

ZOMBICIDE

RULEBOOK



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#1 GAME CONTENTS

9 GAME TILES (DOUBLE SIDED)



71 MINIATURES



6 SURVIVORS



40 WALKERS



8 FATTIES



16 RUNNERS



1 ABOMINATION

6 DICE



4 CAR TOKENS



POLICE CAR & PIMPMOBILE

6 ZOMBIE SPAWN TOKENS



1 EXIT POINT TOKEN



110 MINI-CARDS



42 ZOMBIE CARDS,
62 EQUIPMENT CARDS,
6 WOUNDED CARDS

6 SURVIVOR IDENTITY CARDS



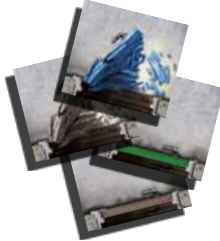
10 OBJECTIVE
TOKENS



18 NOISE
TOKENS



12 DOOR
TOKENS



1 FIRST PLAYER
TOKEN



24 SKILL
COUNTERS



6 EXPERIENCE
TRACKERS



#2 SURVIVE AND WIN

Zombicide is a cooperative game where players face hordes of Zombies controlled by the game itself. Each player controls one, two, three, or four Survivors of a Zombie infection. The goal is simply to complete the Mission objectives and live to see another day.

The good news: Zombies are slow, stupid, and predictable. The bad news: there are a lot of Zombies!

Survivors use whatever they can get their hands on to kill Zombies. If they find bigger weapons, they can kill even more Zombies!

You can trade equipment, give and receive (or ignore) advice, and even sacrifice yourself to save the girl! Only through cooperation, however, can you achieve the Mission objectives and survive. Killing Zombies is fun, but you will also need to rescue other Survivors, clean out infested areas, find food and weapons, take a ride through a ghost town, and much more.

After experiencing Zombicide, your gaming group will be the ultimate zombie killing team in town!

#3 SETUP

- 1 ▶ Choose a Mission.
- 2 ▶ Place the tiles.
- 3 ▶ Place the doors, the cars, and Objectives.
- 4 ▶ Put aside the pimpmobile cards (Evil Twins and Ma's Shotgun), Molotov, Pan, and Wounded cards. Also keep a single Fire Axe, Crowbar, and Pistol card.
- 5 ▶ Shuffle the Zombie cards into one deck and the Equipment cards into another, then place them face down close to the board.
- 6 ▶ Each player chooses his Survivors based on the number of players:
1 player: 4 Survivors.
2 players: 3 Survivors per player.
3 players: 2 Survivors per player.
4 to 6 players: 1 Survivor per player.
- 7 ▶ Place the miniatures representing the chosen Survivors on the starting area as indicated by the Mission.
- 8 ▶ On each Survivor's Identity Card, place an experience tracker on the first square in the blue area of the Danger Bar, and place a Skill counter on the first corresponding Skill.
- 9 ▶ Randomly deal the starting equipment: a Fire Axe, Crowbar, Pistol, and enough Pans so that each Survivor gets one card. If a Survivor's starting Skill lists any starting weapons, he receives those cards now, independent of the starting Equipment that's just been distributed.

EXAMPLE: Phil is dealt one of the random starting Equipment cards and gets the pistol! He then takes the weapon listed on his Identity Card from the Equipment deck: another pistol!

- 10 ▶ Decide who will be the first player, and give him or her the "first player" token. Zombicide is a cooperative game, so do not pick randomly!

#4 GAME OVERVIEW

Zombicide is played over a series of game turns, which go as follows:

PLAYERS' PHASE

The player with the "first player" token takes his turn, activating his Survivors one at a time, in the order of his choice. Each Survivor can initially perform three Actions per turn, though Skills may allow him to perform extra Actions as the game progresses. The Survivor uses his Actions to kill Zombies, move around the map, and perform other tasks to accomplish the various Mission objectives.

Once a player has activated all his Survivors, the player to his left takes his turn, activating his Survivors in the same manner.

When all the players have completed their turns, the Players' Phase ends.

ZOMBIES' PHASE

All of the Zombies on the board activate and spend one Action either attacking a Survivor next to them or, if they have nobody to attack, moving toward the Survivors they see or, if they don't see any, toward the noisiest Zone. Runners get two Actions, so they can attack twice, attack and move, move and attack, or move twice.

Once all Zombies have performed their Actions, new Zombies appear in all of the active Spawn Zones on the board.

END PHASE

All Noise tokens are removed from the board, and the first player hands the "first player" token to the player on his left. Another game turn then begins.

WINNING AND LOSING

The game is lost when all Survivors have been gruesomely killed and eliminated from the game.

The game is won immediately when all of the Mission objectives have been accomplished. Zombicide is a cooperative game, so all players win if the Mission objectives are fulfilled, even if all of a player's Survivors have selflessly given their lives in heroic sacrifice. (A stupid death or willful suicide, on the other hand, can hardly be considered all that victorious...)

The Players' Phase and Zombies' Phase are explained in depth in Chapters #6 and #7.

#5 THE BASICS

USEFUL DEFINITIONS

ACTOR

A Survivor or Zombie.

ZONE

Inside a building, a Zone is a room.

On the street, a Zone is the area between two pedestrian crossings and the walls of buildings along the street. A single Zone may extend over two tiles or even four tiles.

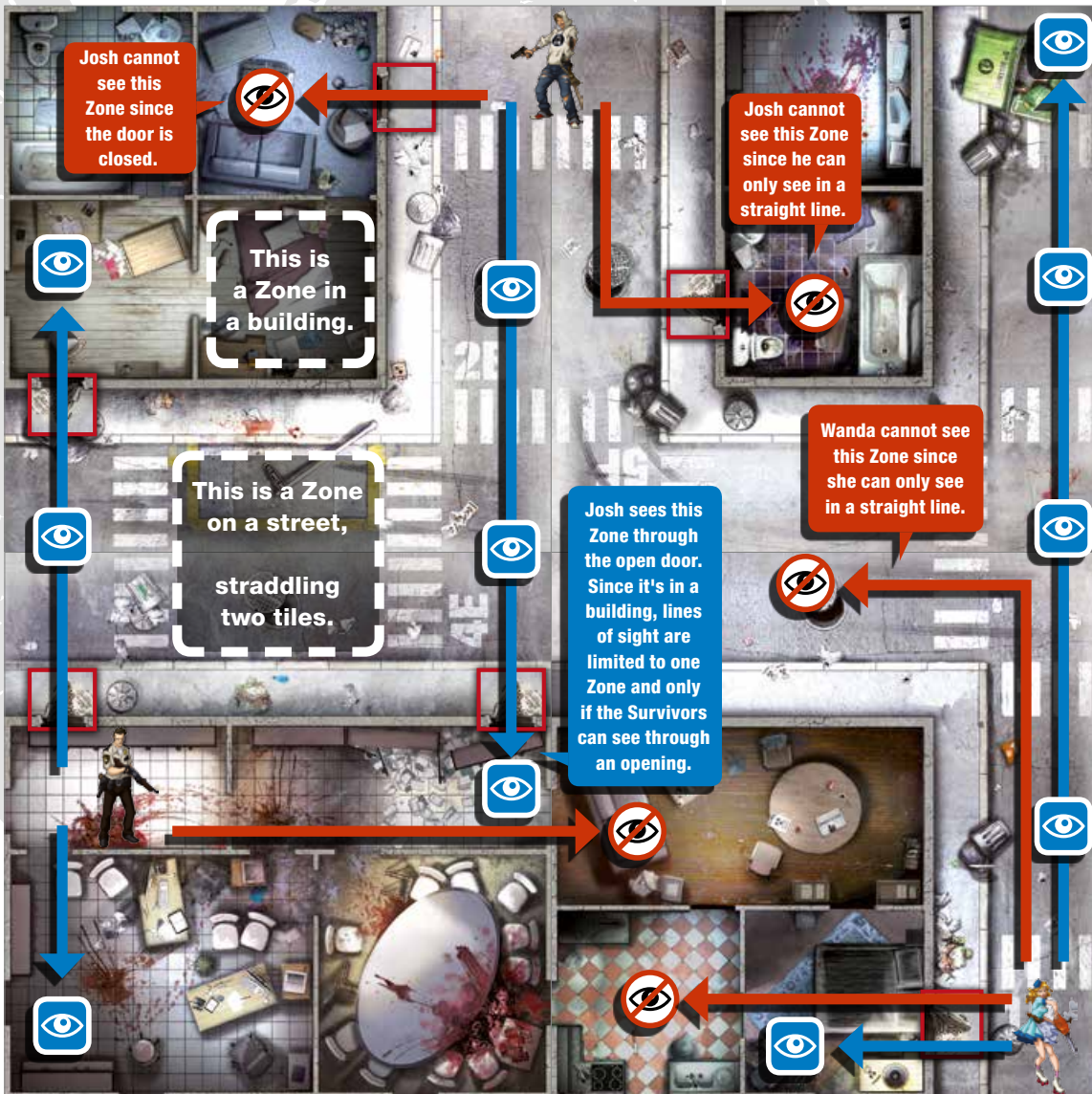
LINE OF SIGHT

How do I know if a Zombie sees me or if I see it?

On the streets, Actors see in straight lines that run parallel to the edges of the board. Actors cannot see diagonally. Their line of sight covers as many Zones as the line can pass through before reaching a wall or the edge of the board.

Inside a building, an Actor sees into all Zones that share an opening with the Zone the Actor currently occupies. If there is an opening, the walls do not block line of sight between two Zones. An Actor's line of sight, however, is limited to the distance of one Zone.

NOTE: If the Survivor is looking out into the street, or from the street into a building, the line of sight can go through any number of street Zones in a straight line, but only one Zone inside the building.



MOVEMENT

Actors can move from one Zone to the next, as long as the first Zone shares at least one edge with the destination Zone. Corners do not count; this means Actors cannot make diagonal movements.

On streets, the movement from one Zone to another has no restrictions. However, Actors must go through a door to move from a building to the street and vice versa. Inside a building, Actors may move from one Zone to another as long as these Zones are linked by an opening. The position of the miniature in the Zone and the layout of the walls do not matter, as long as the Zones share an opening.



NOISE

Firing a gun or smashing through a door makes noise, and noise attracts Zombies. Each Action that opens a door with a noisy weapon or attacks with a noisy weapon (see the “Noisy Weapons” callout) produces a Noise token. Place this token in the Zone where the Survivor resolved the Action. A single Action can only produce a single Noise token, no matter how many dice are rolled, how many hits are obtained, or if Dual weapons are used. Each Survivor miniature also counts as a Noise token. Yes, they just can’t seem to stay quiet! Noise tokens are always removed from the board after the Zombies’ Phase.

