

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.

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Trade!!

You make a trade with a gang of travelling survivors.

You gain \$300 in supplies.
You lose your weakest party member.