
ZOMBICIDE
GEAR UP
CMON
RULES

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OVERVIEW

In a world overrun by zombies, it's tough for the few remaining survivors to fight back against the endless horde that has taken over the city. We've discovered that a Boss is leading them and all we need to do is draw it out by killing off its swarm. Our crew is prepped and ready to take back what is ours. But first, we'll need to ***GEAR UP****!*

Zombicide: Gear Up is a cooperative flip-and-write game where 1 to 6 players take on the role of Survivors fighting for their lives during the zombie apocalypse. The Survivors are an elite of combatants that have taken to the streets overrun with the undead. There, they must fend off the hordes of Zombies that spawn and move toward them until the Boss appears. This is when the Survivors must achieve their final goal: Kill the Boss and end this zombie invasion!

GAME COMPONENTS

6 DOUBLE-SIDED SURVIVOR DASHBOARDS



6 DRY-ERASE MARKERS



6 DOUBLE-SIDED BOSS DASHBOARDS



1 LEADER CARD



48 REGULAR ZOMBIE CARDS



Walker.....x12
Runner x12
Crawler.....x12
Zombie Dog..x12

24 SPECIAL ZOMBIE CARDS



Bomber x6
Brute..... x6
Soldier x6
Stinky x6

6 SOLO MODE COMPANION CARDS



10 TURN CARDS



3 PHASE 1 BOSS CARDS



4 PHASE 2 BOSS CARDS



7 SPAWN CARDS



6 SPAWN AID CARDS



BASIC CONCEPTS

SURVIVOR DASHBOARD

1– Survivor's Name
2– Health: These slots are crossed off when the Survivor suffers damage.
3– Armor: These slots are outlined when the Survivor gains and crossed off when used.
4– Ammo: These slots are outlined when the Survivor gains and crossed off when used.
5– Street Slots: Zombies moving toward the Survivor are placed in these 3 slots.
6– Weapons: Each Survivor has 4 Weapons, including a prefered Weapon (yellow).
7– Effects: Details the effects of the Survivor's Weapons.



Survivor Dashboard

SURVIVOR DASHBOARD WEAPON

1– Weapon's Name
2– Hit Shape: This is the Hit Shape players cross off on the Zombie HP Spaces when the Weapon is activated.
3– Starting Effect: Some Weapons have a starting effect that is always active, which can be Knockback or Multi Hit Effect 2× (see page 14).
4– Upgrade Effects: All Weapons have 2 upgrade effects that are unlocked during the game by killing Zombies. When unlocked, players tick off the circle next to the effect.



Survivor Dashboard Weapon

LEADER CARD

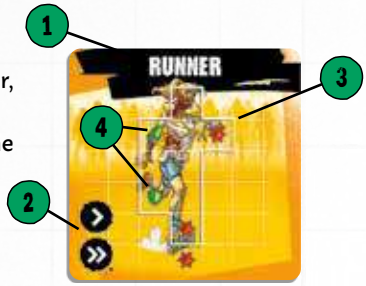
The Leader card is double-sided. One side lists the different setups according to the difficulty level used (Easy, Standard, Hard, and Nightmare), while the back side has a summary of the turn sequence.

The Setup side is divided into 3 columns:
1– Starting Spawn: Shows the amount and type of Zombie cards (Normal or Special) that each player receives during Setup.
2– Spawn Aid Card Difficulty: Shows the side of the Spawn Aid card to be used.
3– Boss Difficulty: Shows the side of the Boss dashboard to be used.



Leader Card

ZOMBIE CARD



Regular Zombie Card

1– Zombie Type: Lists the Zombie Type (Walker, Runner, Bomber, etc.).
The color of the bar on the Type indicates whether the Zombie is a Regular or Special Zombie:
- **Black bars** indicate Regular Zombies
- **Red bars** indicate Special Zombies

2– Zombie Speed: Indicates when this Zombie moves.

3– HP Spaces: Each square inside the thick white lines is an HP Space. HP Spaces are crossed off as Survivors attack the Zombies with their Weapons.

4– Ammo/Armor Icon: When HP Spaces with or are crossed off, the Survivor gains the corresponding bonus.

5– Damage Icon: When attacking, Zombies deal Damage to the Survivor for each not crossed off.

6– Fixed Damage Icon: These cannot be crossed off and always apply when the Zombie attacks.