EXAMPLE: Ned opens a door with a Fire Axe. It's a noisy way to open a door. This produces a Noise token. He then attacks a Zombie in his Zone, knocking it down after a couple of whacks. The Fire Axe is a silent killing weapon, so this action produces no noise. There remain two "noises" in this Zone, however: the token produced by opening the door and Ned's miniature itself.

In another Zone, Amy executes three Ranged Combat Actions with her two Dual Sub MGs. Although she rolled six dice, she gets only three Noise tokens in her Zone, one for each Ranged Action. The tokens remain on the square where she produced them; they don't follow Amy when she moves.



NOISY WEAPONS

Many Equipment cards, such as the Fire Axe, Crowbar, or Chainsaw, allow you to open doors as well as eliminate Zombies."



Equipment that allows you to open doors has this symbol.



Equipment that allows you to kill Zombies has this symbol.

The association of these symbols with one of the following symbols determines whether the equipment produces a Noise token when you use it to open a door or eliminate a Zombie:



Equipment that has this symbol produces a Noise token.



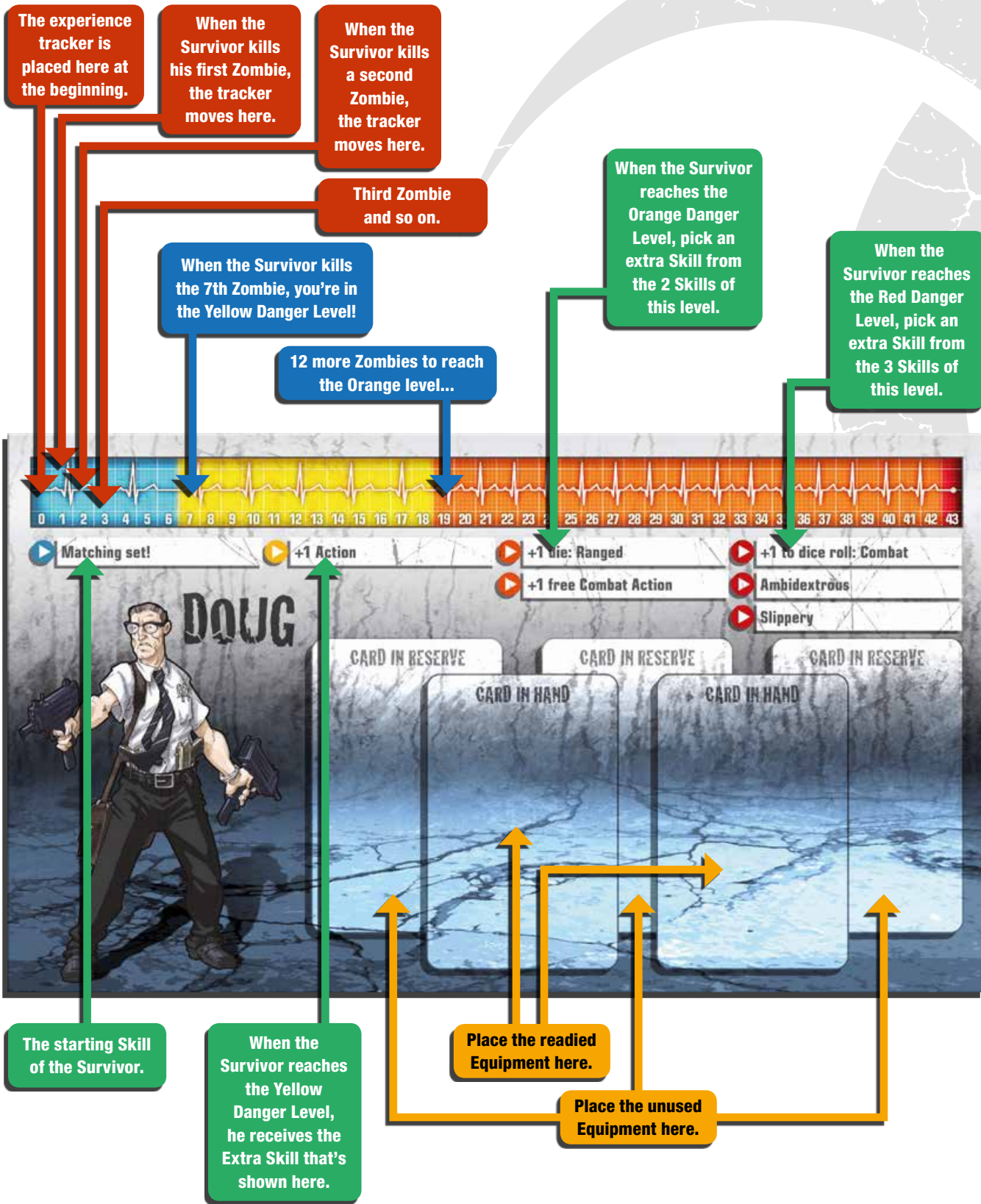
Equipment which has this symbol is silent and does not produce a Noise token.



EXAMPLE 1: The Fire Axe can open doors and kill Zombies. It produces a Noise token when used to open a door. When you use it as Melee weapon to put down a Zombie, it does not produce a Noise token.

EXAMPLE 2: The Chainsaw can also open doors and kill Zombies. It produces a Noise token when used to open a door AND when you use it as Melee weapon to make Zombie slices!





EXPERIENCE, DANGER LEVEL, AND SKILLS

For each Zombie killed, a Survivor gains an experience point and moves up a notch on his Danger Bar. Some Mission objectives provide more experience, as does eliminating the Abomination.

There are four Danger Levels: Blue, Yellow, Orange, and Red. These represent everything from a light drizzle of Zombies to a flash flood. (You really don't want to see what happens at the Red level...)

On each Danger Level, the Survivor gains one new Skill to help him on his mission (see Skills, page 18). Skills add to each other across Danger Levels: at the Red Level, your Survivor will have four Skills.

When a Survivor reaches 7 experience points, his Danger Level moves to Yellow, and he obtains a fourth Action. He may use this Action immediately and then every turn thereafter; in other words, he now has a permanent additional Action.

When a Survivor gets 19 experience points, the Orange Danger Level becomes active, and he can choose one of the two Skills indicated on his Identity Card.

At 43 experience points, the Survivor reaches the Red Danger Level and obtains one Skill from among the three available at this Level.

This experience has a side effect, however. When you draw a Zombie card to spawn a Zone, read the line that corresponds to the Survivor with the highest Danger Level!

INVENTORY

Each Survivor can carry up to five pieces of Equipment but can only have two equipped and ready to use (one in each hand) at any given time. While all weapons must be in a hand slot in order to use them (whether to attack or to open a door), other items, such as the Goalie Mask, Flashlight and Plenty of Ammo cards, are always in effect, even while in the reserve slots.

If your Survivor has more than five Equipment cards, discard cards until he has five.

You may discard cards from your inventory to make room for new cards at any time, for free.

LET'S SEE SOME ID!

The Survivor Identity Cards in this box have information on the front and the back. The front shows one of the six Survivors in the box. The back shows a blank ID Card. Use these to create your own Survivors or download new ones from Guillotine Games!

[HTTP://WWW.GUILLOTINEGAMES.COM/](http://www.guillotinegames.com/)



THE ZOMBIES

There are four types of Zombies:



Walker. It stinks, it's nasty, and it's slow. Eliminating a Walker provides 1 experience point.



Fatty. Big, bloated, and tough, these Zombies are hard to put down. Weapons dealing only 1 Damage can't hurt them...at all. You need a 2 Damage weapon to kill them. Each Fatty spawns with two Walkers alongside him, except when its group is splitting (see Zombies' Phase, page 12). Killing a Fatty provides 1 experience point.



Abomination. Mutated beyond recognition, the Abomination is the Survivors' worst nightmare. Only weapons dealing 3 Damage or more can kill this monster. A well-aimed Molotov will do the trick, as it kills everything in its target Zone. Luckily, there's only one Abomination on the board at any given time. If a second Abomination is drawn, replace it with a Fatty and its two Walkers. The Abomination spawns alone (possibly having eaten its Walker fellows). Killing an Abomination provides 5 experience points.



Runner. Amped up for some reason, these guys move twice as fast as Walkers. Each Runner has two Actions per activation, while all other Zombies only have one. Eliminating a Runner provides 1 experience point.

#6 PLAYERS' PHASE

Starting with whoever holds the “first player” token, each player activates his Survivors one after the other, in the order of his choice. Each Survivor can execute three Actions at the Blue Danger Level. This is increased to four when the Survivor reaches the Yellow Danger Level.

Some Survivors have a free Action at the Blue Danger Level. Any free Actions do not count toward this total.

EXAMPLE: On her turn, Amy uses her free Move Action. She still has her basic three Actions of the turn remaining.

The possible Actions are:

MOVE

The Survivor moves from one Zone to the next but cannot move through external building walls or closed doors. If there are Zombies in the Zone the Survivor is attempting to leave, he must spend one extra Action per Zombie to leave the Zone. Entering a Zone containing Zombies terminates the Survivor’s Move Action, even if he has a Skill that allows him to move through multiple Zones per Move Action.

EXAMPLE 1: Ned is in a Zone with two Walkers. To leave this Zone, he spends one Move Action, then two more Actions (one per Walker), for a total of three Actions. If there had been three Zombies in the Zone, Ned would have needed four Actions to move!

EXAMPLE 2: Wanda is next to a Zone containing a Zombie when she moves. Her Move Action ends in the Zone with the Zombie, even if her 2 Zones per Move Skill would normally allow her to move up to two Zones.

SEARCH

You can only Search Zones inside a building and only if there are no Zombies in the Zone. The player draws a card from the Equipment deck. He may then place it in the Survivor’s inventory or immediately discard it. A Survivor can only perform a single Search Action per turn, even if it’s an extra, free Action. After searching, the Survivor may freely reorganize his inventory. (But the Survivor cannot trade with other Survivors; that is another Action!)

You may discard cards from your inventory to make room for new cards at any time, for free.

If the Equipment deck runs out, reshuffle all the discarded cards, with the exception of Wounded cards, Pans, Molotov, and pimpmobile cards (Ma’s shotgun and the Evil Twins), to make a new deck.

Special case: Cars. You can Search a car as long as the Survivor is in the same Zone and no Zombies are in the Zone.

