

Game 1	MOVEMENT		LANDED ON								COM BAT				HEA LTH	
Turn	Total Waves	Points Gained	Swapped Weapons	# Weapons Upgraded	# Stuns	# Nukes	# Medkits	Base Zombies Killed	Agile Zombies Killed	Buff Zombies Killed	Total Damage Dealt	Total Damage Taken	Kills	Deaths	Total Health Lost	Total Health Gained
Caleb	11	20	2	3	0	0	0				1458					
NPC	10	18	2	7	0	0	0				1773					
Total Time	1:43:08															
Game 2	MOVEMENT		LANDED ON								COM BAT				HEA LTH	
Turn	Total Waves	Points Gained	Swapped Weapons	# Weapons Upgraded	# Stuns	# Nukes	# Medkits	Base Zombies Killed	Agile Zombies Killed	Buff Zombies Killed	Total Damage Dealt	Total Damage Taken	Kills	Deaths	Total Health Lost	Total Health Gained
Adrian		40														
Tom		23														
Caleb		35														
Total Time	1:14:26															
Game 3	MOVEMENT		LANDED ON								COM BAT				HEA LTH	
Turn	Total Waves	Points Gained	Swapped Weapons	# Weapons Upgraded	# Stuns	# Nukes	# Medkits	Base Zombies Killed	Agile Zombies Killed	Buff Zombies Killed	Total Damage Dealt	Total Damage Taken	Kills	Deaths	Total Health Lost	Total Health Gained
Caleb		66		6												
Michael lesko	11	64	2	5	8	1	12	14	12	10	2260	90	36	0	90	225
Adrian		48		0												
Tom		59		4												
Total Time	1:50:49															

[illegible]

Caleb		MOVEMENT			LANDED ON								COM BAT			HEA LTH				MISC.									
Turn	Move	Roll	1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost Total
1	2				0															100	0	0	0	1	0	0	0		0
2	4(stunnedx1)				0															100	0	0	0	1	0	0	0		0
3	3				0															100	0	0	0	1	0	0	0		0
4	4				0															100	0	0	0	1	0	0	0		0
5	3(stunnedx2)				0															100	0	0	0	1	0	0	0		0
6	5				0															100	0	0	0	1	0	0	0		0
7	3(stunnedx1)				1															125	0	25	0	1	0	0	0		0
8	4				1															125	0	0	0	1	0	0	0		0
9	6				3															150	0	25	0	1	0	0	0		0
10	6(stunnedx2)				3															150	0	0	0	1	0	0	0		0
11	4				3															150	0	0	0	2	0	0	0		0
12	3				3		Sniper													150	0	0	0	2	0	1	0		0
13	2				4															150	0	0	0	2	0	1	0		0
14	4				4		SMG													150	0	0	0	2	0	2	0		0
15	4				4				Common->Rare											150	0	0	0	2	0	2	1		0
16	4				5															150	0	0	0	2	0	2	1		0
17	2(stunnedx1)				5															150	0	0	0	2	0	2	1		0
18	2				5															150	0	0	0	2	0	2	1		0
19	1				5															170	0	25	0	2	0	2	1		5
20	3				8															170	0	0	0	2	0	2	1		0
21	3				8															170	0	0	0	2	0	2	1		0
22	3				10															170	0	0	0	2	0	2	1		0
23	6				10															170	0	0	0	3	0	2	1		0
24	2(stunnedx1)				10															170	0	0	0	3	0	2	1		0
25	4(stunnedx1)				10															170	0	0	0	3	0	2	1		0
26	4				13															170	0	0	0	3	0	2	1		0
27	5				13				Rare->Epic											170	0	0	0	3	0	2	2		0
28	1(stunnedx1)				13															170	0	0	0	3	0	2	2		0
29	3				13															195	0	25	0	3	0	2	2		0
30	3(stunnedx1)				14															195	0	0	0	3	0	2	2		0
31	3(stunnedx1)				14															195	0	0	0	3	0	2	2		0
32	2				14															195	0	0	0	3	0	2	2		0
33	2(stunnedx1)				16															195	0	0	0	3	0	2	2		0
34	3				18															195	0	0	0	3	0	2	2		0
35	4				18															195	0	0	0	3	0	2	2		0
36	1				19															195	0	0	0	3	0	2	2		0
37	2				19															220	0	25	0	3	0	2	2		0
38	3				19															220	0	0	0	4	0	2	2		0
39	6(stunnedx1)				19															220	0	0	0	4	0	2	2		0
40	3				21															220	0	0	0	4	0	2	2		0
41	4				21				Epic->Legenda											220	0	0	0	4	0	2	3		0
42	2				22															220	0	0	0	4	0	2	3		0
43	4(stunnedx1)				23															220	0	0	0	4	0	2	3		0
44	2(stunnedx2)				23															220	0	0	0	4	0	2	3		0
45	4				23															245	0	25	0	4	0	2	3		0
46	2(stunnedx1)				26															245	0	0	0	4	0	2	3		0
47	5				26															245	0	0	0	4	0	2	3		0
48	5				26															245	0	0	0	5	0	2	3		0
49	2(stunnedx1)				26															245	0	0	0	5	0	2	3		0
50	2(stunnedx1)				26															245	0	0	0	5	0	2	3		0
51	3				26															245	0	0	0	5	0	2	3		0
52	6				26				Common->Rare											245	0	0	0	5	0	2	4		0
53	3				26															270	0	25	0	5	0	2	4		0
54	3				26															270	0	0	0	5	0	2	4		0
55	5(stunnedx1)				27															270	0	0	0	5	0	2	4		0
56	5				29															270	0	0	0	5	0	2	4		0
57	5				30															270	0	0	0	6	0	2	4		0
58	2(stunnedx1)				30															270	0	0	0	6	0	2	4		0
59	5				30															270	0	0	0	6	0	2	4		0
60	2				33															270	0	0	0	6	0	2	4		0
61	3				36				Rare->Epic											270	0	0	0	6	0	2	5		0
62	3				36															270	0	0	0	6	0	2	5		0
63	2				36															295	0	25	0	6	0	2	5		0
64	3(Stunnedx1)				37															295	0	0	0	6	0	2	5		0
65	4(Stunnedx1)				37															295	0	0	0	6	0	2	5		0
66	4				39															295	0	0	0	6	0	2	5		0
67	6				39															290	0	0	0	6	0	2	5		5
68	5				41															290	0	0	0	7	0	2	5		0
69	6				41				Epic->Legenda											290	0	0	0	7	0	2	6		0
70	6(Stunnedx1)				41															290	0	0	0	7	0	2	6		0
71	3				42															290	0	0	0	7	0	2	6		0
72	1				44															290	0	0	0	7	0	2	6		0
73	2(stunnedx1)				44															290	0	0	0	7	0	2	6		0
74	3				47															290	0	0	0	7	0	2	6		0
75	6				47															275	15	0	0	8	0	2	6		15
76	0				47															275	0	0	0	8	0	2	6		0
77	1				47															275	0	0	0	8	0				