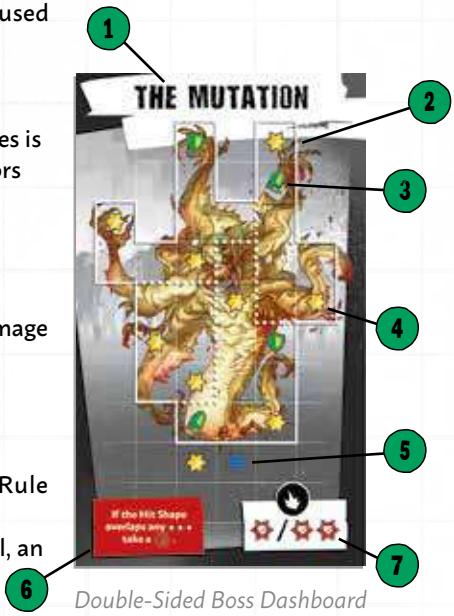
7– Special Ability: Indicates the Zombie's Special Ability (if any).



Special Zombie Card

BOSS DASHBOARD

The Boss dashboard is double-sided: Black is used when playing with the Easy difficulty and red is used for harder difficulties.



Double-Sided Boss Dashboard

1– Boss Name

2– HP Spaces: Each square inside the thick white lines is an HP Space. HP Spaces are crossed off as Survivors attack the Boss with their Weapons.

3– Ammo/Armor Icons: When HP Spaces with or are crossed off, the Survivor gains the corresponding bonus.

4– Damage Icons: When attacking, the Boss deals Damage to all Survivors for each / not crossed off.

5– Fixed Damage Icons: These / cannot be crossed off. is relevant only on Phase 2 of the 2nd round.

6– Boss Special Rule: Indicates the Boss' Special Rule (if any).

7– Boss Special Skill: Indicates the Boss' Special Skill, an effect that they activate from time to time.

SETUP



1. Each player gets 1 Dry-Erase marker.
2. Each player chooses a Survivor dashboard and places it in front of them. If playing Solo Mode, place it with the (1P) side up. Return any unused Survivor dashboards to the game box.
3. Shuffle the 48 Regular Zombie cards to form the Regular Zombie deck, which is kept facedown.
4. Shuffle the 24 Special Zombie cards to form the Special Zombie deck, which is kept facedown.
5. Shuffle the 10 Turn cards to form the Turn deck, which is kept facedown.
6. Players collectively check the Leader card and choose the difficulty for the game (Easy difficulty is recommended for new players).
7. Each player draws a number of Zombie cards from the decks as indicated on the Leader card according to the chosen difficulty, and places side-by-side on their 3rd Street Slot (the furthest from them).
8. Players collectively choose 1 of the 6 Bosses to use in the game and place its Boss dashboard off to the side for now (the Super Abomination is recommended for new players). Make sure to place the Boss dashboard with the side that matches the selected difficulty level facing up. Return the unused Boss dashboards to the box.
   Note: *The Boss only comes into play on the 2nd round.*
9. Place the Spawn Aid card that corresponds to the number of players and selected difficulty next to the Zombie decks. Return the unused Spawn Aid cards to the game box.
   Note: *The black side is used with Easy and Standard difficulties, and the red side is used with Hard and Nightmare difficulties.*
10. Choose a player to be the Leader for the mission. That player takes the Leader card, flips it to the Turn Sequence side and places it next to their dashboard, where they can help follow the sequence of steps during the game. The Leader is responsible for making final decisions in case the group can't agree on a matter, and is the player that the Boss spawns on during the setup of the 2nd round (see page 8).

GAMEPLAY

ROUND SETUP

Zombicide: Gear Up is played over 2 rounds. Each round consists of 9 turns.

1st ROUND

At the beginning of the 1st round, 9 Turn cards are drawn from the Turn deck and placed facedown in a row. The remaining card in the Turn deck is kept aside facedown.



Then, shuffle and place the 7 Spawn cards facedown below the last 7 Turn cards as shown:



Important: During the 1st round, Survivors cannot interact with the Boss in any way.

2nd ROUND

In the 2nd round, the Boss arrives, and it becomes possible for Survivors to attack it. Place the Boss dashboard in front of the Leader. The Boss does not go to any Street Slots. Rather, the Boss counts simply as being in front of the Survivor. Take the 9 Turn cards and the set-aside Turn card, shuffle them together and draw 9 to form a new row of facedown Turn cards. The remaining card in the Turn deck is returned to the game box.

