out of the game – if using the *Expansion 1* rules, it's possible the Yellow Player could return as a zombie!

## PVP EXAMPLE 3

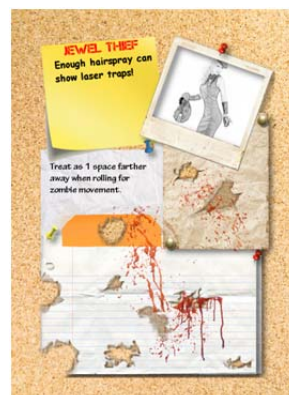
With this example we start again with the original setup of Blue and Yellow players attacking each other, but this time they each have character cards and must factor in their bonuses.

Blue Player is attacking the Yellow Player, and Blue Player has spawned zombies (elsewhere, so as to not intrude on this example) and moved adjacent to the Yellow Player.

At the beginning of the game each player drew random Character Cards (not scenario specific) and each ended up with a 3-card hand defining their characters.



**Blue Player**



Blue is a Police Officer Gang Banger Jewel Thief. He will get +1 to his Attack Rolls (Police) and +1 to his Defense Rolls (Gangster).

He will also get an additional +2 to each roll due to the starting weapons that come with Police Officer and Gang Banger – this is the only time multiple weapons come in handy.

## Yellow Player



Yellow is a Lazy Nurse Army Officer. Yellow will get +1 to each Attack Roll (Military) along with an additional +1 to Attack and Defense Rolls due to the starting weapon that comes with the Army Officer. The Nurse and Lazy cards have no PVP effect.

Blue attacks and rolls 5 on 1D10. This is modified by:

- +1 Police Career
- +1 Police Officer Starting Weapon
- +1 Gang Banger Starting Weapon

**For a total result of 8.**

Defending, Yellow rolls 6 on 1D10. This is modified by:

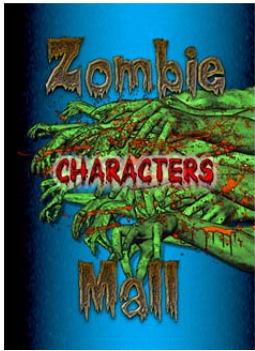
- +1 Army Officer Starting Weapon

**For a total results of 7.**

Blue successfully attacks Yellow, causing Yellow to lose 1 Bandage Token.

The Blue Player may now continue his turn as normal – moving, looting, moving zombies – as shown in the other examples.

## SETUP WITH EXISTING SCENARIOS



If using either more than the minimum number of **Character Cards** listed by a scenario **OR** using a pre-existing/homemade scenario, at the beginning of the game each player will draw 5 Character Cards and select 3 to keep for the game. These 3 cards will define the characteristics of that player for the game.

Any cards marked **This card may not voluntarily be discarded** must be kept unless more than 3 cards are marked **This card may not voluntarily be discarded**. At this point the player may select a card marked to discard to reduce their hand to 3 cards.

Cards may define a player as an ADULT or CHILD (as seen to the right). A player may not have cards in their hand defining them as both an ADULT and CHILD.



Cards may define a career:

- |                 |                     |            |                               |
|-----------------|---------------------|------------|-------------------------------|
| • CRIMINAL      | You are a CRIMINAL. | • MEDICAL  | You are a MEDICAL worker.     |
| • FIRE(Fireman) | You work with FIRE! | • MILITARY | You are in the MILITARY.      |
| • GANGSTER      | You are a GANGSTER. | • POLICE   | You work on the POLICE force. |

Only 1 of each type of career may be present in a players hand – for example, a player may not hold 2 POLICE cards. It is legal for a player to hold both POLICE, CRIMINAL, and GANGSTER cards in the same hand.

**RE-DRAWING:** A player may opt to re-draw their character. To do this, the player will draw 1 less card than previously drawn *and then* shuffle their original cards back into the deck for any other players to draw from. For example, after drawing 5 cards you may decide to re-create your character from scratch. Draw 4 cards (1 fewer than the original 5). Return the original 5 cards back to the deck and shuffle the deck. From the newly drawn 4 cards, select 3 cards to define your character.