MOVEMENT					LANDED ON										COM BAT				HEA LTH				MISC.						
Turn	Move	Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost Total	
84		0	☐		56	☐				☒	☐	☐	☒	☐		45	☐	☒	☐	260	0	0	0	8	0	2	6	☐	0
85		5	☐		56				☒	☐	☐	☐	☐	☐			☐	☐	260	0	0	0	8	0	2	6	☐	0	
86		2	☐		56	☐		☐	☐	☐	☐	☒	☐	☐		45	☒	☐	☐	245	15	0	0	8	0	2	6	☐	15
87		0	☐		57	☐			☐	☐	☐	☒	☐	☐			☐	☐	245	0	0	0	8	0	2	6	☐	0	
88		5	☐		59	☐			☐	☐	☐	☐	☒	☐		60	☐	☒	☐	245	0	0	0	8	0	2	6	☐	0
89		4	☒		59	☐			☐	☐	☐	☐	☐	☐			☐	☐	245	0	0	0	9	0	2	6	☐	0	
90		1	☐		59	☐			☐	☐	☐	☒	☐	☐		45	☒	☐	☐	230	15	0	0	9	0	2	6	☐	15
91		0	☐		59	☐			☐	☐	☐	☐	☐	☐		45	☐	☒	☐	230	0	0	0	9	0	2	6	☐	0
92		2	☐		61	☐			☐	☐	☐	☐	☒	☐		60	☐	☒	☐	230	0	0	0	9	0	2	6	☐	0
93		2	☐		61	☐			☐	☐	☒	☐	☐	☐			☐	☐	255	0	25	0	9	0	2	6	☐	0	
94		5	☐		61	☐			☒	☐	☐	☐	☐	☐			☐	☐	255	0	0	0	9	0	2	6	☐	0	
95		4	☐		63	☐			☐	☐	☐	☐	☐	☐		60	☐	☒	☐	255	0	0	0	9	0	2	6	☐	0
96	1(stunnedx1)		☐		63	☐			☐	☐	☐	☐	☒	☐			☐	☐	255	0	0	0	9	0	2	6	☐	0	
97		3	☐		63	☐			☐	☐	☐	☒	☐	☐		45	☒	☐	☐	240	15	0	0	9	0	2	6	☐	15
98		0	☐		64	☐			☐	☐	☐	☒	☐	☐		45	☐	☒	☐	240	0	0	0	9	0	2	6	☐	0
99		4	☐		64	☐			☐	☐	☐	☐	☐	☐			☐	☐	240	0	0	0	9	0	2	6	☐	0	
100		6	☐		66	☐			☐	☐	☐	☐	☒	☐		60	☐	☒	☐	240	0	0	0	9	0	2	6	☐	0

MOVEMENT					LANDED ON										COM BAT				HEA LTH				MISC.						
Turn	Move	Roll	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost	Total
1		6			0	AR													100	0	0	0	1	0	0	0			0
2	Stunned	3			0														100	0	0	0	1	0	0	0			0
3		6			0			Common->Rare											100	0	0	0	1	0	0	0	1		0
4		1			3														100	0	0	0	1	0	0	0	1		0
5	Stunned	0			3											36			100	0	0	0	1	0	0	0	1		0
6		5			3														100	0	0	0	1	0	0	0	1		0
7	Stunned	0			3														100	0	0	0	1	0	0	0	1		0
8		5			6														125	0	25	0	1	0	0	0	1		0
9		3			6											36			125	0	0	0	1	0	0	0	1		0
10		3			8														125	0	0	0	2	0	0	0	1		0
11		3			8	Shotgun													125	0	0	0	2	0	1	1			0
12		3			8														125	0	0	0	2	0	1	1			0
13		6			8	AR		Rare->Epic											125	0	0	0	2	0	1	2			0
14		6			8														125	0	0	0	2	0	1	2			0
15		5			10											45			125	0	0	0	2	0	1	2			0
16		4			10														125	0	0	0	2	0	1	2			0
17		6			10														125	0	0	0	3	0	1	2			0
18	Stunned	0			10														125	0	0	0	3	0	1	2			0
19		3			10														125	0	0	0	3	0	1	2			0
20		6			10	AR		Epic->Legenda											125	0	0	0	3	0	1	3			0
21		2			13											0			125	0	0	0	3	0	1	3			0
22		4			13														150	0	25	0	3	0	1	3			0
23		4			15											57			150	0	0	0	3	0	1	3			0
24		3			18											57			150	0	0	0	3	0	1	3			0
25	Stunned	0			18														150	0	0	0	3	0	1	3			0
26		6			19											57			150	0	0	0	4	0	1	3			0
27		4			19														175	0	25	0	4	0	1	3			0
28		6			19	Shotgun		Common->Rare											175	0	0	0	4	0	1	3			0
29		1			19														200	0	25	0	4	0	1	3			0
30	Stunned	4			19														200	0	0	0	4	0	1	3			0
31		5			21											57			200	0	0	0	4	0	1	3			0
32		1			24											56			200	0	0	0	4	0	1	3			0
33		4			24														225	0	25	0	4	0	1	3			0
34		3			25											57			225	0	0	0	5	0	1	3			0
35		3			25														250	0	25	0	5	0	1	3			0
36		3			26														250	0	0	0	5	0	1	3			0
37		4			28	Shotgun		Rare->Epic								57			250	0	0	0	5	0	1	4			0
38		3			28	-													250	0	0	0	5	0	1	4			0
39	Stunned	0			28														250	0	0	0	5	0	1	4			0
40		2			28														275	0	25	0	5	0	1	4			0
41		3			28														275	0	0	0	5	0	1	4			0
42		6			30											57			275	0	0	0	5	0	1	4			0
43		5			30														275	0	0	0	5	0	1	4			0
44		0			30														275	0	0	0	5	0	1	4			0
45		5			30														275	0	0	0	6	0	1	4			0
46		1			32														275	0	0	0	6	0	1	4			0
47		2			32											57			275	0	0	0	6	0	1	4			0
48		6			32														275	0	0	0	6	0	1	5			0
49		3			33	Shotgun		Epic->Legenda								88			275	0	0	0	6	0	1	5			0
50		3			33														275	0	0	0	6	0	1	5			0
51		3			34											57			270	0	0	0	6	0	1	5			5
52		4			34														295	0	25	0	6	0	1	5			0
53		3			37											88			295	0	0	0	6	0	1	5			0
54		5			37														295	0	0	0	6	0	1	5			0
55		3			38											57			295	0	0	0	6	0	1	5			0
56		4			38														320	0	25	0	6	0	1	5			0
57		6			38														320	0	0	0	6	0	1	5			0
58		1			38														345	0	25	0	6	0	1	5			0
59		3			41											88			345	0	0	0	6	0	1	5			0
60		2			41											57			320	25	0	0	6	0	1	5			25
61		5			41														295	25	0	0	6	0	1	5			25
62		2			44											57			295	0	0	0	6	0	1	5			0
63	Stunned	4			45														295	0	0	0	7	0	1	5			0
64	Stunned	0			45																								

