



FAST ATTACK ZOMBIES



NOTHING

1-10 Nothing

STAND UP

11-20 Stand up the nearest knocked down zombie.
If there is no eligible target, nothing happens.



If an action below can not be performed, move to the next action, looping to the top of the color group. If none can be performed, nothing happens.

Remember: zombies which are knocked down are not eligible to move.

ZOMBIES INTO PLAY

21-30	Put a zombie in the single action row.
31-34	Put a zombie in the double action row.
35	Put up to three zombies into play in row 10. This counts as one action. If row ten is already full, move to the next option below.
36-40	Put a zombie into play two rows behind the Survivor.



If there are no weapons in play, reroll both dice. If there are multiple valid weapons you choose which one is affected.

WEAPONS

41-44	Destroy equipped Melee weapon.
45-48	Take equipped firearm and place it two rows ahead of the Survivor in the alley.
49-50	Equipped firearm loses all ammo.



If any zombie moves into the same row as the Survivor and there is Energy available, it attacks before you spend Energy on any other action.

MOVE

51-66	Move the nearest zombie behind the Survivor one row.
67-79	Move the nearest zombie ahead of the Survivor one row.
80-86	Move the nearest runner two rows.
87-90	Move the nearest Brute one row.

TACTICS

91	The two zombies furthest behind the Survivor, and the two furthest ahead each moves one row.
92	Put the top zombie in the discard pile into play two rows behind the Survivor, with a knockdown token on it.
93	Survivor discards a card at random.
94	Zombie that already attacked this turn attacks again.
95	Reroll the dice twice.
96	Remove knockdown token from the nearest zombie.
97	Put a zombie into play in row 8.
98	Put a zombie into play in row 9.
99	Put a zombie into play in row 10.
100	Put two zombies into play in row 10.



SWARM ZOMBIES



NOTHING	1-10	Nothing
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STAND UP	11-20	Stand up the nearest knocked down zombie. If there is no eligible target, nothing happens.
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If an action below can not be performed, move to the next action, looping to the top of the color group. If none can be performed, nothing happens.

Remember: zombies which are knocked down are not eligible to move.

ZOMBIES INTO PLAY

21-34	Put a zombie in the single action row.
35-44	Put a zombie in the double action row.
45	Put up to three zombies into play in row 10. This counts as one action. If row ten is already full, move to the next option below.
46-50	Put a zombie into play two rows behind the Survivor.



If there are no weapons in play, reroll both dice. If there are multiple valid weapons you choose which one is affected.

WEAPONS

51-54	Destroy equipped Melee weapon.
55-58	Take equipped firearm and place it two rows ahead of the Survivor in the alley.
59-60	Equipped firearm loses all ammo.



If any zombie moves into the same row as the Survivor and there is Energy available, it attacks before you spend Energy on any other action.

MOVE

61-70	Move the nearest zombie behind the Survivor one row.
71-75	Move the nearest zombie ahead of the Survivor one row.
76-80	Move the nearest runner two rows.
81-85	Move the nearest Brute one row.

TACTICS

86	The two zombies furthest behind the Survivor, and the two furthest ahead each moves one row.
87	Put the top zombie in the discard pile into play two rows behind the Survivor, with a knockdown token on it.
88	Survivor discards a card at random.
89	Zombie that already attacked this turn attacks again.
90	Reroll the dice twice.
91-92	Remove knockdown token from the nearest zombie.
93-94	Put a zombie into play in row 8.
95-96	Put a zombie into play in row 9.
97-99	Put a zombie into play in row 10.
100	Put two zombies into play in row 10.