



Frequently Asked Questions & Errata

Revision 2, July 2006

Movement Cards

Push-n-Move and Trip-n-Move cards are considered to be Movement cards, so they may not be included with the three cards discarded for 1 step.

Push-n-Move and Trip-n-Move cards may still be played to move 1 step, even if no other zombie is available to "Push" or "Trip".

Dive Card

If a player uses a Dive card to attack another zombie, and the target zombie counters with a Dodge card, then the target zombie will suffer no ill effects from the Dive card. However, the zombie playing the Dive card will still move as the Dive card describes and still have to skip their next turn while they "stand back up".

Throw Card

Throw only uses its Range and Limb requirements. The Range and Limb requirements on the Hit or Kick card played with the Throw card are ignored. The purpose of playing the Hit or Kick card is to indicate which limb is removed as a result of the Throw card.