Michael Ilesko				MOVEMENT			LANDED ON								COM BAT				HEA LTH				MISC.						
Turn	Move	Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost Total	
84		3	☐		59	☐			☐	☐	☐	☒	☐	☐		88	☐	☒	☐	315	0	0	0	9	0	1	5	☐	0
85	Stunned 0		☐		59	☐			☐	☐	☐	☐	☐	☐			☐	☐	315	0	0	0	9	0	1	5	☐	0	
86		4	☐		59	☐			☐	☐	☐	☐	☐	☐		88	☐	☒	☐	315	0	0	0	9	0	1	5	☐	0
87		5	☒		59	☐			☐	☐	☐	☐	☐	☐			☐	☐	315	0	0	0	10	0	1	5	☐	0	
88		1	☐		59	☐			☐	☐	☐	☒	☐	☐		57	☒	☐	☐	300	15	0	0	10	0	1	5	☐	15
89		0	☐		60	☐			☐	☐	☐	☒	☐	☐		88	☐	☒	☐	300	0	0	0	10	0	1	5	☐	0
90		1	☐		60	☐			☐	☐	☐	☐	☐	☐			☐	☐	300	0	0	0	10	0	1	5	☐	0	
91		3	☐		60	☐			☐	☐	☐	☐	☐	☐			☐	☐	325	0	25	0	10	0	1	5	☐	0	
92		3	☐		60	☐			☐	☐	☐	☐	☐	☐			☐	☐	325	0	0	0	10	0	1	5	☐	0	
93		1	☐		62	☐			☐	☐	☐	☐	☒	☐		57	☐	☒	☐	325	0	0	0	10	0	1	5	☐	0
94	2 Stunned		☐		62	☐			☐	☐	☐	☐	☐	☐			☐	☐	325	0	0	0	10	0	1	5	☐	0	
95		4	☐		62	☐			☐	☐	☐	☐	☐	☒		88	☒	☐	☐	300	25	0	0	10	0	1	5	☐	25
96		0	☐		62	☐			☐	☐	☐	☐	☐	☐			☐	☐	300	0	0	0	10	0	1	5	☐	0	
97		1	☐		64	☐			☐	☐	☐	☐	☒	☐		57	☐	☒	☐	300	0	0	0	10	0	1	5	☐	0
98		5	☒		64	☐			☐	☐	☒	☐	☐	☐			☐	☐	325	0	25	0	11	0	1	5	☐	0	
99			☐		64	☐			☐	☐	☐	☐	☐	☐			☐	☐	325	0	0	0	11	0	1	5	☐	0	
100			☐		64	☐			☐	☐	☐	☐	☐	☐			☐	☐	325	0	0	0	11	0	1	5	☐	0	

MOVEMENT					LANDED ON										COM BAT			HEA LTH				MISC.						
Turn	Move	Roll	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost Total
1	3				0	--													100	0	0	0	1	0	0	0		0
2	3				0	SMG													100	0	0	0	1	0	1	0		0
3	1				1										12				100	0	0	0	1	0	1	0		0
4	6(stun x1)				1														100	0	0	0	1	0	1	0		0
5	5				2										12				100	0	0	0	1	0	1	0		0
6	5				2														100	0	0	0	1	0	1	0		0
7	1				2														125	0	25	0	1	0	1	0		0
8	4				3										12				125	0	0	0	1	0	1	0		0
9	2(stun x2)				3														125	0	0	0	1	0	1	0		0
10	5(stun x1)				4										12				125	0	0	0	1	0	1	0		0
11	5				4														125	0	0	0	2	0	1	0		0
12	4				4														125	0	0	0	2	0	1	0		0
13	2				4										12				100	25	0	0	2	0	1	0		25
14	0				7										12				100	0	0	0	2	0	1	0		0
15	4				9										24				100	0	0	0	2	0	1	0		0
16	2(stun x1)				9														100	0	0	0	2	0	1	0		0
17	1				9			Common->Rare											100	0	0	0	2	0	1	0		0
18	3(stun x 1)				9										18				75	25	0	0	2	0	1	1		25
19	0				12										18				70	0	0	0	2	0	1	1		5
20	5(stun x1)				13										27				70	0	0	0	2	0	1	1		0
21	4				13														95	0	25	0	2	0	1	1		0
22	4				15										36				95	0	0	0	2	0	1	1		0
23	4				15														95	0	0	0	2	0	1	1		0
24	5				15														95	0	0	0	3	0	1	1		0
25	1				17										36				95	0	0	0	3	0	1	1		0
26	2				17		Sniper												95	0	0	0	3	0	2	1		0
27	5				17														95	0	0	0	3	0	2	1		0
28	6				17														120	0	25	0	3	0	2	1		0
29	5(stun x1)				17														120	0	0	0	3	0	2	1		0
30	4(stun x1)				17														145	0	25	0	3	0	2	1		0
31	4				19										36				145	0	0	0	3	0	2	1		0
32	6(stun x1)				19														145	0	0	0	3	0	2	1		0
33	3				19														145	0	0	0	4	0	2	1		0
34	3(stun x1)				19										27				130	15	0	0	4	0	2	1		15
35	0				20										27				130	0	0	0	4	0	2	1		0
36	6				22										36				130	0	0	0	4	0	2	1		0
37	6				22			Rare->Epic											130	0	0	0	4	0	2	2		0
38	2(stun x1)				22														130	0	0	0	4	0	2	2		0
39	1				22										24				130	0	0	0	4	0	2	2		0
40	0				25										24				105	25	0	0	4	0	2	2		25
41	3				26										36				105	0	0	0	4	0	2	2		0
42	1(stun x1)				26														105	0	0	0	4	0	2	2		0
43	5(stun x1)				26														105	0	0	0	4	0	2	2		0
44	2				27										36				105	0	0	0	4	0	2	2		0
45	0				27														105	0	0	0	4	0	2	2		0
46	4				27														105	0	0	0	4	0	2	2		0
47	0				30										24				80	25	0	0	4	0	2	2		25
48	4				30										24				80	0	0	0	4	0	2	2		0
49	5(stun x1)				30														105	0	25	0	4	0	2	2		0
50	3				30														105	0	0	0	5	0	2	2		0
51	1				30														130	0	25	0	5	0	2	2		0
52	6				32														130	0	0	0	5	0	2	2		0
53	3				33										48				130	0	0	0	5	0	2	2		0
54	2				34										36				130	0	0	0	5	0	2	2		0
55	6				36										36				130	0	0	0	5	0	2	2		0
56	3				39										48				130	0	0	0	5	0	2	2		0
57	2(stun x1)				39										50				130	0	0	0	5	0	2	2		0
58	1				41														130	0	0	0	5	0	2	2		0
59	1				42										48				130	0	0	0	5	0	2	2		0
60	5				42										36				130	0	0	0	6	0	2	2		0
61	6				42														130	0	0	0	6	0	2	2		0
62	3				42														130	0	0	0	6	0	2	2		0
63	3				44										48				130	0	0	0	6	0	2	2		0
64	6				44														130	0	0	0	6	0	2	2		0
65	1				44																							

