





Zombie Combat Rules & Cheat Sheet



Hostile Territories = Enemy Controlled, **Zombie Controlled** or if both Enemy & Zombies are present in the same territory.


Zombie Occupied = There are Zombie units in a territory you control. Zombies will never control a territory with any Allied or Axis unit(s) present in the same territory.

 **Zombie Control** of a territory takes place when **ONLY** Zombies are present in any territory in **Phase 3** of the “8 phases of a Turn” during the next countries turn. Place a Zombie marker  on the country and adjust the IPC chart accordingly.


THE 8 PHASES OF A TURN

1. PLAY A ZOMBIE CARD

2. ZOMBIES ATTACK

- Zombie(s) attack **ONLY** in territories you control.
- Each Zombie unit rolls a Zombie Dice and hits on a 
- Add a new Zombie to the territory for each infantry unit destroyed this way.
- There is no “**Return Fire**” from any non-Zombie units remaining during this phase.

3. ZOMBIES CAPTURE TERRITORIES

- Each Territory that contains **ONLY** Zombies becomes “**Zombie Controlled.**” Place a Zombie stain  in that territory and adjust the IPC chart accordingly.

4. COMBAT MOVES

- You may move your units out of “Zombie Occupied” territories into hostile territories/sea zones.
- You may move some or ALL of your units into hostile territories containing Enemy units, Zombies units and or both.
- You may move units that are attacking zombies in a friendly territory during this phase.
- If you move all of your units out of a “Zombie Occupied” territory, it **does not** become “**Zombie Controlled**” until Phase 3 of the next countries turn.
- You may wish to attack Zombies in the territory you are currently in without moving units. Mark the territory with a combat marker to remind you of combat in that territory for this round.
- For all combat moves, all moves must be legal.
- Tanks **may** move through friendly territories that are Zombie Occupied on their way to a Hostile Enemy territory during combat phase.

THE EIGHT PHASES OF A TURN





1. Play a Zombie Card
2. Zombies Attack
3. Zombies Capture Territories
4. Combat Move
5. Conduct Combat & Capture Territories
6. Noncombat Move
7. Purchase New Units
8. Collect Income

GENERAL COMBAT SEQUENCE

1. Place Units on the Battle Board
2. Submarine Surprise Strike or Submerge (sea battles only)
3. Zombies Bite
4. Attacking Units Fire
5. Defending Units Fire
6. Generate Zombies
7. Remove Non-infantry Casualties
8. Press/Cease Attack or Retreat
9. Conclude Combat and Capture Territory



5. CONDUCT COMBAT & CAPTURE TERRITORIES (See GENERAL COMBAT SEQUENCE)

1. **Place Units on the Battle Board**
2. **Submarine Surprise Strike or Submerge**
3. **Zombies Bite**
4. **Attacking Units Fire** (during normal combat dice rolling, any roll of  instantly kills a zombie unit present. That unit is removed from the board since it already bit this turn.)
5. **Defending Units Fire**
6. **Generate Zombies** (any infantry units that have been killed as part of the combat become zombies at this time and may attack in the next round of combat if the attacker chooses to continue the attack.)
7. **Remove Non-Infantry Casualties**
8. **Press/Cease the Attack or Retreat** (at this time, if only zombies remain in the territory in which you still have attacking units, you may press the attack or stop. If you stop, the remaining attacking units may **NEVER** retreat from zombies alone.)
9. **Conclude Combat and Capture Territory** (this is with land units only)
 - In this phase you may only Capture Territories with your units and after all enemy units in that given territory have been eliminated.-
 - You will still capture the territory even if you choose to not press the attack and Zombies are present after combat.
 - During combat when you have eliminated all enemy units but zombie units still remain, you may choose to “**Press the Attack.**” All left over hits carry over to zombies and all “**press the attack**” rolls are made at each units attack value + the Zombie Head (6). 
 - During the Attack Phase all Zombies Hit the Attacker on a roll of  on the zombie dice and the Defenders on a 
 - **Enemy Control** of a territory takes place in this **Phase** of the **General Combat Sequence.**



6. NONCOMBAT MOVE

- **At this time, you may move all units that did not move during the combat move of your turn.**
- This applies to all land and naval units. Land units may move into and through friendly zombie-occupied territories in noncombat movement, even if there are no friendly units remaining in that territory because the Zombies do **NOT** capture the territory until the next **Zombie Phase (3).**
- Air units must return to a friendly territory at this time and to a territory, island or friendly carrier that was owned by your or your ally at the start of your turn.

7. PURCHASE & PLACE UNITS

- Reminder, you do not have to purchase units. You may save some or all of the IPC's you currently hold in your hand. However, any units purchased at this time, must be placed on the game board and only in Industrial Complexes you owned at the start of your turn.

8. COLLECT INCOME

- You must always collect income equal to the total number of IPC values of the territories you “Control”. You can always check the IPC chart to make sure the IPC Value represents the correct number of IPC's you currently control during the Collect Income phase.

