

Mutation Rules

MUTANT ZOMBIE DICE! In this game, we model how mutation works by using stickers to modify the dice. You'll need two dice: a zombie die and a D20.

The zombie die will serve as your mutant. Now, roll the D20. Based on the number rolled on the D20, place a sticker on your zombie die as directed here:

1, 2: SKULL-LESS ZOMBIE

This zombie's damaged head makes it extra hungry, but also extra vulnerable to damage.

Replace a brain side of the zombie die with a POW! Sticker.

3, 4, 5: BROKEN-LEG ZOMBIE

This zombie will hurt itself while chasing after humans.

Replace a footprints side of the zombie die with a POW! sticker.

6, 7, 8, 9, 10: SENSELESS ZOMBIE

This zombie has a reduced ability to sense human brains.

Replace a brain side of the zombie die with a FOOTPRINTS sticker.

11, 12, 13, 14, 15: ESCAPIST ZOMBIE

This zombie isn't entirely mindless, and will actively avoid harm.

Replace a POW! side of the zombie die with a FOOTPRINTS sticker.

16, 17, 18: STALKER ZOMBIE

This zombie is a skilled, nimble tracker that eventually sneaks up on humans.

Replace a footprints side of the zombie die with a BRAIN sticker.

19, 20: HULKING ZOMBIE

This massive, tumorous zombie is resistant to damage and particularly strong.

Replace a POW! side of the zombie die with a BRAIN sticker.