

ZOMBICODE



SURVIVOR'S GUIDE



EDGE



#1 INTRODUCTION : DEAD MEN WALKING

Everything crumbled in less than an hour. The TV and radio were broadcasting terrible things...

For those who spent the last years in a fallout shelter, *Zombicide* is a cooperative game where a handful of desperate Survivors battle swarming hordes of Zombies played by the game itself.

With lush components, easy rules, a cooperative system, modular tiles, numerous miniatures, and endless replay value, *Zombicide* is now a major name in zombie games.

Like a TV show, *Zombicide* is set in Seasons, each with a core box and expansions. All material, whatever the Season, is fully compatible! A sandbox on its own, *Zombicide* is flexible enough for everyone to create a tailored zombie game!

Each Season contains the complete rules while featuring new game tiles, Survivors, and Zombie types. Each one has its own atmosphere and feel, and each can be used as a standalone game or an expansion to other Seasons.

While *Season 1* depicts an urban environment packed full of buildings, cars, and streets, *Season 2: Prison Outbreak* takes us to jail. Being an inmate is hard, but being an inmate with Zombies is murder! *Season 3: Rue Morgue* is set a couple months after the initial invasion. Civilization is almost gone, but the Zombies still roam around! Hardened survivors explore ruined hospitals and devastated military camps, looking for the virus' origin.

Beginner-friendly yet tactically deep enough to please seasoned players, *Zombicide* is here to stay: blogs, forums, and fan sites spawn everywhere on the web. A growing number of players contribute their own Missions and fan-made contents. *Zombicide's* website offers more than 60 missions, all free to download!



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ZOMBICIDE FOR DUMMIES!

#2 OVERVIEW

The world as we knew it is no more. What we did before no longer matters. Today we must adapt and learn. Learn about being survivors.

Here are a few tips to help new players jump into the *Zombicide* universe!

Zombicide is easy to learn. The rules are clear and smooth but could intimidate anyone not used to this kind of game. Thanks to this Survivor's Guide, you can demonstrate the game to anyone in a few minutes!

If you and your group are not hardcore players, consider the *Zombicide Season 1* box. Both *Prison Outbreak* and *Rue Morgue* feature slightly more extensive rules.



If you intend to show *Zombicide* to new players, you should play some Missions on your own, even solo, to learn how to quickly manage things without getting out the rulebook. If you haven't played yet, take the time to read the rulebook.

Introduce *Zombicide* to the players. Show them the box and game contents. Go straight to the core features: this is a **cooperative** game where everyone plays a Survivor of a Zombie invasion. Survivors have to get along and cooperate to complete Missions while battling Zombies **controlled by the game itself**.

Then move quickly through the rules. **Don't bother going into details**. Explain the core concepts, and say you'll explore the details as the game goes on. That's important: going too deep at this point could confuse the players.

Begin with the **Game Round overview**. On the **Players' Phase**, each player alternates activating his or her Survivor(s). Once everyone has played, then comes the **Zombies' Phase**.

After that, gently describe the way each Survivor activates, pointing out the miniatures and boards to make things clearer, if needed. Each Survivor has **three Actions** to spend during his Activation. He can use them for **Move, Combat, Search**, or to perform situational Actions, like **exchanging Equipment, opening doors, or taking Objective tokens**.

For your first games, we suggest avoiding Missions featuring cars.



#3 ACTIONS

Describe each major Action in a little more detail.

- **Move:** Explain what a Zone is and the way that Zombies affect Survivors' movements. Make it clear that this Action can be executed several times during a Survivor's Activation.
- **Combat:** This Action can also be executed several times. Explain the difference between **Melee** and **Ranged** Combat. Using the appropriate Equipment cards, discuss the symbols associated with Combat: **Range**, **Dice**, **Accuracy**, and **Damage**. Then explain the **Targeting Priority Order** for Ranged Combat.
- **Search:** This Action can only be executed in a building Zone that contains no Zombies. Draw an Equipment card for the Survivor. A Survivor can only Search once during his Activation.

