

# Zombie Mall Stat Cards

## WHAT'S HERE?

6 Player Stat Cards, each with its own unique and exhilarating color, for use with the Zombie Mall base game.

## PRINTING

The card images are sized for each card to be 6" wide x 4" tall once finished. Print the pages at 100% (Turn Scaling or Fit To Page **OFF**). These cards are also compatible with Avery 8386 Print-to-the-Edge Postcards.

## CUTTING OUT THE CARDS

Cards are laid out 2 cards per page. Just cut around the outer edge of each card.

## LEGAL

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Now that that's out of the way, start printing and cutting!





# Zombie Mall Stat Card

|                |     |     |       |        |        |        |        |        |        |
|----------------|-----|-----|-------|--------|--------|--------|--------|--------|--------|
| <b>Move :</b>  | 1d4 | 1d6 | 1d6+2 | 1d10-2 | 1d10+1 | 1d10+2 | 1d10+3 | 1d10+4 | 1d10+5 |
| <b>Points:</b> | -4  | -3  | -2    | -1     | 0      | +1     | +2     | +3     | +4     |

|                  |    |    |    |    |   |    |    |    |    |
|------------------|----|----|----|----|---|----|----|----|----|
| <b>Bandage :</b> | 1  | 2  | 3  | 4  | 5 | 6  | 7  | 8  | 9  |
| <b>Points:</b>   | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 |

|                     |    |    |    |    |   |    |    |    |    |
|---------------------|----|----|----|----|---|----|----|----|----|
| <b>Adrenaline :</b> | 1  | 2  | 3  | 4  | 5 | 6  | 7  | 8  | 9  |
| <b>Points:</b>      | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 |

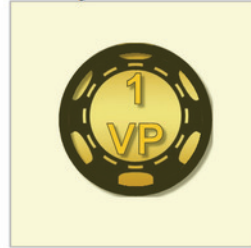
Times Bitten



Zombies Killed



Victory Points



Spawn Direction: 1d10

|   |   |   |
|---|---|---|
| 8 | 1 | 2 |
| 7 | 0 | 3 |
| 6 | 5 | 4 |

Roll of 9

Spawning Player:  
Re-Roll

Spawning Zombie  
Does Not Spawn

Player Spawn Distance: 1d6

Zombie Spawn Distance: 1d10

Number of Spawning Zombies:

- Another Player within 5 spaces: 1d4

- No Players within 5 spaces: 1d6

Combat

Roll 1d10

0-2 : Player is BITTEN

3-9 : Zombie is defeated



# Zombie Mall Stat Card

|                |     |     |       |        |        |        |        |        |        |
|----------------|-----|-----|-------|--------|--------|--------|--------|--------|--------|
| <b>Move :</b>  | 1d4 | 1d6 | 1d6+2 | 1d10-2 | 1d10+1 | 1d10+2 | 1d10+3 | 1d10+4 | 1d10+5 |
| <b>Points:</b> | -4  | -3  | -2    | -1     | 0      | +1     | +2     | +3     | +4     |

|                  |    |    |    |    |   |    |    |    |    |
|------------------|----|----|----|----|---|----|----|----|----|
| <b>Bandage :</b> | 1  | 2  | 3  | 4  | 5 | 6  | 7  | 8  | 9  |
| <b>Points:</b>   | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 |

|                     |    |    |    |    |   |    |    |    |    |
|---------------------|----|----|----|----|---|----|----|----|----|
| <b>Adrenaline :</b> | 1  | 2  | 3  | 4  | 5 | 6  | 7  | 8  | 9  |
| <b>Points:</b>      | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 |

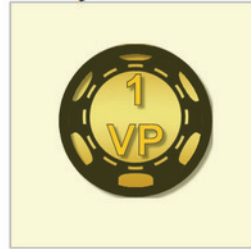
Times Bitten



Zombies Killed



Victory Points



Spawn Direction: 1d10

|   |   |   |
|---|---|---|
| 8 | 1 | 2 |
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Roll of 9