Shuffle the 3 'Phase 1' Boss cards and place them facedown below the 3rd, 4th, and 5th Turn cards. Shuffle the 4 'Phase 2' Boss cards and place them facedown below the 6th, 7th, 8th, and 9th Turn cards as shown:



TURN STEPS

Each turn, resolve the following 5 steps in order:

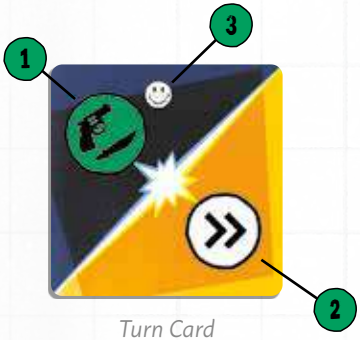
1– **Reveal:** Reveal the next Turn card.
2– **Attack:** Activate the Weapons of the revealed color. Then, Survivors may spend Ammo to cross off single HP Spaces.
3– **Upgrade:** For each killed Zombie in front of a Survivor this turn, they gain 1 upgrade.
4– **Zombie Walk:** Each Zombie of the revealed speed moves 1 Street Slot toward the Survivor.
5– **Spawn/Boss:** Reveal and resolve the next Spawn/Boss card (if any). Then, if it's the 2nd round, the Boss moves to the next Survivor.

Once all steps are complete, a new turn begins. The round continues until all its 9 turns are completed.

1 - REVEAL

Reveal the leftmost facedown Turn card, showing which Weapon color and Zombie Speed will be active for that turn.

1– **Weapon Color:** Shows which Weapon will be activated for all Survivors (see Attack, below).
2– **Zombie Speed:** Shows which Zombies move this turn (see Zombie Walk on page 12).
3– **Companion Icon:** Used only in Solo Mode (see page 19).



Turn Card

2 - ATTACK

In this step, Survivors activate their Weapons, of the color indicated on the current Turn card, to attack the Zombies in any of the Street Slots on their Survivor dashboard. Players cross off the HP Spaces on the Zombie cards, drawing the active Weapon's Hit Shape in order to fill all HP Spaces and kill them. Players may discuss how they want to use their Weapons and effects, but all players must draw their Hit Shapes at the same time.

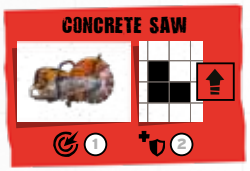
Some rules must be observed when drawing Hit Shapes:

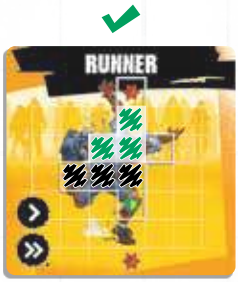
- Hit Shapes may be rotated and/or mirrored.
- The full and complete Hit Shape must be drawn.
- Each HP Space may be crossed off only once.
- Squares outside the HP Spaces can't be crossed off.
- If a player cannot or does not want to use the complete Hit Shape, they can instead cross off a single HP Space.

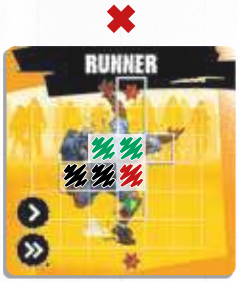
Note: *Players still apply any Weapon effects if they choose to cross off a single HP Space.*

Example: The Survivor activates their Concrete Saw against a Runner that already has a few HP Spaces crossed off











✔ *This is a valid placement for the Hit Shape.*

✖ *These 2 placements of Hit Shapes are invalid. On the left, the Hit Shape overlaps a crossed-off square and on the right, the Hit Shape would cross off a square outside the HP Spaces.*

***Note:** In the case a Survivor has no Zombies in front of them, they can't use their Weapon unless it has Long Range (see page 14).*

Zombie Icons

Armor: When a player crosses off an HP Space with an Armor icon on a Zombie card, they have salvaged some defensive gear in the attack and immediately gain 1 Armor. To represent this, outline 1 of the icons in the Armor area on their Survivor dashboard (see page 5).