Briefly describe situational Actions (exchanging Equipment, opening doors, taking Objective tokens). Talk about **Zombie invasions** inside a building when it's opened for the first time.

#4 SKILLS

Describe the Blue Level Skills for the Survivors currently in play. Specify that Survivors gain an additional Action at the Yellow Level. Don't bother with the rest. You probably won't need it for a demo game.

This is also the perfect time to talk about **experience**, the way Survivors progress, and the **Danger Levels**.

#5 THE ZOMBIES

Introduce the different Zombie types and their specific features: Walker, Fatty, Runner, and Abomination.

Get to the conclusion with a quick description of the **Zombies' Phase**.

- **Attack:** A Zombie attacks a single Survivor standing in the same Zone whenever possible. The second Wound is lethal. A Wound card reduces the Survivor's Inventory and forces the Survivor to discard an Equipment card.
- **Move:** Make sure to review Zombie movement rules if you're not familiar with the game. Zombies that didn't attack move toward the Survivors, guided first by sight and then by sound.

1 – Zombies select their target: First the noisiest visible Survivors, then the noisiest Zone if no Survivor is in sight. Distance doesn't matter.

2 – Zombies try to reach their target by taking the shortest available path.

In both situations, if Zombies have several valid targets, they split in equal groups to follow them all. Add zombies to make these groups equal. Keep an eye on the Zombie splitting rules.

NOTE: This is probably the time to talk about **Noise**, if you skipped it while describing Equipment cards!

- **Spawn:** Draw a Zombie card for each Spawn Zone, always starting from the same Spawn Zone and going clockwise.

#6 TIPS

- **Avoid Searching with the last Survivor's last Action.** You will not have any Actions left to deal with unexpected events. Better safe than sorry. How many Survivors got bitten by drawing a vicious "Aaahh!!" card?

- **Might Makes Right.** Stay together. You'll increase your team's survival odds. As you get better with the game, you'll be able to safely send out Josh or Wanda as scouts. As a rule, however, staying together is the best basic strategy.

- **COOPERATE!** Don't keep the good stuff for yourself. Getting good gear to everyone is crucial. Don't think twice about giving the nice Equipment card you just drew to another Survivor if he's more suited to using it. As the game begins, pass along the starting Equipment cards, if needed, until everyone has the proper Equipment. (Your Survivor attacks twice with his Fire Axe, for example, then gives it to the next Survivor, who do the same thing, and so on.)

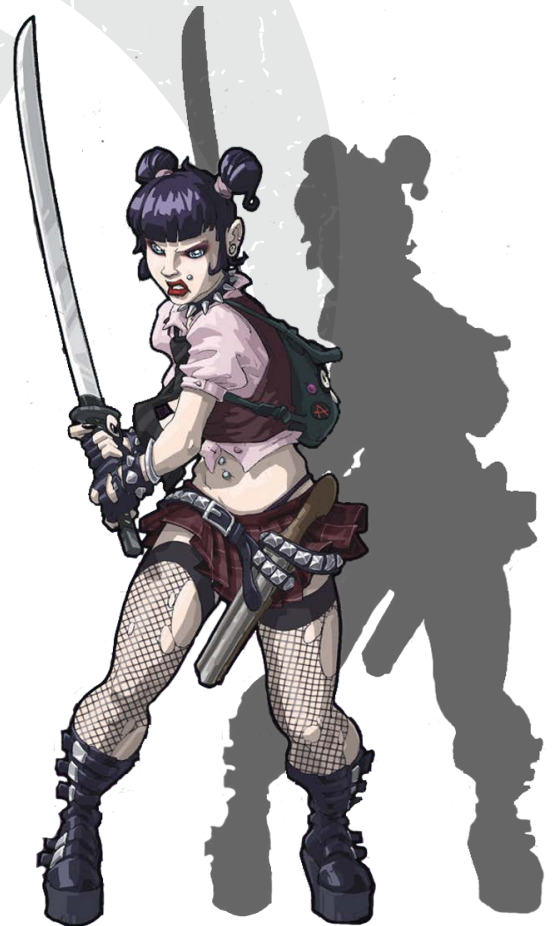
- **Open the buildings as soon as possible, while the Danger Level is still low.** Blue is better. Opening a big building at the higher Danger Levels is like opening Pandora's Box. A horde of Zombies immediately overwhelms your team.