If a player decides to re-draw their character a 3<sup>rd</sup> time, they *must* play with the 3 cards drawn. If the 3 cards are in conflict with one another (for example, an ADULT and CHILD card were drawn), that player must draw 1 card and return 1 card to the deck until a legal hand is made.

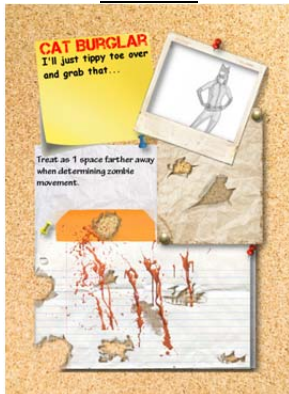
Yes, it sounds needlessly complicated. Let's have an example.

## WHEN CARD DRAFTING GOES RIGHT

Our mystery player Curtis is playing random game and draws 5 cards from the character deck. There are no requirements that he start out with any specific card(s), so all 5 cards are randomly drawn from the character card deck.

His 5 cards are:

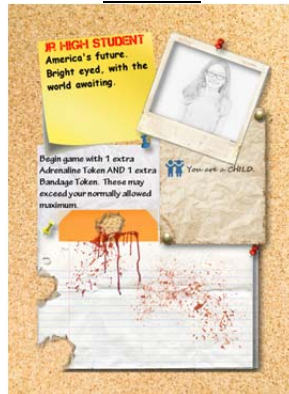
**Card #1**



**Cat Burglar**

No restrictions on this card

**Card #2**



**Jr High Student**

Keeping this card will make Curtis a *CHILD*.

**Card #3**



**Lazy**

This card cannot be voluntarily discarded.

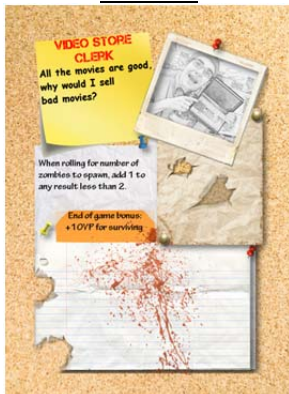
**Card #4**



**Sleazy Exec.**

This card cannot be voluntarily discarded and you are an *Adult*

**Card #5**



**Video Store Clerk**

No restrictions on this card.

Of the 5 cards drawn, 2 must be kept (**Lazy** and **Sleazy Exec.**) Since the **Sleazy Exec.** card requires the player to be an *Adult*, the **Jr High Student** card must be discarded since it requires a player to be a *Child*.

With **Lazy** and **Sleazy Exec.** in hand and **Jr High Student** discarded due to the above restriction, Curtis can now choose between **Cat Burglar** or **Video Store Clerk** as the 3<sup>rd</sup> card to keep in his hand. Curtis likes the zombie spawn effect for the **Video Store Clerk** so he keeps that card, discarding **Cat Burglar**.

Curtis is ready to begin play as a **Lazy, Video Store Clerk Sleazy Exec.**, which sounds like someone you might actually find in a mall.



When playing, the effects of the above cards are:

- Decrease maximum Adrenaline Stat by 1. Curtis' maximum Adrenaline will be 4 instead of 5. (**Lazy**).
- If within 3 spaces of another human and adjacent to a zombie, may spend 5VP to move the adjacent zombie to the same space as that player. This could come in handy with the above Adrenaline penalty. (**Sleazy Exec.**)
- When rolling for number of zombies to spawn, add 1 to any result less than 2. All zombies Curtis spawns will appear at least 1 space away! (**Video Store Clerk**)

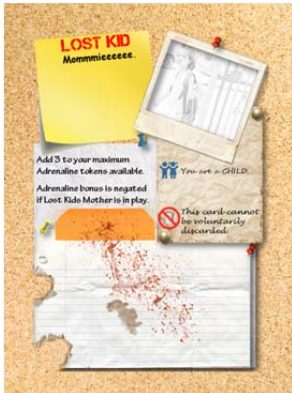
There are also Victory Point Bonuses playing with these cards award:

- +3VP for each zombie escaped when using Adrenaline, awarded when the zombie is escaped. (**Lazy**)
- +10VP at the end of the game if Curtis survives as a human instead of being killed or turned into a zombie. (**Video Store Clerk**)

## WHEN DRAFTING GOES WRONG

So what happens when cards that are drawn are in opposition of one another? Here's an example!