- You can Search a pimpmobile only once per game. It contains either Ma’s Shotgun or the Evil Twins (draw randomly). Some Missions may contain many pimpmobiles. In this case, only the weapons that have not yet been taken can be inside them. When there are no more...there are no more.

- You can Search police cars more than once per game. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

OPEN A DOOR

Doors are usually locked. In this case, the Survivor cannot open the door unless he has a Melee weapon with an “Open a door” symbol in his hand.



Remember to place a Noise token in the Zone if the Survivor uses a noisy weapon (see Noisy Weapons, page 7).

Opening a building for the first time reveals all the Zombies inside all rooms of the building (a single building extends to all rooms connected by openings, sometimes straddling several tiles). Indicate each Zone of the building, one after the other in any order you choose, and draw a Zombie card for each Zone. Place the corresponding number and type of Zombies on the indicated Zone (see Zombies’ Phase - Spawn, page 13). If you draw an Extra Activation or Manhole card, immediately perform the action indicated on the card, and do not add Zombies to the current Zone.

Some game effects, like the Lock it down Skill, allow an open door to be locked back. If it is opened again afterwards, it won't trigger a new Zombie Spawn.

REORGANIZE YOUR INVENTORY AND TRADE WITH ANOTHER SURVIVOR

At the cost of one Action, a Survivor can reorganize the cards in his inventory in any way he wishes. The Survivor can simultaneously exchange any number of cards with only one other Survivor currently in the same Zone. This other Survivor may reorganize his own inventory for free.

RANGED COMBAT

The Survivor uses a Ranged weapon he is holding in his hands to shoot at a single Zone within the range shown on the weapon's card (see Combat, page 15).

MELEE COMBAT

The Survivor uses a Melee weapon he is holding in his hands to attack the Zombies in his Zone (See Combat, page 15).

GET IN OR OUT OF A CAR

The Survivor gets in or out of a car in his Zone. To get in a car, the Zone must have no Zombies and either the driver's seat or one of the three passenger's seats must be empty for the Survivor to occupy. There are no restrictions to getting out of a car.

CHANGE SEAT'S IN A CAR

The Survivor vacates the seat he's currently occupying and takes a different empty seat in the same car. If there are no empty seats in the car, Survivors cannot change seats.

DRIVE A CAR

Cars can only be driven if the Mission allows it. The Survivor occupying the driver's seat can move the car one or two street Zones per Action spent (cars cannot be driven into buildings). This Action is not a Move and is not subject to movement modifiers, such as a free Move Action or increased movement, nor is it affected by disadvantages related to Move Actions (cars can leave a Zone with Zombies in it without the need to spend extra Actions). A car attacks all Actors in the Zones through which it moves (see Combat - Car Attack, page 17).



TAKE OR ACTIVATE AN OBJECTIVE

The Survivor takes an Objective token or activates an object in the same Zone. The game effects are explained in the Mission's description.

MAKE SOME NOISE!

The Survivor makes Noise in an attempt to attract Zombies. Place one Noise token in his Zone.

DO NOTHING

The Survivor does nothing and prematurely ends his turn. His remaining Actions are lost.



#7 ZOMBIES' PHASE

Once the players have activated all their Survivors, the Zombies play. Nobody takes their role; they do it themselves, performing the following steps in order:

STEP 1 - ACTIVATION

Each Zombie activates and spends its Action on either an Attack or a Move, depending on its situation. First resolve all the Attacks, then all the Moves, but each Zombie only performs one or the other with a single Action.

ATTACK

Each Zombie in the same Zone as a Survivor performs an Attack. A Zombie's Attack is always successful and does not require any dice rolls. It snatches, if possible, an Equipment card the Survivor is carrying. The player who controls that Survivor chooses an Equipment and discards its card. The Survivor receives a Wounded card, which replaces the lost Equipment. When he reorganizes his Survivor's inventory, the player may move this Wounded card just like an Equipment card, but he cannot discard or trade it, and it reduces the amount of Equipment the Survivor can carry. A Survivor with two Wounded cards is eliminated and his Equipment discarded. If different Survivors are in the same Zone, the players share the Wounded cards in any way they prefer. Cooperation also means sharing the pain and suffering!

EXAMPLE: A Walker in a Zone with two Survivors inflicts one wound during its activation. The players choose which Survivor receives the Wounded card and loses Equipment. They can decide, for example, to give it to a Survivor who is holding no equipment. They can also decide to give it to a Survivor who's already wounded and put him out of his misery!

Feeding frenzy! Zombies fight in groups. All Zombies activated in the same Zone as a Survivor join the Attack, even if there are so many that it would be overkill.

EXAMPLE: A group of seven Walkers is in the same Zone as two Survivors. The first four Walkers are enough to kill the hapless victims, but all seven spend their Action attacking. Chow time!

MOVE

The Zombies that have not attacked use their Action to move one Zone toward their target, according to the following parameters:

- If they can see a Survivor, they move toward him.
- If they can see Survivors in different Zones, they move toward the noisiest group, regardless of the distance (REMEMBER: Each Survivor counts as a Noise token).
- If they can't see anybody, they move toward the Zone that contains the most Noise tokens.
- If they can't see anybody and there are no open paths to the Survivors, they move toward the noisiest Zone as if all doors were open, though locked doors still stop them.

Zombies always take the shortest possible route to their target Zone. If there is more than one route of the same length, the Zombies split into groups of equal numbers to follow all possible routes. They also split up if different target Zones contain the same number of Noise tokens. If necessary, add Zombies so that all new groups resulting from a splitting group contain the same number of each Zombie type!

Splitting special cases:

- The Abomination never splits; the players decide which direction it goes.
- If there aren't enough Zombies for a split, each Zombie of the designated type immediately gains an extra activation (see Running out of miniatures, p. 14).
- Fatties don't get extra Walker escort when splitting.

EXAMPLE: A group of four Walkers, one Fatty, and three Runners move toward a group of Survivors. The Zombies can take two routes of the same length, so they split into two groups. Two Walkers go one way, the other two take the other route. The Fatty joins one group of Walkers, and a second Fatty is added to the other group (this new Fatty does not come with extra Walkers)! The three Runners also split, two joining the first group, and the other joining the second group. Another Runner is added to the latter group so that the groups remain identical. Things just got a lot harder for the Survivors...

RUNNERS

Runners are an exception in that they have two Actions per turn. After all Zombies (including the Runners) have gone through the Activation step and resolved their first Action, the Runners go through the Activation step again, using their second Action to Attack a Survivor in their Zone or Move if there is nobody to attack.

EXAMPLE 1: At the beginning of the Zombies' Phase, a group of three Runners and a Fatty is one Zone away from a Survivor. For their first Action, since they have nobody they can Attack in their Zone, the Zombies Move into the Zone with the Survivor. The Runners then perform their second Action. Since they now occupy the same Zone as a Survivor, they Attack. Each of the Runners inflicts one Wound, killing the Survivor.

EXAMPLE 2: A Runner is in the same Zone as a Survivor, and a Walker is in the adjacent Zone. The Runner Attacks the Survivor with its first Action, inflicting a Wound, and the Walker Moves into their Zone, since he sees the Survivor. Then the Runner performs its second Action. It attacks the Survivor again, killing him.

EXAMPLE 3: A Survivor stands in the same Zone as three Walkers, two Fatties, and two Runners. All the Zombies attack and inflict seven Wounds (two Wounds are enough to kill the Survivor; the five remaining Wounds are still applied but without further consequence). None of the Zombies Move, as they all Attacked. Then, the Runners resolve their second Action. They have no one to Attack, so they Move one Zone toward the noisiest Zone.

STEP 2 - SPAWN

The Mission maps show where Zombies appear at the end of each turn. These are the Spawn Zones. Point to a Spawn Zone, and draw a Zombie card. Read the line on the card that corresponds to the color of the Danger Level of the most experienced Survivor still in the game (Blue, Yellow, Orange, or Red). Place the number and type of Zombies shown. Repeat this for each Spawn Zone. Always begin with the same Spawn Zone and continue clockwise.

ATTENTION: Each Fatty has two Walkers as escorts when it spawns but not when you add one to balance a group of Zombies that splits.

When the Zombie deck runs out, reshuffle all the discarded cards to make a new deck.

EXAMPLE: Wanda has 5 experience points, placing her in the Blue Danger Level. Doug has 12, which puts him in the Yellow. In order to determine how many Zombies spawn each turn, read the Yellow line, which corresponds to Doug, the most experienced Survivor.

If at least one Survivor has reached the Red Danger Level, read this one. 5 Walkers! Brains...

If the most experienced Survivor is in the Yellow Danger Level, 2 Runners appear when you draw this card.

If all Survivors are still in the Blue Danger Level, read this line. Phew... nothing.



There are two special cases: the Extra Activation card and the Manhole card. In both cases, no Zombies appear in the designated Zone.

At the Yellow, Orange, and Red Danger Levels, all Runners are immediately activated. They receive two Actions as normal for this activation.

At the Blue Danger Level, nothing happens.



When you reveal an Extra Activation card, no Zombies appear in the designated Zone. Instead, all Zombies of the indicated type get another turn (see Activation step in the previous page). Notice that these cards have no effect at the Blue Danger Level!