- **Control the experience gains.** More often than not, refrain from killing that lone Walker that will push you to the next Danger Level. Do your best to get Survivors to progress at the same pace, in order to get to the same Danger Levels in a short time span.

- **Control the Zombie population.** Lacking Zombie miniatures to crowd the board triggers lethal extra Activations for Zombies. Be sure you have enough spare Zombie miniatures for the next Spawn phase (especially if you plan on opening a building in the same round). If that's not the case, it means you didn't kill enough of them! That's why it's called *Zombicide*.

In the same way, keep track of the extra Activation Zombie cards you discarded along the way. Anticipation is the first step to survival.

With these tips, you're now ready to begin the *Zombicide*!



#7 WHAT'S NEXT ?

You're interested in *Zombicide*, but you're not sure about how to begin? You've fully explored Season 1, and your team seeks new challenges? New players may have a hard time choosing *Zombicide* expansions. Here are a few tips to get you on track.

The box includes four additional Survivors and their Zombivor versions, as well as the six Zombivor versions of *Season 1*'s heroes. Add in new Equipment cards and ten new Missions, and you have an essential expansion!

ZOMBICIDE SEASON 1

No question, this is where it all begins. *Season 1* is the easiest to discover, the easiest to set up, and the box with the greatest free material online. Its urban setting is the key to its infinite replay value. The heroes' charisma plays a great part in the game's success, and they still number amongst the better Survivors in the whole range.

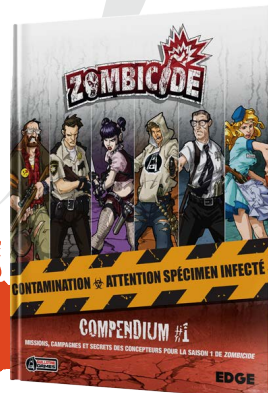


ZOMBICIDE COMPENDIUM #1

This book features more than 60 Missions for *Season 1*, including two campaigns. Hours and hours of cooperation and zombie hunting! The *Compendium* includes a chapter on the Equipment and Zombie decks, revealing secrets about the zombie matrixes and giving you tips on deck customization. A prized addition to your *Season 1* box!

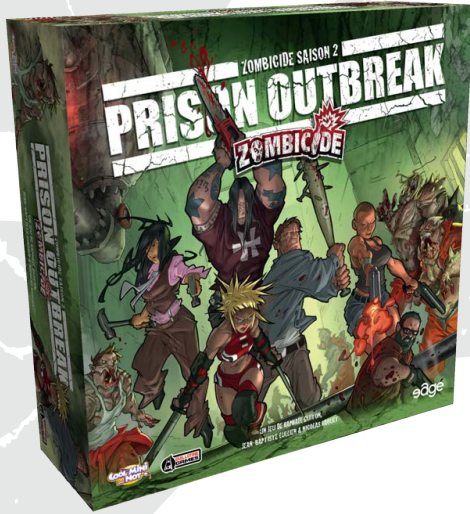
TOXIC CITY MALL

This should be your first choice after acquiring *Zombicide Season 1*. *Toxic City Mall*'s tiles create a devastated mall, and the dreadful Toxic Zombies are a nice addition to your collection. The expansion introduces new rules for barricades, the Ultrared mode, and the Resurrection mode, which allows you to play with Zombivors—heroes turned into zombies!