MOVEMENT					LANDED ON										COM BAT				HEA LTH				MISC.						
Turn	Move	Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost Total	
84		1	☐		53	☐			☐	☐	☐	☒	☐	☐	36	☒	☐	☐	160	15	0	0	8	0			☐	15	
85		0	☐		54	☐			☐	☐	☐	☒	☐	☐	36	☐	☒	☐	160	0	0	0	8	0	2	2	4	☐	0
86		3	☐		54	☐			☐	☐	☐	☐	☐	☐		☐	☐	☐	160	0	0	0	8	0	2	2	4	☐	0
87		1	☐		54	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	160	0	0	0	8	0	2	2	4	☐	0
88		5	☐		57	☐	☐		☐	☐	☐	☐	☐	☒	110	☐	☒	☐	160	0	0	0	8	0	2	2	4	☐	0
89		6	☐		57	☐	☐		☐	☐	☒	☐	☐	☐		☐	☐	☐	185	0	25	0	8	0	2	2	4	☐	0
90		1	☒		57	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	9	0	2	2	4	☐	0
91		2	☐		57	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	9	0	2	2	4	☐	0
92		6	☐		57	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	9	0	2	2	4	☐	0
93		6	☐		59	☐	☐		☐	☐	☐	☐	☒	☐	48	☐	☒	☐	185	0	0	0	9	0	2	2	4	☐	0
94	1(stun x1)		☐		59	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	9	0	2	2	4	☐	0
95		6	☐		59	☐	☐		☒	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	9	0	2	2	4	☐	0
96		3	☒		59	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	10	0	2	2	4	☐	0
97		4	☐		59	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	10	0	2	2	4	☐	0
98		6	☐		59	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	185	0	0	0	10	0	2	2	4	☐	0
99		1	☐		59	☐	☐		☐	☐	☐	☒	☐	☐	48	☒	☐	☐	175	10	0	0	10	0	2	2	4	☐	10
100			☐		59	☐	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	175	0	0	0	10	0	2	2	4	☐	0

Turn	MOVEMENT				LANDED ON								COM BAT			HEA LTH				MISC.								
	Move	Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost Total
1	4				1										9				100	0	0	0	1	0	0	0	0	0
2	3				1														125	0	25	0	1	0	0	0	0	0
3	5				3										9				125	0	0	0	1	0	0	0	0	0
4	1				3														125	0	0	0	1	0	0	0	0	0
5	Stunned+0				5										9				125	0	0	0	1	0	0	0	0	0
6	2				5														125	0	0	0	1	0	0	0	0	0
7	Stunned+2				5										9				100	25	0	0	1	0	0	0	0	25
8					8										9				100	0	0	0	1	0	0	0	0	0
9	6				8														100	0	0	0	1	0	0	0	0	0
10	stunned+2				9										9				100	0	0	0	1	0	0	0	0	0
11	1				11										9				100	0	0	0	1	0	0	0	0	0
12	2				12										9				100	0	0	0	1	0	0	0	0	0
13	6				12														100	0	0	0	2	0	0	0	0	0
14	1				12										9				85	15	0	0	2	0	0	0	0	15
15	0				12										9				85	0	0	0	2	0	0	0	0	0
16	6				12										0				85	0	0	0	2	0	0	0	0	0
17	2				12										12				70	15	0	0	2	0	0	0	0	15
18	0				12										12				70	0	0	0	2	0	0	0	0	0
19	2				12														65	0	0	0	2	0	0	0	0	5
20	5				12														65	0	0	0	2	0	0	0	0	0
21	3				14										36				65	0	0	0	2	0	0	0	0	0
22	4				16										36				65	0	0	0	2	0	0	0	0	0
23	1				17										27				65	0	0	0	2	0	0	0	0	0
24	Stunned+2				17														90	0	25	0	2	0	0	0	0	0
25	Stunned+0				17														90	0	0	0	2	0	0	0	0	0
26	3				18										27				90	0	0	0	3	0	0	0	0	0
27	2				20										36				90	0	0	0	3	0	0	0	0	0
28	Stunned+3				20														90	0	0	0	3	0	0	0	0	0
29	6				20														90	0	0	0	3	0	0	0	0	0
30	Stunned				20										0				90	0	0	0	3	0	0	0	0	0
31	2				22										36				90	0	0	0	3	0	0	0	0	0
32	Stunned+2				22										18				65	25	0	0	3	0	0	0	0	25
33	6				25										18				65	0	0	0	3	0	0	0	0	0
34	2				26														65	0	0	0	3	0	0	0	0	0
35	5				28										36				65	0	0	0	3	0	0	0	0	0
36	4				28														65	0	0	0	4	0	0	0	0	0
37	3				28														65	0	0	0	4	0	0	0	0	0
38	1				30										36				65	0	0	0	4	0	0	0	0	0
39	5				30														65	0	0	0	4	0	0	0	0	0
40	4				30														90	0	25	0	4	0	0	0	0	0
41	4				30														90	0	0	0	4	0	0	0	0	0
42	1				30														115	0	25	0	4	0	0	0	0	0
43	Stunned+2				32										36				115	0	0	0	4	0	0	0	0	0
44	Stunned+4				34										36				115	0	0	0	4	0	0	0	0	0
45	5				34														115	0	0	0	5	0	0	0	0	0
46	1				34										27				100	15	0	0	5	0	0	0	0	15
47	0				34														100	0	0	0	5	0	0	0	0	0
48	1				34										27				100	0	0	0	5	0	0	0	0	0
49	2				34														120	0	25	0	5	0	0	0	0	5
50	4				36										36				120	0	0	0	5	0	0	0	0	0
51	Stunned+4				36										27				105	15	0	0	5	0	0	0	0	15
52	0				36										27				105	0	0	0	5	0	0	0	0	0
53	2				36										18				80	25	0	0	5	0	0	0	0	25
54	0				36										18				55	25	0	0	5	0	0	0	0	25
55	0				39										18				55	0	0	0	5	0	0	0	0	0
56	4				39										27				40	15	0	0	5	0	0	0	0	15
57	0				39										27				40	0	0	0	5	0	0	0	0	0
58	2				39														65	0	25	0	5	0	0	0	0	0
59	6				41										36				65	0	0	0	5	0	0	0	0	0
60	3				41														65	0	0	0	5	0	0	0	0	0
61	Stunned+1				41														65	0	0	0	5	0	0	0	0	0
62	1				41														60	0	0	0	5	0	0	0	0	5
63	1				41														60	0	0	0	5	0	0	0	0	0
64	2				43										36				60	0	0	0	5	0	0	0	0	0

