

Mall

Skate Shop



Mall

Bookstore



Mall

Sports Emporium



Mall

Coffee Shop



Mall

Liquor Store



Mall

Hardware Store



Mall

Jewelry Store



Mall

Pet Store



Mall

Toy Store



2

Shotgun

1

Use during your movement step to destroy all zombies in an adjacent space. A standing berserker or mutant is merely tipped.

0

0

0

2

Chainsaw

1

Use at any time during your movement step to roll 5 dice on all fight rolls for the rest of your turn.

0

1

0

3

Baseball Bat

2

Use before making an attack to add a fight die to your pool.

0

2

1

1

Map

Use during your place tiles step to place 2 random tiles from the set you're in. You may connect them in any legal position. They do not have to be adjacent to you.

0

1

0

2

Molotov Cocktail

Use during your movement step to set fire to an adjacent space. All zombies in the space are destroyed and no one may enter the space until the start of your next turn.

0

1

0

3

Puppies

Use before your zombie movement step to skip it completely.

0

2

1

2

Skateboard

Use during your movement step to gain 3 action points.

0

0

2

Hot Coffee

Use during your movement step to restore all fight dice that you have discarded during that turn.

0

0

3

Stun Gun

Use during your movement step to tip a zombie in your space without expending an action point.

0

1

Mall

Cutlery



Mall

Florist



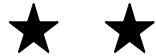
Mall

New Age Shop



Hospital

Physical Therapy



Hospital

Gift Shop



Hospital

Cast Room



Hospital

Cardiac Ward



Hospital

Examination Rooms



Hospital

X-ray



3

Meditation Crystals

2 Use during your Place Zombies step instead of putting zombies in your tile.

0

2

3

Bandages

Use at the end of your movement step to recover a life token, up to maximum of six.

0

2

3

Sword

Use after an attack to recover the fight dice that you discarded on that attack.

0

1

3

1

3

1

3

Crutch

2 Use before making an attack to add a fight die to your pool.

0

2

Scissors

Use before making an attack to add a fight die to your pool.

0

2

Running Shoes

Use during your movement step to gain 2 action points.

0

1

3

1

3

1

3

Lead Apron

2 Use instead of losing a life token.

0

2

Flashlight

Use at the start of your movement step. Zombies in your space do not gain a +1 Attack bonus this turn.

0

2

Defibrillator

Use during your movement step to tip a zombie in your space without expending an action point.

0

1

1

1

Hospital

Pharmacy



Hospital

Patient Ward



Hospital

Intensive Care



Hospital

Locker Room



Hospital

Emergency Room



Hospital

Secret Lab



Hospital

Morgue



Hospital

Waiting Room



Graveyard

Casket Storage



2

Epinephrine

1 Use during your movement step to restore all fight dice that you have discarded during that turn.

0

2

3

Bandages

Use at the end of your movement step to recover a life token, up to maximum of six.

0

1

2

Pain Killers

Use at the end of your movement step to recover two life tokens, up to a maximum of six.

0

0

3

1

2

0

3

Stun Grenade

2 Use during your movement step to tip all zombies on your tile.

0

1

First Aid Kit

Use at the end of your movement step to restore your life tokens to six.

0

2

Sneakers

Use during your movement step to move through zombies for the rest of your turn as though they were tipped.

0

1

3

0

3

1

2

Lumber

2 Use during your movement step to barricade a location you occupy. No zombie may enter or be placed in the location until you leave.

0

2

Aspirin

Use at the end of your movement step to recover a life token, up to maximum of six.

0

1

Zombie Detector

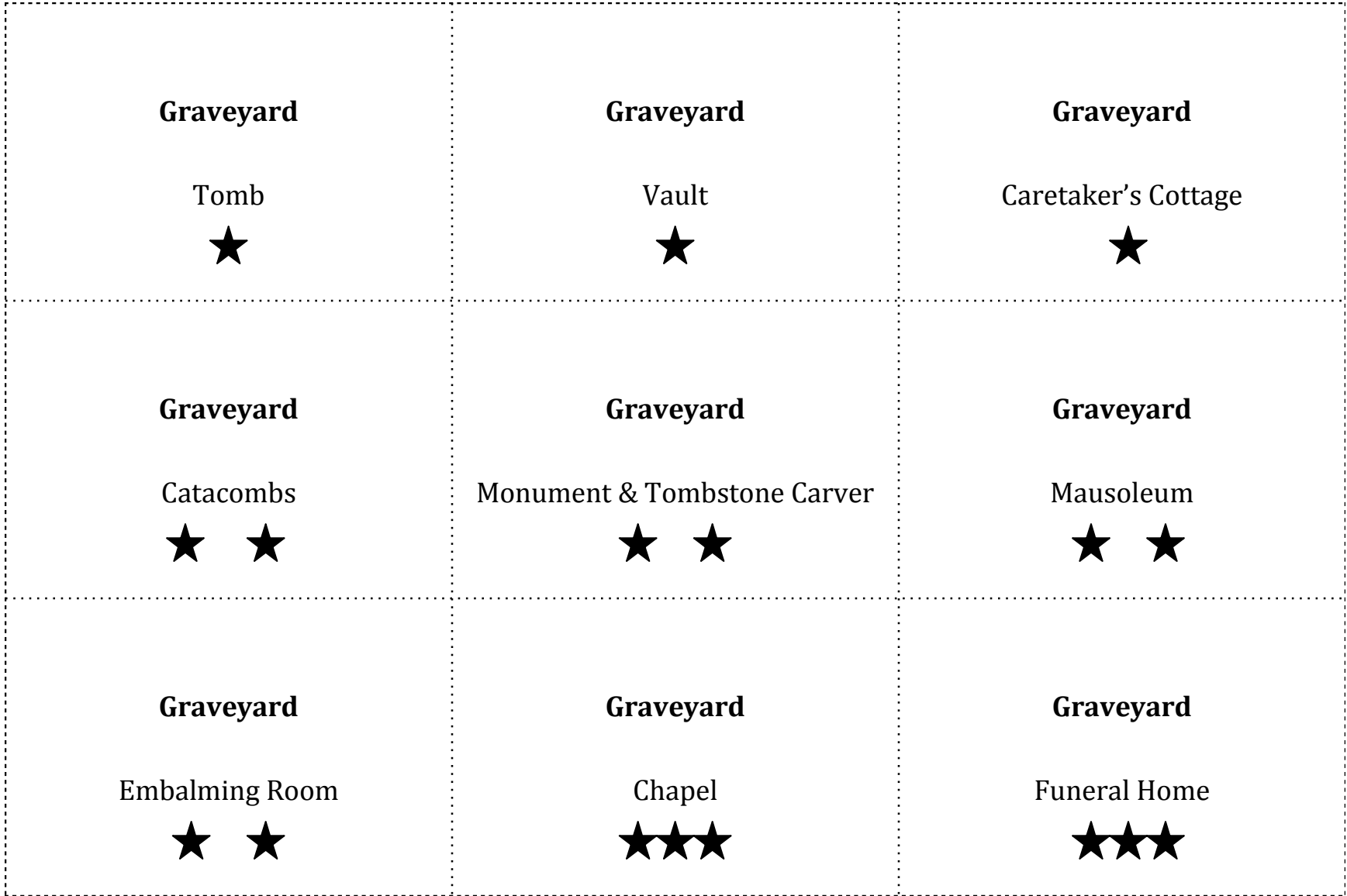
Use during the zombie movement step when a zombie enters your space to move into an adjoining vacant space.

