

ZOMBIES!!!

Hunter Color: _____

Kills: ①②③④⑤⑥⑦⑧⑨⑩ (10)

①②③④⑤⑥⑦⑧⑨⑩ (20)

①②③④⑤⑥⑦⑧⑨⑩ (30)

Movement Dice: ①②③

At 5 kills: gain 1 movement die (2d6, permanently)!

At 10, 15, and 20 kills: grab an extra bullet!

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TURN SEQUENCE

1. Draw a tile from any map deck in play and place it on the table.
2. Combat any zombies on your current space.
3. Draw back up to three event cards, if you have fewer than three.
4. Make a movement roll.
5. Move up to the number of spaces indicated by the movement roll. You must stop and combat on any space occupied by a zombie. You may continue your movement after defeating a zombie up to your movement total.
6. After moving, roll one die. You must move that number of zombies, one space each, if able.
7. At the end of the turn, you may discard one event card from your hand. Play then proceeds clockwise around the table.

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