

Zombies!!!

Building

Surprises

After clearing out a building completely of its zombies, you must stay in the building for the rest of your turn to collect the object at the beginning of your next turn. If someone places zombies in that building before the beginning of your next turn, you must defeat those as well. The item is then placed in that building randomly using a die roll (I use a black heart marker). Once the item is placed, it can be collected even if zombies are placed in the building. Objects count as Items / Weapons.

Here is the list of objects found in their respective buildings:

Army Surplus Store: Bandolier

This handy piece of equipment allows you reroll a failed combat roll. Declare before combat if you will use it. If you fail on the combat roll, you can quickly reload your weapon and fire again before the zombie gets a chance to attack. You can use this three times, but only once per zombie. Like the card 'Shotgun', if you use it and still succeed in killing said zombie on your first roll, the Bandolier's use is wasted.

Drug Store: Methamphetamines

Commonly referred to as uppers and speed, the Drug Store hold a stash of three bottles. Use these before your movement roll. Roll a die. If you get a 5 or a 6, you overdose and cannot move until your next turn. If you roll a 1, 2, 3 or 4, roll two dice. This is how many spaces you may move this round. Due to the euphoric nature of the drug, you suffer a -1 penalty to combat rolls during this turn. This penalty lasts until the beginning of your next turn.

Fire Station: Fire Extinguisher

The Fire Extinguisher has three uses. Use it to hose down a zombie and continue movement. Place the zombie on its side. It will get up at the beginning of your next turn. You cannot kill knocked down zombies. These zombies

cannot move during their movement phase, though any player may use a zombie movement to make it stand up instead of moving. Anyone passing a hosed down zombie is not attacked (like Alternate Food Source).

Florist Shop: Hedge Clippers

Once you've obtained the Hedge Clippers, whenever in combat with a zombie, roll a die. On a 4, 5 or 6, add +1 to all combat rolls. On a 1, 2 or 3, you do not gain the combat bonus.

Gas Station: Beat Up Pick-Up

This unreliable hunk of junk is only usable on a road space. If you go into a building, leave the truck outside (use a marker). Whenever you move with this vehicle, roll a die. On a 1-4 add two to your movement roll. On a 5 or 6, it will stall, leaving it unusable for the rest of the game. You may choose to leave it behind at any time. You may also use it to crash into a zombie, killing it (including Government Enhanced Zombies). After you have crashed the Pick Up it will become unusable, and you must forfeit the rest of your movement points for that turn.

Optional rule: Rolling a 5 or 6 does not make the Pick Up unusable, but you cannot move that round.

Hardware Store: Propane Torch

This item is used to burn down a building. All bullets, health tokens and special items are lost, and the arsonist collects all zombies. The arsonist must step into the building and fight any zombie at the door before they can use the Propane Torch. The building will not be burned down until the end of their next turn, so any player inside still has a chance to get out. Players still trapped inside are killed.

Hospital: Paramedic's Defibrillator

The Defibrillator has three charges. You may use this to electrocute a zombie. Roll a die. On a 1-4, kill and collect the zombie. On a 5 or 6 you electrocute yourself for a point of damage (Government Enhanced Zombies are only killed on a roll of 1-3).

Lawn & Garden Store: Fertilizer Bomb

The Fertilizer Bomb is used to clear out a road space of up to nine squares, with you as the center. When used, lose one life and collect all adjacent zombies. No roll necessary.

Police Station: Riot Shield

This can be used to either push past a zombie without having to fight it, or as defensive shield. As defense, if you miss on combat, the zombie rolls. On a 1, 2 or 3 the shield will protect you from its attack. On a 4, 5 or 6, it will do its regular damage. You may use the Riot Shield after you have failed your roll, not before combat like the Bandolier. The Riot Shield has 3 uses.

Skate Shop: Hidden Ganja Stash

Someone in this store left behind their stash. Like with the 'Much Needed Rest' card, the player does not move, and regains two health points. They also suffer a -2 combat penalty until the beginning of their next turn.

Sporting Goods Store: Sniper Rifle

The sniper rifle has three bullets, to be used during a player's turn. You must use a movement point to fire the sniper rifle. The sniper rifle may be used to shoot at a zombie up to three spaces away from your location (as long as you have line of sight). On a 1, 2 or 3: your shot misses (lose a rifle bullet). On a 4, 5 or 6: you kill the zombie and collect it. You may use another movement point to aim, hence lowering the roll needed to kill the zombie (so if you use 2 movement points – one to aim and one to fire – the roll needed is 3-6, not 4-6). There is no limit to the amount of movement points you may spend to aim. You cannot use Bullet tokens or Shotgun to increase your combat roll, though you may use other cards (like Adrenaline rush). Government Enhanced Zombies need a 5 or 6 to be killed with the Sniper Rifle.

Top Secret Lab: Zombie Control Unit

This object has 3 uses. With this marvel of technology you have complete command of any zombie. You may use it at any time to move a zombie two spaces. It will not harm you if it goes into your space. The controlled zombie can be used to carry items or to make them attack opponents, anywhere on the board.

Alternate Lab Item: Zombie Repulsor

Matrix

The Matrix has two charges. When you move within one square of a zombie, immediately move it away from you, to a maximum of one space (though every zombie you approach will move). If it cannot move and you step into its square, you must fight it. Because of the disorienting frequency the Matrix emits, you suffer a -1 penalty to your combat rolls. No zombie can be moved closer

than one space away from you (or placed on you) until the beginning of your next turn.

Toy Store: Modified Remote Control Racer

In the vein of Dirty Harry, this explosive RC racer can do devastating damage. At any time during your turn, roll a die. That is how many spaces the car can move on a road space before detonating (beginning at your location). The RC can pass beyond a space that a zombie or player occupies, and you may choose to move it as many or as little spaces as you have rolled. At the end of the RC's movement, it will explode, killing any zombie on the space it occupies, as well as the space in front and the one behind. Anyone in the blast radius will suffer one point of damage. You may not move to avoid the blast (if you roll a one for RC Racer movement you will take a point of damage unless the car turns a corner). The racer can be placed under another player. Its blast radius can penetrate buildings. The RC will not destroy Government Enhanced Zombies.

Additional ideas: Gas mask makes you invisible to zombies (3 uses)
Skunk odor makes you invisible to zombies (3 uses)