

"ONE PAGE" ALL THINGS ZOMBIE

WEAPONS TABLE

Weapon	Range	Dice	Damage
Pistol (P)	12	2	1
BA Pistol (BAP)	12	2	2
Shotgun (SG)	12	3	2
Rifle (R)	48	1	2
Machine Pistol (MP)	12	3	1

1 "I WANT TO GO FAST"

Use when you want to run fast.

Pass 1d6

- Figure successfully Fast Moves up to 16".

Pass 1d6

- Figure moves up to 8"

SHOOT THE ZOMBIE TABLE

#	Results
1 or 2	• Miss!
3 or 4	• Firing at charging zombie – Miss! • Firing at second+ zombie – Miss! • If you're Fast Moving – Miss! • All others - Hit!
5 or 6	• All Hit!

1 HIT THE ZOMBIE TABLE

Use when you hit the zombie.

Score equal to or less than Damage of weapon:

- Zombie's a goner!

Score higher than Damage of weapon:

- Zombie gets knocked down but can get up next turn!

1 DANCING WITH THE ZOMBIES

Use when you're fighting with the zombies.

Pass same number of d6

- Keep dancing!

One side passes 1d6 more than the other and "wins" the round of melee.

- Knock him down and roll a "1-3" and he's a goner! Otherwise he can get up next turn!

1 "LOOK, A ZOMBIE!"

Use when you see a zombie.

Pass 1d6

- Shoot the zombie!

Pass 0d6

- What? Can't fire.

1 "LET'S GO GET HIM!"

Use when you want to dance.

Pass 1d6

- Charge the zombie!

Pass 006

- Shoot instead.

1 "HERE HE COMES!"

Use when the zombie wants to dance.

Pass 1d6

- Shoot the zombie and get ready to fight!

Pass 0d6

- Uh oh, can't shoot but get ready to fight!

1 "LOOK! I'M DRIVING!"

Use when driving over half speed.

Pass 1d6

- Weeeee! Look, I'm driving, I'm driving!

Pass 0d6

- Holy cow! Lose control and car goes 6" straight and stops. You can't move next turn and the car is broken and doesn't work anymore.

Type	Speed	Turns	Passengers
Bus	12	1	20
Little Truck	16	1	3/6
Big Truck	12	1	3/20
Big Car	16	1	6
Little Car	24	2	2

1 UH OH! MORE ZOMBIES

Use each time you shoot.

In the city

- 4 – 6 = One Zombie appears.

In the country

- 5 – 6 = One Zombie appears.

1 WHERE ARE THEY?

Use when more zombies show up.

1. Left front
2. Front
3. Right front
4. Left rear
5. Rear
6. Right rear.

1 WHAT'S IN THE BUILDING?

Use each time you enter a building.

Zombies equal to the number you roll except if you roll a "1" you roll again and add the dice together!

1 WHAT'D YOU FIND?

What you found after the zombies are all goners!

1. Pistol
2. BA Pistol
3. Shotgun
4. Rifle
5. Machine Pistol
6. Five coins!