In this game Curtis is playing **Scenario 4: Amber Alert** as the Lost Kid. He will automatically start with the **Lost Kid** card.



In this game Curtis has decided to round out his player by adding more character cards.

Automatically Curtis starts out as a *Child*, which will prevent him from keeping any card marked as an *Adult*.

Curtis draws 4 random cards (for his total of 5 cards to choose from, even though he must keep the **Lost Kid** card required by the scenario).

Curtis ends up randomly drawing the following 4 cards:

**Card #1**



**Handicapped**

This card cannot be voluntarily discarded.

**Card #2**



**Bounty Hunter**

You are an *Adult*.

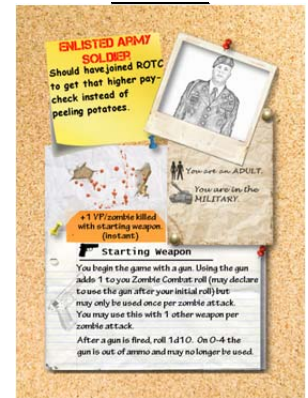
**Card #3**



**Army Officer**

You are an *Adult* and in the *Military*.

**Card #4**



**Enlisted Army Soldier**

You are an *Adult* and in the *Military*.

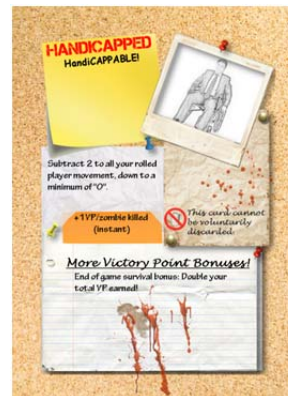
Of the 4 cards drawn, 3 *must* be discarded because they force the player to be an *Adult* while the scenario required card (**Lost Kid**) forces the player to be a *Child*. The **Handicapped** card cannot be discarded and does not prevent the player from being a *Child*.

Curtis sets aside the **Bounty Hunter**, **Army Officer**, and **Enlisted Army Soldier** cards. This leaves 2 cards in his current hand:



**Lost Kid**

Required by scenario. You are a *Child*.



**Handicapped**

This card cannot be voluntarily discarded.

This leads to the 2<sup>nd</sup> round of drawing character cards. 3 random cards are drawn (to bring the hand total to 5. The 3 cards Curtis draws are:

**Card #1**



**Local Politician**

You are an *Adult*.

**Card #2**



**Thief**

You are an *Criminal*.

**Card #3**



**Stoner**

This card cannot be voluntarily discarded.

Of the 3 cards Drawn:

**Local Politician** must be discarded because it requires the player to be an *Adult*, while the scenario required card of **Lost Kid** forces the player to be a *Child*.

**Stoner** must be kept because it is marked as unable to be voluntarily discarded and has no other requirements in opposition to those stated by the scenario. This card will be the 3<sup>rd</sup> kept for Curtis' hand, meeting his requirement of 3 character cards to play.

The **Thief** card has no requirements, but since the **Stoner** card could not be discarded there was not an option to keep this card.

For Scenario 4, Curtis will be a **Handicapped Stoner Lost Kid**.



Curtis isn't going to have an easy time surviving this one...

## SCENARIOS

Scenarios presented here may be used in conjunction with scenarios from both *Zombie Mall Basic Rules* as well as *Expansion 1* by using the Character Card Setup at the beginning of the game. There is no specific Mall Layout recommended for the scenarios included in this expansion.

