

ARIES

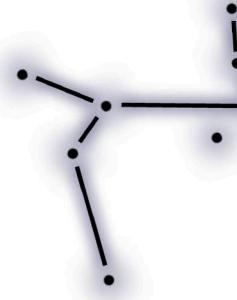


- When discovered, add one ship here.
- Whenever your ships destroy a zombie, collect one resource.

DEFCON ZOMBIES - Constellation Card

GAMES by Owen Strombeck

CANIS MAJOR

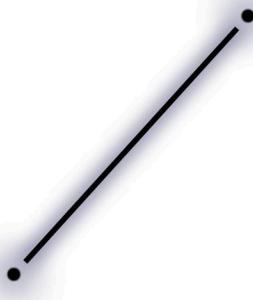


- When discovered, add one ship here.
- Whenever your ships encounter zombies, you may destroy two zombies for each of your ships that is destroyed.

DEFCON ZOMBIES - Constellation Card

GAMES by Owen Strombeck

CANIS MINOR

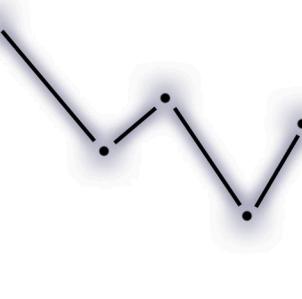


- When discovered, add one ship here.
- Before you move, you may teleport one of your ships from any system into another system where you already have a ship. Continue with a normal move after.

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GAMES by Owen Strombeck

CASSIOPEIA

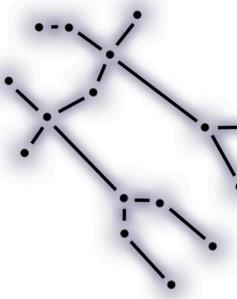


- When discovered, add one ship here.
- Your ships may move two systems away instead of one when moving to a system that has already been revealed.

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GAMES by Owen Strombeck

GEMINI

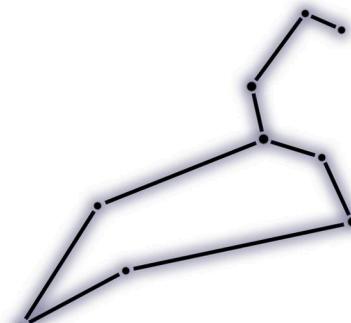


- When discovered, add one ship here.
- Whenever you buy a new ship, you may pay 15 resources to place two new ships instead of one. These ships must always stay together until one of them is destroyed.

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GAMES by Owen Strombeck

LEO

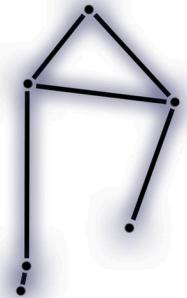


- When discovered, add one ship here.
- Whenever you move ships into a wormhole system, you may choose which unexplored system they are sent to.

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GAMES by Owen Strombeck

LIBRA

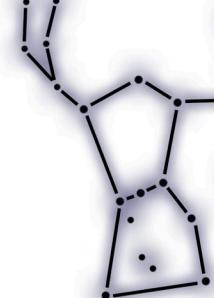


- When discovered, add one ship here.
- Thrice per game you may peek at an unexplored system adjacent to one of your ships. Do not reveal any information about the systems you peek at to anyone else.

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GAMES by Owen Strombeck

ORION

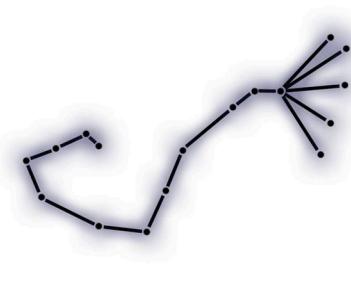


- When discovered, add one ship here.
- When moving, declare a destination system, then any of your ships within range (even from different systems) may move into the destination together.

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GAMES by Owen Strombeck

SCORPIUS

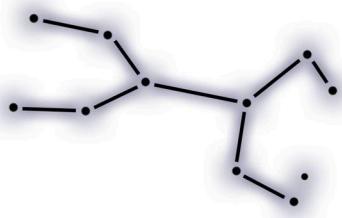


- When discovered, add one ship here.
- After revealing an unexplored system, you may jump one of your ships back to the system it moved from.

