ZOMBIES!
GAME BOARD

ODD ROLL ZOMBIES MOVE

EVEN ROLL ZOMBIES MOVE
EACH TURN

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 a 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 towards the character that just moved or took an action:
   - if the roll was even, zombies move horizontally
   - if the roll was odd, zombies move vertically
   Zombies can only move into empty spaces but will wait for each other 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 a special action

5) WOUNDS!
   A character loses 1 HP for each zombie in a directly adjacent space.
   If a character’s HP goes to zero, the character is eliminated.
   If all characters die, the zombies win.

YOUR CHARACTER

Name:

What drives this character?

Special Action(s):

HP 0 1 2 3