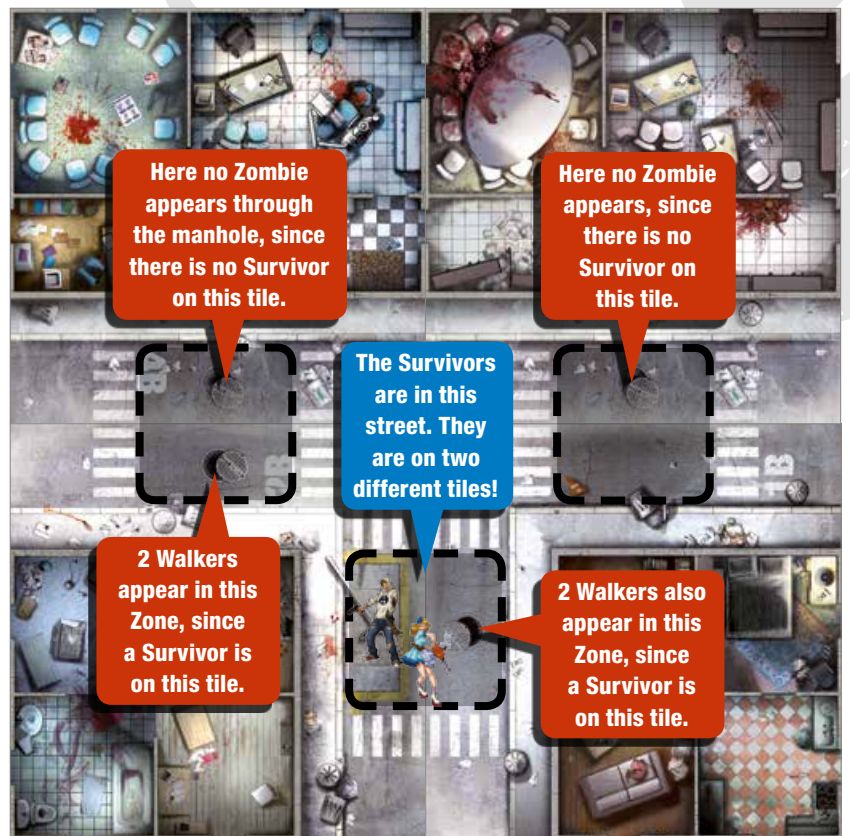
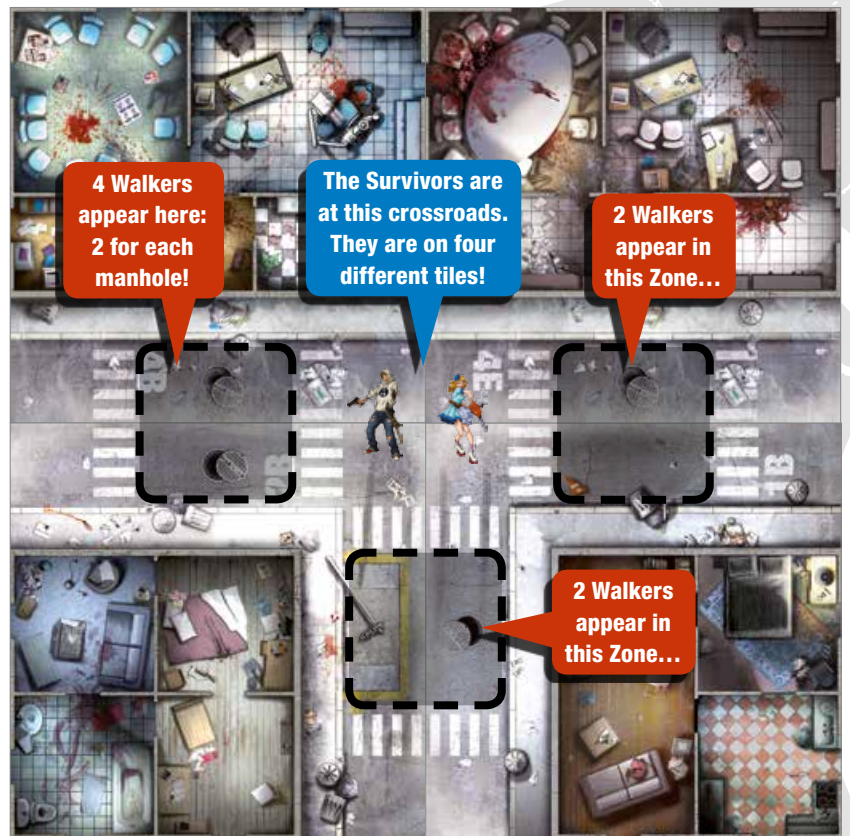
The most experienced Survivor reaches the Yellow Danger Level: place 2 Walkers per manhole.

When you draw a Manhole card, no Zombie appears on the designated Zone. Instead, place the indicated number and type of Zombies in every Zone where the map shows a manhole, on every tile where at least one Survivor stands. Manhole invasions never happen on tiles devoid of Survivors.

ATTENTION: The Danger Level used for spawning Zombies is set by the Survivor with the highest Danger Level still in the game. If this Survivor is eliminated, the Danger Level drops to that of the next most experienced Survivor.

RUNNING OUT OF MINIATURES

The Zombicide box contains enough Zombies to invade a city. However, players may still run out of miniatures of the indicated type when required to place a Zombie on the board (when spawning, populating a building, or due to splitting). In this case, the remaining Zombies are placed (if there are any), and then all Zombies of the requested type immediately gain an extra activation.



#8 COMBAT

DUAL:
If you have a pistol in each hand, you may use them both in a single Action (aimed at the same Zone).

NOISY:
Produces a Noise token when used. Dual weapons produce a single Noise token per Action.

RANGE:
Min and max number of Zones the weapon can reach. "0" is Melee only.

DICE: Roll as many dice as this value when an Action is spent to use this weapon.

ACCURACY: Each roll that equals or exceeds this value is a success. Inferior results are failures.

SILENT: Doesn't produce a Noise token when used in Melee Combat.

RANGE:
Min and max number of Zones the weapon can reach. "0" is Melee only.

DAMAGE:
Damage inflicted for each success. A "2" value is required to eliminate Fatties. A "3" value is required to eliminate the Abomination.



OPENS DOORS:
Can be used to open doors.

SILENT: Doesn't produce a Noise token when used to open doors.

DAMAGE:
Damage inflicted for each success. A "2" value is required to eliminate Fatties. A "3" value is required to eliminate the Abomination.

DICE:
Roll as many dice as this value when an Action is spent to use this weapon.

ACCURACY:
Each roll that equals or exceeds this value is a success. Inferior results are failures.

Each die result that equals or exceeds the Accuracy number of the weapon scores a successful hit. Each hit inflicts the amount of Damage specified by the Damage value of the weapon to a single target. Walkers and Runners are killed with a 1 Damage hit. However, a weapon that deals 2 Damage or more is necessary to eliminate a Fatty, and only a 3 Damage weapon (or a Molotov) will kill an Abomination. It does not matter how many hits you obtain with a weapon that inflicts 1 Damage, a Fatty or Abomination will absorb the hits without flinching.

EXAMPLE: Doug unloads his two Sub MGs on three Walkers who are guarding a Fatty and scores five hits. The first three shots easily blow away the Walkers. However, the Fatty takes the two remaining hits with no consequence, as the Sub MG inflicts only 1 Damage.

Wanda arrives to finish the job with her machete. She hits once, but the machete inflicts 2 Damage, which is enough to chop that Fatty down!

If there had been two Runners instead of a Fatty, a single hit with the machete would not have eliminated the two Runners. Each successful hit can only take out one target, and remaining damage is overkill and wasted.

When a Survivor executes a Combat Action, roll as many dice as the Dice number of the equipped weapon being used. If the active Survivor has two identical weapons with the Dual symbol equipped in hand, he can use both weapons at the same time at the cost of a single Combat Action. Both weapons must be aimed at the same Zone.

EXAMPLES: Doug has two Sub MGs in his hands. The Sub MG has the Dual symbol, so Doug can shoot them both with a single Action. This allows him to roll six dice in a single roll, as the Sub MG has a Dice number of 3!

Wanda is holding two machetes. She can strike with them both at once, so she can roll two dice for every Action she uses to attack.

MELEE

A Survivor equipped with a Melee weapon (a weapon with a max Range of “0”) can attack a Zombie in his own Zone. Each die roll equal to or higher than the Accuracy value on the weapon’s card is a successful hit. The player divides his hits as desired among the possible targets in the Zone.

EXAMPLE: Wanda attacks a Walker, a Runner, and a Fatty with her dual machetes. She rolls a 6 and 3, which means two hits. She decides to decapitate the Runner and to butcher the Fatty, leaving the Walker, the least dangerous of the three, for her next Action. Though Ned is also in the same Zone, he is safe from Wanda’s slashes.

RANGED



A Survivor equipped with a Ranged weapon (a weapon with a max Range of “1” or more) can shoot at targets in a Zone he can see (see Line of Sight, page 5) and that is within the weapon’s Range.

DYNAMIC SURVIVOR IDENTITY CARD OVERVIEW

18 EXPERIENCE POINTS

Ned’s in the Yellow Danger Level. One more experience point and he’ll get to the Orange Danger Level. The player will then have to choose between two exciting new Skills.

EXTRA EQUIPMENT

Ned was wounded earlier in the game. The Wounded card occupies an Equipment slot. Another Wound and Ned will be eliminated. Thankfully, he found a Goalie Mask to discard to prevent the next wound. Ned also has some Gasoline, which combined with Glass Bottles, can be used to build a Molotov. Come on, Abomination, let’s burn!

EQUIPPED WEAPONS

Sniper Rifle and Fire Axe. By combining a Rifle and a Scope, Ned has a priceless Sniper Rifle to shoot Runners among crowds of Walkers. In the other hand, a 2 Damage Fire Axe allows Ned to break through doors and Fatties alike.

REMEMBER: Inside a building, the Line of Sight is limited to the Zones that share an opening and just one Zone away.

The Range of a weapon is shown by the Range value on its card, which represents the number of Zones it can shoot across. The first of the two values shows the minimum Range. The weapon may not be shot at Zones closer than the minimum. In most cases this is 0, meaning the Survivor can shoot at targets in the Zone he currently occupies. The second value shows the maximum Range of the weapon. A weapon cannot fire at Zones beyond the maximum Range.









EXAMPLE: The rifle has a range of 1-3, which means it can shoot up to three Zones away but can't be used in the same Zone as the Survivor pulling the trigger. The Sub MG has a Range of 0-1, which means it can shoot in its owner's current Zone or at an adjacent Zone.







When a Zone is chosen for a Ranged Combat, ignore any Actors who are in the Zones between the shooter and the target. This means Survivors may shoot through occupied Zones without danger to either other Survivors or Zombies.

When using a Ranged weapon, the shooting Survivor does not choose the targets hit by successful rolls. Hits are assigned to Actors in the targeted Zone following this targeting priority order:

- 1 – Survivors (except for the shooter)
- 2 – Walkers
- 3 – Fatties or Abominations
- 4 – Runners

The hits are assigned to targets at the lowest priority until they've all been eliminated, then to targets at the next priority until they've all been eliminated, and so on.

EXAMPLE: In Doug's Zone there is another Survivor, Ned, four Walkers, one Fatty, and two Runners. Knowing he's Zombie chow, Doug is going to take as many of them with him as possible! He rolls six dice (three for each Sub MG). He obtains , , , ,  and . The Sub MG hits on  or , which means five hits. Ned takes two, which kills him (with friends like these...), and the remaining hits eliminate the Walkers.

Doug shoots again and gets , , , ,  and , three more hits. The last Walker is down but the two remaining shots do no harm to the Fatty, which shields the two Runners. The only way to target the Runners first would have been with a Melee weapon, which can freely assign hits, or with a Sniper Rifle.

NOTE: If a Survivor receives a hit from a 2 Damage weapon, he suffers two Wounds, killing him.