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GAMES by Owen Strombeck

TAURUS

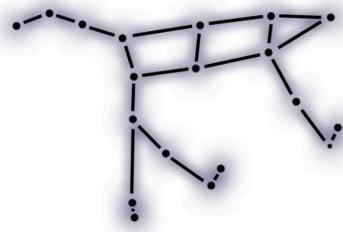


- When discovered, add one ship here.
- Whenever you collect resources, collect one extra.

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GAMES by Owen Strombeck

URSA MAJOR

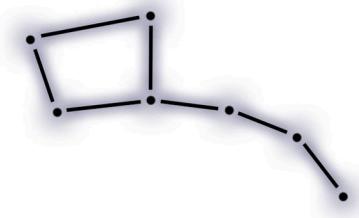


- When discovered, add one ship here.
- Whenever you buy a new ship, you may place it anywhere you already have a ship.

DEFCON ZOMBIES - Constellation Card

GAMES by Owen Strombeck

URSA MINOR



- When discovered, add one ship here.
- You may place outposts you buy on any explored planet that does not have zombies on it (other than Earth), even if you do not have a ship in that system.

DEFCON ZOMBIES - Constellation Card

GAMES by Owen Strombeck

Zombie Scout

EVENT

Place one zombie on the board. Determine where by rolling a six-sided die. First roll to determine which ring:

1 or 2 = Ring 2
3, 4, 5, or 6 = Ring 3

Then determine which system by assigning each system (including unexplored systems) in that ring a number and rolling again.

DEFCON ZOMBIES - Event Card

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In the Silence of Space

EVENT

Scream! No really... you! Scream right now!

Each other player that didn't flinch gets to place one new ship in a system where they already have a ship.

You may also place one ship if you actually screamed before reading any words after the first line of this card.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

Ecological Disaster

EVENT

Roll a die to randomly select one of the planet systems in the first ring. Replace that system with the "0" resource planet system tile from the box.

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GAMES by Owen Strombeck

Lost in Space

EVENT

Identify each ship you have alone in non-earth system tiles. Roll a die to select between them if there are multiple. The selected ship is destroyed.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

Through the Mist

EVENT

If any Nebula systems have been discovered, add one of your ships on each Nebula system. If none have yet been discovered, keep this card. When a Nebula system is discovered, add one of your ships on the Nebula system, then discard this card.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

Wormhole Zombies

EVENT

If any Wormhole systems have been discovered, add one zombie on each Wormhole system. If none have yet been discovered, keep this card. When a Wormhole system is discovered, add one zombie on the Wormhole system, then discard this card.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

Precious Metals

— EVENT —

Each player collects one resource for each planet they have ships on.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

Wandering Zombie

— EVENT —

Add one zombie on an unrevealed system.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

Asteroid Mining

— EVENT —

Each player collects one resource for each Planet-5 system tile they have a ship on.

Add one zombie on each Planet-5 system that already has zombies on it.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

The Clock is Ticking

— EVENT —

Place this card face-up on the table. For each of the next six turns - if the active player does not use their move to discover an unrevealed system, add one zombie on an unrevealed system.

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GAMES by Owen Strombeck

Are You Feeling Lucky?

— EVENT —

Predict aloud the outcome, then roll a six-sided die. If your prediction is correct, add one ship on Earth. If you are off by more than one (1 and 6 'wrap' and are next to each other) - add one zombie ship on an unrevealed system.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

We're Doomed!

— EVENT —

If a Zombies system has been revealed, process an extra Zombies step right now. If not, keep this card until a Zombies system is discovered; then process an extra Zombies step and discard this card.

DEFCON ZOMBIES - Event Card

GAMES by Owen Strombeck

— CUSTOM EVENT —

DEFCON ZOMBIES - Your Custom Event Card

GAMES by Owen Strombeck

— CUSTOM EVENT —

DEFCON ZOMBIES - Your Custom Event Card

GAMES by Owen Strombeck

— CUSTOM EVENT —

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