Adrian		MOVEMENT			LANDED ON								COM BAT			HEA LTH				MISC.							
Turn	Move Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	NUKED?	Health Lost Total
84		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
85		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
86		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
87		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
88		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
89		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
90		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
91		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
92		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
93		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
94		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
95		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
96		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
97		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
98		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
99		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0
100		☐	48	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	30	0	0	0	5	0	0	0	☐	0

Defense Against The Horde Playtests

Player1(G1)

MOVEMENT				LANDED ON				COMBAT				HEALTH				MISC.																
Turn	Move	Roll	10d6	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	# Stuns	# Nukes	# Medkits	Base Zombies Killed	Agile Zombies Killed	Buff Zombies Killed	Total Damage Dealt
1	4																	100	0	0	0	1	0	0	0						0	
2	6																	100	0	0	0	1	0	1	0						0	
3	3																	100	0	0	0	1	0	1	0						24	
4	2																	100	0	0	0	1	0	1	0						48	
5	1																	100	0	0	0	1	0	1	0						72	
6	2																	100	0	0	0	1	0	1	0						96	
7	1																	100	0	0	0	1	0	1	0						96	
8	5																	100	0	0	0	1	0	1	0						120	
9	6																	100	0	0	0	1	0	1	0						120	
10	4																	100	0	0	0	2	2	1	0						120	
11	6																	100	0	0	0	2	2	1	0						144	
12	2																	100	0	0	0	2	2	1	0						144	
13	2																	100	0	0	0	2	2	1	0						168	
14	5																	100	0	0	0	2	2	1	0						192	
15	4																	125	0	25	0	2	2	1	0						192	
16	5																	125	0	0	0	2	2	1	0						216	
17	5																	125	0	0	0	3	4	1	0						216	
18	5																	125	0	0	0	3	4	1	0						216	
19	5																	125	0	0	0	3	4	1	0						216	
20	6																	125	0	0	0	3	4	1	0						216	
21	6																	125	0	0	0	3	4	1	0						240	
22	4																	100	25	0	0	3	4	1	0						264	
23	0																	100	0	0	0	3	4	1	0						288	
24	1																	100	0	0	0	3	4	1	0						312	
25	5																	100	0	0	0	4	6	1	0						312	
26	6																	125	0	25	0	4	6	1	0						312	
27	3																	125	0	0	0	4	6	1	0						336	
28	2																	125	0	0	0	4	6	1	0						360	
29	1																	125	0	0	0	4	6	1	0						360	
30	3						Common->Rare											125	0	0	0	4	6	1	1						360	
31	0																	100	25	0	0	4	6	1	1						396	
32	1																	100	0	0	0	4	6	1	1						432	
33	5																	100	0	0	0	4	6	1	1						432	
34	6																	100	0	0	0	4	6	1	1						468	
35	4																	100	0	0	0	4	6	1	1						468	
36	4																	100	0	0	0	5	8	1	1						468	
37	0																	100	0	0	0	5	8	1	1						504	
38	6																	75	25	0	0	5	8	1	1						504	
39	0																	75	0	0	0	5	8	1	1						504	
40	1						Rare->Epic											75	0	0	0	5	8	1	2						504	
41	5																	100	0	25	0	5	8	1	2						504	
42	6																	100	0	0	0	5	8	1	2						549	
43	2																	100	0	0	0	5	8	1	2						549	
44	4																	100	0	0	0	6	10	1	2						549	
45	6																	100	0	0	0	6	10	1	2						594	
46	0																	75	25	0	0	6	10	1	2						639	
47	2																	75	0	0	0	6	10	1	2						639	
48	2																	75	0	0	0	6	10	1	2						639	
49	5																	75	0	0	0	6	10	1	2						684	
50	4																	100	0	25	0	6	10	1	2						684	
51	1																	125	0	25	0	6	10	1	2						684	
52	4																	100	25	0	0	6	10	1	2						729	
53	0																	100	0	0	0	6	10	1	2						729	
54	3																	100	0	0	0	6	10	1	2						729	
55	1																	100	0	0	0	6	12	1	2						729	
56	1																	100	0	0	0	7	12	1	2						729	
57	3																	100	0	0	0	7	12	1	2						774	
58	6																	100	0	0	0	7	12	1	3						774	
59	2																	100	0	0	0	7	12	1	3						831	
60	4																	125	0	25	0	7	12	1	3						831	
61	3																	100	0	0	0	7	12	1	3						888	
62	0																	100	25	0	0	7	12	1	3						945	
63	3																	100	0	0	0	7	12	1	3						1002	
64	5																	100	0	0	0	8	14	1	3						1059	
65	3																	100	0	0	0	8	14	1	3						1059	
66	4																	100	0	0	0	8	14	1	3						1059	
67	2																	100	0	0	0	8	14	1	3						1059	
68	1																	100	0	0	0	8	14	1	3						1059	
69	5																	100	0	0	0	8	14	1	3						1116	
70	5																	100	0	0	0	8	16	1	3						1116	
71	1																	100	0	0	0	9	16	1	3						1116	
72	2																	100	0	0	0	9	16	2	3						1116	
73	5																	100	0	0	0	9	16	2	3						1116	
74	3																	100	0	0	0	9	16	2	3						1116	
75	5																	75	25	0	0	9	16	2	3						1173	
76	0																	75	0	0	0	9										