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Re-Roll

Spawning Zombie  
Does Not Spawn

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Zombie Spawn Distance: 1d10

Number of Spawning Zombies:

- Another Player within 5 spaces: 1d4

- No Players within 5 spaces: 1d6

Combat

Roll 1d10

0-2 : Player is BITTEN

3-9 : Zombie is defeated



# Zombie Mall Stat Card

|                |     |     |       |        |        |        |        |        |        |
|----------------|-----|-----|-------|--------|--------|--------|--------|--------|--------|
| <b>Move :</b>  | 1d4 | 1d6 | 1d6+2 | 1d10-2 | 1d10+1 | 1d10+2 | 1d10+3 | 1d10+4 | 1d10+5 |
| <b>Points:</b> | -4  | -3  | -2    | -1     | 0      | +1     | +2     | +3     | +4     |

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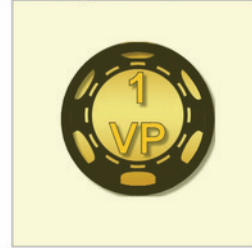
Times Bitten



Zombies Killed



Victory Points



Spawn Direction: 1d10

|   |   |   |
|---|---|---|
| 8 | 1 | 2 |
| 7 | 0 | 3 |
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**Roll of 9**

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Re-Roll

Spawning Zombie  
Does Not Spawn

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Zombie Spawn Distance: 1d10

Number of Spawning Zombies:

- Another Player within 5 spaces: 1d4

- No Players within 5 spaces: 1d6

**Combat**

Roll 1d10

0-2 : Player is BITTEN

3-9 : Zombie is defeated



# Zombie Mall Stat Card

|                |     |     |       |        |        |        |        |        |        |
|----------------|-----|-----|-------|--------|--------|--------|--------|--------|--------|
| <b>Move :</b>  | 1d4 | 1d6 | 1d6+2 | 1d10-2 | 1d10+1 | 1d10+2 | 1d10+3 | 1d10+4 | 1d10+5 |
| <b>Points:</b> | -4  | -3  | -2    | -1     | 0      | +1     | +2     | +3     | +4     |

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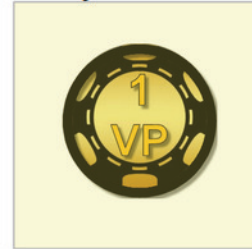
Times Bitten



Zombies Killed



Victory Points



Spawn Direction: 1d10

|   |   |   |
|---|---|---|
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**Roll of 9**

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|---------------|-----|-----|-------|--------|--------|--------|--------|--------|--------|
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| Points:       | -4  | -3  | -2    | -1     | 0      | +1     | +2     | +3     | +4     |

|                  |    |    |    |    |   |    |    |    |    |
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| Points:          | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 |

|                     |    |    |    |    |   |    |    |    |    |
|---------------------|----|----|----|----|---|----|----|----|----|
| <b>Adrenaline :</b> | 1  | 2  | 3  | 4  | 5 | 6  | 7  | 8  | 9  |
| Points:             | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 |

**Times Bitten**



**BITE**

**Zombies Killed**



**Victory Points**



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|   |   |   |
|---|---|---|
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| 7 | 0 | 3 |
| 6 | 5 | 4 |

**Roll of 9**  
 Spawning Player: Re-Roll  
 Spawning Zombie Does Not Spawn

Player Spawn Distance: 1d6  
 Zombie Spawn Distance: 1d10  
 Number of Spawning Zombies:  
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 Roll 1d10  
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| Points:       | -4  | -3  | -2    | -1     | 0      | +1     | +2     | +3     | +4     |

|                  |    |    |    |    |   |    |    |    |    |
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**Times Bitten**



**BITE**

**Zombies Killed**



**Victory Points**



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|   |   |   |
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