***Example:** The Survivor already has 3 Armor (with 2 of them having already been used and crossed off) when they gain a 4th. The Survivor then outlines the 4th slot:*



Ammo: When a player crosses off an HP Space with an Ammo icon on a Zombie card, they have found some ammunition while attacking and immediately gain 1 Ammo. To represent this, outline 1 of the icons in the Ammo area of their Survivor dashboard (see page 5).

***Example:** The Survivor already has 3 Ammo (with all of them having already been used) and gains a 4th, outlining it:*



Damage: When a player crosses off an HP Space with a Damage icon on a Zombie card, they effectively reduce how much damage that Zombie is able to deal. When attacking, a Zombie deals damage to the Survivor equal to the number of Damage icons not crossed off on its card.

Note: *Damage icons outside of HP Spaces can never be crossed off and represent the base damage dealt by the Zombie.*

Weapon Effects

Each Weapon has a different set of effects that affect how they function. Some Weapons have starting effects that are active from the beginning. All weapons have 2 upgrade effects that are only applied once they are unlocked (check the list of all effects on page 14).

Note: *Preferred Weapons, denoted by their yellow color, already start the game with all their upgrades unlocked.*

Spending Ammo

During the attack step, after drawing their Weapon's Hit Shape, each Survivor may cross off any amount of their outlined to cross off that many HP Spaces on the Zombies on their Street Slots. Spending is optional. Survivors may choose to save for later turns.

Killing a Zombie

If all HP Spaces on a Zombie card are crossed off, that Zombie is killed. Discard the Zombie card. The Survivor who had that Zombie in their Street Slot unlocks an upgrade in this turn's next step (see Upgrade below).

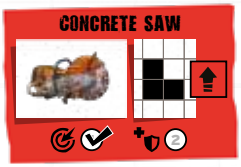
Attacking the Boss

As with the other Zombies, the Boss can only be hit by the Survivor that has it in front of them (or by an adjacent Survivor using Long Range, see page 14). The Boss is not considered to be in any Street Slot.

Note: *Remember that the Boss can only be attacked during the 2nd round.*

3 - UPGRADE

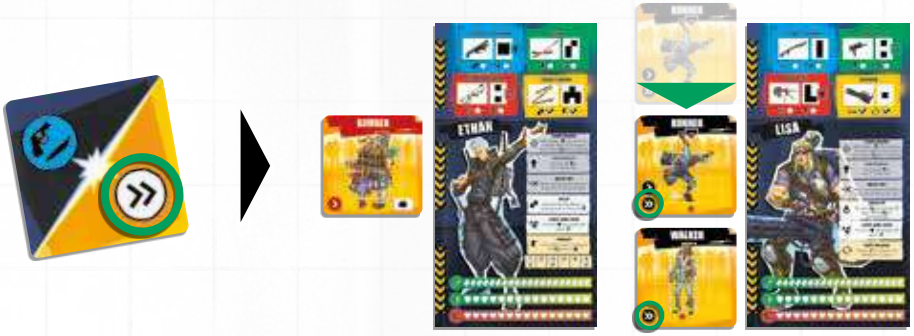
Each Survivor gains 1 upgrade for each Zombie that was killed in one of their Street Slots in this turn's previous step (even if the Survivor who killed the Zombie was another Survivor). The player chooses an available upgrade and ticks off the circle next to it. That upgrade is unlocked for the rest of the game. Each Weapon's upgrades must be unlocked in order, from left to right: first upgrade 1, then upgrade 2.



The Survivor gains an upgrade and chooses to upgrade their Concrete Saw. As this Weapon has not been upgraded yet, the first upgrade (Critical Hit) is selected and ticked off.

4 - ZOMBIE WALK

After all Survivors have attacked, it's the Zombies' turn to move. In this step, each Zombie with a Zombie Speed that matches the speed shown on the current Turn card, moves 1 Street Slot toward their Survivor. If a Zombie is in the 1st Street Slot (the slot closest to the Survivor) and would move, they attack instead of moving. The icon counts as both Zombie Speeds, which means all Zombies should move 1 Street Slot.



The Turn card shows the Zombie Speed, so the Zombies with speed move. The Bomber on Ethan's dashboard doesn't have that speed listed and stays put. Lisa's Runner moves from her 3rd to her 2nd Street Slot. Her Walker also has the indicated speed but, as it is on the 1st Street Slot, it doesn't move and attacks Lisa instead.

