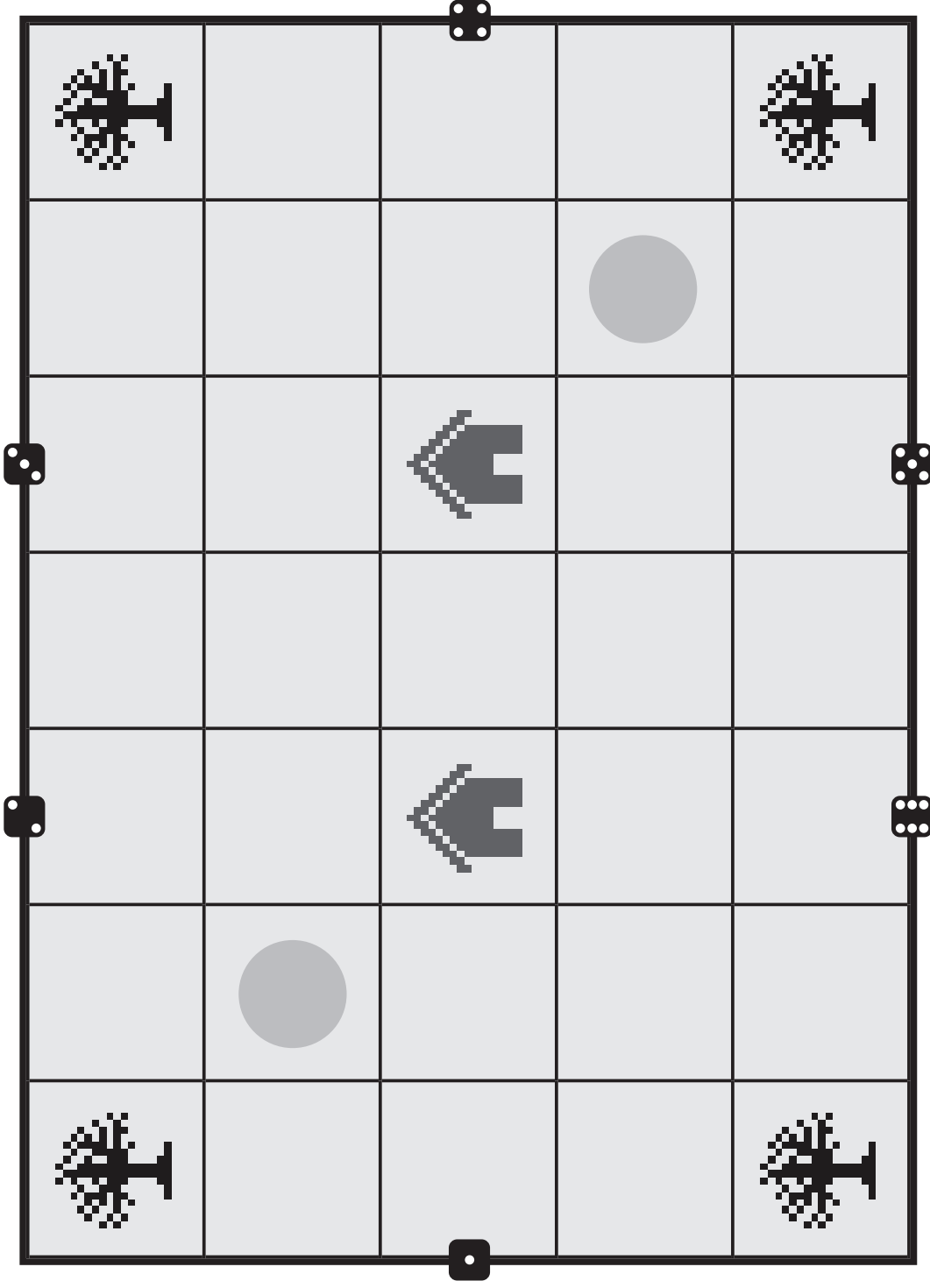


zombie town

GAME BOARD



ODD ROLL



ZOMBIES MOVE



EVEN ROLL



ZOMBIES MOVE



zombie town

RULES

SETUP

Place your character(s) on a gray spot on the board.

Put a token marker on the 3 below to keep track of health.

PLAY

Each turn, go through the following steps in order:

1. Place a new zombie

Roll a die and place a new zombie in that space if it is empty.

(If the space is not empty, don't place a new zombie this turn.)

2. One character moves

Move any character into an adjacent empty space – or – do any special action.

A space with a tree, house, or other character is NOT empty—characters cannot move there!

3. All zombies move

Move each zombie one space toward the character that just moved or took an action:

- if the roll was even, move horizontally ◀▶
- if the roll was odd, move vertically ⬆️⬆️

Zombies can only move into empty spaces but will wait for each other to move out of their way if they can.

A space with a tree, house, or other character is NOT empty—zombies cannot move there!

It is possible that a Zombie will not move at all if it is already "lined up" with a character.

4. Other character moves

If there is another character, move into an adjacent empty space – or – do any special action.

5. Zombies attack!

A character loses 1 Health for each zombie in a directly adjacent space.

If a character's Health goes to zero, the character is eliminated.

If all characters die, the zombies win.

YOUR CHARACTER

Name:

What drives this character:

HEALTH	0	1	2	3
--------	---	---	---	---

SPECIAL ACTIONS

Solo movement action:

Another solo action (something that isn't just movement):

Character combo action (involves another character):

zombie town

zombie town

Name of town:
3 key facts:

WORLD SHEET



A _____



B _____



C _____



D _____



E _____



F _____



G _____



H _____



I _____



J _____



K _____



L _____



M _____



N _____



O _____



P _____



R _____



S _____



T _____



Z _____