

CONTENTS

10 CHARACTER CARDS

Zombie Items resource -1ap

Dkembe Eto Items resource -1ap

Dr. Fabergè Items resource -1ap

Grunt Stockwell Items resource -1ap

Paul Regret Items resource -1ap

Stuart Grimsby Items resource -1ap

Ace Striker Items resource -1ap

May attack 2x on turn (1ap each) and always has a weapon - his Asts: 4 5 1

21 CHARACTER PIECES

3 **Zombie Pieces**

9 **Humans** When humans become zombies

21 ITEM TOKENS

5 **food**

5 **water**

2 **gas**

3 **weapons**
+3 kid friendlier alternatives

2 **medi-kits**

1 **abandoned jeep**

1 **bicycle**

2 **zombie spawns**

3 BITTEN TOKENS

BITTEN
2 Turns to find cure

BITTEN
2 Turns to find cure
mind slowing

RULE BOOK

GAME BOARD

15
MOTIVE CARDS



1 PLAYER DIE



1 ZOMBIE DIE

custom: 2's, 3's and 4's