

# REVISED ZOMBIE DOGZ

This module contains 12 spawn cards (#55-#66). They are intended to replace the official spawn cards #55-#66 that are part of Box of Zombies – Set #5: Zombie Dogz.

The official set of 12 spawn cards has 6 cards that spawn Zombie Dogz at the Blue and Orange danger levels, and 6 cards that spawn Zombie Dogz at Yellow and Red danger levels. These cards spawn standard Zombies (Walkers, Runners and Fatties) at the other danger levels. The Matrix for these cards is based on the Walk of the Dead Matrix, which is also used by the VIP boxes.

There are three major issues with this setup.

First, there are cards that spawn 7 or 8 Zombie Dogz at a time, which are much higher values than Runners use, while these Zombie Dogz are more dangerous than Runners. Three of these cards can deplete your reserve of Zombie Dogz miniatures and force an extra activation.

Second, if you want to include Zombie Dogz into your game, you automatically include standard Zombies into your game as well, as they are featured on the Zombie Dogz spawn cards. This can be annoying if for example you want to play with the Skinner Zombies from Rue Morgue instead of standard Zombies.

Third, because the Zombie Dogz are spread over different danger levels, it is entirely possible that you decide to include Zombie Dogz into your game, but end up barely seeing any Zombie Dogz at all.

This module addresses all three issues, by providing a set of 12 cards to replace the official cards. These 12 cards feature only Zombie Dogz, so you are guaranteed to see them, and can mix them in with any Zombie types. The spawn values on these cards is lower, brought in line with the spawn values of Runners.



This new set of 12 cards contains more Zombie Dogz in total, but their spawn values are spread out over 12 cards, instead of 6 cards per danger level. This causes them to be a more constant but manageable threat.

The new spawn cards can be split up into a Soft Matrix (#55-#60) and a Hard Matrix (#61-#66), allowing you to include only half the cards. This can be useful for those that want to see the occasional Zombie Dog, but not have them as a frequent threat.

Alternatively, if you opt to trim your Zombie spawn deck, and bring only the Soft Matrix or only the Hard Matrix of the regular spawn cards, you can now choose to include only the Soft or Hard Matrix for the Zombie Dogz spawn cards to match.

The cards in this module use the same card numbers as the official cards, as they are designed to replace these cards. These cards have “Zombie Dogz!” as their title, and are marked with a paw mark in the top left corner, which keeps them distinguishable from the official spawn cards.

## PRINTING

The files to print the spawn cards are included in the Printing folder. Use either the A4 or the Letter version, depending on your printer type. The backs of the spawn cards are included in separate files.

## CREDIT'S

Revised Zombie Dogz module by Thels.