Note that **end of game** Victory Point bonuses on Character cards only apply if the player is not a zombie if using *Expansion 1 Player Zombie* rules.

The scenarios listed below do not require the player(s) to successfully escape to meet the victory conditions of the scenario. If adding these scenarios to existing scenarios from the *Basic Rules* or *Expansion 1*, Victory Points may be added from *Expansion 2* scenarios.

Unless marked by “*Single Player*”, the **Required Cards** listed are to be held by separate players.

Players may play multiple scenarios concurrently, either with 1 player having possession of cards for roles in multiple scenarios (a *Pregnant*, *Police Officer* for Scenarios 1 & 2) and/or players may be playing separate scenarios within a single game (2 players on **Scenario 1** while 2 other players are on **Scenario 2**).

Keep in mind that these scenarios are just recommendations and don't get too bogged down in the details. HAVE FUN PLAYING!!!!

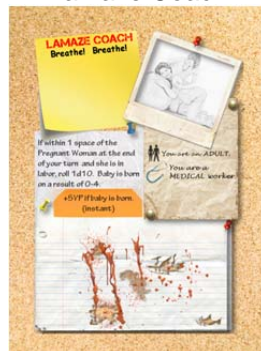
### SCENARIO 1 PUSH

*What's worse than being trapped in a mall full of zombies? Giving birth in a mall full of zombies!*

#### Required Cards (2 Players):

Pregnant

Lamaze Coach



#### Special Setup:

The Pregnant Player will automatically go into labor (see rules for having a baby on the Pregnant Player card) at the start of Turn 3 for the Pregnant Player.

#### To Win:

Successfully have the baby.

#### VP value when adding to another expansion:

Pregnant Player: Successfully have the baby: +15VP

Lamaze Coach: Responsible for the die roll that delivers the baby: +10VP

## SCENARIO 2

### THE LONG ARM OF THE LAW

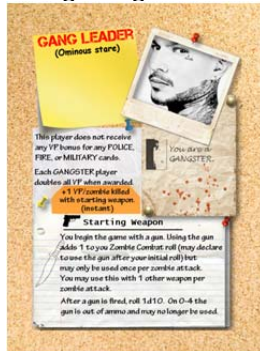
*Can the good guys get their man? Can the bad guys escape the Man?*

#### Required Cards (2 Players):

Police Officer/Chief



Gang Banger/Leader



#### Special Setup:

The Gangster Player must begin between 10-15 spaces away from the Police Player.

If a Police Player is in the same space as the Gangster at the end of either's turn, the Police Player apprehends the Gangster on a roll of 5-9 on 1D10.

Starting Weapons (only) may be used against each other. Follow the same rules as fighting a Zombie to determine if combat may ensue between 2 Players. Players may use **Bandages** and **Adrenaline** when fighting each other.

#### To Win:

Police Player: Apprehend/Kill the Escaped Convict.

Escaped Convict: Survive longer than the Police Player/Kill Police Player

#### VP value when adding to another expansion:

Police Player apprehend Gangster: +10VP.

Police Player Kill Gangster: +15VP.

Gangster Survives longer than Police Player: +15VP.

Gangster Kill Police Player: +20VP.

## SCENARIO 3 MANHUNT

*There's a prisoner loose in the mall. Can the police capture him before they become Zombie food? Can the prisoner outlast the police? Why can't they all be friends and just survive?*

### Required Cards (3 Players):

Police Officer/Chief



Escaped Convict



Police Officer



### Special Setup:

Police Players must begin the game within 5 spaces of each other. The Escaped Convict Player must begin between 10-15 spaces away from a Police Player.

If a Police Player is in the same space as the Escaped Convict at the end of either's turn, the Police Player apprehends the Escaped Convict on a roll of 5-9 on 1D10. If 2 Police Players are on the same space as the Escaped Convict, apprehension is automatic.

### To Win:

Police Players: Apprehend the Escaped Convict.