Turn	MOVEMENT				LANDED ON										COMBAT				HEA & LTN				MISC.											
	Move	Roll	1D6	New Wave	Gained Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage	Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Points Gained	Times Swapped	Times Upgraded	# Stuns	# Nukes	# Medkits	Base Zombies Killed	Agile Zombies Killed	Buff Zombies Killed
1	2	1	0																		100	0	0	0	1	0	0	0						0
2	1	2	0																		100	0	0	0	1	0	0	0						9
3	4	4	0																		100	0	0	0	1	0	0	0						9
4	5	4	0																		100	0	0	0	1	0	0	0						9
5	3	5	0																		100	0	0	0	1	0	0	0						9
6	6	6	0																		100	0	0	0	1	0	0	0						9
7	3	3	0																		75	25	0	0	1	0	0	0						18
8	0	2	0																		75	0	0	0	1	0	0	0						27
9	6	6	0																		75	0	0	0	1	0	0	0						36
10	2	2	0																		75	0	0	0	2	2	0	0						36
11	1	3	0																		75	0	0	0	2	2	0	0						36
12	3	3	0																		60	15	0	0	2	2	0	0						45
13	0	5	0																		60	0	0	0	2	2	0	0						54
14	2	2	0						Common->Rare												60	0	0	0	2	2	0	0						54
15	2	2	0						Rare->Epic												60	0	0	0	2	2	0	0						54
16	3	5	0																		60	0	0	0	2	2	0	0						54
17	5	3	0																		85	0	25	0	2	2	0	2						54
18	6	4	0																		85	0	0	0	2	2	0	2						70
19	4	3	0																		85	0	0	0	3	4	0	2						70
20	6	6	0																		85	0	0	0	3	4	1	2						70
21	6	6	0																		85	0	0	0	3	4	1	3						70
22	2	2	0						Common->Rare												85	0	0	0	3	4	1	4						202
23	1	6	0						Rare->Epic												85	0	0	0	3	4	1	4						202
24	6	4	0																		85	0	0	0	3	4	1	4						202
25	1	1	0																		110	0	25	0	3	4	1	4						235
26	1	4	0																		110	0	0	0	3	4	1	4						268
27	5	5	0																		110	0	0	0	3	4	1	4						268
28	3	2	0																		110	0	0	0	3	6	1	4						268
29	2	3	0																		110	0	0	0	4	6	1	4						268
30	5	5	0																		110	0	0	0	4	6	2	4						268
31	6	6	0						Common->Rare												110	0	0	0	4	6	2	5						301
32	1	1	0																		110	0	0	0	4	6	2	5						301
33	2	1	0						Rare->Epic												110	0	0	0	4	6	2	6						337
34	1	2	0																		110	0	0	0	4	6	2	6						337
35	4	4	0																		110	0	0	0	4	6	2	6						337
36	2	2	0																		135	0	25	0	4	6	2	6						469
37	5	5	0																		135	0	0	0	4	6	2	6						469
38	4	2	0																		135	0	0	0	4	8	2	6						469
39	2	4	0																		135	0	0	0	5	8	2	6						541
40	6	6	0																		135	0	0	0	5	8	2	6						541
41	6	6	0						Epic->Legendary												135	0	0	0	5	8	2	7						541
42	5	5	0																		135	0	0	0	5	8	2	7						541
43	1	3	0																		135	0	0	0	5	8	2	7						541
44	3	3	0																		135	0	0	0	5	8	2	7						541
45	5	5	0																		135	0	0	0	5	8	2	7						541
46	3	3	0																		135	0	0	0	5	10	2	7						541
47	2	2	0																		135	0	0	0	6	10	2	7						541
48	3	3	0																		135	0	0	0	6	10	2	7						541
49	1	1	0																		135	0	0	0	6	10	2	7						541
50	2	2	0																		135	0	0	0	6	10	2	7						541
51	3	3	0																		135	0	0	0	6	10	2	7						629
52	6	6	0																		135	0	0	0	6	10	2	7						629
53	2	2	0																		135	0	0	0	6	10	2	7						761
54	4	4	0																		135	0	0	0	6	10	2	7						761
55	6	6	0																		135	0	0	0	6	12	2	7						761

Turn	MOVEMENT				Points	LANDED ON				COM BAT				HEA LTH				MISC.							
	Move	Roll 1D6	New Wave	Swapped Weapon		Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Times Swapped	Times Upgraded
1	1	1			0														100	0	0	0	1	0	0
2		3			1										9				100	0	0	0	1	0	0
3		2			3										9				100	0	0	0	1	0	0
4		1			3														125	0	25	0	1	0	0
5		6			3														125	0	0	0	1	0	0
6		1			3		AR												125	0	0	0	1	1	0
7		5			3														125	0	0	0	1	1	0
8		6			4										24				125	0	0	0	1	1	0
9		1			6										24				125	0	0	0	1	1	0
10		6			6														125	0	0	0	1	1	0
11		1			6														125	0	0	0	2	1	0
12		2			7										24				125	0	0	0	2	1	0
13		6			7										9				110	15	0	0	2	1	0
14		0			8										24				110	0	0	0	2	1	0
15		2			8			Common->Rare											110	0	0	0	2	1	0
16		1			8														110	0	0	0	2	1	0
17		4			8														110	0	0	0	2	1	0
18		1			8														135	0	25	0	2	1	0
19		3			11										36				135	0	0	0	2	1	0
20		0			11														135	0	0	0	2	1	0
21		0			11														135	0	0	0	2	1	0
22		0			11														135	0	0	0	2	1	0
23		2			14										36				135	0	0	0	2	1	0
24		4			14														135	0	0	0	3	1	0
25		6			14														160	0	25	0	3	1	0
26		1			16										36				160	0	0	0	3	1	0
27		4			16										9				150	10	0	0	3	1	0
28		0			18										36				150	0	0	0	3	1	0
29		2			18										9				140	10	0	0	3	1	0
30		0			18										36				140	0	0	0	3	1	0
31		2			18			Rare->Epic											140	0	0	0	3	1	0
32		1			20										45				140	0	0	0	3	1	0
33		1			20			Epic->Legendary											140	0	0	0	3	1	0
34		6			20														140	0	0	0	3	1	0
35		4			22										57				140	0	0	0	3	1	0
36		1			22										0				115	25	0	0	3	1	0
37					22										57				115	0	0	0	3	1	0
38		5			22														115	0	0	0	3	1	0
39		1			22														115	0	0	0	4	1	0
40		3			22														115	0	0	0	4	1	0
41		0			22														115	0	0	0	4	1	0
42		2			22														115	0	0	0	4	1	0
43		3			22														115	0	0	0	4	1	0
44		5			22														115	0	0	0	4	1	0
45		4			25										57				115	0	0	0	4	1	0
46		0			25														115	0	0	0	4	1	0
47		4			25														115	0	0	0	4	1	0
48		6			28										57				115	0	0	0	4	1	0
49		2			28										9				90	25	0	0	4	1	0
50		0			28										57				90	0	0	0	4	1	0
51		6			29										57				90	0	0	0	5	1	0
52		1			29														90	0	0	0	5	1	0
53		5			29														90	0	0	0	5	1	0
54		3			29														90	0	0	0	5	1	0
55		6			29														90	0	0	0	5	1	0
56		5			29														115	0	25	0	5	1	0
57		3			32										57				115	0	0	0	5	1	0
58		1			32										9				105	10	0	0	5	1	0
59		0			34										57				105	0	0	0	5	1	0
60		1			34										9				80	25	0	0	5	1	0
61		0			37										57				80	0	0	0	5	1	0
62		4			37														80	0	0	0	6	1	0
63		5			38										57				80	0	0	0	6	1	0
64		6			38										9				70	10	0	0	6	1	0
65		0			40										57				70	0	0	0	6	1	0
66					40														70	0	0	0	6	1	0
67					40														70	0	0	0	6	1	0
68					40														70	0	0	0	6	1	0
69					40														70	0	0	0	6	1	0
70					40														70	0	0	0	6	1	0
71					40														70	0	0	0	6	1	0
72					40														70	0	0	0	6	1	0
73					40														70	0	0	0	6	1	0
74					40														70	0	0	0	6	1	0