SEASON 2 : PRISON OUTBREAK

Prison Outbreak is often compared to an “advanced” *Zombicide* in a prison atmosphere. Richer and more tactical, *Prison Outbreak* introduces a new Zombie type, the Berserkers, in addition to new sculpts of Standard Zombies. Special rules allow you to manage the prison areas: switches, security gates, observation towers, barbwire, and more.



DOG COMPANIONS

These nice doggies can be a great help if your team faces trouble in challenging Missions. Both Equipment and Survivors, Dog Companions are invaluable support!



ZOMBIE DOGZ

There is always a dark side. If Dog Companions are precious allies, Zombie Dogz are your Survivors’ worst nightmares. Having three Actions and being last in the Targeting Priority Order, Zombie Dogz put your average Runner to shame. If you’re interested in hunting big game, Zombie Dogz are just for you.



WALK OF THE DEAD

A box with additional Zombies. The Zombie cards contained within feature Walkers exclusively, for a *The Walking Dead* atmosphere!

WALK OF THE DEAD #2

The cards in this additional Zombies box rank among the worst: mass Zombie Spawns, a new row of extra Activations for Zombies, and Sewer Spawns. Not for the faint of heart!

TOXIC CROWD & ANGRY ZOMBIES

These boxes allow you to significantly increase the ranks of Berserker and Toxic Zombies on the board, thanks to additional miniatures and Zombie cards. They’re especially useful with *Toxic City Mall* and *Prison Outbreak*.

#8 THE FUTURE

SEASON 3 : RUE MORGUE

A couple months have passed since the zombie outbreak. Civilization, laws, frontiers...all these belong to the past. Humanity and zombies are engaged in a war of extinction.

You battled in the streets of Season 1's devastated city, indulged in shopping alongside Toxic Zombies in *Toxic City Mall*, and cleaned the Berserkers from a prison in *Prison Outbreak*. You think you are the ultimate Zombie Apocalypse Survivor, ready to face any threat. *Zombicide Season 3: Rue Morgue* is about to prove you wrong.

Rue Morgue was designed for both new and seasoned players, moving along the Zombicide range while offering brand new game options.

A NEW SEASON? A NEW CAST!

Well, humans are still humans, even with the zombies roaming around. Sometimes, we are not as united as we should be.

Rue Morgue contains 12 new Survivors with new Skills. Some of them even got a secondary Blue Level Skill, like Fast roping or Helicopter pilot. Each player can now lead a full team of Survivors.

Season 3 also introduces Team Action cards, allowing a Survivor team to move, shoot, or charge as one.

Rue Morgue adds an optional Competitive mode allowing several Survivor teams to ruthlessly fight each other. Of course, you'll have to take the Zombies into account, as they make no distinctions and will keep on trying to kill any Survivor on sight.



HOSPITAL MASSACRE

Older zombies get a feral appearance and a finely honed hunting instinct. We call these elder zombies the Skinners.

Skinner Zombies appear in *Rue Morgue*. If they are not eliminated in the proper way, they can turn into half-zombies, the Crawlers, and will keep on chasing the Survivors until they are put to rest. Skinners come in Walker, Fatty, and Runner versions.



The A-Bomb Abomination is stronger and tougher than its counterparts. Its special abilities allow it to resist the better weapons and pull nearby Survivors into its Zone.



The nine double-sided tiles feature a hospital and blasted urban areas. They are fully compatible with any other *Zombicide* products.

Rue Morgue also introduces new areas with special rules: military tents to plunder, hospital beds generating Zombies, etc. You can even pilot a helicopter!



You'll also discover a new way to manage Spawn Zones, scaling with the number of Survivors and making the zombie riot really unpredictable. Event Triggers, for their part, make special events happen all throughout the game.

NATURAL-BORN SURVIVORS

I know the way to end all this. Lure them somewhere, and blow everything up.

New Equipment ready to kill more Zombies is waiting for you! Melee or Ranged Combat, pick your weapon of choice from among sabers, urban maces, bows, AK-47s, or the impressive Guillotine to add to your weapons collection.



