



Zombi

I

II

III

I

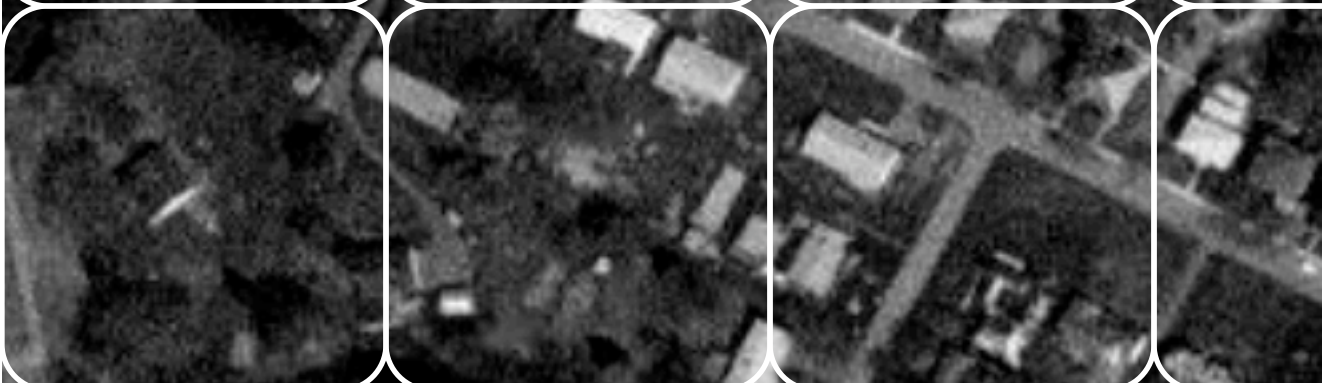
1



2



3



The Wars



IV

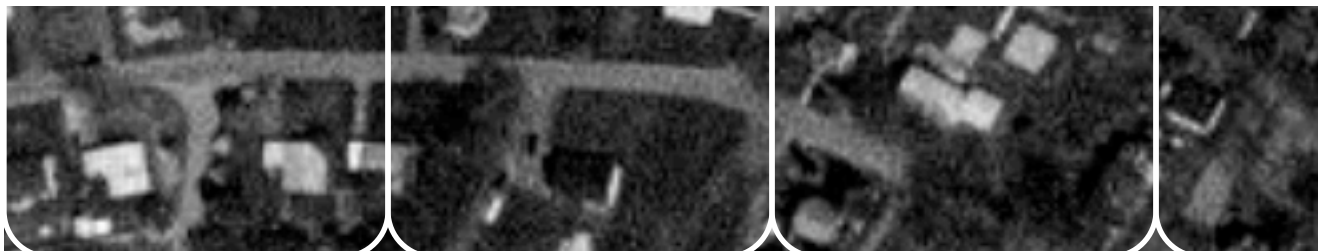
V

VI

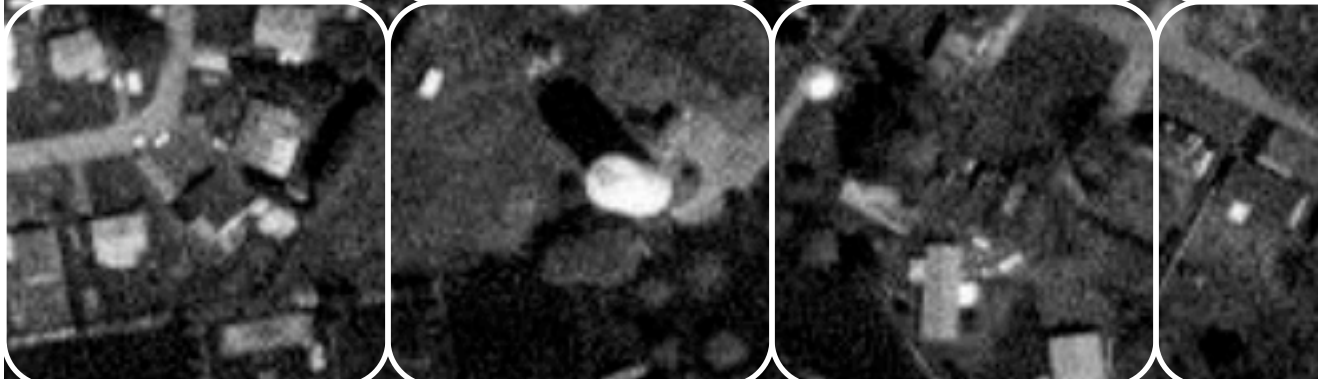
VII



4



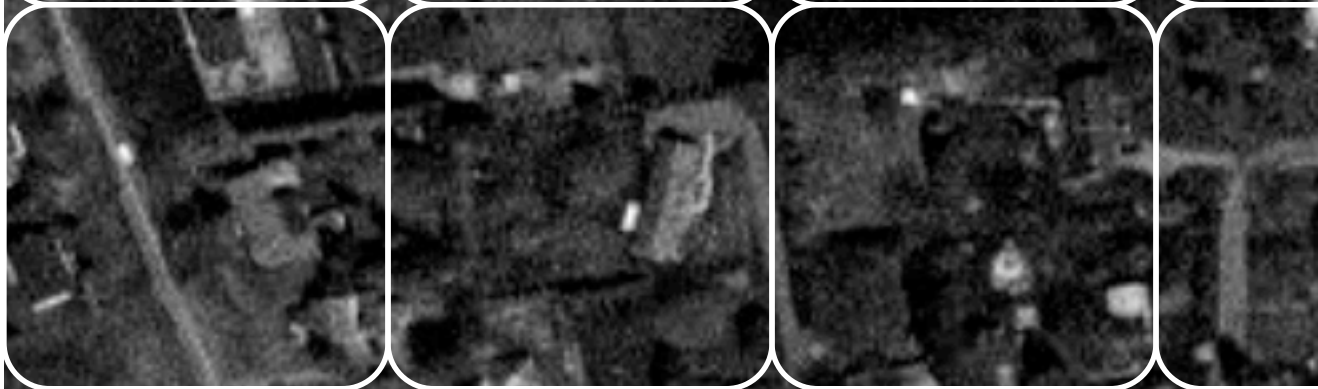
5