Escaped Convict: Survive longer than the Police Players

### VP value when adding to another expansion:

Police Players apprehend Escaped convict: +10VP.

Escaped Convict survive longer than Police Players: +10VP Police Player when that Police Player is killed/turned into a Zombie.

## SCENARIO 4 AMBER ALERT

*Christmas time with the zombie apocalypse, and it's up to Santa to get the kid in his lap back to his Mom!*

### Required Cards (3 Players):

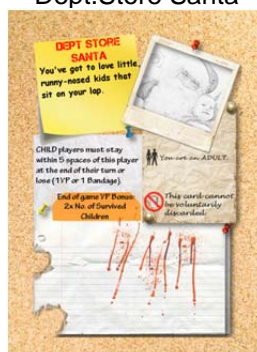
Lost Kid



Lost Kids Mother



Dept.Store Santa



### Special Setup:

All 3 players must start a minimum of 15 spaces from each other.

### To Win:

Santa, Lost Kid's Mother, and Lost Kid must occupy the same space and not be adjacent to any zombies at the end of any of their turns.

### VP value when adding to another expansion:

N/A

## SCENARIO 5 BROKEN ARROW

*You have a bomb and know how to use it.*

### Required Cards (Single Player):

Terrorist



### Special Setup:

Start normally at a Mall Entrance.

### To Win:

Detonate the bomb and kill 10 zombies in the bomb blast when detonating the bomb.

### VP value when adding to another expansion:

+10VP for killing 10 zombies in the bomb blast when detonating the bomb.

## SCENARIO 6 IN THE LINE OF FIRE

*It's an escort mission!*

### Required Cards (3 Players):

Local Politician



Police Officer/Chief



Police Officer



### Special Setup:

The 2 police players must remain within 5 spaces of the Local Politician at the end of their respective turns.

### To Win:

The Local Politician must escape.

### VP value when adding to another expansion:

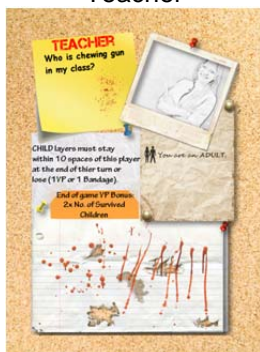
+10VP to the above 3 players if the Local Politician successfully escapes.

## SCENARIO 7 FIELD TRIP

*Don't go wandering off over there...*

### Required Cards (2 Players):

Teacher



Jr High Student



### Special Setup:

The 2 above players must remain within 5 spaces of each other at the end of each of their turns.

### To Win:

Both players successfully escape the mall.

### VP value when adding to another expansion:

+10VP to both players if they successfully escape the mall.

## SCENARIO 8 GET OF MY LAWN

### Required Cards (Single Player):

Retired



Handicapped



Obnoxious



### Special Setup:

Start anywhere in the Food Court. If your mall doesn't have a food court, start in the bathroom. If your mall doesn't have a bathroom, you really need to design a better mall as it's starting to sound like an old K-Mart.... Just use an entrance.



### To Win:

N/A – Just see how long you can survive!

### VP value when adding to another expansion:

Gain 2VP at the end of each of your turns.

## NEW TOKENS

	Knocked Out	Placed on player token when knocked out by another player during PVP
	Starting Weapon Used	Placed on the STARTING WEAPON given by a Character Card when that weapon may no longer be used.

## GLOSSARY

Glossary contains combined terms from the *Basic Rules*, *Expansion 1*, as well as *Expansion 2*.