HUMANITY SAVIORS

What remains of the military apparently worked with various scientists to achieve...something.

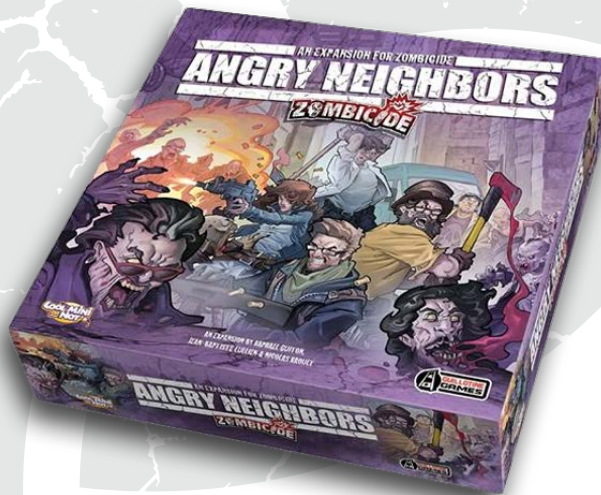
This 12-Missions campaign will get the Survivors on the trail of a potential cure for the zombie infection. Your helicopter will take you through the creepiest places: ruined hospitals, devastated military camps, secret laboratories...

Rue Morgue also features two Missions for the Competitive Mode.

ANGRY NEIGHBORS

The zombie apocalypse has not improved the neighborhood. Before, you occasionally saw a drunk howling insanities in the street. Now, whenever you go for a walk, you are sure to run across hordes of grumpy, infected, maniacal neighbors. Yes, your new angry neighbors are zombies! On the plus side, you can greet them with a crossbow or a flaming nailbat. Isn't life great?

The *Angry Neighbors* expansion is compatible with all *Zombicide* Seasons. Go on a violent trip around the block with four new Survivors, their Zombivor versions, and eight Companion allies! Upgrade your gear with new Equipment cards, and hunt the fast and unpredictable Seeker Zombies. Welcome to your new turf!



WELCOME THE ROOKIES

Stay focused, follow the plan, and pull the trigger!

Besides the four new Survivors (and their Zombivor versions), here are the Companions. These are Survivors-in-training, with their own miniatures, to lend their firepower to your team. They come in several kinds, like **Gunmen**, **Handymen**, **Searchers**, and **Snipers**.



SEEK AND DESTROY

Seekers can rip apart a whole team in a few seconds. If you spot one, blast it immediately. Otherwise, its whole gang will rush you for a free meal!

Angry Neighbors comes with a new and nasty Zombie type: Seekers. They get an extra activation each time you draw a Seeker Zombie card. Prepare for pain.

A WORLD IN FLAMES

Beyond just the lack of maintenance, the relentless war between Survivors and Zombies took its toll on buildings.

The new tiles depict ravaged areas and ruined buildings. Holes in the ground can quickly turn into deadly traps, for both Zombies and reckless Survivors!

Awaiting you are 15 new Missions (five for each Season), offering up numerous hours of perilous exploration and Zombie hunting.

LOST ZOMBIVORS

Cut off from human feelings for too long, a Zombivor becomes a Lost. He turns against his former comrades and becomes the toughest opponent in the Zombicide world.

This box contains 12 Zombivor miniatures from Zombicide Season 3: Rue Morgue to play as heroes or adversaries in any Zombicide game. Resurrection mode and Losts rules are here as well, along with six Losts cards to introduce new terrors on your board!



MURDER OF CROWZ

These murders of crows are really nasty flying pests; so small they can enter everywhere and so fast they're on you in seconds to quickly rip you apart.

Agile, fast, and vicious, murders of Crows move three Zones per Activation and ignore all obstacles in their path, even doors! Survivors can run, but they cannot hide anymore.



VIP #1 ET VIP #2 : VERY INFECTED PEOPLE

Sometimes, survivors spot a weirdo in the endless flow of shambling zombies. This creature may remind them of someone they used to know, wear a particular uniform, or be a former celebrity. These special zombies are called VIPs, for Very Infected People.

