

# AXIS & ALLIES ZOMBIES CHEAT SHEET & BASICS



## ORDER OF PLAY

1. Soviet Union
2. Germany
3. United Kingdom
4. Japan
5. United States
6. Check for Victory

## PLAYER TURNS

Your power's turn consists of eight phases, which take place in a fixed sequence. You must conduct all of the zombie phases and collect income if you can (Phases 1-3 and 8), but all other parts of the turn sequence are voluntary. When you finish your Collect Income phase, your turn is over. Play then passes to the next power in the turn order. When every power has completed one turn, the round ends. If no side has won, a new round begins.

## THE EIGHT PHASES OF A TURN

1. Play a Zombie Card
2. Zombies Attack
3. Zombies Capture Territories
4. Combat Move
5. Conduct Combat & Capture Territories
6. Noncombat Move
7. Purchase New Units
8. Collect Income

## ZOMBIES

The primary difference between this game and other games in the *Axis & Allies* family is—not surprisingly—zombies.

Zombies are forces that no player controls (page 9). They are created any time an infantry unit is destroyed for any reason (pages 14, 21, and 30). They are also created by Zombie Cards (page 13). The zombies use a special die when they fight (pages 7, 14, and 21). The special die has two faces, which hit the attacker (if present), one face, which hits the defender (if present), and three blank faces.

## ZOMBIES IN PLAY

This game adds three phases to every turn to reflect zombie activity.

At the beginning of each player's turn, that player draws the top card of the zombie deck and follows its instructions (page 13).

Every zombie in a territory that the active player currently controls then attacks that player's units. For each

zombie, roll one zombie die. For each result, the player takes one of their units in that territory as a casualty (page 14).

Finally, each territory that contains only zombies becomes zombie controlled (page 14). There is a special case for territories with industrial complexes: they can only be taken over by zombies if there are more zombies than the IPC value of the territory (page 14).

## ZOMBIES AND COMBAT

This game adds two steps to combat.

In combat, the zombies get to attack each round before the attacker's units fire. Each zombie rolls a zombie die. On an they hit the attacker, and on a they hit the defender (page 21). In the combat phase, zombies can't hit planes (page 21).

Whenever a is rolled by either side, it hits a zombie. Additionally, any regular hits beyond what is necessary to destroy the opponent's units hit and destroy zombies (page 21).

After the defender fires, but before casualties are removed, every infantry that was destroyed turns into a zombie (page 21).

After the attacker eliminates the defender, the attacker may continue the fight against any remaining zombies, but doesn't have to. They can capture and hold the territory even if there are zombies in it (page 22).

An attacking force of only aircraft may initiate combat against a territory containing only zombies, but may not continue combat past the first round (page 22).

To recapture a zombie-controlled territory, you need to combat move your forces into the territory and survive at least one round of combat. If you have a land unit remaining when you end combat, you recapture the territory. When you recapture the territory, you gain one infantry unit in that territory representing survivors who join your forces (page 23).

## PHASE 2: ZOMBIES ATTACK

During this phase, check if you control any territories that contain zombies. If so, you must resolve those zombies' attacks. You resolve zombie attacks ONLY in territories you control.

For each zombie unit in a territory you control, roll one of the special zombie dice. On a result of , you remove one of your combat units from that territory. Ignore all other results. If an infantry unit is destroyed this way, add a new zombie unit to the territory.

You roll one die for each zombie unit that is in each of your territories at the start of this phase. You do not roll for zombies added due to the loss of infantry units during this phase. After rolling for the zombies and applying casualties, this phase ends. There is no opportunity for your troops to "return fire".

## PHASE 3: ZOMBIES CAPTURE TERRITORIES

Each territory that contains only zombie units becomes zombie controlled if it does not already have a zombie control marker on it, regardless of which power currently controls it.

Reduce the national production level of the previous controller by the territory's IPC value and increase the position of the zombie marker on the National Production Chart by the same amount.