0

1

1

0



①

①

Bicycle

Use during your movement step to gain 5 action points.

①

②

Pick

①

Use before making an attack to add two fight dice to your pool.

①

②

Hot Coffee

①

Use during your movement step to restore all fight dice that you have discarded during that turn.

①

③

Iron Bar

①

②

Use before making an attack to add a fight die to your pool.

①

③

Rifle

①

②

Use during your movement step to destroy a zombie in an adjacent space. A standing berserker or mutant is merely tipped.

①

①

Holy Symbol

①

①

Use when you totally use up one other item. Instead of putting that item into your pack, refresh it and put the Holy Symbol in your pack instead.

①

②

Sledge Hammer

①

①

Use after a fight roll to re-roll your attack. The result of your first roll is ignored.

①

③

Axe

①

②

Use after an attack to recover the fight dice that you discarded on that attack.

①

③

Formaldehyde

①

②

Use before your zombie movement step to skip it completely.

①

①

①

①

Graveyard

Crematorium



Graveyard

Crypt



Underground Facility

Chemistry Lab



Underground Facility

Security Station



Underground Facility

Conference Room



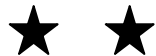
Underground Facility

Dissection Room



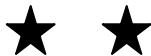
Underground Facility

Kennel



Underground Facility

Medical Bay



Underground Facility

Autopsy Lab



2

Acid

1

Use during your movement step to destroy one zombie in your space.

0

3

Shovel

2

Use before making an attack to add a fight die to your pool.

0

2

Gasoline

Use during your movement step to set fire to an adjacent space. All zombies in the space are destroyed and no one may enter the space until the start of your next turn.

1

0

0

2

Autopsy Knife

1

Use after a fight roll to re-roll your attack. The result of your first roll is ignored.

0

1

3

Aspirin

2

Use at the end of your movement step to recover a life token, up to maximum of six.

0

0

1

Fragmentation Grenade

Expend 1 action point during your movement step to destroy all zombies in all adjacent spaces.

0

0

0

3

Laser Saw

2

Use during your movement step to destroy a zombie in an adjacent space.

0

1

3

Pain Patch

2

Use during your movement step to restore all fight dice that you have discarded during that turn.

0

0

3

Cattle Prod

2

Use during your movement step to tip a zombie in your space without expending an action point.

0

1

1

1

Underground Facility

Barracks



Underground Facility

Containment



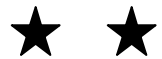
Underground Facility

Biology Lab



Underground Facility

Engineering



Underground Facility

Offices



Starting Weapon

Starting Weapon

Starting Weapon

Starting Weapon

2

Necrophage

An experimental bacteria that eats zombie flesh, use it during your movement step to turn all corpse food, berserkers and mutants on your tile into shamblers.

1

0

2

3

Assault Rifle

Use during your movement step to destroy a zombie up to two spaces away that doesn't pass through a wall.

0

1

2

Rocket Launcher

Use at the start of movement. Expend all your movement to destroy all zombies in an adjacent tile.

0

0

1

0

1

1

3

Electric Cart

As long as you have this item active you gain +1 on your movement every turn.

0

0

0

Backpack

When you equip the backpack, immediately equip two items from your pack. As long as you have the backpack equipped you may have 5 equipped items instead of 3.

0

2

Pistol

Use during your movement step to destroy a zombie **standing** in an adjacent space. A standing berserker or mutant is merely tipped.

0

0

0

1

3

3

3

Pistol

Use during your movement step to destroy a zombie **standing** in an adjacent space. A standing berserker or mutant is merely tipped.

2

0

2

Pistol

Use during your movement step to destroy a zombie **standing** in an adjacent space. A standing berserker or mutant is merely tipped.

0

2

Pistol

Use during your movement step to destroy a zombie **standing** in an adjacent space. A standing berserker or mutant is merely tipped.

0

1

1

1