<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>Adult (Trait)</b>	A Character Card Trait that requires a player to be an Adult. A player may not hold cards requiring them be both a Child and an Adult.
<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>Career</b>	Trait granted by <b>Character Cards</b> that may be used to award/limit bonuses. A player may not duplicate Careers listed on cards in their hand. Available Careers are: <ul style="list-style-type: none"> <li>• CRIMINAL</li> <li>• FIRE</li> <li>• GANGSTER</li> <li>• MEDICAL</li> <li>• MILITARY</li> <li>• POLICE</li> </ul>
<b>Character Card</b>	Special traits, abilities, bonuses, and penalties usable by a player.
<b>Child (Trait)</b>	A Character Card Trait that requires a player to be a Child. A player may not hold cards requiring them be both a Child and an Adult.
<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>Criminal (Career)</b>	Character Trait that also awards +1 to all PVP Defender die rolls.
<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>Fire (Career)</b>	A Character Card trait.
<b>Gangster (Career)</b>	Character Trait that also awards +1 to all PVP Defender die rolls.
<b>Human Player</b>	A "regular" player as found in the base rules.
<b>Knocked Out</b>	A player that has lost PVP against another player. This player skips movement and looting on the turn following being Knocked Out and can use no bonuses when engaged in Zombie Combat.
<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>Medical (Career)</b>	A Character Card trait.
<b>Military (Career)</b>	Character Trait that also awards +1 to all PVP Attacker rolls.
<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>Player Vs Player/PVP</b>	Players are allowed to combat each other. Losing players are <b>Knocked Out</b> and may be looted by other players.
<b>Police (Career)</b>	Character Trait that also awards +1 to all PVP Attacker rolls.
<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>Starting Weapon</b>	Weapon awarded via a <b>Character Card</b> at the beginning of a game. Starting Weapons may not be dropped into <b>Loot Piles</b> or given to other players.
<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.

## APPENDIX A CHARACTER CARD QUICK REFERENCE

<b>Title</b>	A player cannot keep more than 1 card with the same Title.
<b>Picture</b>	The picture is present just to give you an idea of what you might look like. Feel free to actually look however you like.
<b>In Game Bonus/Rules</b>	Cards with play bonuses and/or restrictions will be listed. Unless explicitly stated, these bonuses/restrictions apply <i>only</i> to the player holding the card.
<b>Physical &amp; Job Traits</b>	Some cards may explicitly include or exclude cards of a particular type ( <i>Adult/Child</i> ) or career ( <i>CRIMINAL, POLICE, etc.</i> ). See <b>Physical &amp; Job Traits</b> for details and restrictions.
<b>VP Bonus Conditions</b>	Cards may give Victory Point bonuses. See <b>Victory Point Bonuses</b> for details on how bonuses are awarded and calculated.
<b>Starting Weapon</b>	Cards may grant a <i>starting weapon</i> , the rules of using this weapon will be listed on the card. When a starting weapon is no longer available (broken, out of ammo, etc.) place a <b>Starting Weapon Used</b> token on the <i>Starting Weapon</i> area of the card to signify that weapon is no longer available for use. Your <i>Starting Weapon</i> may only be used by you (see details of <b>Starting Weapons</b> below).

When starting a game, players draw 5 **Character Cards** and discard down to 3 Character Cards for play. A specific career may only be listed once in the 3 cards which the player keeps for their hand.



A player may not have cards which require them to be both a **Child** and an **Adult**.

## APPENDIX B PVP QUICK REFERENCE

A Player may only attack another player once per turn.

Players must be adjacent for PVP attacks.

Each player rolls 1D10:

Attacker Rolls Higher	Defender Loses 1 Bandage	
Defender Rolls Higher	Attacker Loses 1 Adrenaline	
Rolls are Equal	No Result	

Rolls may be modified by:

<b>Attacker</b>
+1 to total rolled for each POLICE Character Card
+1 to total rolled for each MILITARY Character Card
+1 to total rolled for each weapon (starting weapon & loot)
<b>Defender</b>
+1 to total rolled for each CRIMINAL Character Card
+1 to total rolled for each GANGSTER Character Card
+1 to total rolled for each weapon (starting weapon & loot)

When a player is reduced to 0 Bandage Tokens by another player they are **Knocked Out** and are unable to move/loot for their following turn. The Knocked Out player may be looted (Loot Cards & Adrenaline Tokens) by other players while Knocked Out. A player may loot a Knocked Out player for 1 item once per turn.