Zombie Attack

When a Zombie attacks, it deals damage to the Survivor equal to the number of Damage icons not crossed off on its card (inside or outside HP Spaces). When suffering damage, the player crosses off that many on their Survivor dashboard. If the attacked Survivor has any outlined , they may choose to cross them off instead of crossing off .



This Runner has 3 icons on its card, but since 1 of them is crossed off, it deals 2 damage when it attacks the Survivor. The Survivor has 1 outlined , so they decide to cross off that and 1 .

Important: If a Survivor crosses off their last , they are killed and the game ends in defeat.

5 - SPAWN / BOSS

After all Zombies have moved and/or attacked, reveal and resolve the card below the current Turn card (if any).

- In the 1st round, Spawn cards are used.
- In the 2nd round, Boss cards are used (see page 13).

Spawn Cards and Spawn Aid Cards

Each Spawn card shows 1 of 3 Spawn icons: A, B, and C.
Check the Spawn Aid card to see how many Zombies of each tier are spawned.
For example, with 4 players at Easy difficulty, the number of Zombies spawned according to the icon is:



Spawn card

Spawn A
3 Regular Zombies are spawned.

Spawn B
2 Regular Zombies and 1 Special Zombie are spawned.

Spawn C
1 Regular Zombie and 2 Special Zombies are spawned.



Spawn Aid card

Resolving Spawn

To resolve a Spawn, the corresponding number of Zombie cards are drawn from each deck and placed faceup in the center of the table. Players collectively decide which Survivor receives each Zombie card.
The distribution of Zombies doesn't need to be equal, so a Survivor can receive more Zombies than the others. When a Survivor receives a new Zombie, place it on their 3rd Street Slot. There is no limit to how many Zombies a Street Slot can have at any moment.

Boss Cards

In the 2nd round, Boss cards are used instead of Spawn cards to dictate how the Boss behaves. There are 4 icons that may appear:

Boss Special Skill
The Boss' Special Skill activates.

Boss Attack
The Boss attacks, dealing damage to each Survivor equal to the number of Yellow Damage icons not crossed off on its dashboard.

Boss Zombie Spawn
Spawn Zombies following the usual rules of Spawn cards (see above).

Boss Special Attack
The Boss attacks, dealing damage to each Survivor equal to the number of Yellow and Blue Damage icons not crossed off on its dashboard.

Note: *This icon only appears on the Phase 2 Boss cards. During the Phase 1 Boss cards, Survivors don't suffer damage from Blue Damage icons.*

Note: *If multiple icons are shown on the card, they are resolved in order, from left to right.*

Moving to the Next Survivor

The Boss is always in front of 1 Survivor. After resolving the Boss card, it moves to the next Survivor in clockwise order.

WINNING OR LOSING THE GAME

The Survivors win if they manage to kill the Boss. It doesn't matter how much Health they have left or how many Zombies are still alive in front of them.

The Survivors lose if any of these conditions are met:

- If at any point in the game a Survivor is killed.
- If at the end of the 2nd round, the Survivors haven't killed the Boss.

WEAPON EFFECTS

Knockback

Push target to the 3rd Street Slot.

After drawing the Weapon's Hit Shape, the player may move the target Zombie to their 3rd Street Slot. If the target is the Boss or it is already on the 3rd Street Slot, nothing happens.

Multi Hit

When activating this Weapon, draw this Hit Shape N times.

When activating this weapon, the Hit Shape may be drawn multiple times. The number N indicates how many times. Each time it is drawn, it can target a different Zombie.

Scavenge

For each this crosses off, gain 1 .

After drawing the Hit Shape, the Survivor gains 1 for each that was crossed off by this Hit Shape.

Lock and Load

For each this crosses off, gain 1 .

After drawing the Hit Shape, the Survivor gains 1 for each that was crossed off by this Hit Shape.

Long Range

May target a of an adjacent Survivor. Both Survivors gain bonus from this crosses off.

A Long Range Weapon can target Zombies in front of an adjacent Survivor. Adjacent Survivors are the Survivors immediately to the right and to the left of a Survivor. When the Hit Shape is drawn on a Zombie in front of an adjacent Survivor, both Survivors gain any bonus from and crossed off by this Hit Shape.

