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| **Massive Zombie Attack!!!**  Roll a 9 or lose one Party  Member. | **Zombie Bait!**  You make a trail of corpses that leads to the base of another player of your choosing. They take your next zombie attack. |
| **Raid!!**  Choose another player to raid. Roll dice. If you roll a 7 or 11, the raid succeeds and you steal one party member and $200 supplies. Otherwise one of your party members dies in the failed attempt. | Massive Zombie Attack!!!  Pay $100 in repairs for every compound.  Pay $50 in repairs for every bunker.  If you do not own any compounds or bunkers,  2 party members die. |
| Massive Zombie Attack!!!  Pay $100 in repairs for every compound.  Pay $50 in repairs for every bunker.  If you do not own any compounds or bunkers,  1 party member dies. | To Arms!!!!  Kill the zombies before they infect one of your survivors!  Roll a die to see how many zombies you must kill. |
| To Arms!!!!  Kill the zombies before they infect one of your survivors!  Roll a die to see how many zombies you must kill. | To Arms!!!!  Kill the zombies before they infect one of your survivors!  Roll a die to see how many zombies you must kill. |
| To Arms!!!!  Kill the zombies before they infect one of your survivors!  Roll a die to see how many zombies you must kill. | Trade!!  You make a trade with a gang of travelling survivors.  You gain $300 in supplies.  You lose your weakest party member. |