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| **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,  Pay $500 in repairs. | **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. |
| **Zombie Bait!!**  While on a foraging mission, you rub meat on a party member’s face and then abandon him in the woods.  You are immune to the next zombie attack.  You lose one party member. | 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. |
| 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. | OH FUCK!!!!  Zombies attack while your party is foraging.  RUN!!!!  (Take another turn) |
| Zombie Attack!!  Zombies break into your base!  Spend $500 in repairs.  Emergency MedCheck. | Zombie Attack!!  Zombies break into your base!  Spend $200 in repairs.  Emergency MedCheck.. |
| Zombie Attack!!  Zombies break into your base!  Spend $200 in repairs.  One Party member dies. | Zombie Attack!!  Zombies break into your base!  You must abandon it.  Pick a property to abandon.  This property is now available to be re-secured. |