

Updates from print edition

1) Auto-zombie : Always moves toward the closest human. If equa-distant, flip a bitten token to decide.
*First player zombified takes control of original zombie/s.

2) Grimsby tweak: If choosing to roll again on defence, first roll is discarded and second roll counts.

Paul Regret tweak: Gets 3 turns to be cured of zombie bite.

3) 5 new items:

Zombie wearing Hockey Gear



New zombie spawn travels atop this token with a minus 1 from attack rolls against bonus.
If killed, leave token in place where it can be picked up by any player, who then *may* +1 to defence rolls of 4 and under. *Continue wearing if zombified, with aforementioned zombie bonus.

Grenade



One time use. To throw beyond range 1, roll red die to determine where it lands. All zombies or humans on that space are killed/zombified. All 1 space away are knocked down.
*No effect if it goes off path. Otherwise, refer to normal weapon rules.

Shopping cart



Carry one resource item without movement penalty. Breaks on a roll of 6 (immediately).

Emergency Stim



One time use. +3 to movement roll and/or an additional attack or defend.
Use any time during turn.

Dog (collar says "Obi")



*Player may re-do all movement rolls of 1 and it absorbs a zombie attack.
If 'bitten' or 'zombified', immediately remove from play.*

*Solo play? Try with any # of characters
and see how many you can get off