|  |  |
| --- | --- |
| **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. |