Adrian	MOVEMENT				LANDED ON									COM BAT				HEA LTH				MISC.		
Turn	Move Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Times Swapped	Times Upgraded
75		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
76		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
77		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
78		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
79		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
80		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
81		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
82		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
83		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
84		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
85		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
86		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
87		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
88		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
89		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
90		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
91		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
92		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
93		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
94		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
95		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
96		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
97		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
98		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
99		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0
100		☐	40	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	70	0	0	0	6	1	0

Tom	MOVEMENT				LANDED ON								COM BAT				HEA LTH				MISC.			
Turn	Move Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Times Swapped	Times Upgraded
1	6	☐	0	☒	Sniper	☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	100	0	0	0	1	1	0
2	6	☐	0	☐		☒	Common->Rare	☐	☐	☐	☐	☐	☐		☐	☐	☐	100	0	0	0	1	1	1
3	2	☐	0	☐		☒	Rare->Epic	☐	☐	☐	☐	☐	☐		☐	☐	☐	100	0	0	0	1	1	2
4	3	☐	0	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	100	0	0	0	1	1	2
5	4	☐	0	☐		☐		☒	☐	☐	☐	☐	☐		☐	☐	☐	100	0	0	0	1	1	2
6	1	☐	0	☐		☐		☐	☒	☐	☐	☐	☐		☐	☐	☐	125	0	25	0	1	1	2
7	1	☐	1	☐		☐		☐	☐	☐	☒	☐	☐	9	☐	☒	☐	125	0	0	0	1	1	2
8	2	☐	1	☐		☐		☐	☐	☐	☒	☐	☒	110	☐	☒	☐	125	0	0	0	1	1	2
9	3	☐	3	☐		☐		☐	☐	☐	☒	☐	☒	9	☐	☒	☐	125	0	0	0	1	1	2
10	1	☐	4	☐		☐		☐	☐	☐	☒	☐	☒	9	☐	☒	☐	125	0	0	0	1	1	2
11	6	☒	6	☐		☐		☐	☐	☐	☒	☐	☒	33	☐	☒	☐	125	0	0	0	2	1	2
12	4	☐	6	☐		☐		☐	☐	☐	☒	☐	☒	9	☒	☒	☐	110	15	0	0	2	1	2
13	0	☐	7	☐		☐		☐	☐	☐	☒	☐	☒	9	☐	☒	☐	110	0	0	0	2	1	2
14	6	☐	7	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	110	0	0	0	2	1	2
15	2	☐	7	☐		☐		☐	☒	☐	☐	☐	☒		☐	☐	☐	135	0	25	0	2	1	2
16	4	☐	8	☐		☐		☐	☐	☐	☒	☐	☒	33	☐	☒	☐	135	0	0	0	2	1	2
17	0	☐	8	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	135	0	0	0	2	1	2
18	3	☐	8	☐		☐		☐	☐	☐	☒	☐	☒	9	☒	☒	☐	120	15	0	0	2	1	2
19	0	☐	9	☐		☐		☐	☐	☐	☒	☐	☒	9	☐	☒	☐	120	0	0	0	2	1	2
20	1	☐	9	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	120	0	0	0	2	1	2
21	6	☒	9	☐		☐		☒	☐	☐	☒	☐	☒		☐	☐	☐	120	0	0	0	3	1	2
22	5	☐	9	☐		☒	Common->Rare	☐	☐	☐	☒	☐	☒		☐	☐	☐	120	0	0	0	3	1	3
23	5	☐	9	☐		☐		☒	☐	☐	☒	☐	☒		☐	☐	☐	120	0	0	0	3	1	3
24	5	☐	10	☐		☐		☐	☐	☐	☒	☐	☒	33	☐	☒	☐	120	0	0	0	3	1	3
25	3	☐	10	☐		☐		☐	☐	☐	☒	☐	☒	12	☒	☒	☐	105	15	0	0	3	1	3
26	0	☐	11	☐		☐		☐	☐	☐	☒	☐	☒	12	☐	☒	☐	105	0	0	0	3	1	3
27	4	☒	11	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	105	0	0	0	4	1	3
28	6	☐	11	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	130	0	25	0	4	1	3
29	6	☐	11	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	130	0	0	0	4	1	3
30	4	☐	14	☐		☐		☐	☐	☐	☒	☐	☒	110	☐	☒	☐	130	0	0	0	4	1	3
31	5	☐	14	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	130	0	0	0	4	1	3
32	1	☐	14	☐		☐		☒	☐	☐	☒	☐	☒		☐	☐	☐	130	0	0	0	4	1	3
33	0	☐	14	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	130	0	0	0	4	1	3
34	1	☐	14	☐		☐		☐	☒	☐	☐	☐	☒		☐	☐	☐	155	0	25	0	4	1	3
35	2	☐	15	☐		☐		☐	☐	☐	☒	☐	☒	33	☐	☒	☐	155	0	0	0	4	1	3
36	3	☐	15	☐		☐		☐	☐	☐	☒	☐	☒	12	☒	☒	☐	130	25	0	0	4	1	3
37	0	☐	15	☐		☐		☐	☐	☐	☒	☐	☒	12	☒	☒	☐	105	25	0	0	4	1	3
38	0	☐	18	☐		☐		☐	☐	☐	☒	☐	☒	110	☐	☒	☐	105	0	0	0	4	1	3
39	5	☒	18	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	105	0	0	0	5	1	3
40	3	☐	18	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	105	0	0	0	5	1	3
41	3	☐	18	☒	Shotgun	☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	105	0	0	0	5	2	3
42	4	☐	18	☐		☐		☐	☐	☐	☒	☐	☒	16	☒	☒	☐	95	10	0	0	5	2	3
43	1	☐	18	☐		☐		☒	☐	☐	☒	☐	☒		☐	☐	☐	95	0	0	0	5	2	3
44	0	☐	18	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	95	0	0	0	5	2	3
45	4	☐	21	☐		☐		☐	☐	☐	☒	☐	☒	110	☐	☒	☐	95	0	0	0	5	2	3
46	2	☐	21	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	95	0	0	0	5	2	3
47	6	☐	21	☐		☐		☐	☐	☐	☒	☐	☒	32	☒	☒	☐	80	15	0	0	5	2	3
48	0	☐	22	☐		☐		☐	☐	☐	☒	☐	☒	33	☐	☒	☐	80	0	0	0	5	2	3
49	5	☐	22	☐		☐		☐	☐	☐	☒	☐	☒	0	☒	☒	☐	70	10	0	0	5	2	3
50	0	☐	22	☐		☐		☐	☐	☐	☒	☐	☒	16	☒	☒	☐	60	10	0	0	5	2	3
51	1	☐	22	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	60	0	0	0	5	2	3
52	1	☐	22	☐		☐		☐	☐	☐	☒	☐	☒	9	☒	☒	☐	45	15	0	0	5	2	3
53	0	☐	22	☐		☐		☐	☐	☐	☒	☐	☒	9	☐	☒	☐	30	15	0	0	5	2	3
54	0	☐	22	☐		☐		☐	☐	☐	☒	☐	☒	9	☒	☒	☐	15	15	0	0	5	2	3
55	0	☐	23	☐		☐		☐	☐	☐	☒	☐	☒	9	☐	☒	☐	15	0	0	0	5	2	3
56	3	☐	23	☐		☐		☐	☒	☐	☐	☐	☒		☐	☐	☐	40	0	25	0	5	2	3
57	6	☐	23	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	40	0	0	0	5	2	3
58	6	☐	23	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	40	0	0	0	5	2	3
59	2	☐	23	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	40	0	0	0	5	2	3
60	3	☐	23	☐		☐		☐	☐	☐	☒	☐	☒		☐	☐	☐	65	0	25	0	5	2	3
61	5	☐	23	☐		☐		☐	☐	☐	☒	☐	☒	0	☐	☐	☐	65	0	0	0	5	2	