IMPROVED WEAPONRY: SNIPER RIFLE AND MOLOTOV

Specific Equipment cards can be combined to build improved weaponry. Take the two appropriate cards, which must be already stored in the Survivor's inventory, and combine them into the new weapon. This does not cost an Action, and the new weapon takes only a single slot in your Survivor's inventory. When built, Survivors may immediately and freely equip improved weapons to their hands.




Sniper Rifle: Combine a Rifle and a Scope to get a sniper rifle. Put the Scope card under the Rifle card. Now you can choose your targets when firing with this Rifle.

Molotov: Discard a Glass Bottle and a Gasoline card and give your Survivor a Molotov card. The Molotov doesn't need Dice, Accuracy, or Damage values (though it still requires a Ranged Combat Action to use). Just terminate everything in the targeted Zone. Yes, even other Survivors and the Abomination. Discard the Molotov card after a single use, leaving its hand slot empty.

RELOAD!

While most weapons can be used repeatedly, a few, like the Sawed-off, require spending an Action to reload them between shots if you want to fire multiple times in the same turn. At the End Phase of the turn, all such weapons are freely reloaded, so that they always start the turn ready to fire. If such a weapon is fired and passed to another Survivor without reloading, it must still be reloaded before the new owner can use it in the same turn. When equipped with two identical Dual weapons that require reloading, a single Action reloads both.

CAR ATTACK

When the Survivor in the driver's seat spends an Action to move a car, it runs over every Actor in the Zone it starts in and each Zone it enters. The player who controls the driver rolls one die for each miniature in the Zone the car leaves, every Zone it moves through, and the Zone it reaches (except for the Survivors inside the driven car). Each ,  or  is a successful hit that inflicts 1 Damage (only 1; it is impossible to run down a Fatty or Abomination). Assign these hits following the targeting priority order, just like a Ranged attack (see previous section): first Survivors (except for those in the attacking car), then Walkers, then Fatties and Abominations, and finally Runners. All targeted Survivors must be killed before hits can be assigned to any Walkers. The driver gains all the experience points from the killed Zombies.

Survivors may make Melee and Ranged attacks from the inside of a car, without altering the Combat rules in any way. Cars offer no protection to their occupants from normal Zombie attacks or Survivor attacks.

EXAMPLE: Phil is driving the police car with Amy in the passenger's seat. The same Zone (Zone 1) contains one Walker, three Runners, and an unharmed Josh, who could not get in the car because of the Zombies in the Zone. In the next Zone (Zone 2) there's one Walker, one Fatty, and two Runners. In the Zone after that (Zone 3) lurk six Walkers. Phil spends one Action to move the car out of Zone 1, through Zone 2, and end up in Zone 3.

For Zone 1 he rolls five dice, getting four hits. Josh takes two hits and dies. One Walker and one Runner are killed.

For Zone 2 he rolls four dice, getting three hits. The Walker is killed, but the Fatty absorbs the remaining hits.

For Zone 3 he rolls six dice, getting three hits. Three Walkers are killed.

Phil then spends another Action to move the car back and forth between Zones 2 and 3.

For Zone 3 he rolls three dice, getting two hits and killing two Walkers.

For Zone 2 he would roll three dice, but it's pointless since the Fatty will absorb any hits, keeping the Runners safe.

For Zone 3 he rolls another one die, getting one hit and clearing the Zone.

#9 SKILLS

Each Survivor in Zombicide has specific Skills with effects described in this section. In case of conflict with the general rules, the Skill rules have priority.

Some of the following Skills are not attributed to the Survivors in this box. They will be used by other Survivors in the future. Try them out with Survivors you create!

The effects of the following Skills and/or bonuses are immediate and may be used the turn in which they are acquired. This means that if one Action causes a Survivor to level up and gain a Skill, that Skill may be used immediately if the Survivor has any Actions remaining (or the Survivor may use any extra Actions the Skill may grant).

+1 Action – The Survivor has an extra Action he may use as he pleases.

+1 Damage: [Type] – The Survivor gets a +1 Damage bonus with the specified type of Action (Melee or Ranged).

+1 to dice roll: Combat – The Survivor adds 1 to the result of each die he rolls on a Combat Action (Melee or Ranged). The maximum result is always 6.

+1 to dice roll: Melee – The Survivor adds 1 to the result of each die he rolls in Melee Combat. The maximum result is always 6.

+1 to dice roll: Ranged – The Survivor adds 1 to the result of each die he rolls in Ranged Combat. The maximum result is always 6.

+1 die: Combat – The Survivor's weapons roll an extra die in Combat (Melee or Ranged). Dual weapons gain a die each, for a total of +2 dice per Dual Combat Action.

+1 die: Melee – The Survivor's Melee weapons rolls an extra die in Combat. Dual melee weapons gain a die each, for a total of +2 dice per Dual Melee Combat Action.

+1 die: Ranged – The Survivor's Ranged weapons roll an extra die in Combat. Dual ranged weapons gain a die each, for a total of +2 dice per Dual Ranged Combat Action.

+1 free Combat Action – The Survivor has one free extra Combat Action. This Action may only be used for Melee or Ranged Combat.

+1 free Move Action – The Survivor has one free extra Move Action. This Action may only be used as a Move Action.



+1 free Search Action – The Survivor has one free extra Search Action. This Action may only be used to Search and the Survivor can still only Search once per turn.





+1 max Range – The Survivor's Ranged weapons' maximum Range is increased by 1.

+1 Zone per Move – The Survivor can move through one extra Zone each time he performs a Move Action. This Skill stacks with other effects benefitting Move Actions.

1 re-roll per turn – Once per turn, you can re-roll all the dice related to the resolution of an Action made by the Survivor. The new result takes the place of the previous one. This Skill stacks with the effects of Equipment that allow re-rolls.



2 cocktails are better than 1 – The Survivor gets two Molotov cards instead of one when he creates a Molotov.

2 Zones per Move Action – When the Survivor spends one Action to Move, he can move one or two Zones instead of one.

Ambidextrous – The Survivor treats all Melee and Ranged weapons as if they had the Dual symbol    .

Born leader – During the Survivor's turn, he may give one free Action to another Survivor, to use as he pleases. This Action must be used during the recipient's next turn or it is lost.

Destiny – The Survivor can use this Skill once per turn when he reveals an Equipment card he drew. Discard that card and draw another Equipment card.

Gunslinger – The Survivor treats all Ranged weapons as if they had the Dual symbol  .

Hoard – The Survivor can carry one extra Equipment card in reserve.





Hold your nose – This Skill can be used once per turn. The Survivor gets a free Search Action in the Zone if he has eliminated a Zombie (even outside a building) the very same turn. This Action may only be used to Search and the Survivor can still only Search once per turn.

Is that all you've got? – You can use this Skill any time the Survivor is about to get Wounded cards. Discard one Equipment card in your Survivor's inventory for each Wound he's about to receive. Negate a Wounded card per discarded Equipment card.

Lock it down – At the cost of one Action, the Survivor can close an open door. Opening it again later does not trigger a new Zombie Spawn.

Loud – Once per turn, the Survivor can make a huge amount of noise! Until this Survivor's next turn, the Zone he used this Skill in is considered to have the highest number of Noise tokens on the entire map. If different Survivors have this Skill, only the last one who used it applies the effects.

Lucky – The Survivor can re-roll once all the dice of each Action he takes. The new result takes the place of the previous one. This Skill stacks with the effects of other Skills ("1 re-roll per turn", for example) and Equipment that allows re-rolls.

Matching Set! – When a Survivor performs a Search Action and draws a weapon card with the Dual symbol    , he can immediately take a second card of the same type from the Equipment deck. Shuffle the deck afterward.

Medic – Once per turn, the Survivor can freely remove one Wounded card from a Survivor in the same Zone. He may also heal himself.

Ninja – The Survivor makes no Noise. At all. His miniature does not count as a Noise token, and his use of Equipment or weapons produces no Noise tokens either! The Survivor may choose not to use this Skill at any time, if he wishes to be noisy.

Slippery – The Survivor does not spend extra Actions when he performs a Move Action through a Zone where there are Zombies.

Sniper – The Survivor may freely choose the targets of all his Ranged Combat Actions.

Starts with a [Equipment] – The Survivor begins the game with the indicated Equipment; its card is automatically assigned to him before the beginning of the game.

Swordmaster – The Survivor treats all Melee weapons as if they had the Dual symbol  .

Tough – The Survivor ignores the first Attack he receives from a single Zombie every Zombies' Phase.

Trick shot – When the Survivor is equipped with Dual Ranged weapons, he can aim at targets in different Zones with each weapon in the same Action.

#10 MISSIONS

The following pages contain a Tutorial Mission to help get you acquainted with the game and ten Missions to thoroughly put your Zombicide survival to the test! You can play these Missions in sequence, or you can tackle whichever one suits you best at the time, given that they vary greatly in style, size, difficulty, and play time. Special rules detailed in Missions supersede common rules and cards rules.

These Missions are just the beginning; the Zombie invasion has only started! Head over to www.guillotinegames.com and you'll find a constantly updating roster of new Missions up for free download. Or get our map editor to create your very own Missions and share them with the Zombicide community!

00 TUTORIAL

TUTORIAL / 4+ SURVIVORS / 20 MINUTES

We were with some friends when the first siren began to wail, quickly followed by countless others. In less than an hour, everything changed. The television and the radio announced horrible news. We decided to take shelter at our neighbor's house, which was much safer. We just had to cross the street. But THEY were already there...

Tiles needed: 2B & 1B.

OBJECTIVE

- Take the Objective token.

SPECIAL RULES

- **Reduced Zombie deck.** Use only the Zombie cards numbered 1, 2, 3, 4, and 41 to make the Zombie deck. Put the other ones in the box.
- **Special starting equipment.** Do not give the Pistol, Fire Axe, and Crowbar cards as starting equipment. Instead, put them at the top of the Equipment deck. They will be the first three cards drawn when Survivors search a Zone. Pan cards are dealt as usual.



01 CITY BLOCKS

HARD / 4+ SURVIVORS / 150 MINUTES

Our shelter is safe, for now. Unfortunately, our food supplies won't last long. We've decided to arm ourselves and go explore the surrounding houses. We cannot come back empty-handed.

