

# Special Zombies

## Zed Heads

Whenever you roll for new zombies and get doubles- instead of placing two zombies at one location, place a Zed Head. Zed Heads are never removed from the board after a kill.



When one or more Zed Heads attacks a location and kills a player, the normal zombies are taken away, but Zed Heads remain at that location for the next turn.

If you roll two sets of doubles, each location gets a Zed Head. If you roll 3 of a kind, that location gets 2 Zed Heads. If you roll 4 of a kind you get 3 Zed Heads at that location (and good luck to you).

## Zacks

If a player has one of his or her counters killed at any location that has one or more Zed Heads, their dead character remains at that location as a Zack. From that point on, whenever a Zack is at a location that has a player's piece leave that location, the Zack immediately follows them to their new location.



If after following that player, another player leaves the new location (because of turn order), the Zack follows the new player's character to its new destination.

Once a location is attacked by zombies that include one or more Zacks, the Zacks DO leave the board after a kill.

Zed Heads and Zacks can be killed like normal Zombies.

*Note: Zacks are brought into the game by Zed Heads, but they do not linger after a successful kill like Zed Heads.*



Alternate zombie pawns are from the games "Zombies!!!" and "Last Night on Earth".