

Sporting Goods

3



Shotgun

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

1

Bookstore

1



Map

0 Play during your movement step to place 4 random tiles in any legal position and immediately populate them with zombies. The tiles do not have to be adjacent to you.

0

Skate Shop

2



Skateboard

1 Use during your movement step to gain 3 action points.

0

Hardware Store

2



Chainsaw

1 Use at any time during your movement step to roll 6 dice on all fight rolls for the rest of your turn.

0

Liquor Store

2



Molotov Cocktail

1 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

Coffee Shop

2



Hot Coffee

1 Use at the end of your movement step to rotate your Fight card two turns counter-clockwise.

0

Toy Store

3



Baseball Bat

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

1

Pet Shop

3



Puppies

2 Use before your zombie movement step to skip it completely.

1

Jewelry Store

3



Stun Gun

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

1

Gun Store

3



Utility Rom

3



Cutlery

3



Pistol

2 Use during your movement step to destroy a strength 6 or less zombie **standing** in an adjacent space.

0

Hatchet

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

0

Sword

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

0

1

1

1

Bicycle Shop

1



Convenience Store

3



Gym

3



Bicycle

0 Use during your movement step to gain 5 action points.

0

Pistol

2 Use during your movement step to destroy a strength 6 or less zombie **standing** in an adjacent space.

0

Running Shoes

2 Use during your movement step to gain 2 action points.

0

0

1

1

Botique

3



Restaurant

3



Hardware Store

2



Leather Jacket

2 Use instead of losing a life token.

0

Cleaver

2 Use after making an attack roll to change one of the dice to a 2.

0

Crowbar

1 Use during your movement step when adjacent to a barricaded location to remove the barricade. Costs 1 action point to use.

0

1

1

0

Fire Station

3



Fire Axe

Use during your movement step before making an attack to destroy one zombie in your space.

1

Florist

3



Bandages

Use at the end of your movement step to rotate your Fight card one turn counter-clockwise.

1

Pharmacy

2



Pain Killers

Use at the end of your movement step to rotate your Speed card two turns counter-clockwise.

0

Security Station

3



Stun Grenade

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

1

Clinic

2



First Aid Kit

Use at the end of your movement step to restore your Fight card or Speed card to six.

0

Shoe Store

3



Sneakers

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

1

Hardware Store

3



Hammer

Use after making an attack roll to change one of the dice to a 1.

1

Daycare

3



Aspirin

Use at the end of your movement step to rotate your Seed card one turn counter-clockwise.

1

Home Security

2



Motion Detector

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

0

Hardware Store

2



Garden Center

3



Educational Store

1



Crowbar

Use during your movement step when adjacent to a barricaded location to remove the barricade. Costs 1 action point to use.

1

0

2

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

0

0

0

Bomb

Use at the start of movement. Expend all your action points to destroy all zombies in all adjacent spaces.

0

1

0

Ice Rink

2



Gadget Store

1



Garden Center

3



Hockey Stick

Use when you fail an attack roll to stagger the zombie without discarding fight dice or action points.

1

0

0

Zombie Repellant

Use at the start of your zombie movement step. Zombies cannot enter your space until the start of your next turn.

0

2

0

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

0

0

1

Educational Store

3



Bookstore

3



Loading Dock

3



XXX

Use during your movement step to destroy a strength 6 or less zombie **standing** in an adjacent space.

2

0

2

XXX

Use during your movement step to destroy a strength 6 or less zombie **standing** in an adjacent space.

0

2

0

XXXX

Use during your movement step to destroy a strength 6 or less zombie **standing** in an adjacent space.

1

1

1

Educational Store

2



6

6

XXXX

1

Use during your movement step to destroy all zombies in an adjacent space.

0

5

Speed

Start your movement step with this many action points.

3

5

Speed

Start your movement step with this many action points.

3

0

4

4

6

6

6

Speed

5

Start your movement step with this many action points.

3

Speed

5

Start your movement step with this many action points.

3

Fight

5

Start your movement step with this many fight dice.

3

4

4

4

6

6

6

Fight

5

Start your movement step with this many fight dice.

3

Fight

2

Start your movement step with this many fight dice.

0

Fight

5

Start your movement step with this many fight dice.

3

4

1

4