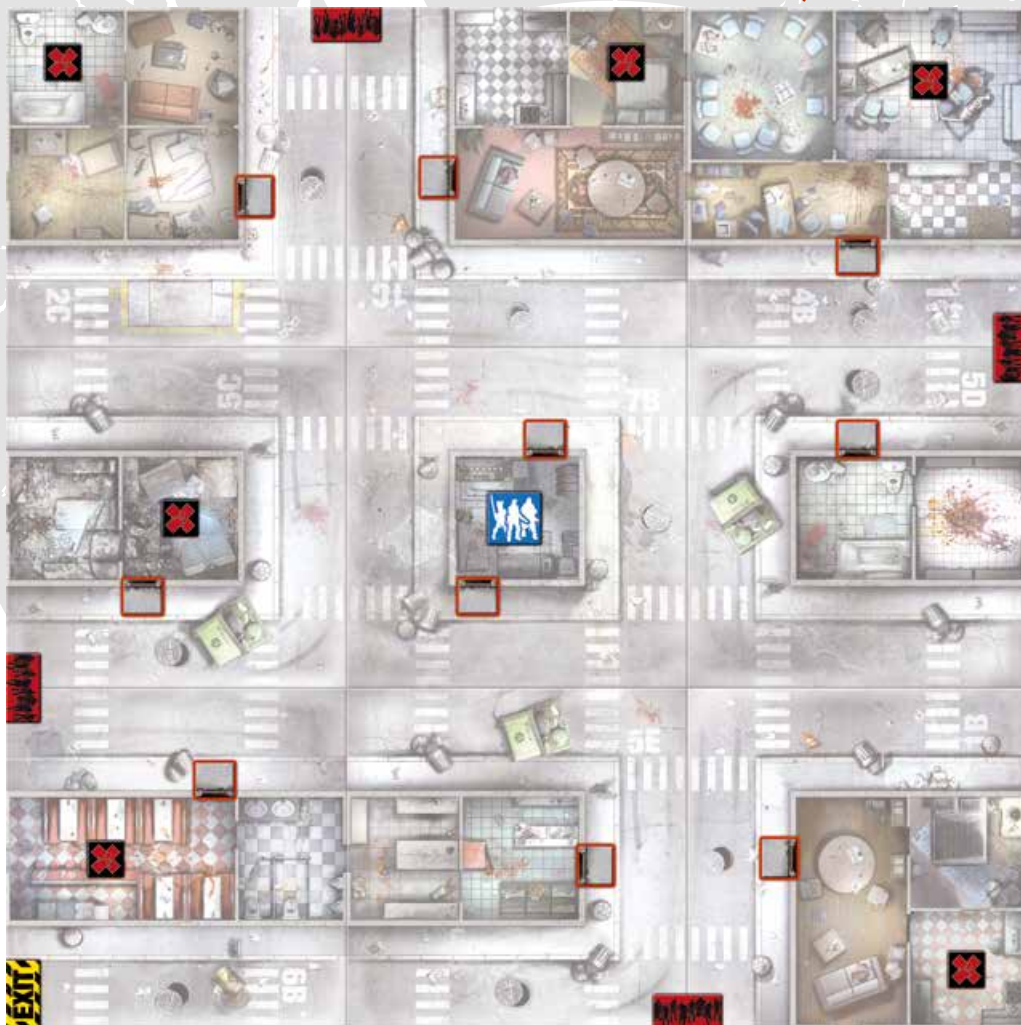
Tiles needed: 2C, 1C, 4B, 5C, 7B, 5D, 6B, 5E & 1B.

OBJECTIVES

- Take all the Objective tokens.
- Find at least one Canned Food card, at least one Rice card, and at least one Water card.
- Once you have achieved the previous objectives, reach the Exit Zone shown on the map with at least one Survivor. Gather the Equipment and Survivors that escaped. You win if you have at least one Canned Food, one Rice, and one Water card.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.



Player starting area



Zombie Spawn Zone



Exit Zone



Locked door



Objective (5 XP)

02 Y-ZONE

MEDIUM / 4+ SURVIVORS / 60 MINUTES

The living are losing ground. The pockets of resistance fall one after another, and our CB radio, once bustling with messages, is now silent. We must leave. The zombies are growing in numbers, and our supplies are getting scarce. I could kill for some toothpaste.

Tiles needed: 4B, 4E, 1B, 7B, 5D, 6B, 3C, 4C & 2C.

OBJECTIVE

- Reach the Exit Zone shown on the map with all Survivors.

SPECIAL RULES

- The Objective token represents a medicine cabinet. The Survivor who takes it immediately loses a Wounded card.



Player starting area



Zombie Spawn Zone



Exit Zone



Locked door



Medicine cabinet

03 THE 24HRS RACE OF ZOMBICITY

MEDIUM / 4+ SURVIVORS / 90 MINUTES

There's a large rest home in sight. The buildings do not look too damaged, and some cars look like they could still run. The supply room is probably full, since it looks like the looters didn't linger here. We pretty quickly saw why: the area is swarming with zombies. The previous inhabitants couldn't really put up a fight. Before exploring, we have to clean up. I dream of bubblegum.

Tiles needed: 2C, 4D, 4B, 5C, 6B, 5F, 1B, 3C & 4E.






OBJECTIVE

- Reach the Red Danger Level with at least one Survivor.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).
- You can Search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



- 
Player starting area
- 
Zombie Spawn Zone
- 
Locked door
- 
Objectives (5 XP)
- 
Cars you can drive



04 DRIVE-BY SHOOTING

MEDIUM / 4+ SURVIVORS / 90 MINUTES

Our new shelter is not enough protection. The zombies just keep coming. We can't sleep, and some of us are beginning to lose our grip. There must be a nest around here, probably in the business area near the subway entrance. Until this threat is neutralized, we'll be continuously attacked. I could use a new pair of shoes in my size.

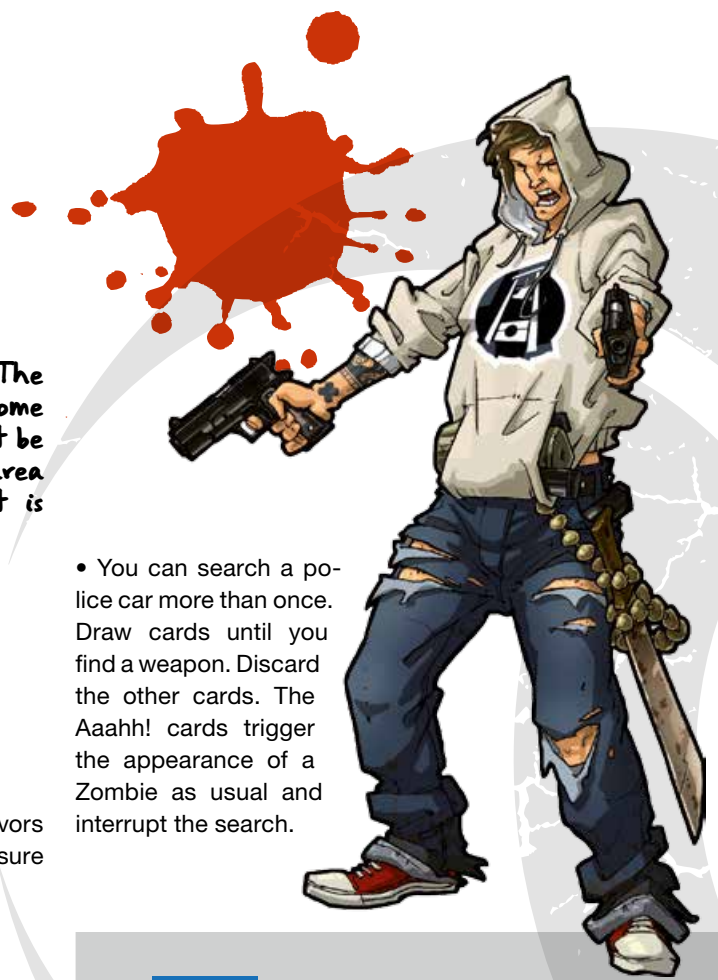
Tiles needed: 3C, 4D, 2C, 5F, 4E, 4B, 2B & 5C.

OBJECTIVES

- Take all the Objective tokens.
- After fulfilling the objective above, all remaining Survivors must reach the same Zombie Spawn Zone and make sure there are no Zombies left in it.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.



- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! cards trigger the appearance of a Zombie as usual and interrupt the search.



05 BIG W

HARD / 6+ SURVIVORS / 180 MINUTES

Zombies are dangerous, but they may not be the greatest threat. We always have to find new resources, food, weapons, ammo, and above all safe shelter. Here we are in the city center, a cemetery of concrete and glass. The big office buildings are definitely infested. Hopefully, though, we can find the means to survive a few more days. Remember, we must not open more than one door at a time and must not make too much noise. Otherwise, all the zombies in the city will be on us in minutes! I dreamed of bacon yesterday. Just bacon.

Tiles needed: 5D, 2C, 1C, 7B, 5C, 6B, 5E, 1B & 4B.



OBJECTIVE

- Take all the Objective tokens.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.



Player starting area



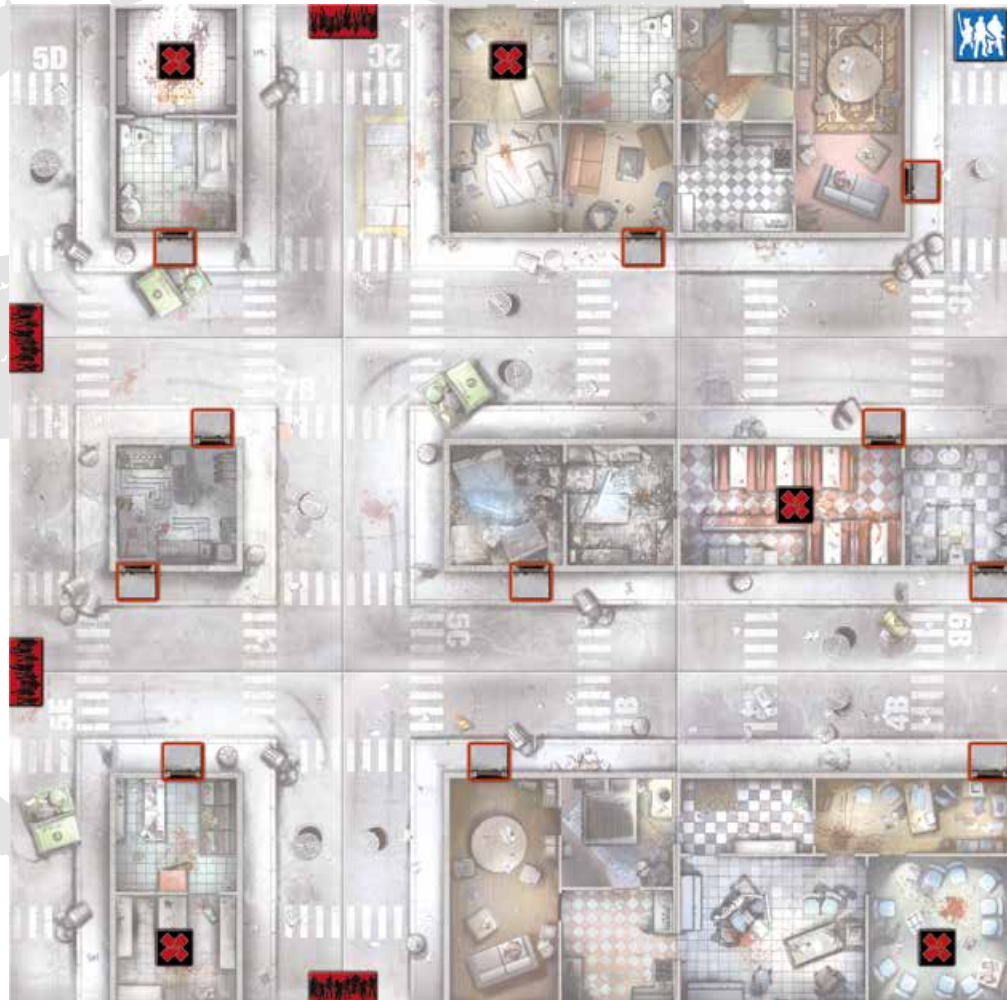
Zombie Spawn Zone



Locked door



Objectives
(5 XP)



