

ROUND SUMMARY

All Human Players Take Their Turn

Human Player 1 Turn

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

For Zombie Players

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 round may move 1 non-player zombie 1 space using Zombie Player Movement rules. This zombie does not count as 1 of the 1D6 required to be moved by the Human Player.

(7) Trade Victory Points	If allowed by the scenario, 3VP may be traded for 1 Loot Card. If the Loot Card must be <i>played immediately</i> follow the directions on the card, otherwise this ends the Player's turn.
--------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Human Player 2 Turn

Human Player N Turn (until all Human Players have taken their turn).

All Zombie Players Take Their Turn

Zombie Player 1 Turn

(1) Zombie Player Spawns	When a Human Player is turned into a zombie, or if a Zombie Player lost combat on the previous turn, they spawn using 1D10 for direction and 1D6 for distance using their Dead Again counter as the origin.
(2) Zombie Player Movement	Zombie Player may move up to 1D4 spaces. Spaces may be Open Spaces or Cluttered Spaces.

Zombie Player 2 Turn

Zombie Player N Turn (until all Zombie Players have taken their turn).

SPAWNING QUICK REFERENCE

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

8	1	2
7	0	3
6	5	4

Number of Spawning Non-Player Zombies

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

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

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

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

Human Players and Zombie Players Use Distance Below:

Roll of 9 when Spawning Player: Re-Roll

Player Spawn Distance: **1D6**

HUMAN PLAYER TOKENS



After losing combat, the Active Human Player may trade in 1 **Bandage Token** instead of being **BITTEN** (cancelling all other effects of losing combat, including receiving a **Bite Token**, loss of **VP**)



Adrenaline: When adjacent to a zombie, trade 1 Adrenaline/adjacent zombie to move 1 space in any non-blocked direction. Player receives 1 Bite Token/adjacent zombie. Player *must* move. Does not count against normal movement.



Adrenaline: When not adjacent to a zombie, trade 1 token to move 1 space in any non-blocked direction. Does not count against normal movement. (Use once per turn)

MAY OCCUR AT ANY TIME DURING THE ACTIVE HUMAN PLAYERS TURN

(1) Trade Loot

If sharing a space with another player and not adjacent to a zombie, all players may trade items (i.e. Loot Cards). Any number of items may be traded back and forth.

(2) Drop Loot

Any player may drop an item at any time. The dropped item will form a numbered **Loot Pile** which may be looted by players on their turn. If an item is dropped in a space which already contains a Loot Pile, the dropped item is added to that pile and does not create a new Loot Pile.

(3) Adrenaline (bonus move of 1 space)

If not adjacent to a zombie, the Active Player may use an **Adrenaline Token** may be traded in once per turn to move into any adjacent space to which movement is not blocked (by a wall or **LOS Block Marker**). The cost to move into that space is ignored and not counted against the Active Player's rolled movement. If adjacent to a zombie, see **Modifying Combat: Adrenaline** for special case rules when using Adrenaline. Unless otherwise stated, **Loot Cards** that may be traded for Adrenaline may only be traded during combat.

(4) Play Loot Card

If the Active Player is in possession of a Loot Card which may be played (dependent on rules stated on the card), that card can be played. There is no limit to the number of cards which the Active Player may play on their turn unless stated on the card(s).

COMBAT

(1) When Active Human Player is adjacent (see **Adjacent**) to any zombie, combat must be resolved.

(2) When the Active Zombie Player is adjacent to any Human Player, combat must be resolved.

To combat a zombie, roll 1D10:

Roll 1D10	Results
0-2 : Human Player is BITTEN	<u>Human Player</u> See <i>You've Been Bitten</i> - Deduct 1 Victory Point (can't go below 0) - Add 1 Bite Token to Stat Card - Replace Token with Player Bitten Token - Turn Ends if Active Player is the Human Player
3-9 : Zombie is defeated	<u>If Active Player is Human Player</u> - Receives 1 Victory Point - Receives additional Victory Point if defeating Zombie Player - Adds 1 to Zombies Killed count. <u>If Active Player is Zombie Player</u> - Replace player token with Dead Again Token. - Turn Ends

If the zombie engaged in combat is a **Zombie Player**, deduct 1 from the total rolled. If, after any Loot Cards or other modifiers have been applied, the result is less than 0, treat the result as 0.

SO YOU'VE BEEN BITTEN

If a Human Player player loses **Combat** they have been **BITTEN**. On their following (after all other players have taken their turn) the player rolls **1D10** and must roll **HIGHER THAN** the number of times the player has been BITTEN (number of Bite Tokens). If the roll is successful the player spawns normally, otherwise the player is turned into a Zombie Player – the remainder of the current turn is skipped (all phases) and the player will spawn as a Zombie Player after the final Zombie Player turn *this round*.

ADJACENT SPACES

To determine if a zombie is adjacent, it must be orthogonal (90°) to the space from the player. In addition, the zombie must be next to (touching) the space with the player without being blocked by a wall or **Line of Sight Marker**. If a zombie and player occupy the same space, they are considered adjacent.



	Adjacent?	Due To
Zombie 1	No	Wall between spaces
Zombie 2	No	LOS Block between spaces
Zombie 3	Yes	Orthogonal, Next to player space, nothing blocking spaces
Zombie 4	No	Not orthogonal

ZOMBIES VS SWAT

Zombie must be on same space as SWAT token.

Roll on 1D10	Outcome	Result
0-4	SWAT Wins	Zombie Counter is removed and replaced with Dead Again marker if it was a Zombie Player
5-9	Zombies Win	SWAT counter is removed from Mall.

ZOMBIE MALL QUICK REFERENCE
INCLUDES ZOMBIE PLAYERS
REV 1 20130729