Tom	MOVEMENT				LANDED ON									COM BAT				HEA LTH				MISC.		
Turn	Move Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Times Swapped	Times Upgraded
75		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
76		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
77		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
78		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
79		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
80		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
81		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
82		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
83		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
84		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
85		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
86		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
87		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
88		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
89		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
90		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
91		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
92		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
93		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
94		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
95		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
96		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
97		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
98		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
99		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3
100		☐	23	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	90	0	0	1	5	2	3

Caleb	MOVEMENT				LANDED ON										COM BAT				HEA LTH				MISC.		
	Turn	Move Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Times Swapped	Times Upgraded
	1	4		0															100	0	0	0	1	0	0
	2	5		0			✓	Common->Rare											100	0	0	0	1	0	1
	3	4		0															100	0	0	0	1	0	1
	4	5		3															100	0	0	0	1	0	1
	5	4(stunnedx2)		3												12		✓	100	0	0	0	1	0	1
	6	6		3															100	0	0	0	1	0	1
	7	2	✓	3															100	0	0	0	2	0	1
	8	1		3												12	✓		85	15	0	0	2	0	1
	9	0		4												12		✓	85	0	0	0	2	0	1
	10	1(Stunned x1)		4															85	0	0	0	2	0	1
	11	5		4															110	0	25	0	2	0	1
	12	1		4												12	✓		95	15	0	0	2	0	1
	13	0		5												12		✓	95	0	0	0	2	0	1
	14	6		5			✓	Rare->Epic											95	0	0	0	2	0	2
	15	1		7												12		✓	95	0	0	0	2	0	2
	16	6		7															95	0	0	0	2	0	2
	17	4(Stunnedx1)		7															95	0	0	0	2	0	2
	18	3		9												12		✓	95	0	0	0	2	0	2
	19	6		9															95	0	0	0	2	0	2
	20	5(stunnedx1)	✓	9															95	0	0	0	3	0	2
	21	2		9															95	0	0	0	3	0	2
	22	5(stunnedx1)		9	✓	AR													95	0	0	0	3	1	2
	23	3		9															95	0	0	0	3	1	2
	24	6		9												24	✓		70	25	0	0	3	1	2
	25	0		12												24		✓	70	0	0	0	3	1	2
	26	2		12															70	0	0	0	3	1	2
	27	5		12															95	0	25	0	3	1	2
	28	2		14												24		✓	95	0	0	0	3	1	2
	29	2(stunnedx1)		14															95	0	0	0	3	1	2
	30	5		15												24		✓	95	0	0	0	3	1	2
	31	3	✓	15															95	0	0	0	4	1	2
	32	5(Stunned)		15															95	0	0	0	4	1	2
	33	1		17												24		✓	95	0	0	0	4	1	2
	34	5		17															95	0	0	0	4	1	2
	35	3		17			✓	Common->Rare											95	0	0	0	4	1	3
	36	5		17															95	0	0	0	4	1	3
	37	6		18												36		✓	95	0	0	0	4	1	3
	38	2		18												16	✓		70	25	0	0	4	1	3
	39	0		18												36		✓	70	0	0	0	4	1	3
	40	1		18												16	✓		60	10	0	0	4	1	3
	41	0		20												16		✓	60	0	0	0	4	1	3
	42	2		22												36		✓	60	0	0	0	4	1	3
	43	1(stunnedx1)		22															60	0	0	0	4	1	3
	44	3		23												36		✓	60	0	0	0	4	1	3
	45	1		23															60	0	0	0	4	1	3
	46	1		23															60	0	0	0	4	1	3
	47	6	✓	23															85	0	25	0	5	1	3
	48	3		24												36		✓	85	0	0	0	5	1	3
	49	5		24															85	0	0	0	5	1	3
	50	1		24			✓	Rare->Epic											85	0	0	0	5	1	4
	51	2		24			✓	Epic->Legenda											85	0	0	0	5	1	5
	52	6		24															85	0	0	0	5	1	5
	53	1		24															85	0	0	0	5	1	5
	54	5		24												45	✓		60	25	0	0	5	1	5
	55	0		27												21		✓	60	0	0	0	5	1	5
	56	3		29												45		✓	60	0	0	0	5	1	5
	57	6(stunnedx1)	✓	29															60	0	0	0	6	1	5
	58	2		29															60	0	0	0	6	1	5
	59	3		29	✓	Sniper													60	0	0	0	6	2	5
	60	3		31												45		✓	60	0	0	0	6	2	5
	61	1		31			✓	Common->Rare											60	0	0	0	6	2	6
	62	1		31															60	0	0	0	6	2	6
	63	6		32												45		✓	60	0	0	0	6	2	6
	64	2		35												96		✓	60	0	0	0	6	2	6
	65	2		35												0		✓	35	25	0	0	6	2	6
	66			35															35	0	0	0	6	2	6
	67			35															35	0	0	0	6	2	6
	68			35															35	0	0	0	6	2	6
	69			35															35	0	0	0	6	2	6
	70			35															35	0	0	0	6	2	6
	71			35															35	0	0	0	6	2	6
	72			35															35	0	0	0	6	2	6
	73			35															35	0	0	0	6	2	6
	74			35															35	0	0	0	6	2	6

Caleb	MOVEMENT				LANDED ON									COM BAT				HEA LTH				MISC.		
Turn	Move Roll 1D6	New Wave	Points	Swapped Weapon	Weapon Grabbed	Upgraded Weapon	Upgrade Type	Stun	Nuke	Medkit	Base Zombie	Agile Zombie	Buff Zombie	Damage Player Dealt	Damage Taken	Zombie Died?	Player Died?	Total Health	Health Lost	Health Gained	Total Deaths	Wave Number	Times Swapped	Times Upgraded
75		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
76		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
77		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
78		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
79		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
80		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
81		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
82		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
83		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
84		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
85		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
86		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
87		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
88		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
89		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
90		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
91		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
92		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
93		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
94		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
95		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
96		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
97		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
98		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
99		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6
100		☐	35	☐		☐		☐	☐	☐	☐	☐	☐		☐	☐	☐	35	0	0	0	6	2	6