

ZOMBIES QUICK CARD

Learn to Use Your Brain

Types of Zombies

Slow:

These stumble along at a snail's pace. They're only truly dangerous if they amass and overwhelm.

Fast:

No matter how fast you run, they'll be able to run faster. Humans suffer from injury and fatigue. The Running Dead will never tire, and will only be slowed by the loss of a leg or foot.

Symptoms

- **Skin:** The heart will cease beatings and blood will clot beneath the skin, causing it to turn grey, then greenish hue.
- **Eyes:** Blinking will slow from 10 times a minute to once every minute.
- **Speech:** Once it's brain is mushified, speech will be limited to growls, grunts, and the word, "Braaaaaains."
- **Smell:** They smell like death. If someone in your group begins smelling like a burrito wrapped in a raccoon pelt left in the Arizona sun for an eon, they may be turning

Before the ZomPocalypse

- **Escape plan:** Be sure to include a phone tree, boxes of supplies, cans of gas, extra keys to your vehicles, and your B.O.B.
- **B.O.B. (Bug Out Bag):** Pistols and Clips, Granola Bars, Energy Drinks, Rope, Multitool, Knife, Pen and Paper, Handkerchiefs, Change of Clothes, First Aid Kit, Bottle of Alcohol.
- **Meeting place:** Never seek out friends or family. If they do not meet in a reasonable amount of time, assume the next time you see them will be between your crosshairs.

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How to take out a Zombie

Aim only for the head, specifically the brain. Anywhere else will merely slow them temporarily. Always double tap. Never assume they are down. Decapitation does not destroy. A head removed is still a ball of teeth-snapping fury.

Solo or Team

- **Solo:** If you are alone, you are slowed by no one but yourself. You have no one to share your supplies with and no one to watch your back. You will be able to easily escape a mass of the undead converging on your location, but no one to warn you when they show up.
- **Team:** With a team, you have people to patrol your campsite while others catch some shut-eye, teams to go and scour for supplies while others guard the safe house, and someone to watch your six while clearing a path. More supplies will be needed for a larger group.

Surviving

Panicking can lead to rash decisions. Dwelling on the horrors will lead you to emotional paralysis at bad times. Here is a haiku to help you. Treat it as a mantra.

*The world is overwhelmed
There will never be a cure
Oh well, suck it up*

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