06 THE ESCAPE

HARD / 6+ SURVIVORS / 150 MINUTES

In the first hours of the infection, everybody mobbed the supermarkets to get food. Big mistake. Public places were swarming with zombies. We've stumbled on a Z-Mart in the suburbs. Till now, everybody who entered just increased the number of infected. Today is our turn to brave the crowd. We've finished the last of our supplies. We have no choice...but we have experience and team work. I need a bigger gun... and toilet paper.

Tiles needed: 4C, 2C, 7B, 3C, 1B & 5D.

OBJECTIVES

Accomplish the following tasks in this order:

- 1- Place up to six supply cards under the car tokens (see the special rules). The supply cards can be Canned Food, Rice, or Water cards.
- 2- Get into as many cars as needed with the remaining Survivors.
- 3- Reach the Exit Zone with the Survivors in the cars. A car that reaches this Zone leaves the board with its occupants and the supplies it contains. Put aside the supply cards that made it off the board with the cars. You win if there are six or more.

SPECIAL RULES

- You cannot Search the Survivors' Starting Zone.
- Placing supplies in a car: At the cost of one Action, a Survivor can place (or take) one Canned Food, Rice, or Water card under a car token in the Zone he currently occupies.
- You can use the cars.
- The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the search.



07 GRINDHOUSE

EASY / 6+ SURVIVORS / 45 MINUTES




While everything was collapsing, there was an accident at the nuclear power plant. Before disappearing, the authorities placed a large number of the power plant technicians in a wing of the hospital under quarantine. We must make sure these people are sealed in there forever, especially if they are infected. Why? Because there's one thing worse than a zombie: a radioactive zombie. I wonder where all the dogs went.

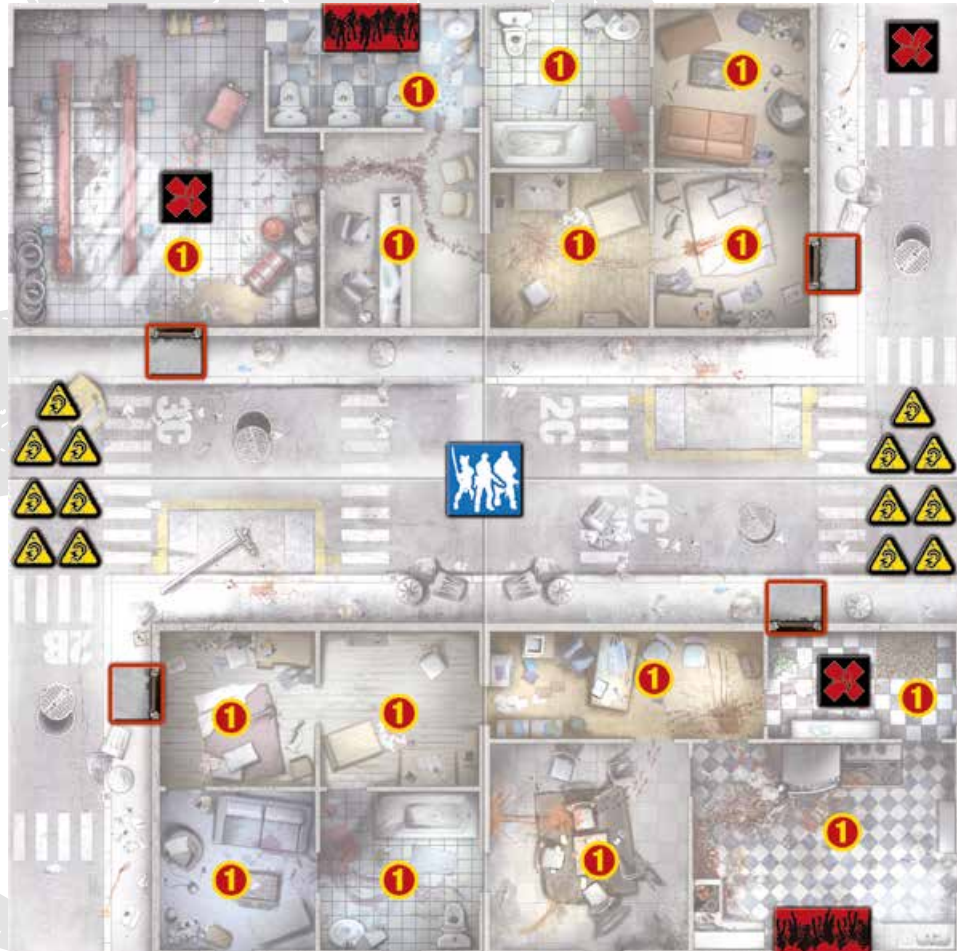
Tiles needed: 3C, 2C, 2B & 4C.

OBJECTIVE

- Neutralize the Zombie Spawn Zones (see special rules).



-  Player starting area
-  Locked door
-  Objectives (5 XP)
-  Permanent Noise token
-  Zombie Spawn Zone
-  Single Walker token



SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.
- Dual door opening: Opening a door opens the other door of the same building as well.
- Zombie occupation: Each building Zone contains a single Walker at game start. Resolve a Zombie Spawn as usual when opening doors.
- Zombie Exit: Two Zones shown on the plan contain seven permanent Noise counters. These Zones represent the exits through which the Zombies might escape. If a Zombie reaches one of these Zones, remove it from the board and place it aside. If four Zombies leave the board in this way, the game is immediately lost.
- Neutralizing the Zombie Spawn Zones: A Survivor can neutralize a Spawn Zone in Zone he currently occupies for the cost of one Action. The Zone must contain no Zombies. Please note the Zombie Spawn Zones are active even if doors are locked.

08 ZOMBIE POLICE

HARD / 6+ SURVIVORS / 180 MINUTES

We killed a zombie that had been the mayor of this town. It was carrying a fax from the chief of police explaining how to reach a safe hideout, an old, underground facility that had been turned into a bunker, close to the police station. Apparently it contains an armory, food supplies, and even a shower. This bunker would be the perfect shelter for us. Its entrance, however, is controlled from a distance, and the district is swarming with zombies. This is a dangerous mission but well worth it. What doesn't kill you today just might tomorrow.

Tiles needed: 2C, 7B, 4B, 1B, 5C & 3C.











OBJECTIVE

- Place at least one Survivor in the "bunker" Zone shown on the map. The bunker must be cleansed of all occupying Zombies.

SPECIAL RULES

- The blue door cannot be opened until the blue Objective has been taken.

- The blue Spawn Zone will be activated when the blue Objective has been taken.
- The green door cannot be opened until the green Objective has been taken.
- Each Objective token gives 5 experience points to the Survivor who takes it.
- You can use cars.
- The pimpmobile can be searched only once. It contains either Ma's Shotgun, or the Evil Twins (draw randomly).
- You can search a police car more than once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the search.

			
Player starting area	Zombie Spawn Zone	Zombie Blue Spawn Zone	
			
5 XP. Not an objective.	5 XP. Green objective	5 XP. Blue objective	
			
Locked door	Green door	Blue door	Cars you can drive



09 MIGHT MAKES RIGHT

MEDIUM / SPECIAL / 90 MINUTES

We've found a shelter, and we have enough supplies to feed a small army. There's also a radio that's still working. Thanks to this, we've found another group of survivors in the suburbs. They are defenseless and surrounded by zombies. There's no reason for this to be a trap. United we stand. Let's make some new friends.

Found dental floss today, it felt like Xmas.

Tiles needed: 1B, 2B, 2C & 7B.

NOTE: Might Makes Right was designed for one to three players.

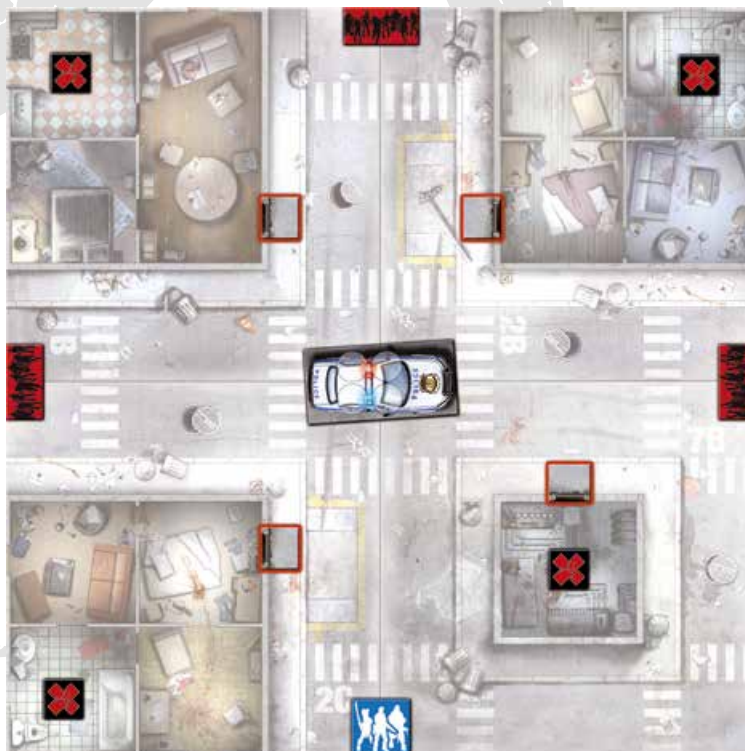


OBJECTIVES

- Take all the Objective tokens.
- Return to the starting Zone with at least four Survivors (one player), five Survivors (two players) or six Survivors (three players). A Survivor placed on the starting area can leave the board during his turn. Put him aside with his Equipment cards. You achieve victory as soon as the required number of Survivors is put aside.