Each box contains 20 VIP Zombie miniatures to hunt, 12 Zombie cards to get them on stage, rules to play them, and three new pimpmobile weapons.



ULTIMATE SURVIVORS

The world evolved, and so did we. We learned in a couple months what a soldier might need years to learn. The lives we had, the people we were, are all gone, and we have accepted that. We are survivors, and we are here to bring the future.

The Experience mode allows you to write your own epic story using Experience cards that enhance your Survivors and stay with them from one Zombicide Mission to the next! This box holds 110 Experience cards and Ultimate versions of the six Survivors from Season 1.



#9 MISSIONS

E01 A SIMPLE PLAN

EASY / 4+ SURVIVORS / 30 MINUTES

The streets are crowded with zombies. Moving around is getting tricky. We decided to use the subway tunnels. The nearest entrance is closed, but we think we can find the key somewhere in that maintenance building. Let's hope we don't meet the controller...

Material needed: **Season 1.**
Tiles needed: **2B, 4D, 5B & 7D.**

OBJECTIVES

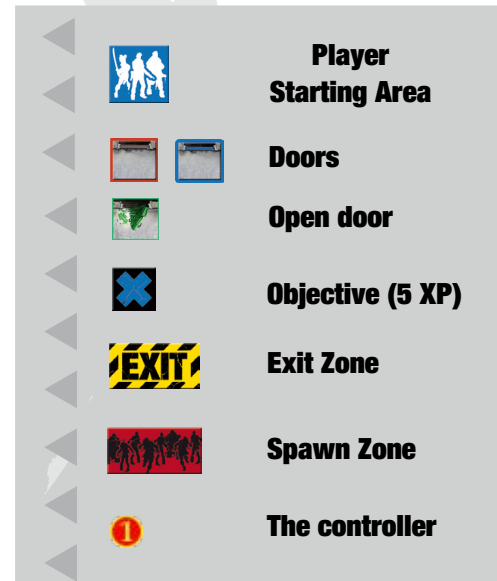
To win the game, just follow the plan:

1 – Find the gate key. Get in the maintenance building, and take the blue Objective.

2 – Flee, you fools! Reach the Exit with all remaining Survivors. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

- **It's OK, I got it!** The blue Objective gives 5 experience points to the Survivor who takes it.
- **Damn door!** The blue door cannot be opened until the blue Objective has been taken.
- **Controllers always come in twos.** During Setup, put one Fatty in the indicated Zone. Beware, there may be two by the time you get on there! This is a nice opportunity to check the Zombie splitting rules.



E02 DEEP PURPLE

MEDIUM / 4 SURVIVORS / 45 MINUTES

We just spotted a grade-A car in a garage. We'll have to fight a little to get it, but it's a golden ticket to freedom, the wind in our hair, and the like.

With that car, we'll glide on zombies like smoke on the water.

Material needed: **Season 1.**

Tiles needed: **2B, 3B, 5E, 7B.**

OBJECTIVES

Note: Please take the time to check the car rules before playing this Mission.

We NEED that car! And here is how we do it.

1 – Knocking at your backdoor. We'll get in the garage by the side entrance. The key is somewhere in there. Take the blue Objective to open the blue door.

2 – Machine head. The garage is closed by a shutter door. Take the green Objective to open the garage double door.

3 – Pictures of home. Reach the Exit with the car and all remaining Survivors.

SPECIAL RULES

• **Into the fire.** Each Objective gives 5 experience points to the Survivor who takes it.

• **Nobody's home.** The blue door cannot be opened until the blue Objective has been taken.

• **Space truckin'.** The garage double door cannot be opened until the green Objective has been taken.

• **Speed king.** Once the garage double door is open, the pimpmobile can be driven.

• **Highway star.** You can Search the pimpmobile only once per game. It contains either the Evil Twins or Ma's Shotgun.

