

<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Shotgun</b></p> <p>② Use during your movement step to destroy all zombies in an adjacent space. ① Sporting Goods ①</p>	<p style="text-align: center;">①</p> <p style="text-align: center;"><b>Map</b></p> <p>Play during your movement step to place 3 random tiles in any legal position and immediately populate them with zombies. They do not have to be adjacent to you. ① Bookstore ①</p>	<p style="text-align: center;">②</p> <p style="text-align: center;"><b>Skateboard</b></p> <p>① Use during your movement step to gain 3 action points. ① Skate Shop ①</p>
<p style="text-align: center;">②</p> <p style="text-align: center;"><b>Chainsaw</b></p> <p>① Use at any time during your movement step to roll 5 dice on all fight rolls for the rest of your turn. ① Hardware Store ①</p>	<p style="text-align: center;">②</p> <p style="text-align: center;"><b>Molotov Cocktail</b></p> <p>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. ① Liquor Store ①</p>	<p style="text-align: center;">②</p> <p style="text-align: center;"><b>Hot Coffee</b></p> <p>① Use during your movement step to restore all fight dice that you have discarded during that turn. ① Coffee Shop ①</p>
<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Baseball Bat</b></p> <p>② Use before making an attack to add a fight die to your pool. ① Toy Store ①</p>	<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Puppies</b></p> <p>② Use before your zombie movement step to skip it completely. ① Pet Shop ①</p>	<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Stun Gun</b></p> <p>② Use during your movement step to tip a zombie in your space without expending an action point. ① Jewelry Store ①</p>

3

### Meditation Crystals

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

2

0

1

New Age Shop



3

### Nunchaku

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

2

0

1

Martial Arts Class



3

### Sword

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

2

0

1

Cutlery



1

### Bicycle

Use during your movement step to gain 5 action points.

0

0

0

Bicycle Shop



3

### Shovel

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

2

0

1

Gardening Supplies



3

### Running Shoes

Use during your movement step to gain 2 action points.

2

0

1

Gym



3

### Leather Jacket

Use instead of losing a life token.

2

0

1

Boutique



3

### Cleaver

Use after making an attack roll to re-roll two fight dice.

2

0

1

Food Court



3

### Stun Gun

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

2

0

1

Home Electronics



3

### Fire Axe

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

0

1

Maintenance

3

### Bandages

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

0

1

Florist

2

### Pain Killers

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

0

0

Pharmacy

3

### Stun Grenade

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

0

1

Security Office

2

### First Aid Kit

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

0

0

Clinic

3

### Sneakers

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

0

1

Shoe Store

3

### 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

1

Home Improvement

3

### Aspirin

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

0

1

Daycare

2

### Motion Detector

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

0

0

Home Security

<p style="text-align: center;">②</p> <p style="text-align: center;"><b>Necrophage</b></p> <p>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.</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">Educational Store</p>	<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Revolver</b></p> <p>Use during your movement step to destroy a zombie <b>standing</b> in an adjacent space. A standing berserker or mutant is merely tipped.</p> <p style="text-align: center;">②      ①</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">Bank</p>	<p style="text-align: center;">①</p> <p style="text-align: center;"><b>Gas Bomb</b></p> <p>Use at the start of movement. Expend all your movement to destroy all zombies in all adjacent spaces.</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">Loading Dock</p>
<p style="text-align: center;">②</p> <p style="text-align: center;"><b>Hockey Stick</b></p> <p>Treat a disaster attack roll against a standing zombie as a knockback.</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">Skating Rink</p>	<p style="text-align: center;">①</p> <p style="text-align: center;"><b>Zombie Repellant</b></p> <p>Use at the start of your zombie movement step. Zombies cannot enter your space until the start of your next turn.</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">①      ①</p> <p style="text-align: center;">Gadget Store</p>	<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Pistol</b></p> <p>Use during your movement step to destroy a zombie <b>standing</b> in an adjacent space. A standing berserker or mutant is merely tipped.</p> <p style="text-align: center;">②      ①</p> <p style="text-align: center;">①      ①</p>
<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Pistol</b></p> <p>Use during your movement step to destroy a zombie <b>standing</b> in an adjacent space. A standing berserker or mutant is merely tipped.</p> <p style="text-align: center;">②      ①</p> <p style="text-align: center;">①      ①</p>	<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Pistol</b></p> <p>Use during your movement step to destroy a zombie <b>standing</b> in an adjacent space. A standing berserker or mutant is merely tipped.</p> <p style="text-align: center;">②      ①</p> <p style="text-align: center;">①      ①</p>	<p style="text-align: center;">③</p> <p style="text-align: center;"><b>Pistol</b></p> <p>Use during your movement step to destroy a zombie <b>standing</b> in an adjacent space. A standing berserker or mutant is merely tipped.</p> <p style="text-align: center;">②      ①</p> <p style="text-align: center;">①      ①</p>