SPECIAL RULES

- Each player begins the game with a single Survivor.
- Four Objectives are visible on the map. Three of them are "neutral" with identical sides. The fourth is marked with a standard side and a blue side. Place the counters face down and randomly so no one knows where the marked counter is.
- Each Objective token gives 5 experience points to the Survivor who takes it. Each time a neutral Objective token is taken, the player who controls the fewest Survivors randomly picks a new Survivor (in case of a tie, the player who took the token decides). The new Survivor is revealed and placed without Equipment on the Zone where the Objective token was taken. He may now be played as normal. Revealing the marked objective token doesn't grant an additional Survivor but still grants 5 experience points.
- You cannot use the cars.
- You can search a police car more than once. Pick cards until you find a weapon. Discard the cards which are not weapons. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the search.



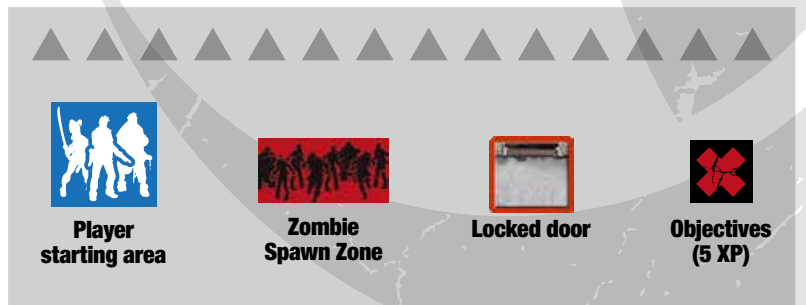
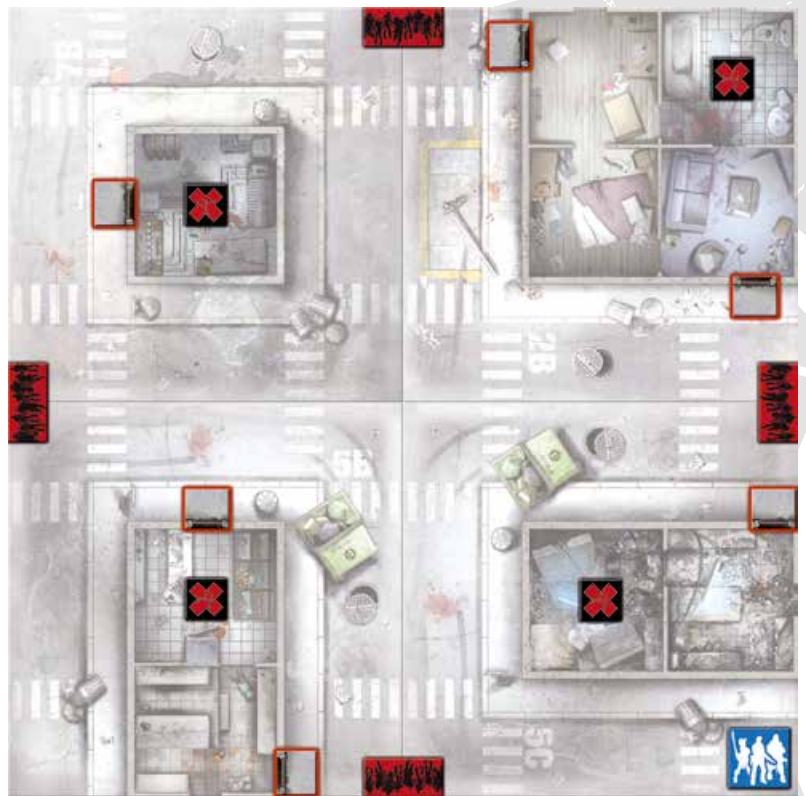
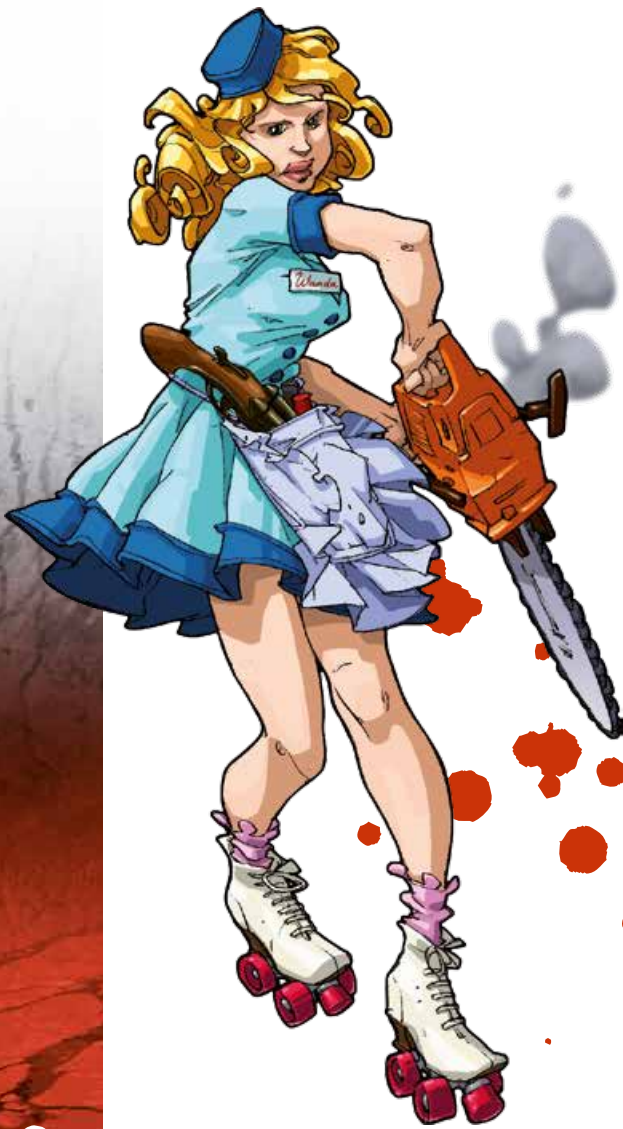
10 SMALL TOWN

HARD / 4+ SURVIVORS / 120 MINUTES

Back to basics. We're exploring the surrounding area in wider and wider concentric circles around our hideout. Several weeks have passed since the infection began, and the zombie population has peaked. What may seem like a routine mission is actually an ordeal where the smallest mistake could be fatal.

Glad I quit smoking or all this running around would kill me.

Tiles needed: 7B, 2B, 5B & 5C.



OBJECTIVE

- Take all the Objective tokens.

SPECIAL RULES

- Each Objective token gives 5 experience points to the Survivor who takes it.

#11 INDEX

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THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

TURN SUMMARY

(by courtesy of your favorite Survivors)

**GAME RULES
OVERRIDE
THIS TURN SUMMARY
RULES.**

1 FIRST STEP

Choose the first player (he receives the "first player" token)

**EACH TURN
BEGINS WITH:**

2 PLAYERS' PHASE

(as explained by Ned)

The first player activates all of his or her Survivors, one after the other, in any order. When he or she's done, the next player's turn begins. Play clockwise. Each Survivor initially has three Actions to spend, chosen from the following list. Unless stated otherwise, each Action may be performed several times per turn.

- ✗ **MOVE:** Move one Zone.
- ✗ **SEARCH:** Indoor only. Draw a card in the Equipment deck (always only one Search per turn per Survivor).
- ✗ **OPEN A DOOR:** Special Equipment or Skill required. Spawn Zombies inside a building if it's the first door.
- ✗ **REORGANIZE INVENTORY:** Equipment exchange with another Survivor (in the same Zone) is possible.
- ✗ **RANGED COMBAT:** Equipped Ranged weapon required.
- ✗ **MELEE COMBAT:** Equipped Melee weapon required.
- ✗ **GET IN OR GET OUT OF A CAR:** Can't get in if there are Zombies.
- ✗ **CHANGE SEATS IN A CAR:** Move to a different empty seat.
- ✗ **DRIVE A CAR:** If allowed by the Mission. Must be in the driver's seat. Attacks every Actor in the Zones travelled.
- ✗ **TAKE AN OBJECTIVE TOKEN OR ACTIVATE AN OBJECT** (in the Survivor's Zone).
- ✗ **MAKE NOISE.** Gotta need it to risk it.
- ✗ **DO NOTHING** (and live with it).

**WHEN EVERY PLAYER'S
FINISHED:**

3 ZOMBIES' PHASE

(as observed by Josh)

1. **ACTIVATION** All Zombies spend one Action doing one of these two things:
 - ▶ **ATTACK** • Zombies in the same Zone as a Survivor attack them.
 - ▶ **OR MOVE** • The Zombies who didn't Attack, Move. The others are having a brunch.
 - Each Zombie favors visible Survivors, then noise.
 - Choose the shortest path. If needed, split groups and add Zombies to make the groups even.

NOTE: Runners get two Actions per turn. Once all Zombies have taken their first Action, Runners go through the Activation step again to resolve their second Action.

2. **SPAWN**
 - Always draw Zombie cards for all Spawn Zones in the same order (play clockwise).
 - Danger Level used = highest Danger Level among active Survivors.
 - Fatties spawn with two Walkers.
 - No more minis of specified type? All Zombies of specified type get an extra activation!

4 END PHASE

- Remove all Noise tokens from the board.
- The next player receives the "first player" token (play clockwise).

! ZOMBIES ECOLOGY

(as written down by Amy)

NAME	ACTIONS	MIN DMG VALUE TO DESTROY	EXPERIENCE POINTS	INCOME
Walker	1	1	1	1
Runner	2	1	1	1
Fatty (*)	1	2	1	1
Abomination	1	3	5	5

(*) Each Fatty comes with 2 Walkers during Spawn phase.

TARGETING PRIORITY

(as defined by Phil)

SURVIVOR ▶ WALKER ▶ FATTY ▶ RUNNER

Abomination counts as a Fatty for targeting purposes.



DISCLAIMER: SEVERAL ZOMBIES WERE SEVERELY INJURED BY DOUG AND WANDA DURING THIS FOOTNOTE'S COMPILATION.

