

Last Night on Earth: Zombie

1. **Start of Turn** – Anytime before step 5 (pg 16)
2. **Move Sun Track Marker** (pg 9):
 - Advance marker 1 space (on first turn, place on track)
3. **Draw New Zombie Cards** (pg 9):
 - May discard one card from hand if desired
 - Draw until you have a full hand
 - 1 Z player: 4 cards || 2 Z players: 2 cards each
4. **Roll for spawning new zombies** (pg 9):
 - Roll dice (1 Z player: 2 dice || 2 Z players: 1 die each)
 - Only if roll is higher than # zombies you control **now**
 - Then you will spawn new zombies in step 7
5. **Move Zombies** (pg 10):
 - 1 space each (walls don't matter)
 - If in space with hero, must stay
 - If within 1 space of hero, must move there
6. **Fight Heroes** (in same space as zombies - pg 10):
 - All zombies sharing space with heroes will fight
 - Heroes choose:
 - How to pair up fights (as even as possible)
 - The order of fights
 - Hero rolls 2 dice; Zombie rolls 1; Zombie wins tie
 - Heroes and Zombies may play cards + use abilities
 - If Zombie wins: Hero takes a wound
 - If Hero wins and rolled any doubles: Zombie dies
7. **Spawn Zombies** (pg 10):
 - Only as determined in step 4 (before fighting)
 - Roll die
 - 1 Zombie player: 1 die
 - 2 Zombie players: 1 die each where 4=1, 5=2, 6=3
 - Spawn up to that many zombies
 - Must spread evenly across spawn points

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