***Note:** If a Survivor crosses off the last HP Spaces on a Zombie in front of an adjacent Survivor, the latter gains the upgrade, not the Survivor that crossed off the last HP Spaces.*

Gear Up

For each this crosses off, gain 1 extra of the same type.

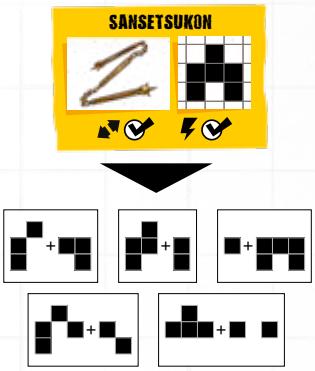
After drawing the Hit Shape, the Survivor gains 1 extra for each crossed off and 1 extra for each crossed off by this Hit Shape.

Split

May split the Hit Shape in 2, drawing both in the same 💀.

When activating this Weapon, the Hit Shape may be divided into 2 smaller shapes to be drawn on a single Zombie. The split Hit Shapes don't need to have the same number of squares and don't need to be contiguous. Both Hit Shapes work as if they were a single Hit Shape and must be drawn completely in the HP Spaces (rotated, mirrored, or turned into single squares independently).

Example: Some of the possible ways to split Sansetsukon's Hit Shape.



Adrenaline

Take 1 damage to activate this Weapon a 2nd time.

After activating the Weapon for the first time in a turn, the Survivor may take 1 damage (may prevent losing) to activate this Weapon a second time.

Fast Reload

Spend 1 to activate this Weapon a 2nd time.

After activating the Weapon for the first time in a turn, the Survivor may cross off 1 to activate this Weapon a second time.

Critical Hit

If this crosses off a , activate this Weapon a 2nd time on another 💀.

After activating the Weapon for the first time in a turn, if at least 1 was crossed off, the Weapon may be activated a second time targeting a different Zombie.

Cut Down

Draw this Hit Shape on 1 💀 in each Street Slot and the Boss (if in front of that Survivor).

When activating this Weapon, the Hit Shape is drawn on 1 Zombie in each Street Slot and on the Boss (if the Boss is in front of that Survivor).

Explosive

Draw this Hit Shape on each 💀 of a single Street Slot and the Boss (if in front of that Survivor).

When activating this Weapon, the Hit Shape is drawn on each Zombie of a single Street Slot and on the Boss (if the Boss is in front of that Survivor).

Frenzy

When activating this Weapon, cross off the next ◯ and gain all below a .

After drawing the Hit Shape, the player crosses off the next numbered ◯ on the Frenzy track. Then, that Survivor gains all and below all ◯ that are already crossed off.

Example: After activating a Weapon with Frenzy for the 4th time and crossing off the (4), the Survivor gains 1 and 1 .



THE ZOMBIES

There are 3 tiers of Zombies:

- **Regular:** Regular Zombies are the weakest Zombies in the game, with lower Health and Attack.
- **Special:** Special Zombies are stronger and some of them have Special Abilities (see below).
- **Bosses:** Bosses are the most fearsome of Zombies, requiring special strategies to be defeated.



Regular Zombie Cards



Special Zombie Cards

REGULAR ZOMBIES

There are 4 types of Regular Zombies: Runner, Walker, Crawler, and Zombie Dog.

SPECIAL ZOMBIES

There are 4 types of Special Zombies: Soldier, Stinky, Brute, and Bomber.

BOMBER



Bomber Zombies are walking bombs that explode when attacking. When a Bomber Zombie would attack, the Survivor discards its Zombie card instead (they do not gain an upgrade) and each Survivor suffers damage equal to the number of  not crossed off on that Bomber.



Bomber Zombie

STINKY



Stinky Zombies have a bad smell that affects Survivors' defensive abilities. While a Stinky is in any Street Slot in front of a Survivor, each other Zombie in front of that Survivor counts as having 1 extra . If there is more than 1 Stinky in front of a Survivor, their effects stack.



Stinky Zombie

BOSSES

Each one of the 6 Bosses has a Special Rule and Skill that make them work in a unique way (except the Super-Abomination, which has only a Special Skill).

SUPER-ABOMINATION

Each time is revealed: The Super-Abomination breaks the Armor of all Survivors. Each Survivor must cross off 2 outlined . If a Survivor has less then 2 , they cross off as many as they have and then nothing else happens to that Survivor.