6



7



Start

8 PM

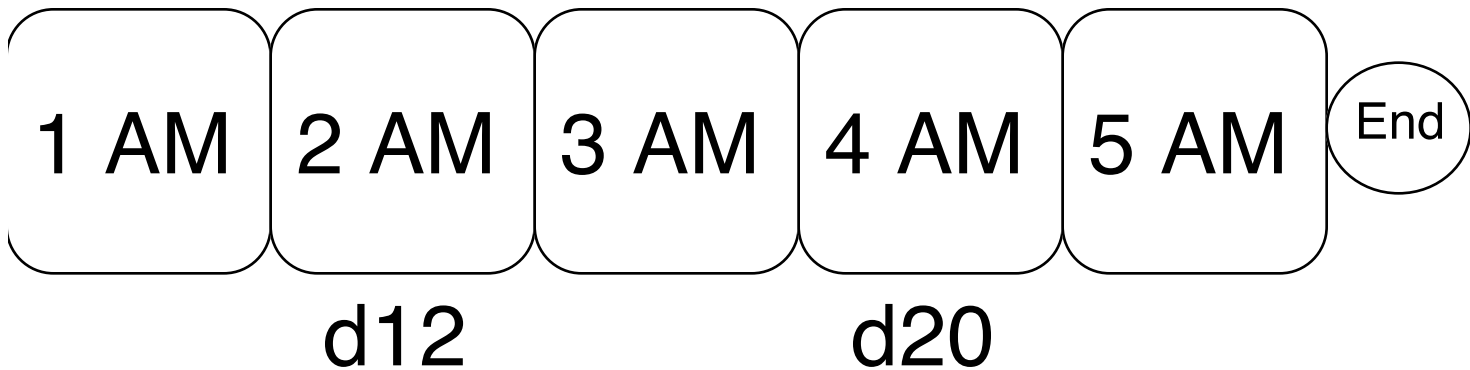
9 PM

10 PM

11 PM

12 AM

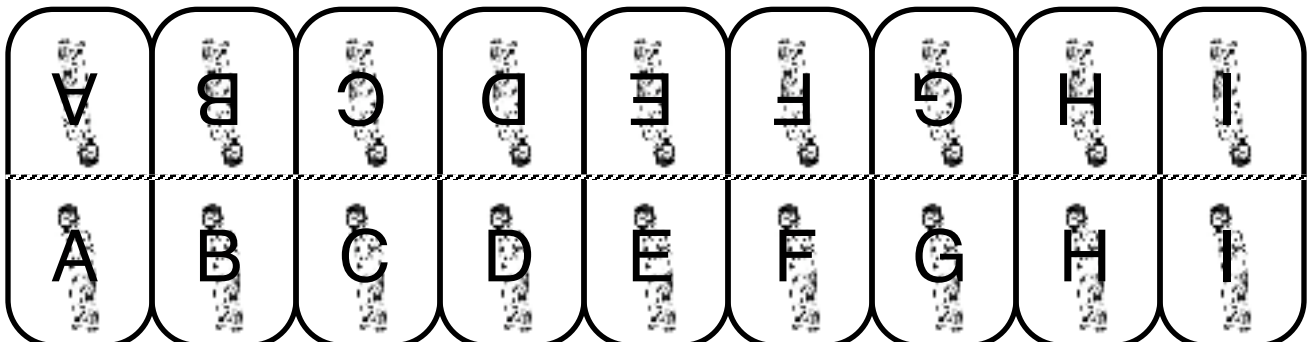
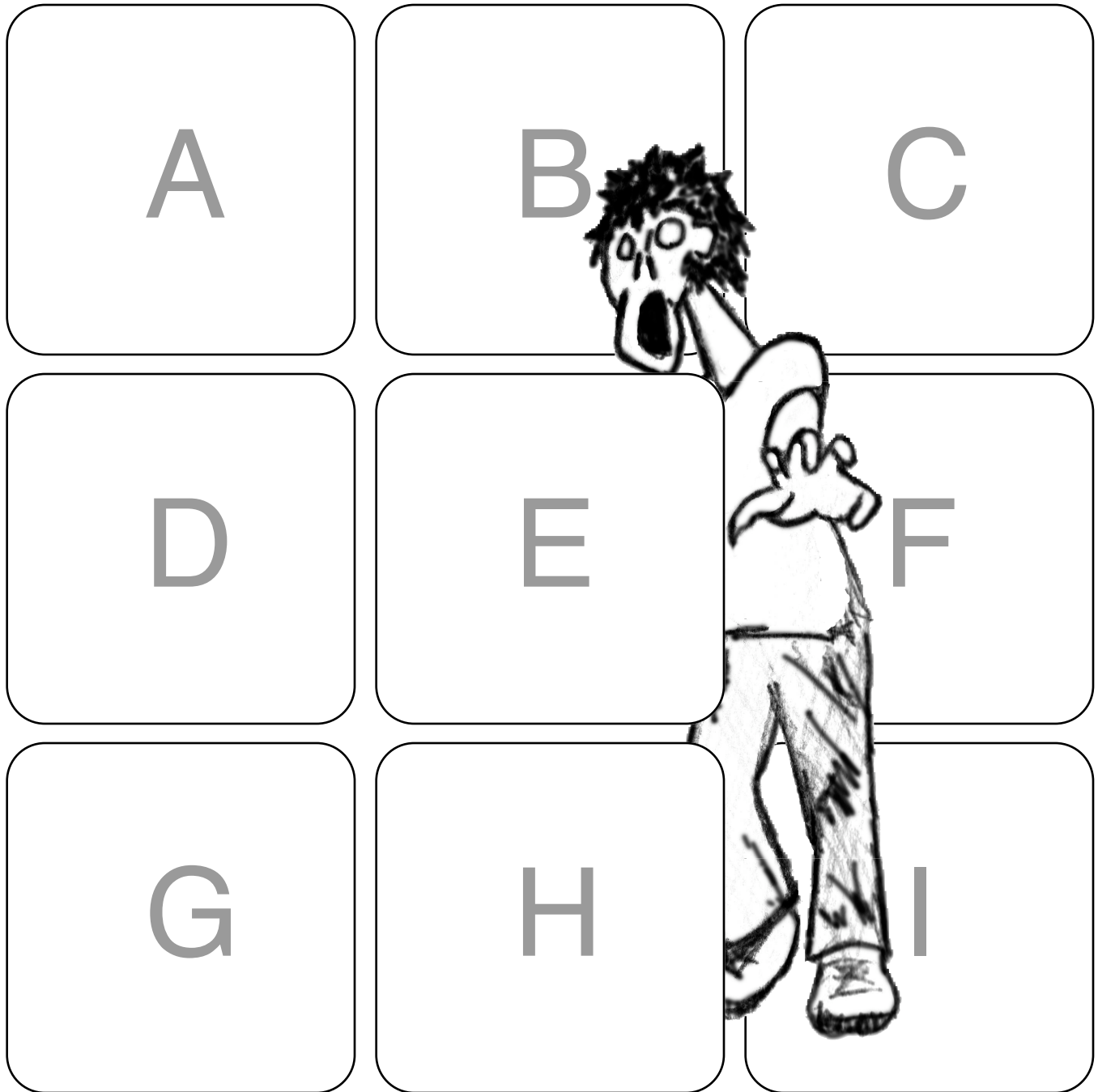
d10



Zombie Wars Horde Tracker

Actions:

Move (stop on 4+), Attack (Stop on if you roll a1), Split (larger horde stops),
Merge (larger horde stops), Townie (5 moves; one move & fight; one Hero check)





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Special super-deluxe graphically enhanced edition!