Super-Abomination

ZOMBIE PYRAMID

Special Rule: When drawing a Hit Shape on the Zombie Pyramid, it must be adjacent to at least 1 already crossed off HP Space (note that 1 HP Space starts already crossed off). The Hit Shapes can be orthogonally or diagonally adjacent.

Each time is revealed: The Zombie Pyramid attacks all Survivors. This deals 1 damage to each Survivor, which can't be blocked by .



Zombie Pyramid

ZOMBIPHANT

Special Rule: The on the Zombiphant do not need to be crossed off to kill it. When all 8 HP Spaces adjacent to a are crossed off, cross off all HP Spaces in the same row and column as the .

Each time is revealed: The Zombiphant unleashes a powerful attack against all Survivors. This deals 2 damage to each Survivor, unless they have 1 , in which case they may cross it off instead of suffering the 2 damage.



Zombiphant

DEAD SOX

Special Rule: The Dead Sox is composed of 3 Zombie Bosses that damage Survivors independently. If one of them is killed, that Zombie does not attack anymore, but the remaining members attack as usual.

Each Dead Sox has a unique type of damage:

- **The Catcher** deals Armor damage. When it attacks, the Survivor must cross off instead of . If the Survivor has less then the damage suffered, they cross off as many as they have, and then nothing else happens.
- **The Batter** deals damage as usual.
- **The Pitcher** deals direct damage that can't be blocked by .

Each time is revealed: Each remaining Zombie Boss deals 1 damage to each Survivor.



The Catcher



The Pitcher

The Batter

SCREAMER

Special Rule: The HP Spaces inside the Screamer's mouth (inside the dotted lines) can only be crossed off if was revealed during the previous turn.

Each time is revealed: The Screamer screams, making Zombies of a specific speed move. Cross off the leftmost empty circle on its track and move all Zombies of that speed in front of all Survivors (this may cause attacks as usual).



Screamer

THE MUTATION

Special Rule: When drawing a Hit Shape on The Mutation, if the Hit Shape overlaps any dotted line, the Survivor suffers 1 damage.

Each time is revealed: The Mutation makes a powerful attack against all Survivors. This deals 2 damage to each Survivor, unless they have 1 , in which case they may cross it off instead of suffering the 2 damage.



The Mutation

SOLO MODE

Additional Setup

When playing in Solo Mode, after choosing a Survivor and flipping their dashboard to the (1P) side, the player randomly selects 3 Companion cards with a name different than their Survivor's and places them faceup next to their dashboard.



Companion Card

1– Name of the Companion
2– Hit Shape: This is the Shape the player will cross off on the Zombie HP Spaces when they activate the Companion.
3– Effect: The Companion Weapon's effect.

Attack Step

Whenever a Turn card with a ☺ is revealed, the player may choose 1 of their faceup Companion cards and flip it facedown to activate them. This can be done before or after activating their Survivor's Weapon. That Companion cannot be activated again until the next round. At the start of the 2nd round, all Companions are flipped back faceup, becoming available again.

***Note:** When playing in Solo Mode, the Boss never moves as there is only 1 Survivor.*

CREDITS

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RULES SUMMARY

ROUND SETUP

1st Round Setup:



2nd Round Setup:



TURN STEPS

1– **REVEAL:** Reveal the next Turn card.

2– **ATTACK:** Activate the Weapons of the revealed color. Then, Survivors may spend Ammo to cross off single HP Spaces.

3– **UPGRADE:** For each killed Zombie in front of a Survivor this turn, they gain 1 upgrade.

4– **ZOMBIE WALK:** Each Zombie of the revealed speed moves 1 Street Slot toward the Survivor. Zombies already in the 1st Street Slot attack the Survivor instead.

5– **SPAWN/BOSS:** Reveal and resolve the next Spawn/Boss card (if any). Then, if it's the 2nd round, the Boss moves to the next Survivor clockwise.

SPECIAL ZOMBIES

Bomber



When a Bomber Zombie would attack, the Survivor discards its Zombie card instead (they do not gain an upgrade) and each Survivor suffers damage equal to the number of  not crossed off on that Bomber.

Stinky



While a Stinky Zombie is in any Street Slot in front of a Survivor, each other Zombie in front of that Survivor counts as having an extra .